

NOTICE OF
CHANGE

NOT MEASUREMENT
SENSITIVE

MIL-STD-2525A
NOTICE 1
10 July 1997

DEPARTMENT OF DEFENSE
INTERFACE STANDARD

COMMON WARFIGHTING SYMBOLOGY

TO ALL HOLDERS OF MIL-STD-2525A:

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

NEW PAGE	DATE	SUPERSEDED PAGE	DATE
iii	10 July 1997	iii	15 December 1996
iv	10 July 1997	iv	15 December 1996
v	10 July 1997	v	15 December 1996
15	10 July 1997	15	15 December 1996
16	15 December 1996	16	Reprinted without change
21	15 December 1996	21	Reprinted without change
22	10 July 1997	22	15 December 1996
23	10 July 1997	23	15 December 1996
24	10 July 1997	24	15 December 1996
27	10 July 1997	27	15 December 1996
28	10 July 1997	28	15 December 1996
29	10 July 1997	29	15 December 1996
30	10 July 1997	30	15 December 1996
31	10 July 1997	31	15 December 1996
32	10 July 1997	32	15 December 1996
33	10 July 1997	33	15 December 1996
34	10 July 1997	34	15 December 1996
35	10 July 1997	35	15 December 1996
36	10 July 1997	36	15 December 1996
37	10 July 1997	37	15 December 1996
38	10 July 1997	38	15 December 1996
39	10 July 1997	39	15 December 1996

AMSC N/A

AREA INST

MIL-STD-2525A CHANGE NOTICE 1, (cont'd)

NEW PAGE	DATE	SUPERSEDED PAGE	DATE
40	10 July 1997	40	15 December 1996
41	10 July 1997	41	15 December 1996
42	15 December 1996	42	Reprinted without change
43	10 July 1997	43	15 December 1996
44	10 July 1997	44	15 December 1996
45	10 July 1997	45	15 December 1996
46	15 December 1996	46	Reprinted without change
47	10 July 1997	47	15 December 1996
48	10 July 1997	48	15 December 1996
49	10 July 1997	49	15 December 1996
50	10 July 1997	50	15 December 1996
51	10 July 1997	51	15 December 1996
52	10 July 1997	52	15 December 1996
53	10 July 1997	53	15 December 1996
54	15 December 1996	54	Reprinted without change
55	10 July 1997	55	15 December 1996
56	10 July 1997	56	15 December 1996
59	10 July 1997	59	15 December 1996
60	10 July 1997	60	15 December 1996
61	15 December 1996	61	Reprinted without change
62	10 July 1997	62	15 December 1996
65	10 July 1997	65	15 December 1996
66	10 July 1997	66	15 December 1996
67	15 December 1996	67	Reprinted without change
68	10 July 1997	68	15 December 1996
69	15 December 1996	69	Reprinted without change
70	10 July 1997	70	15 December 1996
70a	10 July 1997	New page	
70b	10 July 1997	New page	
70c	10 July 1997	New page	
70d	10 July 1997	New page	
70e	10 July 1997	New page	
70f	10 July 1997	New page (blank)	
71	10 July 1997	71	15 December 1996
72	10 July 1997	72	15 December 1996
73	10 July 1997	73	15 December 1996
74	10 July 1997	74	15 December 1996
75	10 July 1997	75	15 December 1996
76	10 July 1997	76	15 December 1996
77	10 July 1997	77	15 December 1996

MIL-STD-2525A CHANGE NOTICE 1, (cont'd)

NEW PAGE	DATE	SUPERSEDED PAGE	DATE
78	10 July 1997	78	15 December 1996
79	10 July 1997	79	15 December 1996
80	10 July 1997	80	15 December 1996
81	10 July 1997	81	15 December 1996
82	10 July 1997	82	15 December 1996
83	10 July 1997	83	15 December 1996
84	10 July 1997	84	15 December 1996
85	10 July 1997	85	15 December 1996
86	10 July 1997	86	15 December 1996
87	10 July 1997	87	15 December 1996
88	10 July 1997	88	15 December 1996
89	10 July 1997	89	15 December 1996
90	10 July 1997	90	15 December 1996
91	10 July 1997	91	15 December 1996
92	10 July 1997	92	15 December 1996
93	10 July 1997	93	15 December 1996
94	10 July 1997	94	15 December 1996
95	10 July 1997	95	15 December 1996
96	10 July 1997	96	15 December 1996
97	10 July 1997	97	15 December 1996
98	10 July 1997	98	15 December 1996
99	10 July 1997	99	15 December 1996
100	10 July 1997	100	15 December 1996
101	10 July 1997	101	15 December 1996
102	10 July 1997	102	15 December 1996
103	10 July 1997	103	15 December 1996
104	10 July 1997	104	15 December 1996
105	10 July 1997	105	15 December 1996
106	10 July 1997	106	15 December 1996
107	10 July 1997	107	15 December 1996
108	10 July 1997	108	15 December 1996
109	10 July 1997	109	15 December 1996
110	10 July 1997	110	15 December 1996
111	10 July 1997	111	15 December 1996
112	10 July 1997	112	15 December 1996
113	10 July 1997	113	15 December 1996
114	10 July 1997	114	15 December 1996
115	10 July 1997	115	15 December 1996
116	10 July 1997	116	15 December 1996
117	10 July 1997	117	15 December 1996

MIL-STD-2525A CHANGE NOTICE 1, (cont'd)

NEW PAGE	DATE	SUPERSEDED PAGE	DATE
118	10 July 1997	118	15 December 1996
119	10 July 1997	119	15 December 1996
120	10 July 1997	120	15 December 1996
120a	10 July 1997	New page	
120b	10 July 1997	New page	
120c	10 July 1997	New page	
120d	10 July 1997	New page	
125	10 July 1997	125	15 December 1996
126	10 July 1997	126	15 December 1996
127	15 December 1996	127	Reprinted without change
128	10 July 1997	128	15 December 1996
129	15 December 1996	129	Reprinted without change
130	10 July 1997	130	15 December 1996
131	10 July 1997	131	15 December 1996
132	15 December 1996	132	Reprinted without change
135	10 July 1997	135	15 December 1996
136	15 December 1996	136	Reprinted without change
141	15 December 1996	141	Reprinted without change
142	10 July 1997	142	15 December 1996
143	10 July 1997	143	15 December 1996
144	10 July 1997	144	15 December 1996
145	10 July 1997	145	15 December 1996
146	10 July 1997	146	15 December 1996
149	10 July 1997	149	15 December 1996
150	10 July 1997	150	15 December 1996
159	15 December 1996	159	Reprinted without change
160	10 July 1997	160	15 December 1996
165	10 July 1997	165	15 December 1996
166	15 December 1996	166	Reprinted without change
183	15 December 1996	183	Reprinted without change
184	10 July 1997	184	15 December 1996
189	15 December 1996	189	Reprinted without change
190	10 July 1997	190	15 December 1996
193	15 December 1996	193	Reprinted without change
194	10 July 1997	194	15 December 1996
195	10 July 1997	195	15 December 1996
196	10 July 1997	196	15 December 1996
199	10 July 1997	199	15 December 1996
200	10 July 1997	200	15 December 1996
203	10 July 1997	203	15 December 1996

MIL-STD-2525A CHANGE NOTICE 1, (cont'd)

NEW PAGE	DATE	SUPERSEDED PAGE	DATE
204	15 December 1996	204	Reprinted without change
205	10 July 1997	205	15 December 1996
206	10 July 1997	206	15 December 1996
207	10 July 1997	207	15 December 1996
208	15 December 1996	208	Reprinted without change
209	10 July 1997	209	15 December 1996
210	15 December 1996	210	Reprinted without change
221	10 July 1997	221	15 December 1996
222	15 December 1996	222	Reprinted without change
227	10 July 1997	227	15 December 1996
228	10 July 1997	228	15 December 1996
229	10 July 1997	229	15 December 1996
230	10 July 1997	230	15 December 1996
231	10 July 1997	231	15 December 1996
232	10 July 1997	232	15 December 1996
233	10 July 1997	233	15 December 1996
234	10 July 1997	234	15 December 1996
235	10 July 1997	235	15 December 1996
236	10 July 1997	236	15 December 1996
237	10 July 1997	237	15 December 1996
238	10 July 1997	238	15 December 1996
239	10 July 1997	239	15 December 1996
240	10 July 1997	240	15 December 1996
241	10 July 1997	241	15 December 1996
242	10 July 1997	242	15 December 1996
243	10 July 1997	243	15 December 1996
244	10 July 1997	244	15 December 1996
245	10 July 1997	245	15 December 1996
246	10 July 1997	246	15 December 1996
247	10 July 1997	247	15 December 1996
248	10 July 1997	248	15 December 1996
249	10 July 1997	249	15 December 1996
250	10 July 1997	250	15 December 1996
251	10 July 1997	251	15 December 1996
252	10 July 1997	252	15 December 1996
255	10 July 1997	255	15 December 1996
256	10 July 1997	256	15 December 1996
261	15 December 1996	261	Reprinted without change
262	10 July 1997	262	15 December 1996
267	15 December 1996	267	Reprinted without change

MIL-STD-2525A CHANGE NOTICE 1, (cont'd)

NEW PAGE	DATE	SUPERSEDED PAGE	DATE
268	10 July 1997	268	15 December 1996
269	10 July 1997	269	15 December 1996
270	15 December 1996	270	Reprinted without change
279	10 July 1997	279	15 December 1996
280	10 July 1997	280	15 December 1996
281	10 July 1997	281	15 December 1996
282	10 July 1997	282	15 December 1996
283	10 July 1997	283	15 December 1996
284	10 July 1997	284	15 December 1996
285	10 July 1997	285	15 December 1996
286	10 July 1997	286	15 December 1996
287	10 July 1997	287	15 December 1996
288	10 July 1997	288	15 December 1996
289	10 July 1997	289	15 December 1996
290	15 December 1996	290	Reprinted without change
293	15 December 1996	293	Reprinted without change
294	10 July 1997	294	15 December 1996
297	10 July 1997	297	15 December 1996
298	10 July 1997	298	15 December 1996
299	15 December 1996	299	Reprinted without change
300	10 July 1997	300	15 December 1996
301	10 July 1997	301	15 December 1996
302	15 December 1996	302	Reprinted without change
325	15 December 1996	325	Reprinted without change
326	10 July 1997	326	15 December 1996
345	10 July 1997	345	15 December 1996
346	15 December 1996	346	Reprinted without change
355	10 July 1997	355	15 December 1996
356	15 December 1996	356	Reprinted without change
365	15 December 1996	365	Reprinted without change
366	10 July 1997	366	15 December 1996
371	15 December 1996	371	Reprinted without change
372	10 July 1997	372	15 December 1996
381	15 December 1996	381	Reprinted without change
382	10 July 1997	382	15 December 1996
383	10 July 1997	383	15 December 1996
384	15 December 1996	384	Reprinted without change
391	10 July 1997	391	15 December 1996
392	15 December 1996	392	Reprinted without change
395	15 December 1996	395	Reprinted without change

MIL-STD-2525A CHANGE NOTICE 1, (cont'd)

NEW PAGE	DATE	SUPERSEDED PAGE	DATE
396	10 July 1997	396	15 December 1996
417	15 December 1996	417	Reprinted without change
418	10 July 1997	418	15 December 1996
418a	10 July 1997	New page	
418b	10 July 1997	New page	
418c	10 July 1997	New page	
418d	10 July 1997	New page	
418e	10 July 1997	New page	
418f	10 July 1997	New page	
418g	10 July 1997	New page	
418h	10 July 1997	New page	
418i	10 July 1997	New page	
418j	10 July 1997	New page	
418k	10 July 1997	New page	
418l	10 July 1997	New page	
418m	10 July 1997	New page	
418n	10 July 1997	New page	
418o	10 July 1997	New page	
418p	10 July 1997	New page	
418q	10 July 1997	New page	
418r	10 July 1997	New page	
418s	10 July 1997	New page	
418t	10 July 1997	New page	
418u	10 July 1997	New page	
418v	10 July 1997	New page	
418w	10 July 1997	New page	
418x	10 July 1997	New page	
419	10 July 1997	419	15 December 1996
420	10 July 1997	420	15 December 1996
421	10 July 1997	421	15 December 1996
422	10 July 1997	422	15 December 1996
423	10 July 1997	423	15 December 1996
424	10 July 1997	424	15 December 1996
425	10 July 1997	425	15 December 1996
426	10 July 1997	426	15 December 1996
427	10 July 1997	427	15 December 1996
428	10 July 1997	428	15 December 1996
429	10 July 1997	429	15 December 1996
430	10 July 1997	430	15 December 1996
DDForm 1426	10 July 1997	DDForm 1426	15 December 1996

2. RETAIN THIS NOTICE AND INSERT BEFORE TABLE OF CONTENTS .

3. Holders of MIL-STD-2525A will verify that page changes and additions indicated above have been entered. This notice page will be retained as a check sheet. This issuance, together with appended pages, is a separate publication. Each notice is to be retained by stocking points until the standard is completely revised or canceled.

Custodians:

Preparing Activity:

Army - AC

Navy - OM

Air Force - 90

Misc - DC-4

MIL-STD-2525A

<u>PARAGRAPH</u>	<u>PAGE</u>
FOREWORD	ii
1. SCOPE	1
1.1 Scope.	1
1.2 Purpose	1
1.3 Applicability	1
1.4 Content	3
1.5 Changes	3
2. APPLICABLE DOCUMENTS	5
2.1 General.	5
2.2 Government documents.	5
2.2.1 Specifications, standards, and handbooks	5
2.2.2 Other Government documents, drawings, and publications	5
2.3 Non-Government publications	6
2.4 Order of precedence	6
3. DEFINITIONS	7
3.1 Acronyms used in this standard	7
3.2 Definitions used in this standard.	11
4. GENERAL REQUIREMENTS	15
4.1 Objective	15
4.2 Organization	15
4.3 Icon-based symbols	15
4.3.1 Frame	15
4.3.2 Fill	15
4.3.3 Icon	16
4.4 Tactical graphics	16
4.5 Symbol modifiers	16
4.6 Symbol ID code	16
4.7 Use of special symbol sets	16
5. DETAILED REQUIREMENTS	17
5.1 Objective.	17
5.2 Organization	17
5.3 Icon-based symbols	17
5.3.1 Frame (geometric border)	17
5.3.1.1 Affiliation.	17
5.3.1.2 Battle dimension	19
5.3.1.3 Status	20

MIL-STD-2525A

5.3.2	Fill	20
5.3.3	Icon	20
5.4.	Tactical graphics	21
5.5	Symbol modifiers	21
5.5.1	Indicators	27
5.5.1.1	Direction of movement	27
5.5.1.2	Size/mobility	27
5.5.1.3	Headquarters staff.	28
5.5.1.4	Task force	29
5.5.1.5	Location	29
5.5.1.6	Feint/dummy.	29
5.5.2	Text	29
5.6	Display	29
5.6.1	Symbol display options	29
5.6.2	Arrangement of symbol modifiers	29
5.6.3	Plotting	30
5.6.4	Symbol orientation	30

TABLE

I.	Affiliations and battle dimensions	18
II.	Present and planned status	20
III.	Symbol modifier field definitions	22
IV.	Size /mobility	27
V.	Example of display option hierarchy	30

FIGURE

1.	Common warfighting symbology documents	2
2.	Symbol components.	15
3a.	Field positions for units, installations, and equipment	25
3b.	Placement of modifiers for points, areas, lines and boundaries.	25
3c.	Placement of modifiers for NBC events.	26
4.	Symbol modifiers.	26
5.	Special C ² headquarters symbol.	28

MIL-STD-2525A

APPENDIX

A	SYMBOL HIERARCHY	33
B	SYMBOL CODING	71
C	TECHNICAL SPECIFICATIONS	121
D	WARRIOR ICON SET	133
E	TACTICAL GRAPHICS	301
F	ASSOCIATED SYMBOLOGY INFORMATION	401
INDEX.....		419
CONCLUDING MATERIAL		429
STANDARDIZATION DOCUMENT IMPROVEMENT PROPOSAL		431

MIL-STD-2525A

4. GENERAL REQUIREMENTS

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

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

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

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

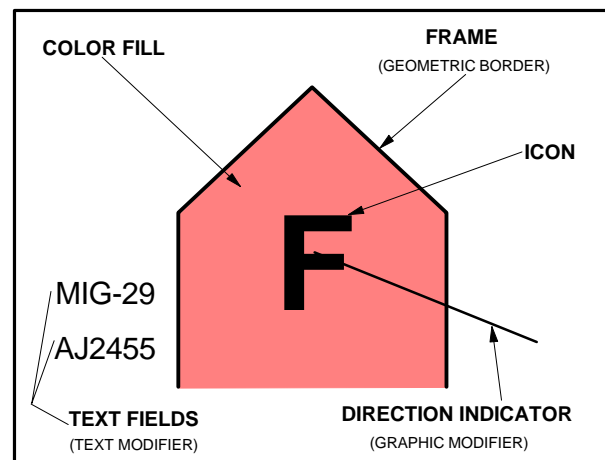


FIGURE 2. Symbol components.

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

MIL-STD-2525A

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

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

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

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

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

MIL-STD-2525A

taxonomy was organized hierarchically, the detailed information it contained provided a logical structure from which to generate a set of icons representing warfighting objects. The information hierarchy is presented in appendix A, and the mapping of warfighting icons to the hierarchy is included in appendix D. The icons in appendix D shall be used whenever a system displays any of the warfighting objects for which an icon is provided. Not all information about objects can be related to a specific affiliation or battle dimension; therefore, it is possible to have an object represented by an icon alone. Appendix D indicates whether an icon shall be framed or unframed or whether framing is optional. Military ships, both sea surface and subsurface, military aircraft, military units, and installation icons are always associated with an affiliation and battle dimension and so shall be framed. Only those icons specifically identified as unframed or frame optional shall be displayed without a frame.

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

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

MIL-STD-2525A

TABLE III. Symbol modifier field definitions.

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

MIL-STD-2525A

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

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

MIL-STD-2525A

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

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

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

b. Field J, Evaluation Rating: **RELIABILITY RATINGS**: **A**-completely reliable, **B**-usually reliable, **C**-fairly reliable, **D**-not usually reliable, **E**-unreliable, **F**-reliability cannot be judged. **CREDIBILITY RATINGS**: **1**-confirmed by other sources, **2**-probably true, **3**-possibly true, **4**-doubtfully true, **5**-improbable, **6**-truth cannot be judged. The scale 1 to 6 does not represent progressive degrees of accuracy. Recognition must be given to the rating represented by the numeric symbol. Although both letters and numerals are used to indicate the evaluation of an item of information, they are independent of each other. (See FM 34-3, Intelligence Analysis, March 1990, pages 2-13 through 2-17 for complete definitions of evaluation ratings.)

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

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

MIL-STD-2525A

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

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





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

TABLE IV. Size /mobility.

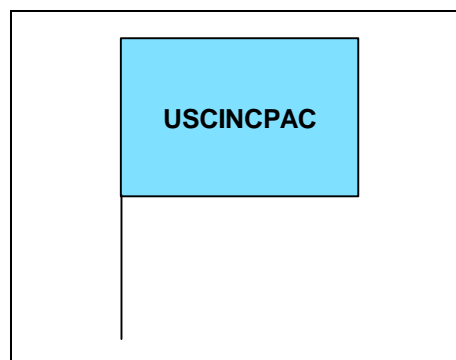
Indicator	Description
∅	Team/Crew
•	Squad
••	Section
•••	Platoon/Detachment
I	Company/Battery/Troop
II	Battalion/Squadron
III	Regiment/Group
X	Brigade
X X	Division
X X X	Corps
X X X X	Army
X X X X X	Army Group/Front
X X X X X X	Region

MIL-STD-2525A

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

Indicator	Description
	Installation
	Task Force
	Feint/Dummy
	Headquarters staff

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

FIGURE 5. Special C² headquarters symbol.

MIL-STD-2525A

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

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

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

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

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

5.6.1 Symbol display options. C4I systems differ in their operational requirements concerning the amount of information about a warfighting object that needs to be displayed. As a result, this document standardizes those symbology elements required to achieve interoperability in information presentation, but allows flexibility in the symbol components and modifiers that are displayed to the warfighter. Display options available range from complex (i.e., symbols include frame, fill, and icon) to primitive (i.e., symbols rendered as dots that denote the presence of an object at a specific location). Table V provides examples of display options that can be used in color and monochrome displays and can either be hand-drawn or computer-generated. Systems can select one or more display options for implementation based on operational requirements and display capabilities. If multiple options are available, the warfighter may be allowed to choose a single option for rendering all symbols or to select different options based on the affiliation or battle dimension of the object and the amount of information required. For example, the warfighter may choose to display minimal information about friendly objects (displaying these symbols as dots) and maximal information about potential threats (displaying these symbols with frame, fill, and icon).

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





MIL-STD-2525A

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

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





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

TABLE V. Example of display option hierarchy.

Display Option Example	Attributes
	Frame: ON (black or white depending on background) Fill: ON (use default color indicating affiliation) Icon: ON (black or white)
	Frame: ON (use default color indicating affiliation) Fill: OFF Icon: ON (use default color indicating affiliation)
	Frame: ON (black or white depending on background) Fill: OFF Icon: ON (black or white) Comments: Default option for monochrome implementation; replace black/white with the colors available in this implementation.
	Frame: OFF (none) Fill: OFF Icon: ON (use default color indicating affiliation)

MIL-STD-2525A

TABLE V. Example of display option hierarchy.

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

MIL-STD-2525A

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MIL-STD-2525A

APPENDIX A

SYMBOL HIERARCHY

A.1 GENERAL

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

A.2 APPLICABLE DOCUMENTS

This section is not applicable to this appendix.

A.3 DEFINITIONS

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

A.4 SYMBOL HIERARCHY

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

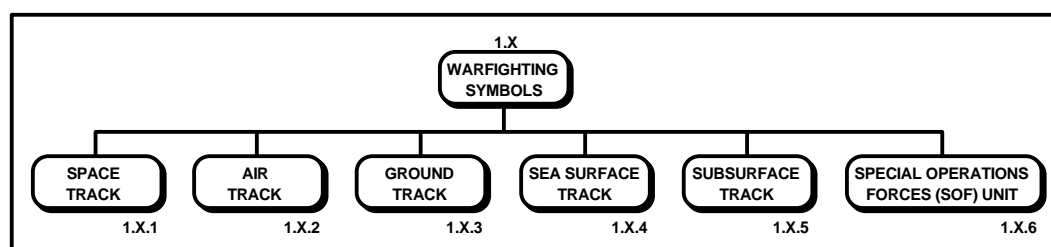
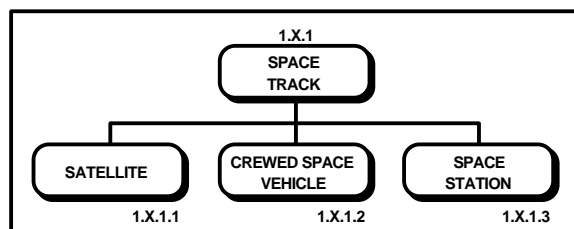
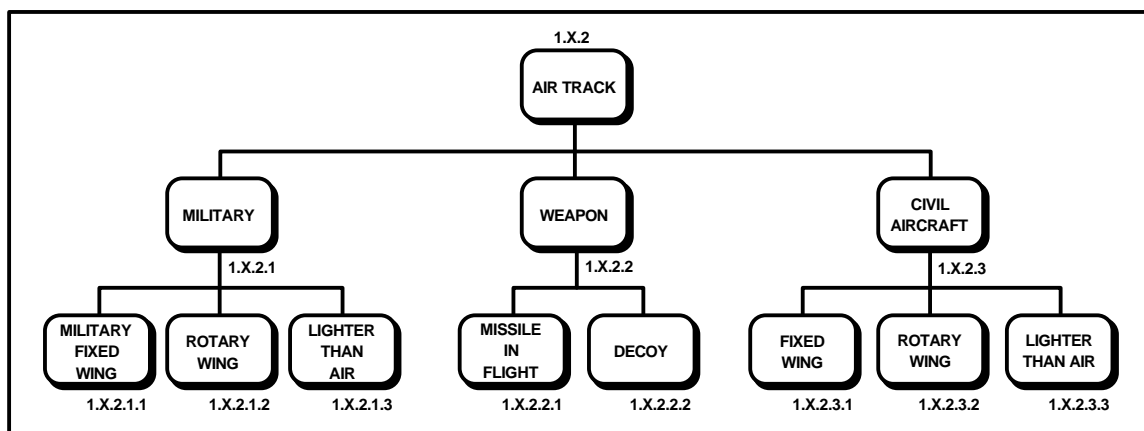


FIGURE A-1. Warfighting symbols.

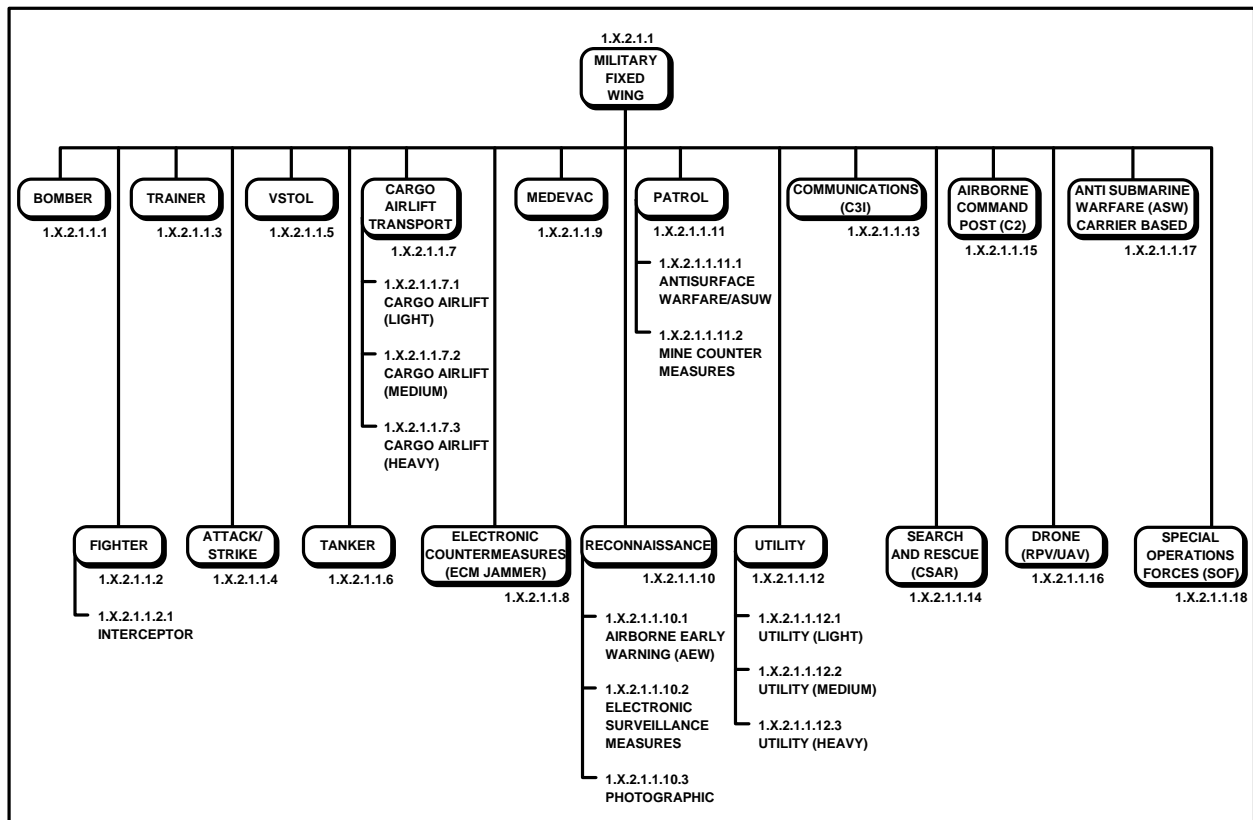
MIL-STD-2525A

APPENDIX A

FIGURE A-2. Space track.FIGURE A-3. Air track.

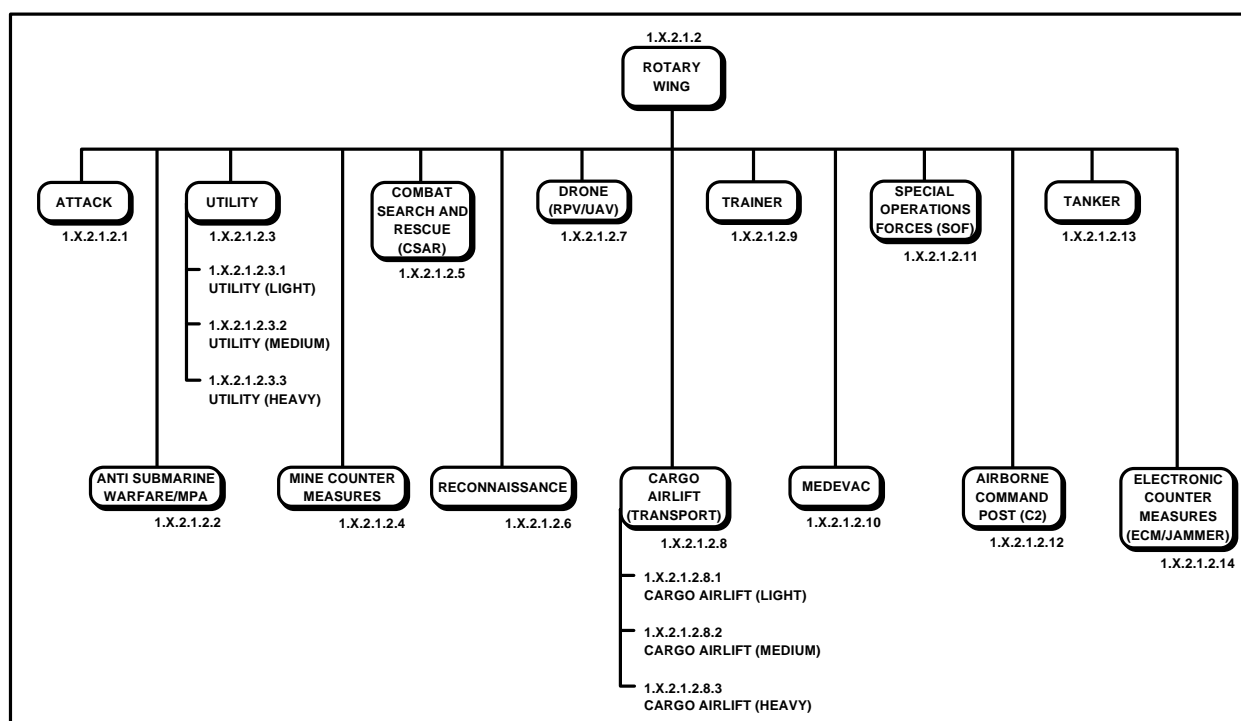
MIL-STD-2525A

APPENDIX A

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

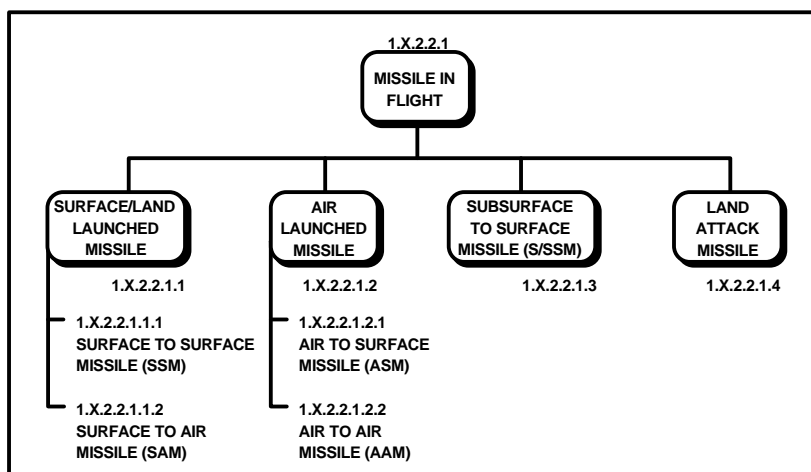
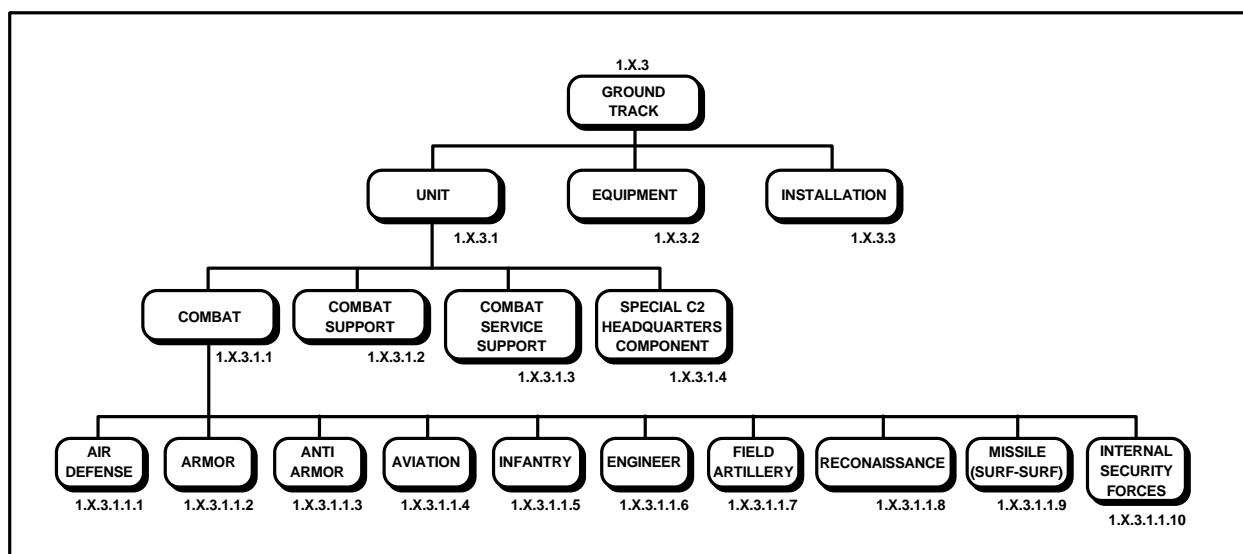
MIL-STD-2525A

APPENDIX A

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

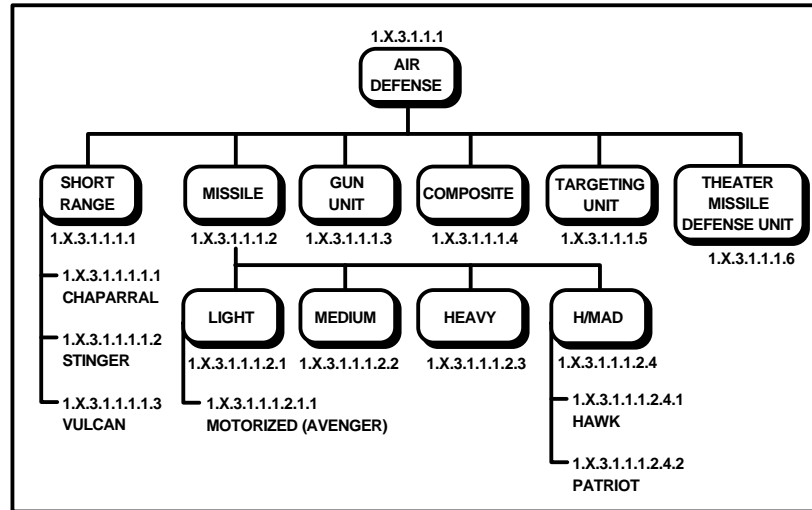
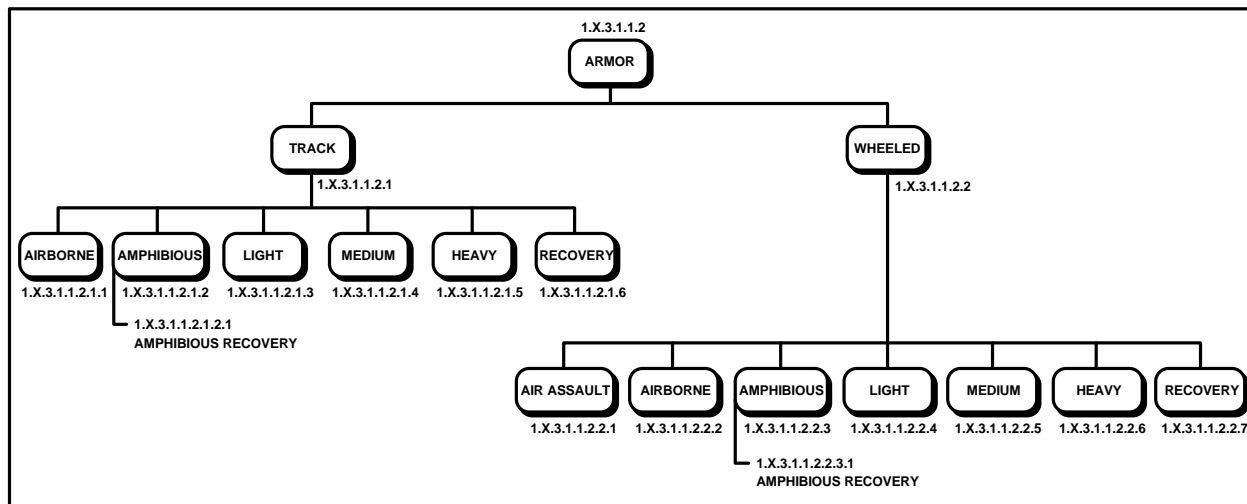
MIL-STD-2525A

APPENDIX A

FIGURE A-6. Air track (missile in flight).FIGURE A-7. Ground track.

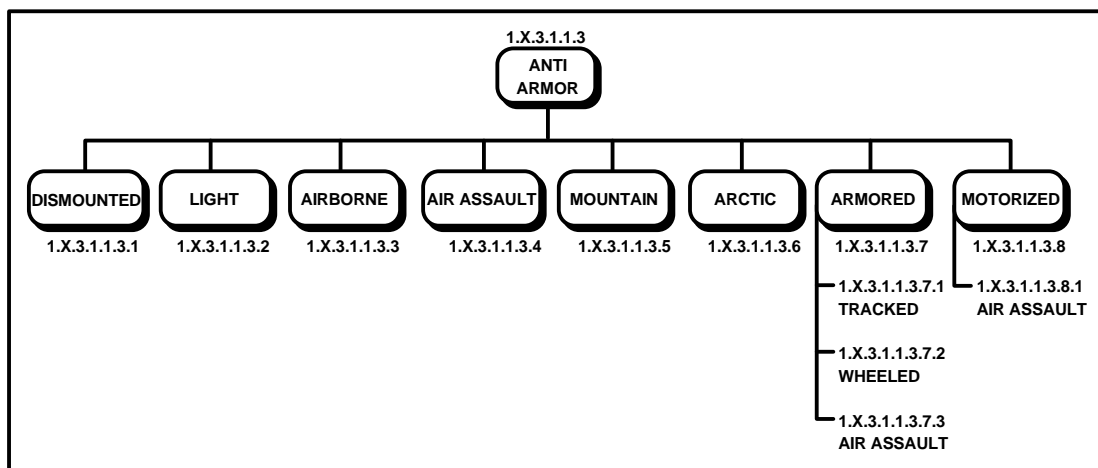
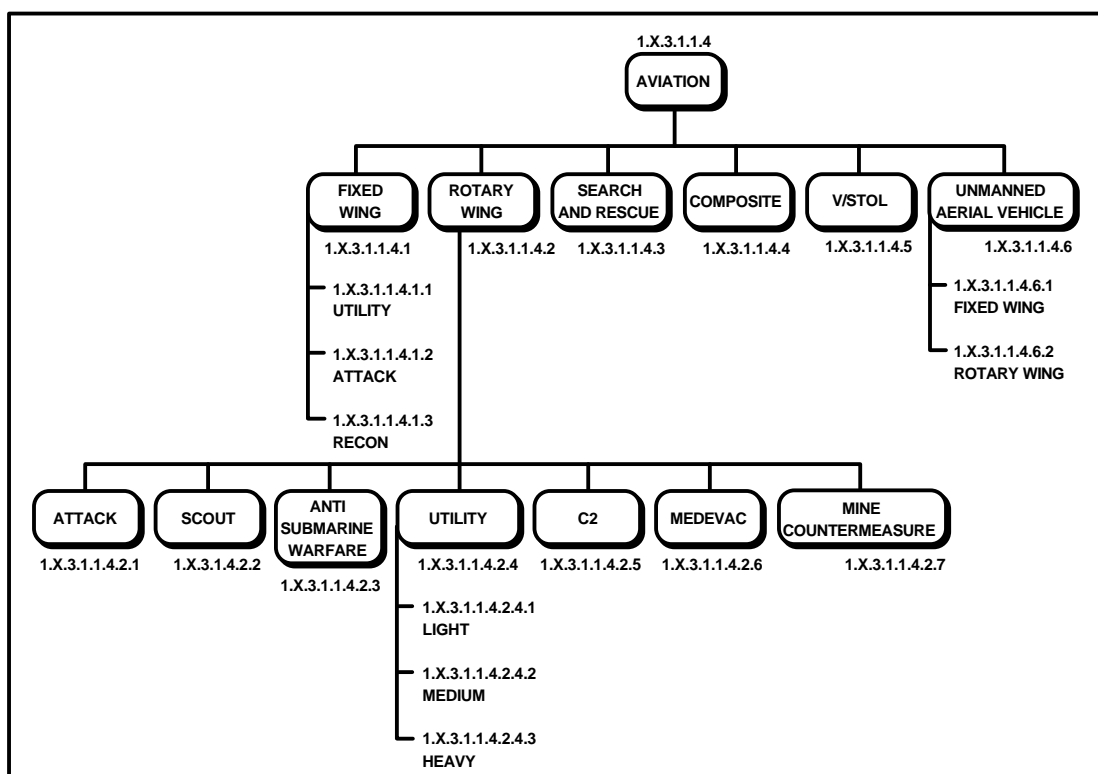
MIL-STD-2525A

APPENDIX A

FIGURE A-8. Ground track (air defense).FIGURE A-9. Ground track (armor).

MIL-STD-2525A

APPENDIX A

FIGURE A-10. Ground track (antiarmor).FIGURE A-11. Ground track (aviation).

MIL-STD-2525A

APPENDIX A

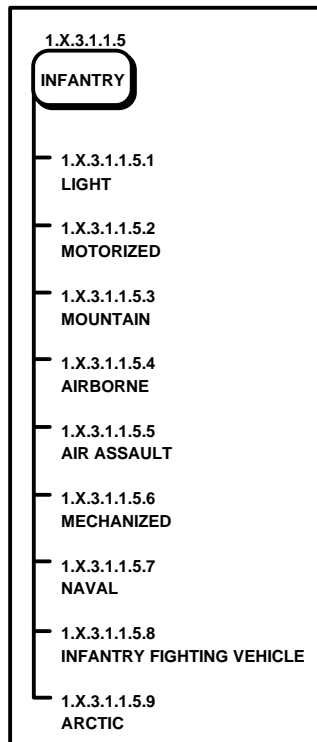


FIGURE A-12.
Ground track (infantry).

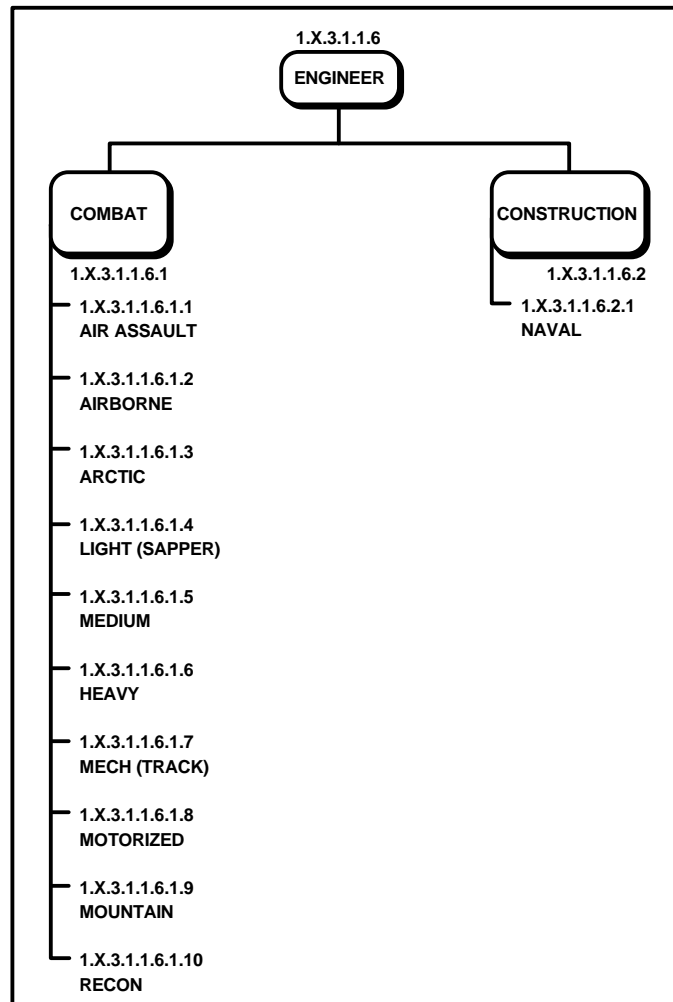
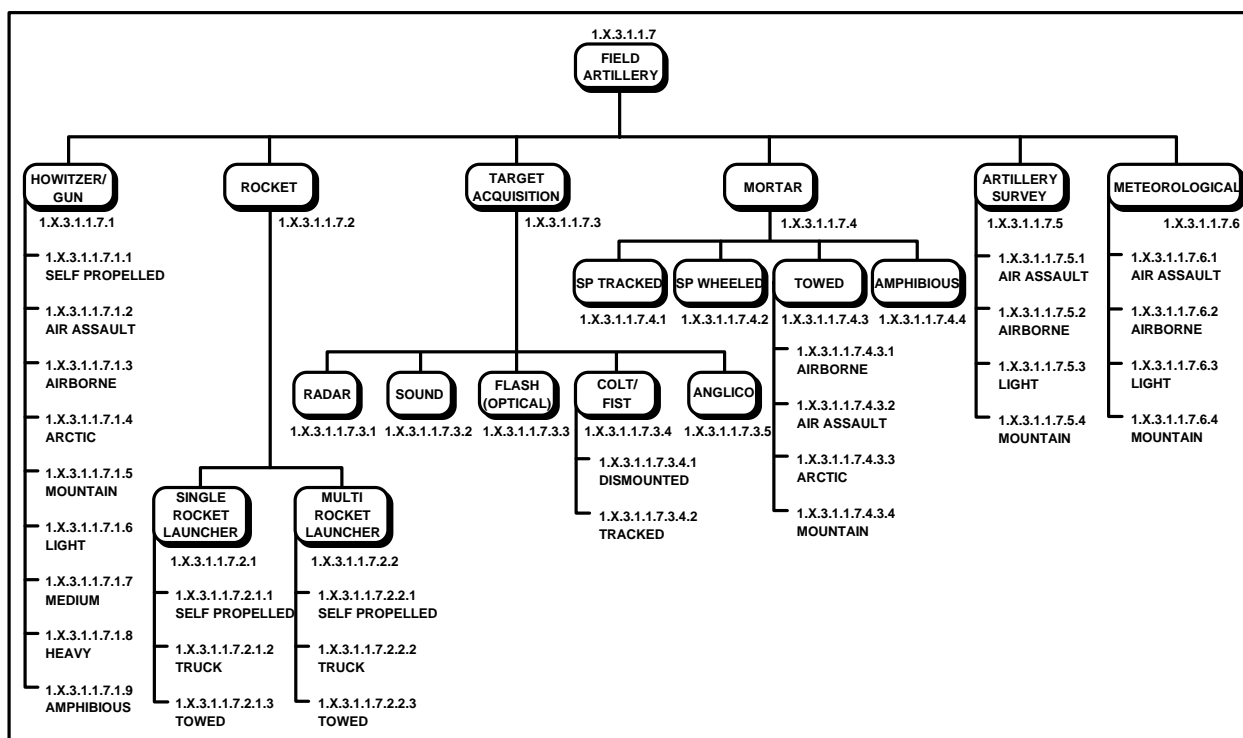
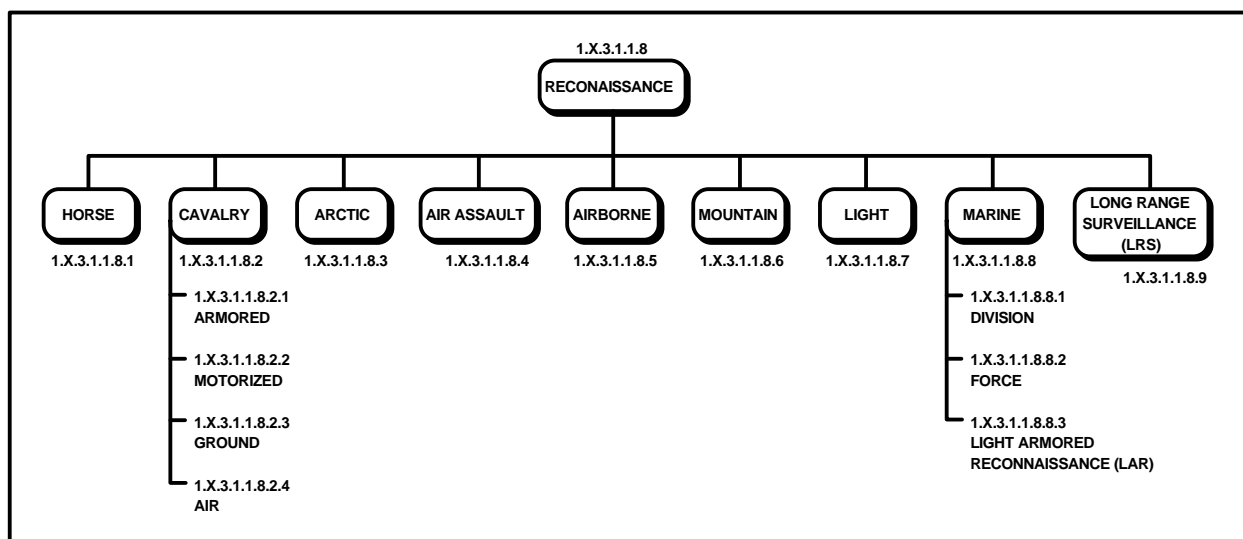


FIGURE A-13. Ground track (engineer).

MIL-STD-2525A

APPENDIX A

FIGURE A-14. Ground track (field artillery).FIGURE A-15. Ground track (reconnaissance).

MIL-STD-2525A

APPENDIX A

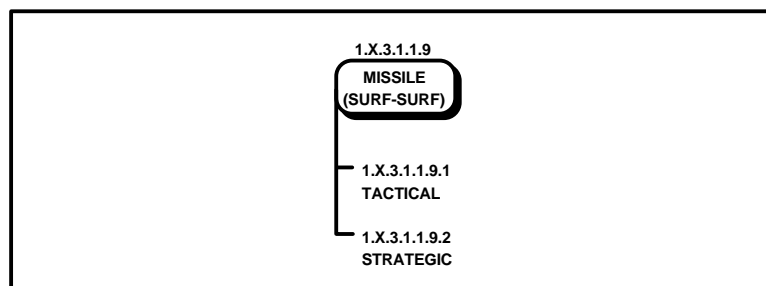


FIGURE A-16. Ground track (missile surf-surf).

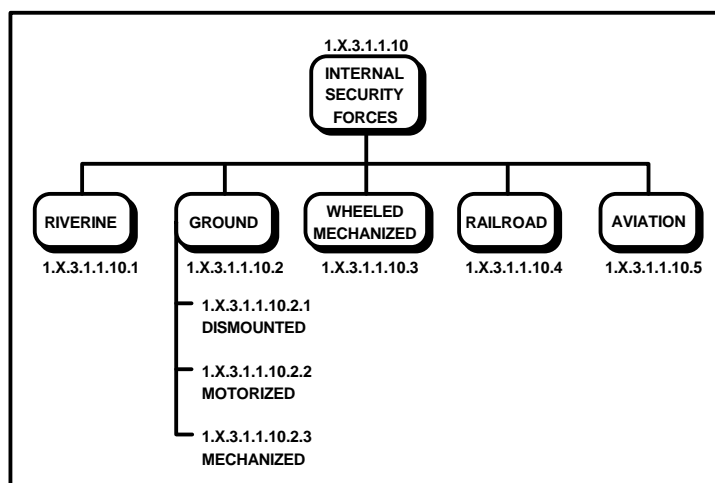


FIGURE A-17. Ground track (internal security forces).

MIL-STD-2525A

APPENDIX A

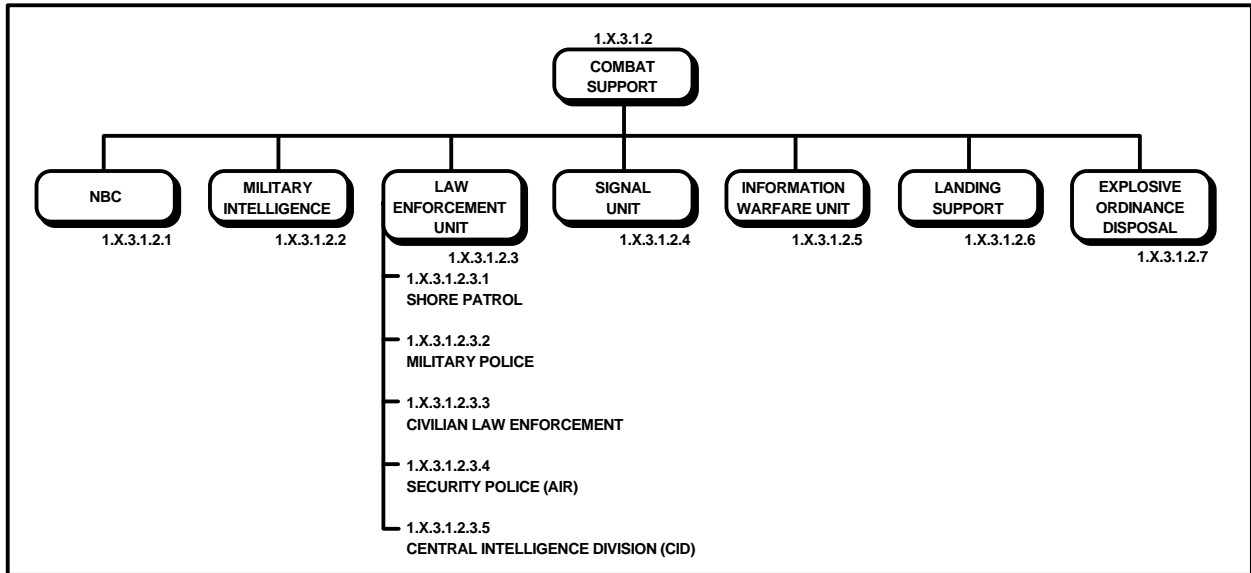


FIGURE A-18. Ground track (combat support).

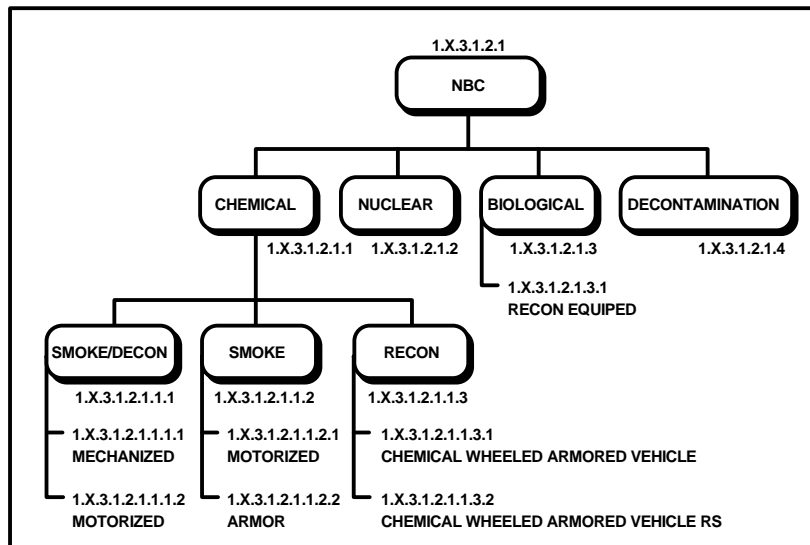


FIGURE A-19. Ground track (NBC).

MIL-STD-2525A

APPENDIX A

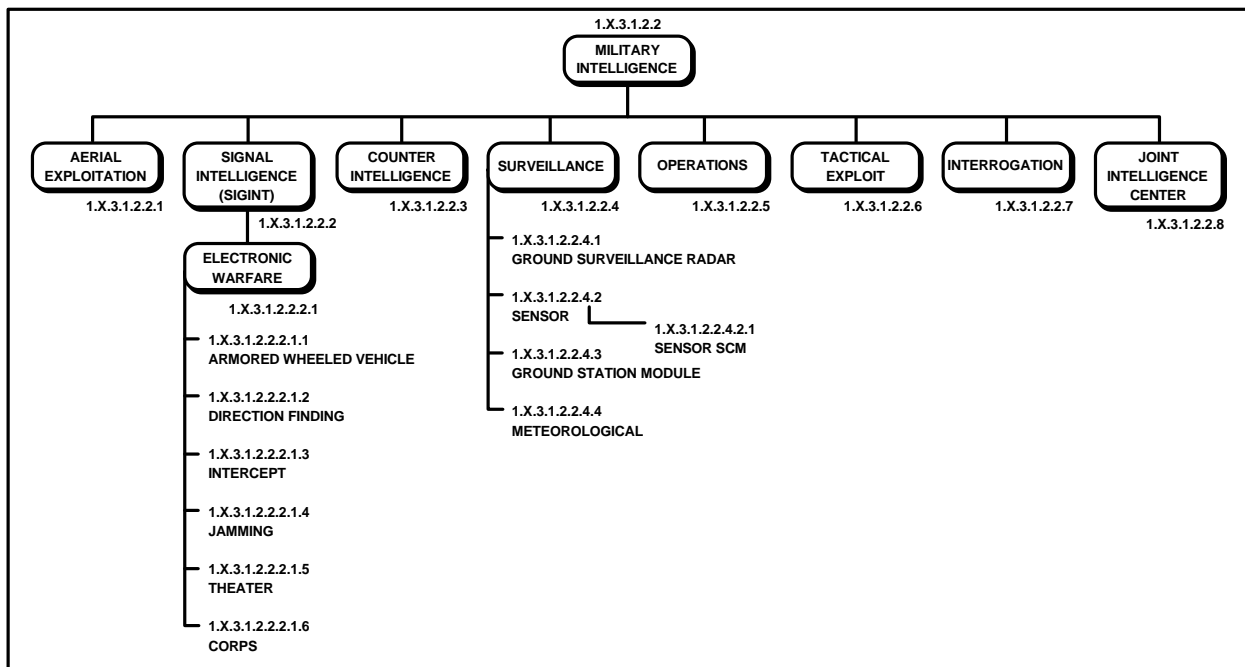


FIGURE A-20. Ground track (military intelligence).

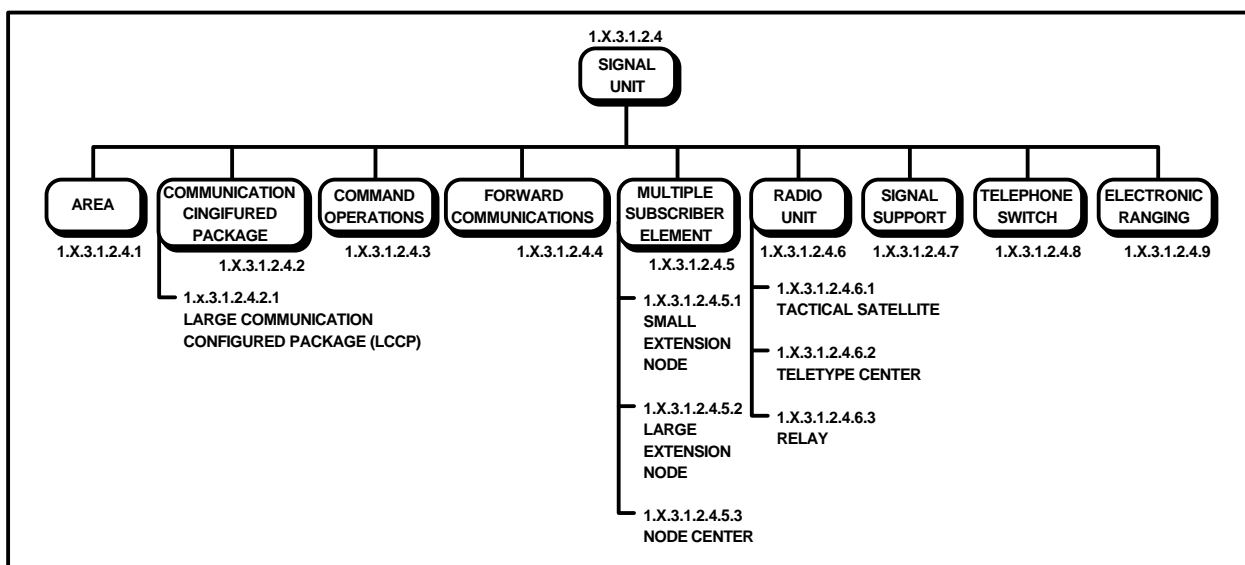
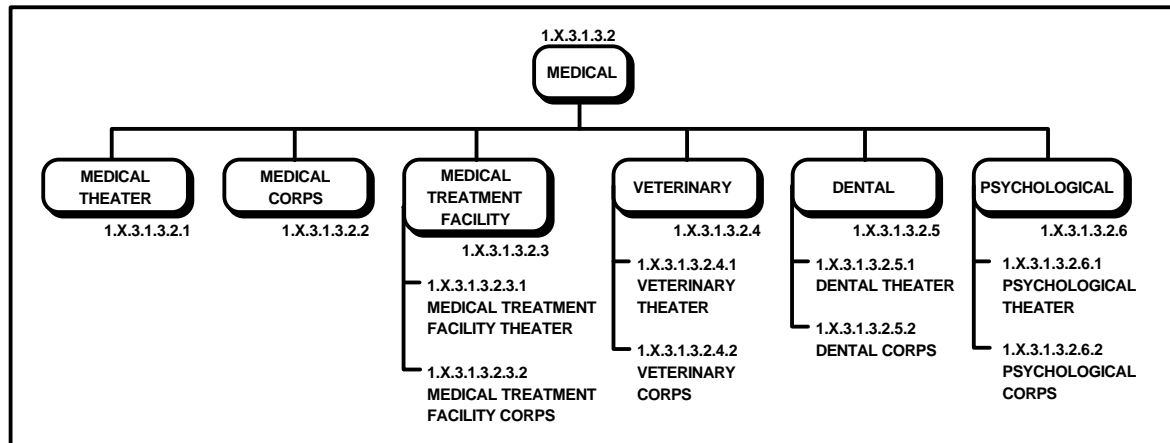
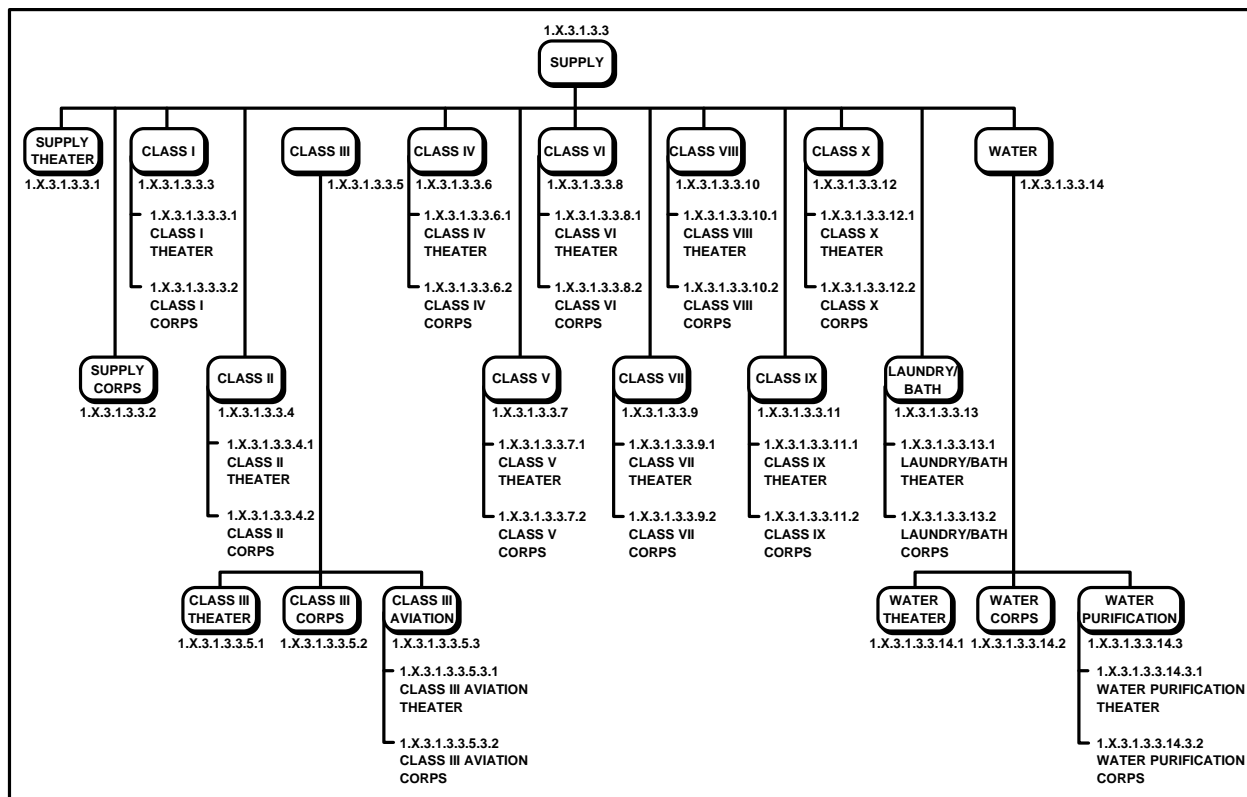


FIGURE A-21. Ground track (signal unit).

MIL-STD-2525A

APPENDIX A

FIGURE A-23. Ground track (medical).FIGURE A-24. Ground track (supply).

MIL-STD-2525A

APPENDIX A

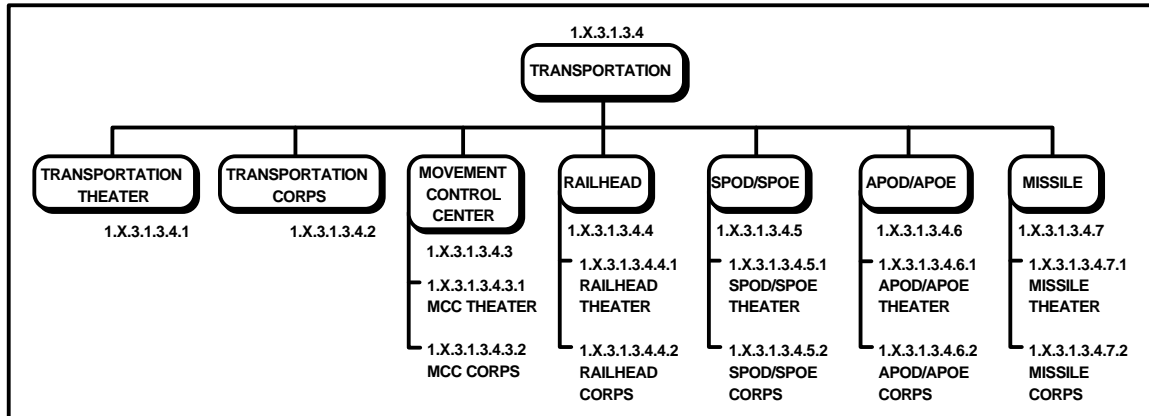


FIGURE A-25. Ground track (transportation).

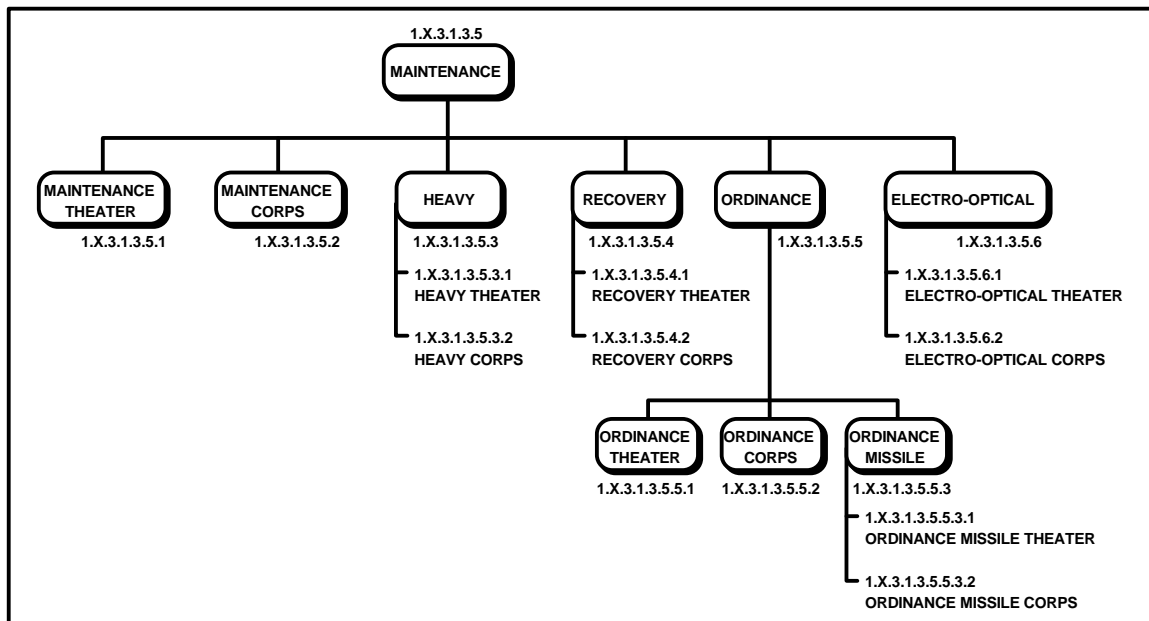
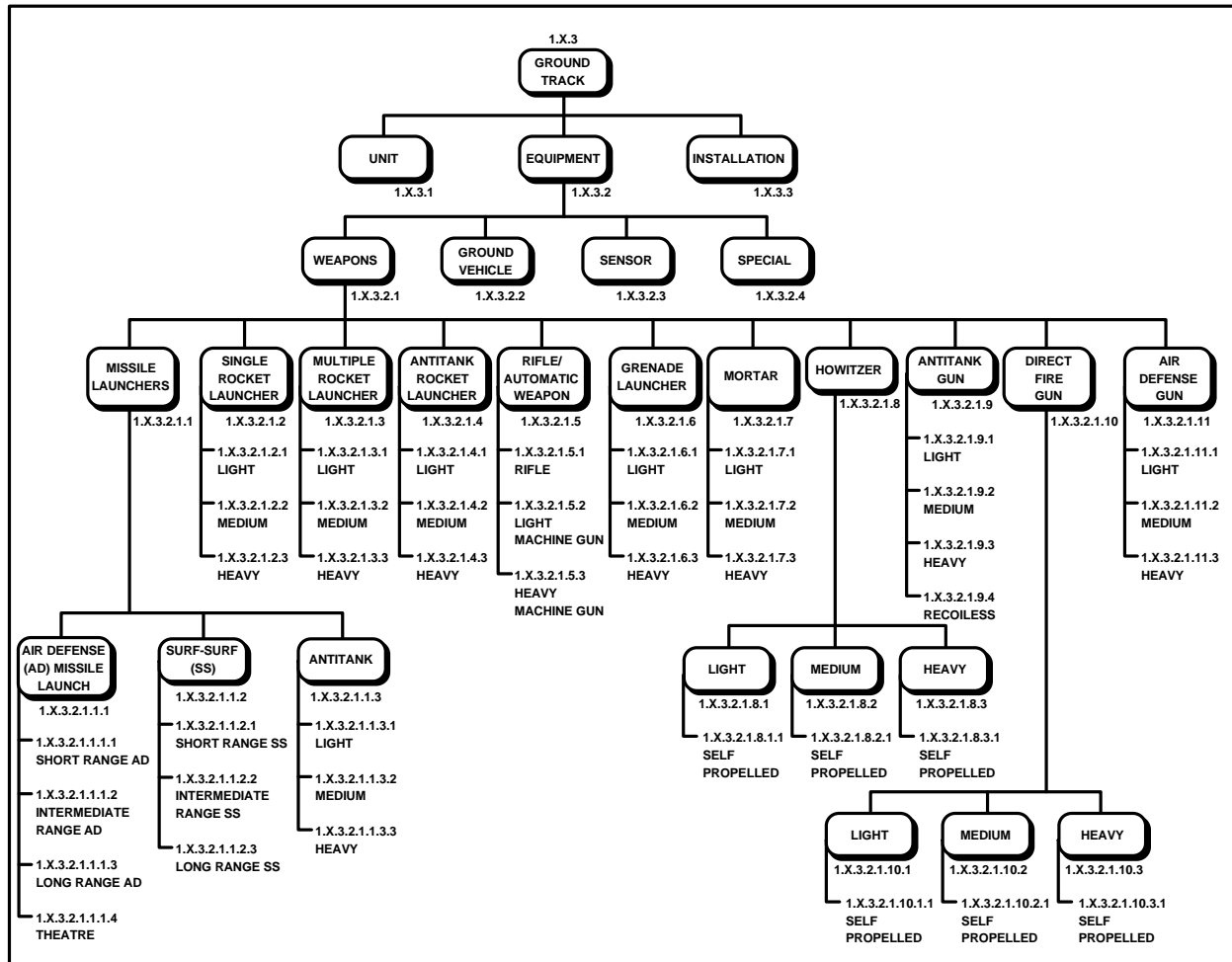


FIGURE A-26. Ground track (maintenance).

MIL-STD-2525A

APPENDIX A

FIGURE A-27. Ground track (weapons).

MIL-STD-2525A

APPENDIX A

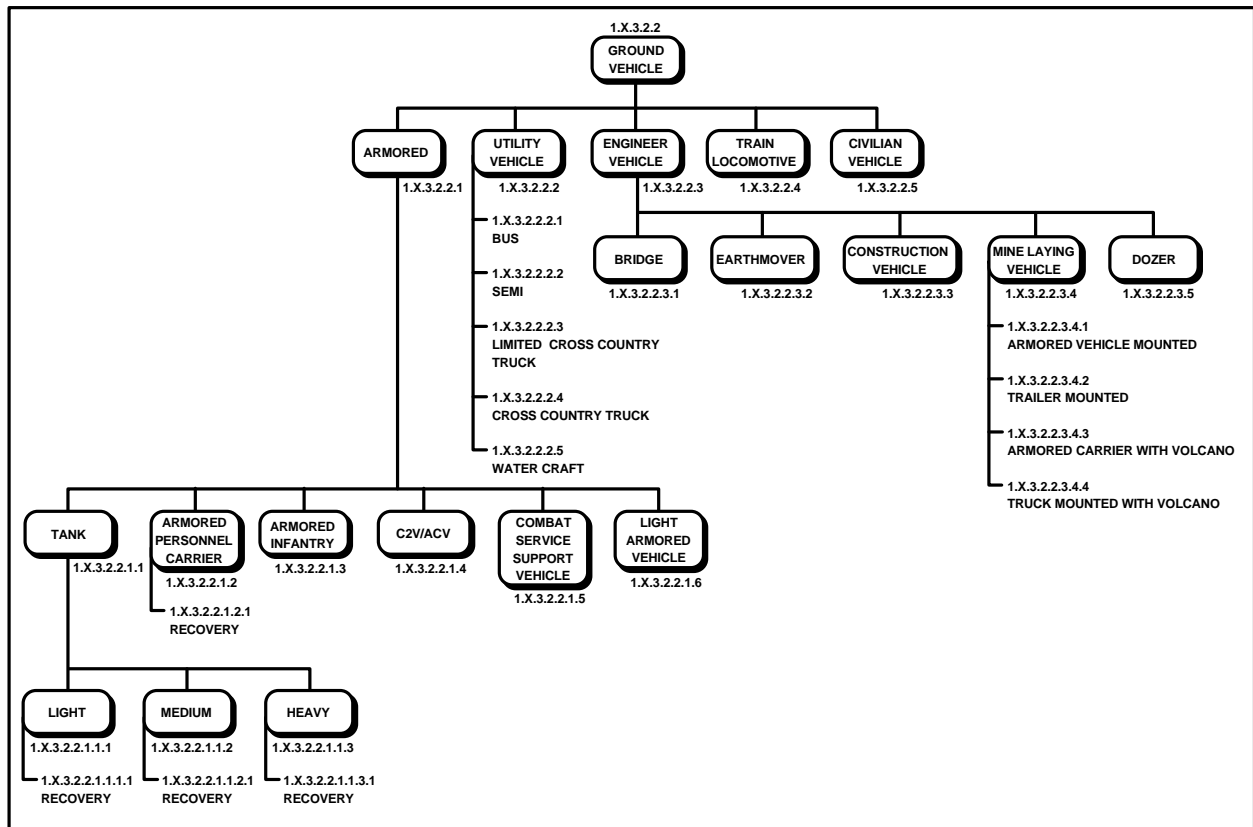


FIGURE A-28. Ground track (ground vehicle).

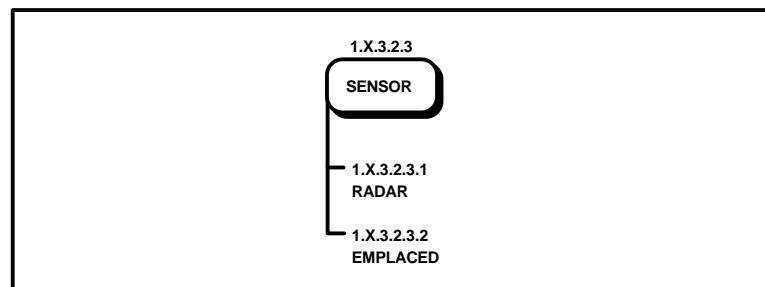
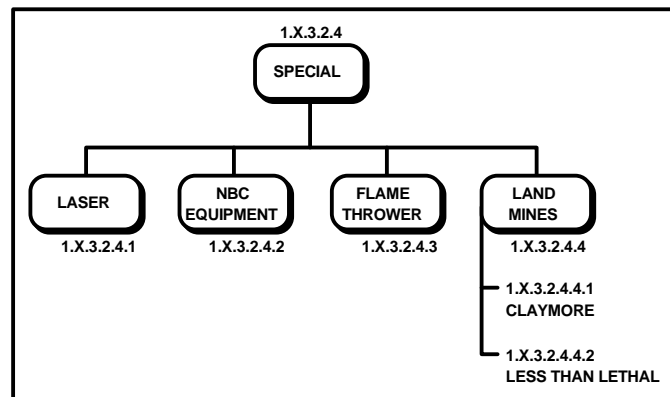
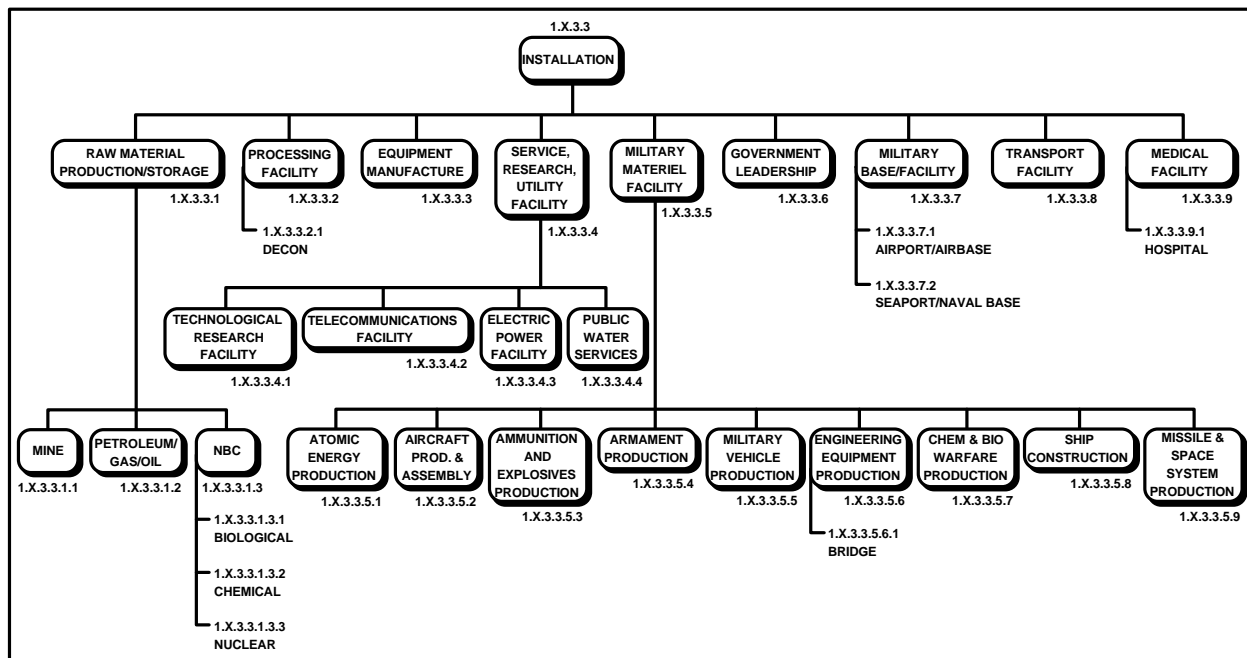


FIGURE A-29. Ground track (sensor).

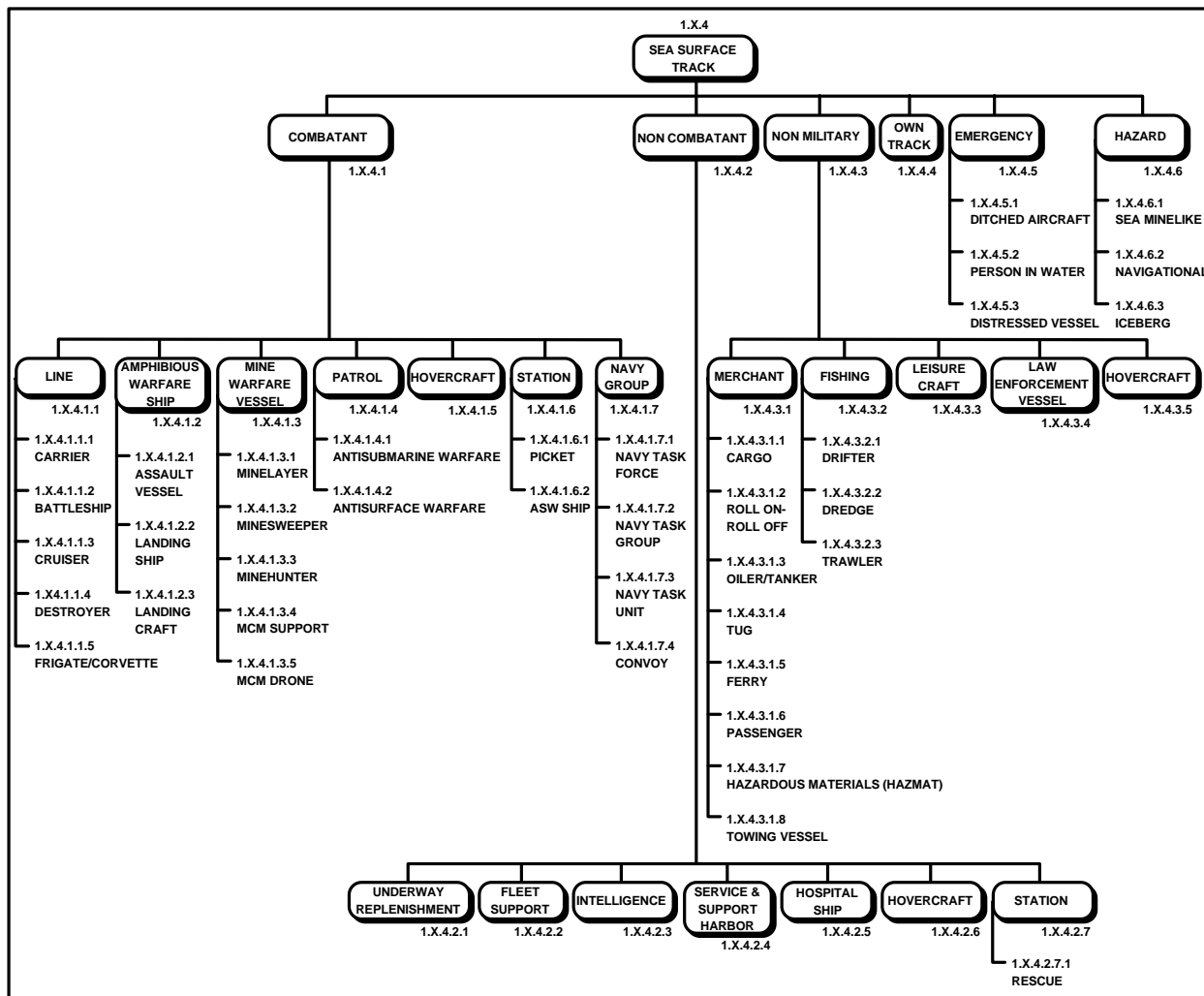
MIL-STD-2525A

APPENDIX A

FIGURE A-30. Ground track (special).FIGURE A-31. Ground track (installation).

MIL-STD-2525A

APPENDIX A

FIGURE A-32. Surface track.

MIL-STD-2525A

APPENDIX A

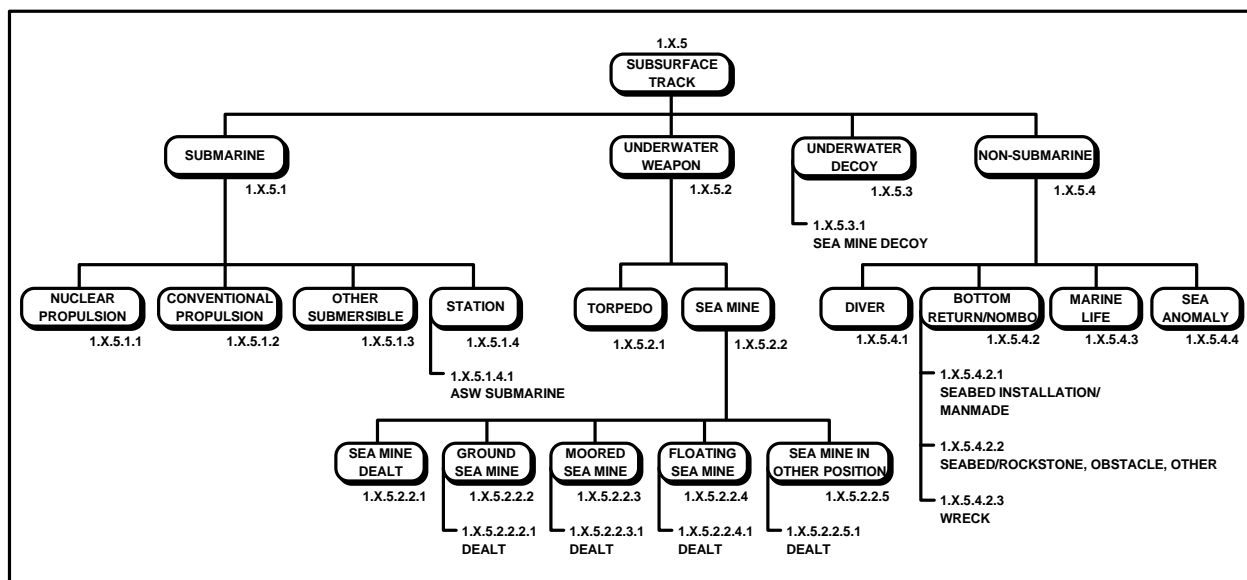


FIGURE A-33. Sea subsurface track.

MIL-STD-2525A

APPENDIX A

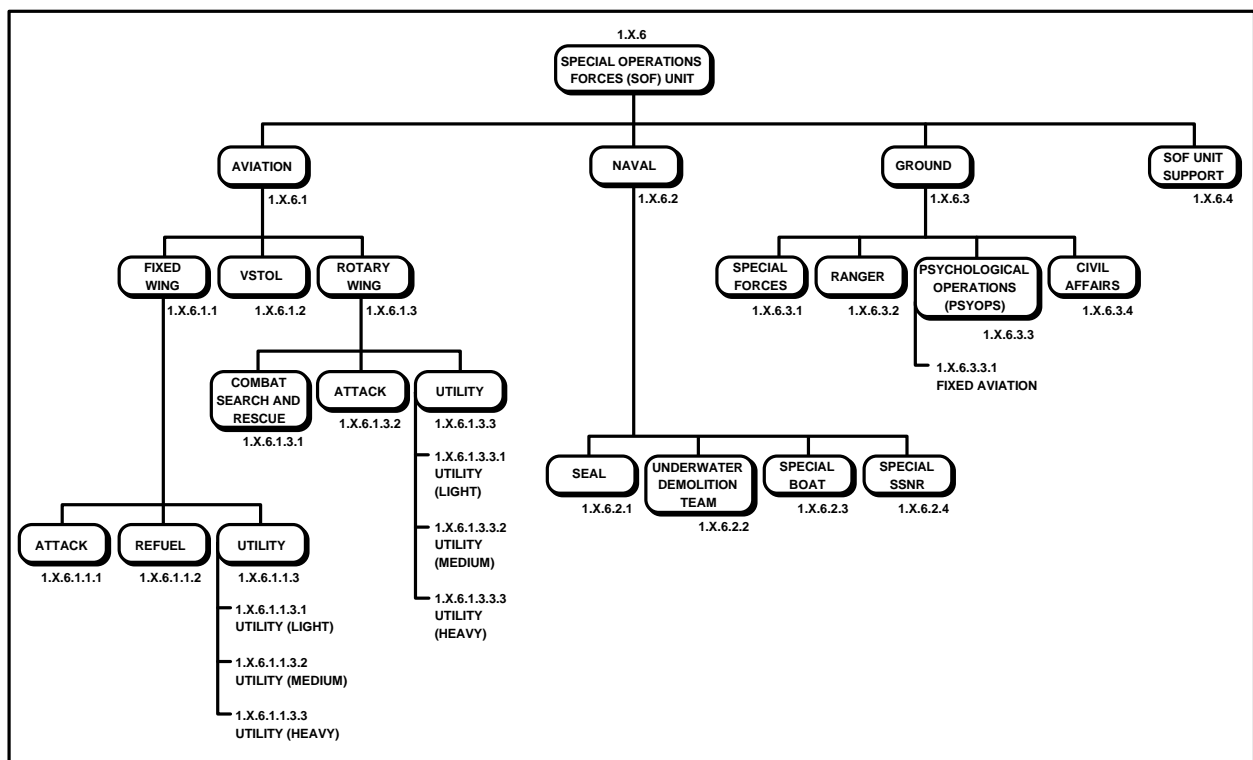


FIGURE A-34. Special operations forces (SOF) unit.

MIL-STD-2525A

APPENDIX A

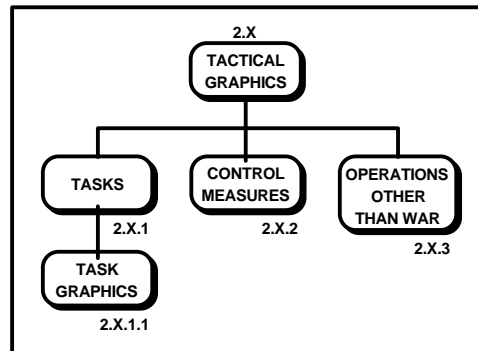


FIGURE A-35. Tactical graphics.

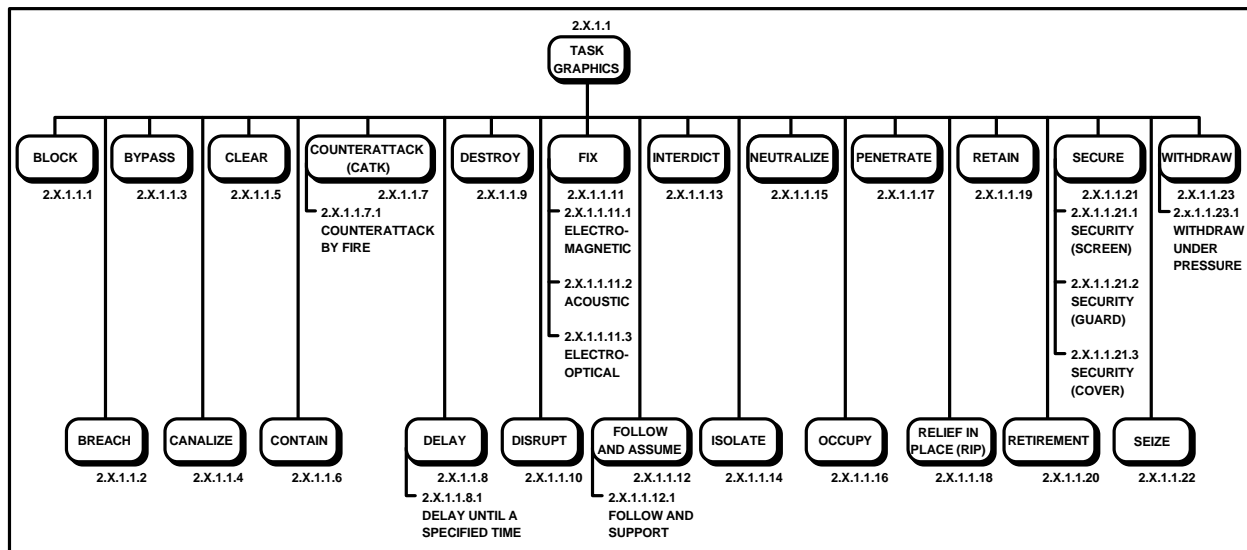


FIGURE A-36. Task graphics.

MIL-STD-2525A

APPENDIX A

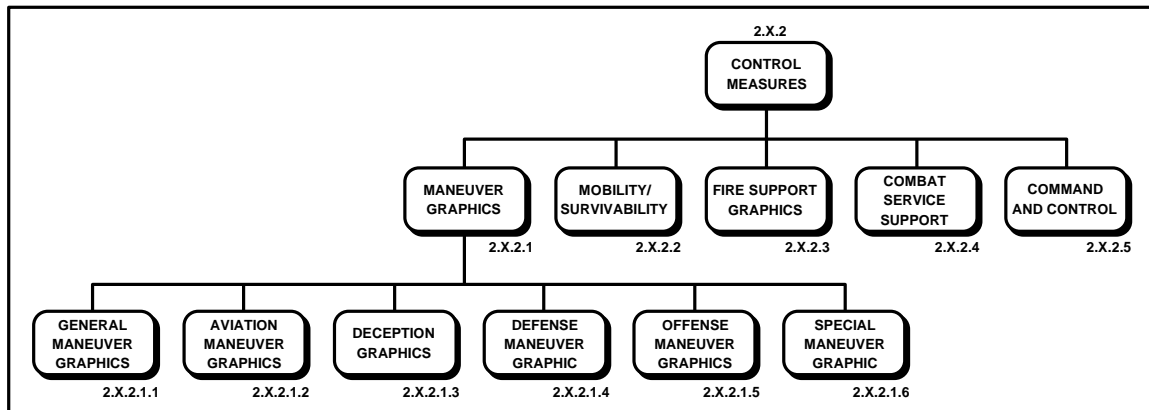


FIGURE A-37. Control measures.

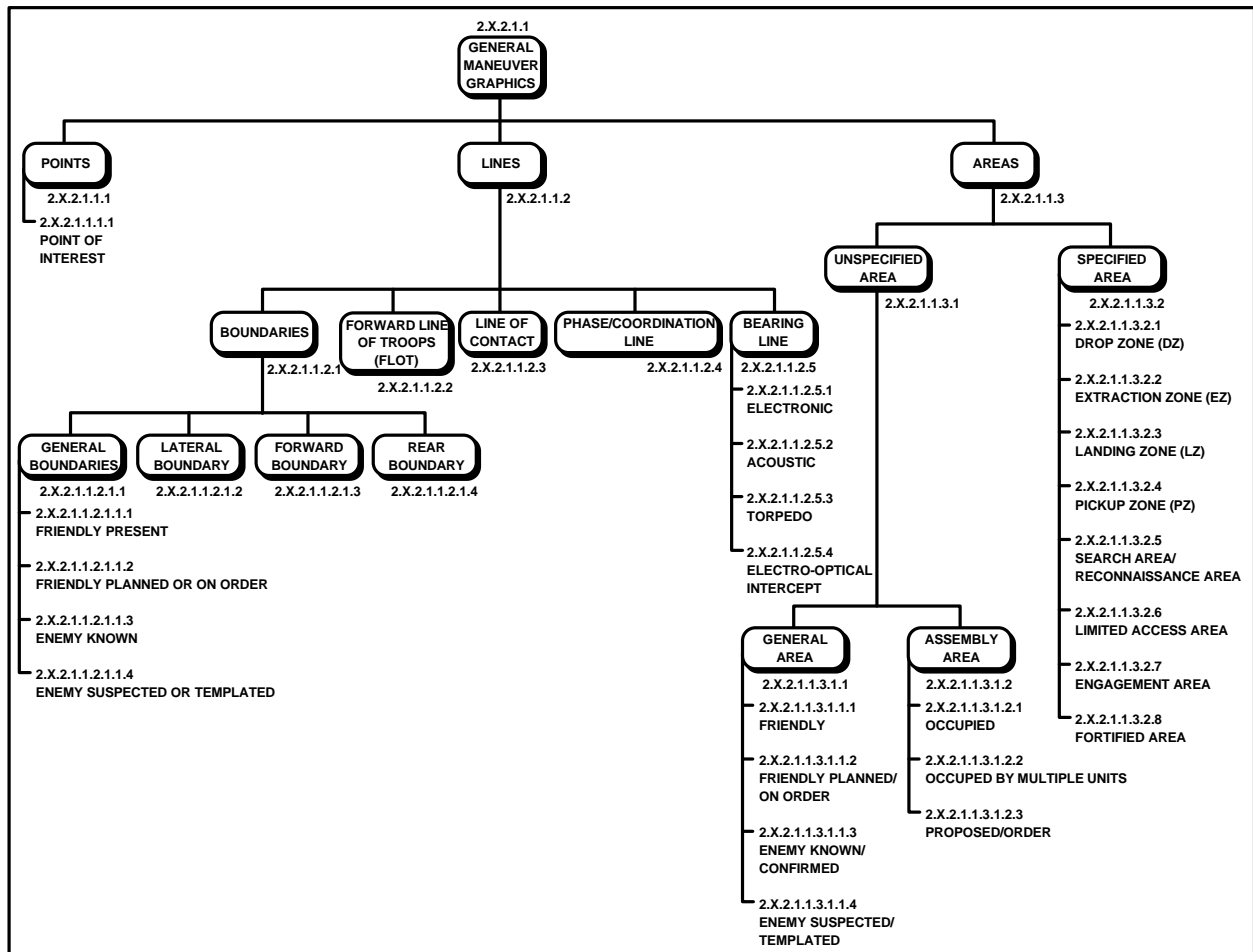
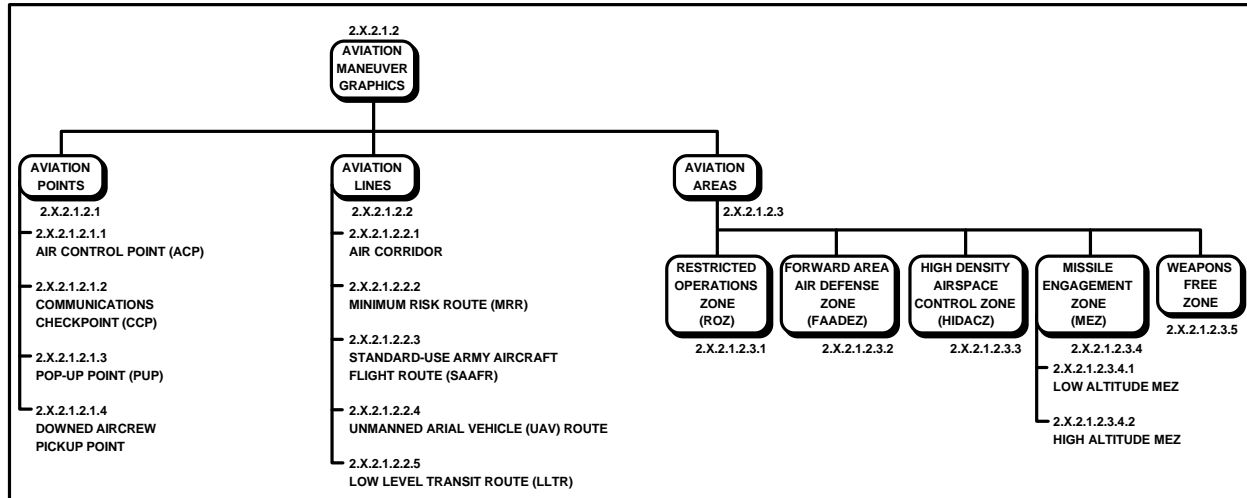
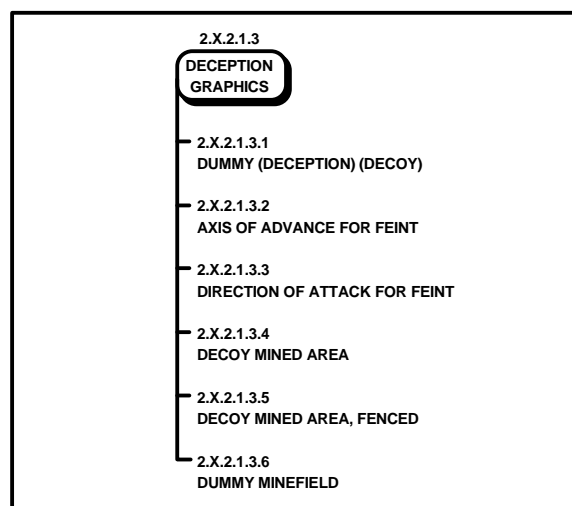


FIGURE A-38. General maneuver graphics.

MIL-STD-2525A

APPENDIX A

FIGURE A-39. Aviation maneuver graphics.FIGURE A-40. Deception graphics.

MIL-STD-2525A

APPENDIX A

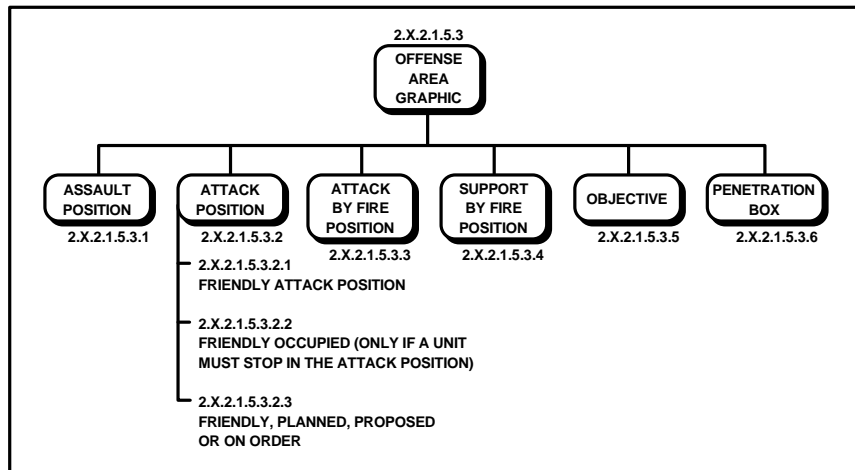


FIGURE A-43. Offense area graphics.

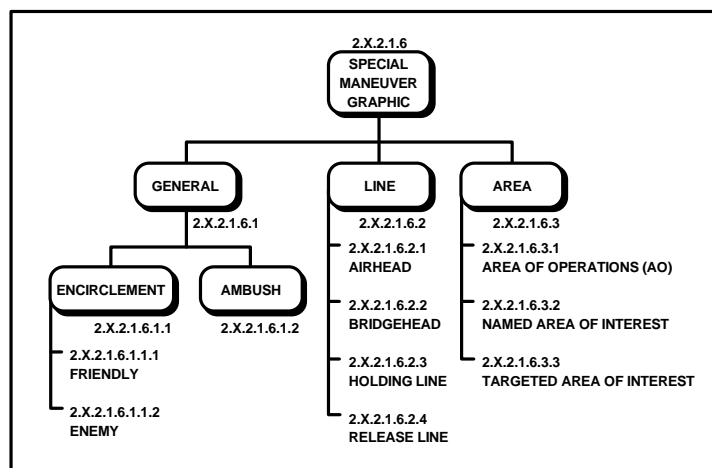


FIGURE A-44. Special maneuver graphics.

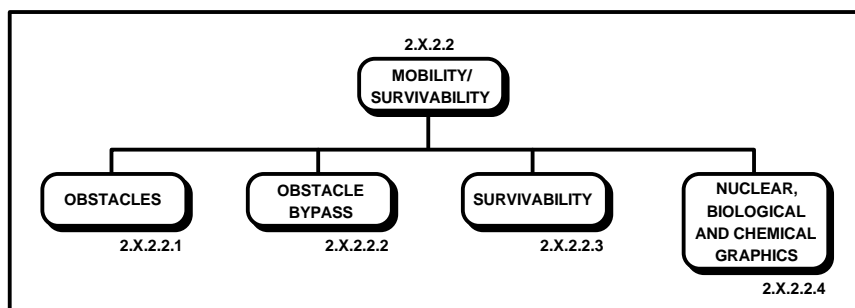


FIGURE A-45. Mobility/survivability.

MIL-STD-2525A

APPENDIX A

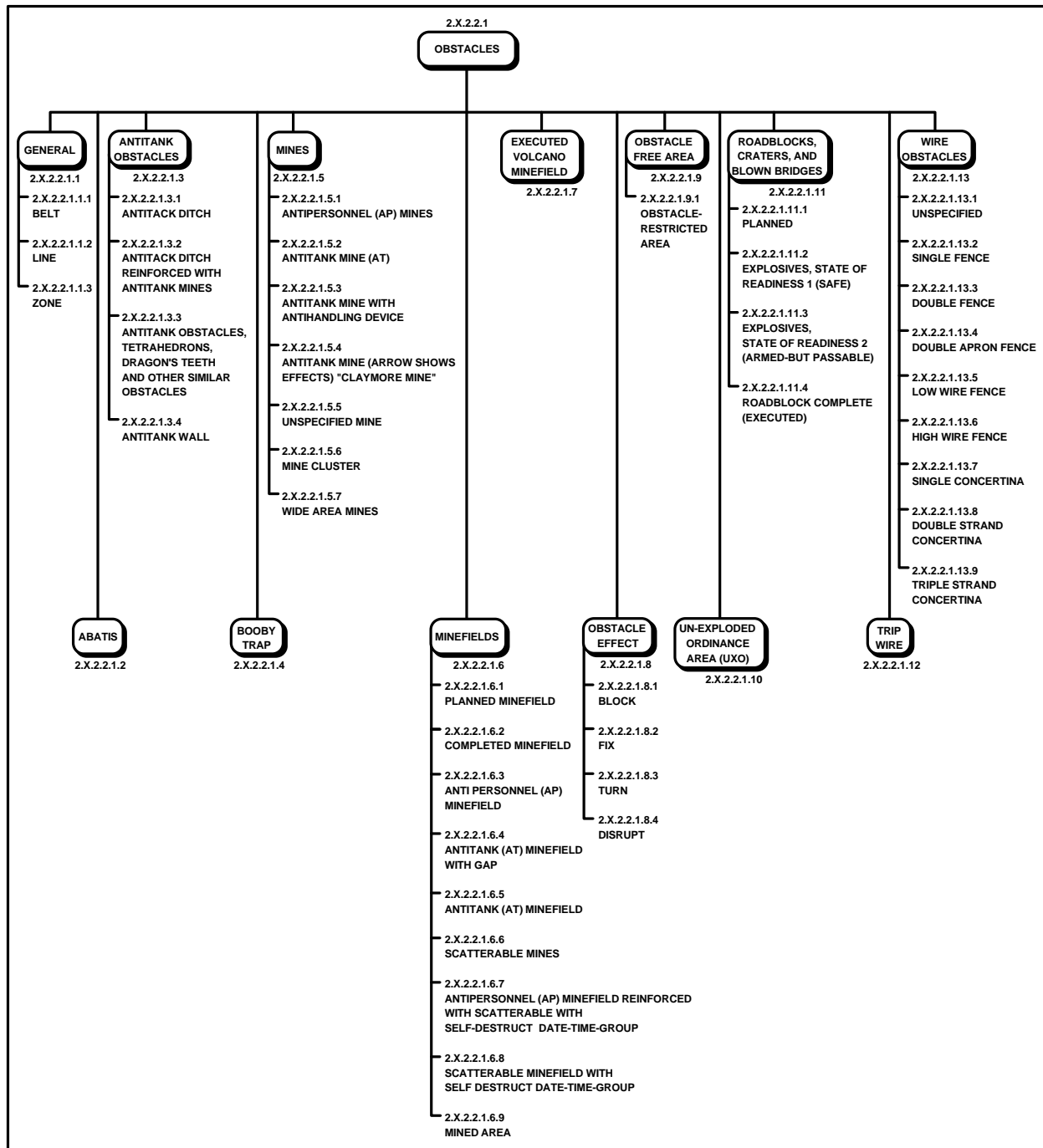


FIGURE A-46. Obstacles.

MIL-STD-2525A

APPENDIX A

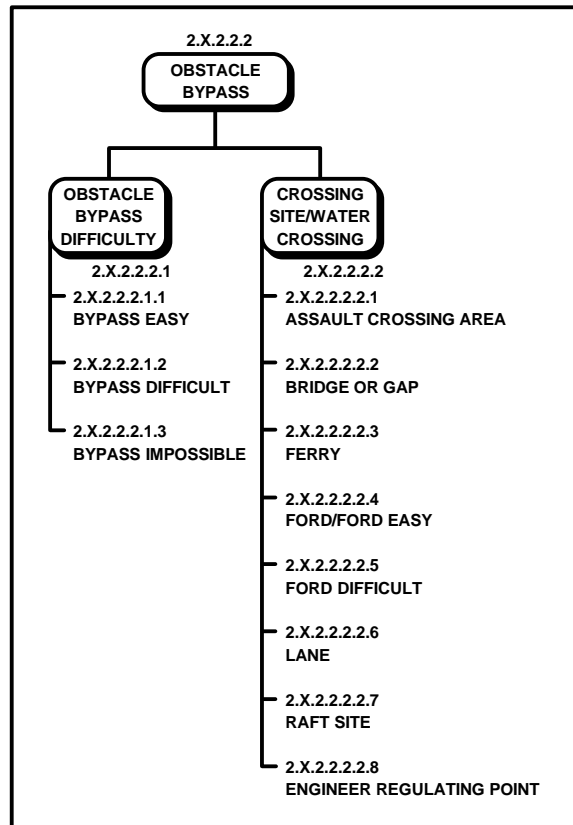


FIGURE A-47. Obstacle bypass.

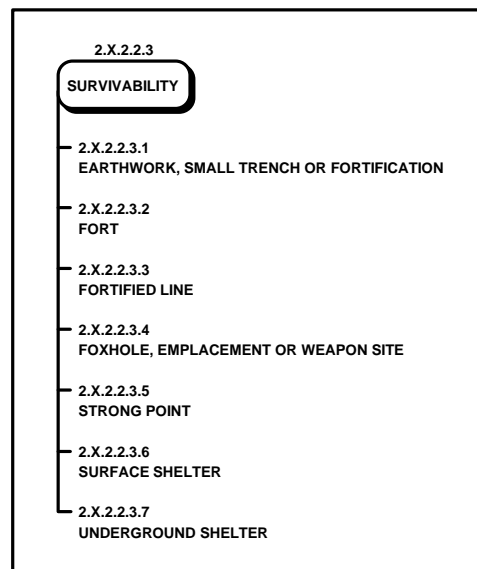
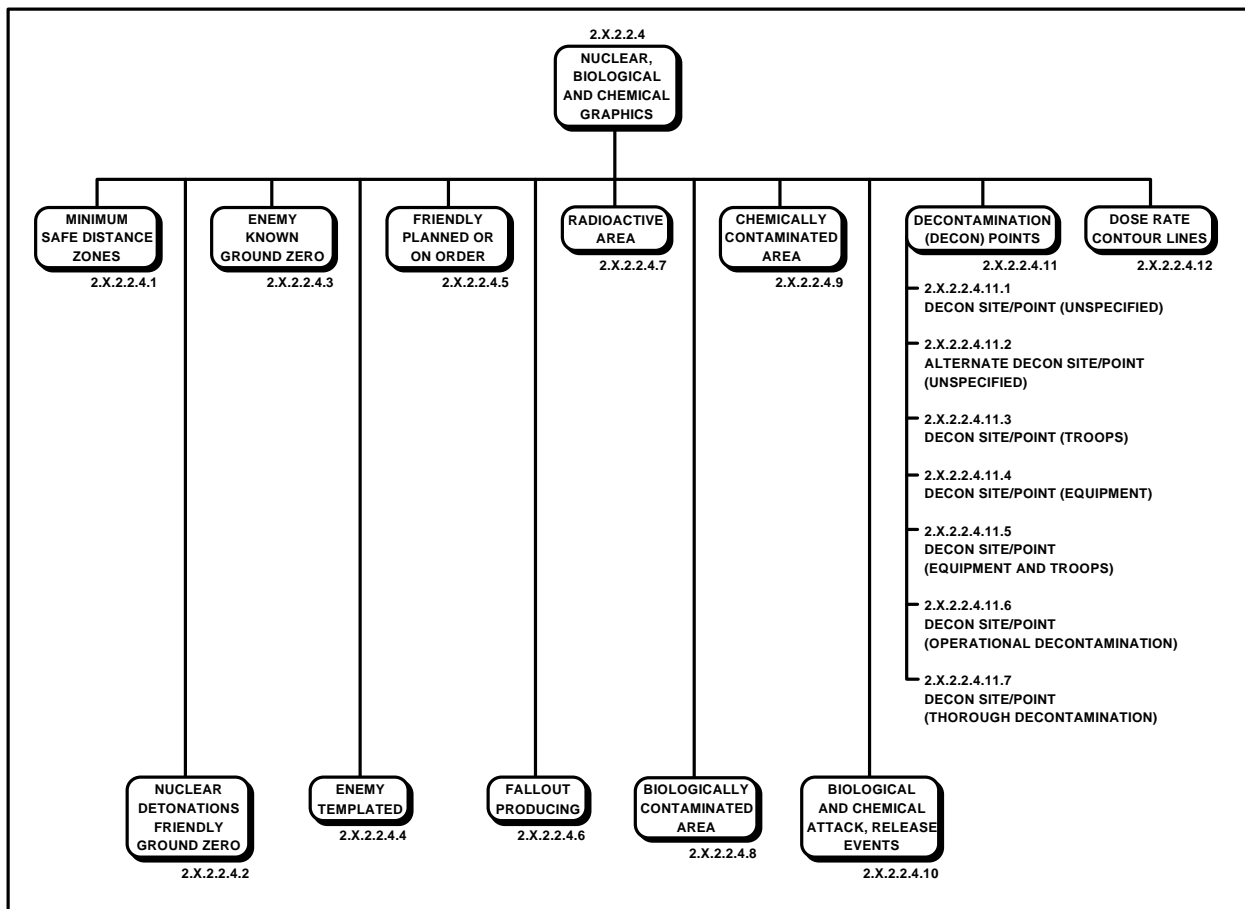


FIGURE A-48. Survivability.

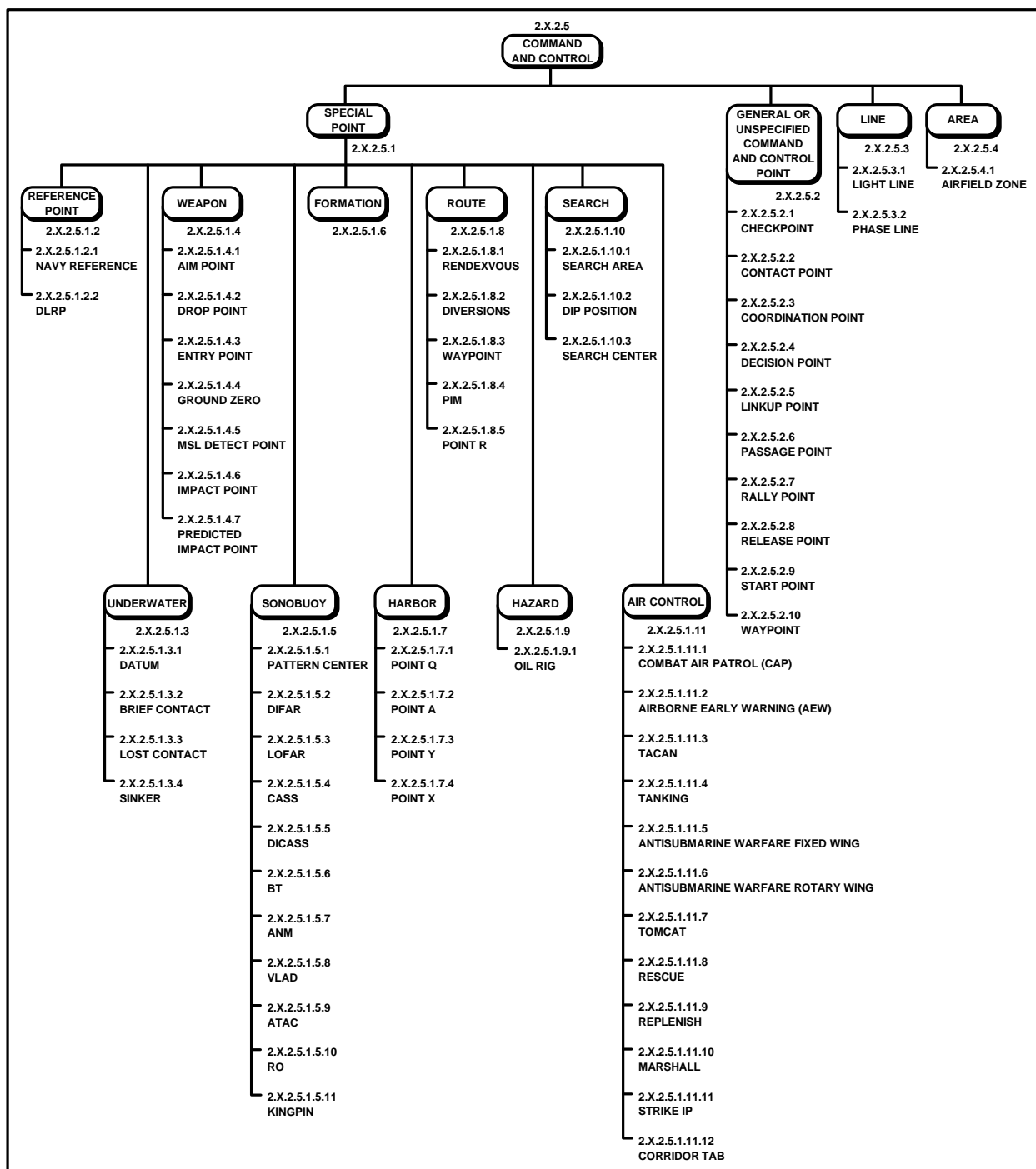
MIL-STD-2525A

APPENDIX A

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

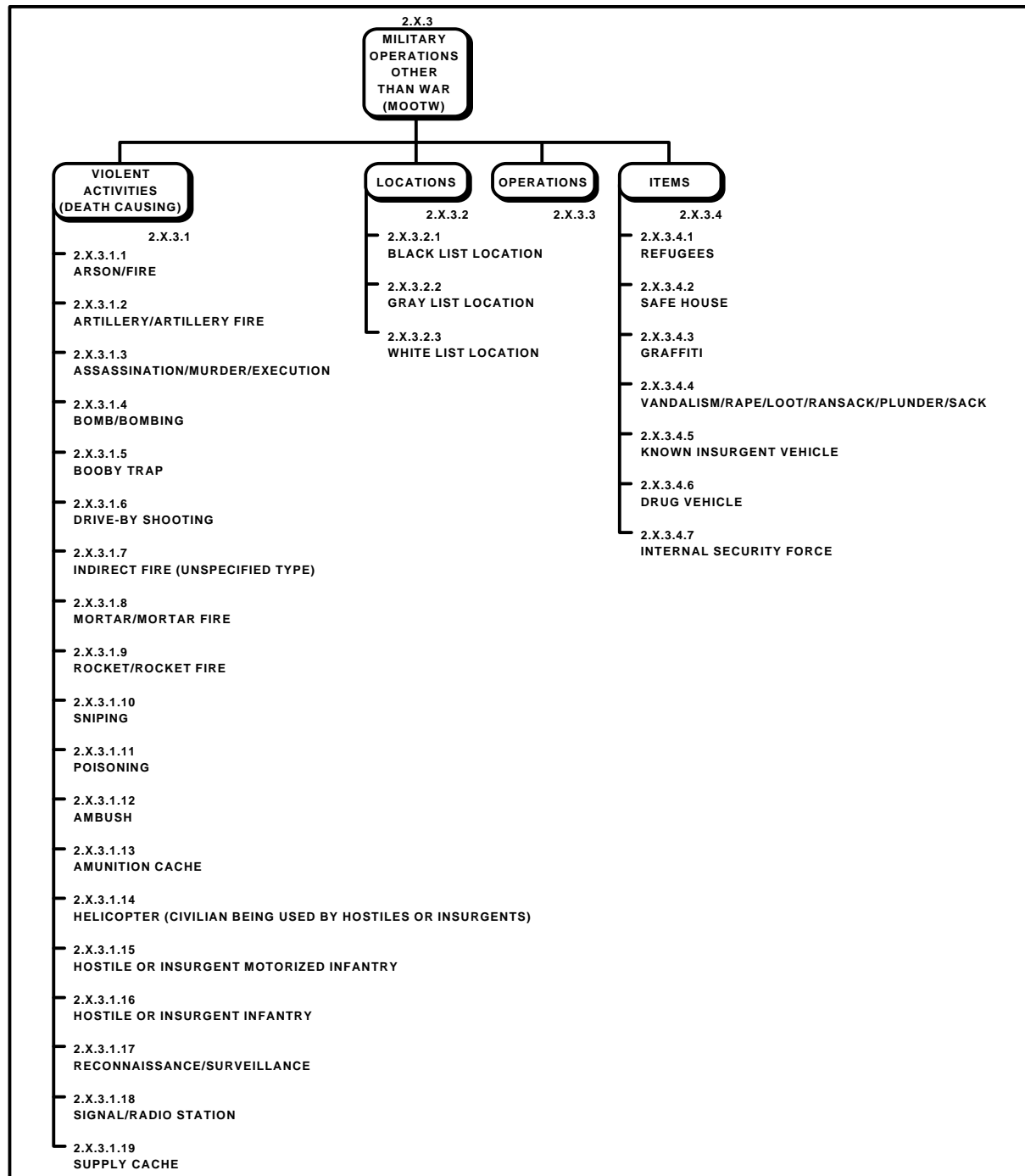
MIL-STD-2525A

APPENDIX A

FIGURE A-52. Command and control.

MIL-STD-2525A

APPENDIX A

FIGURE A-53. Military operations other than war.

MIL-STD-2525A

APPENDIX A

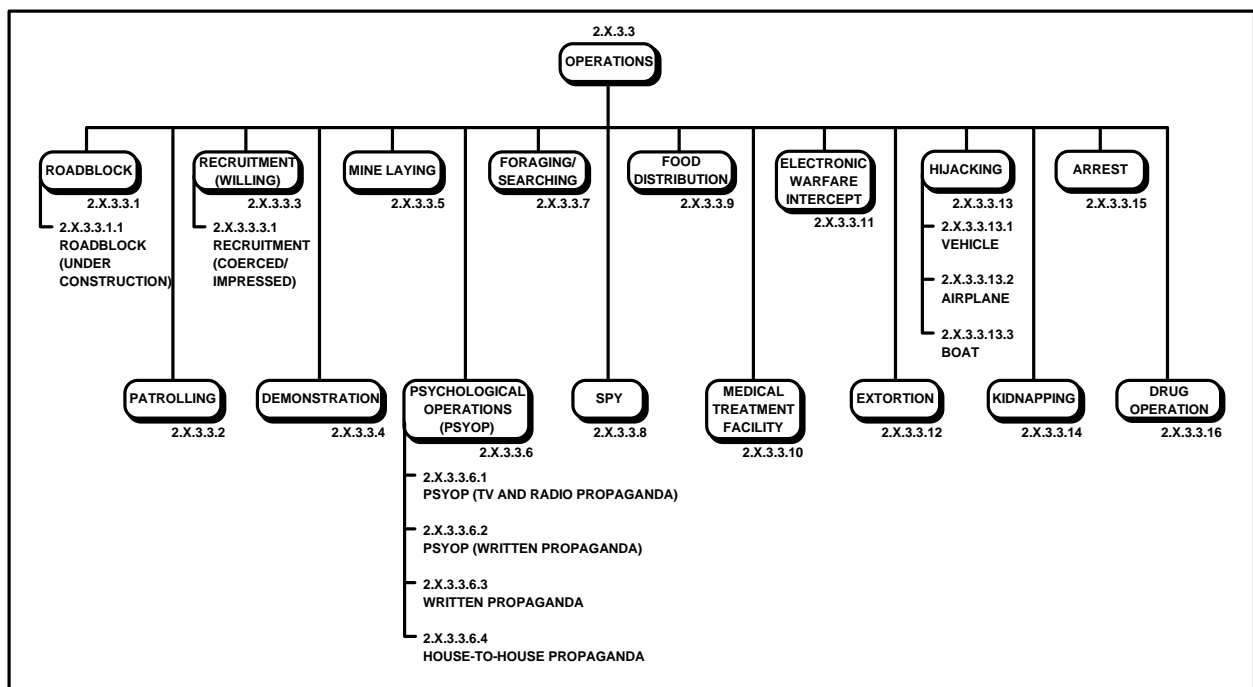
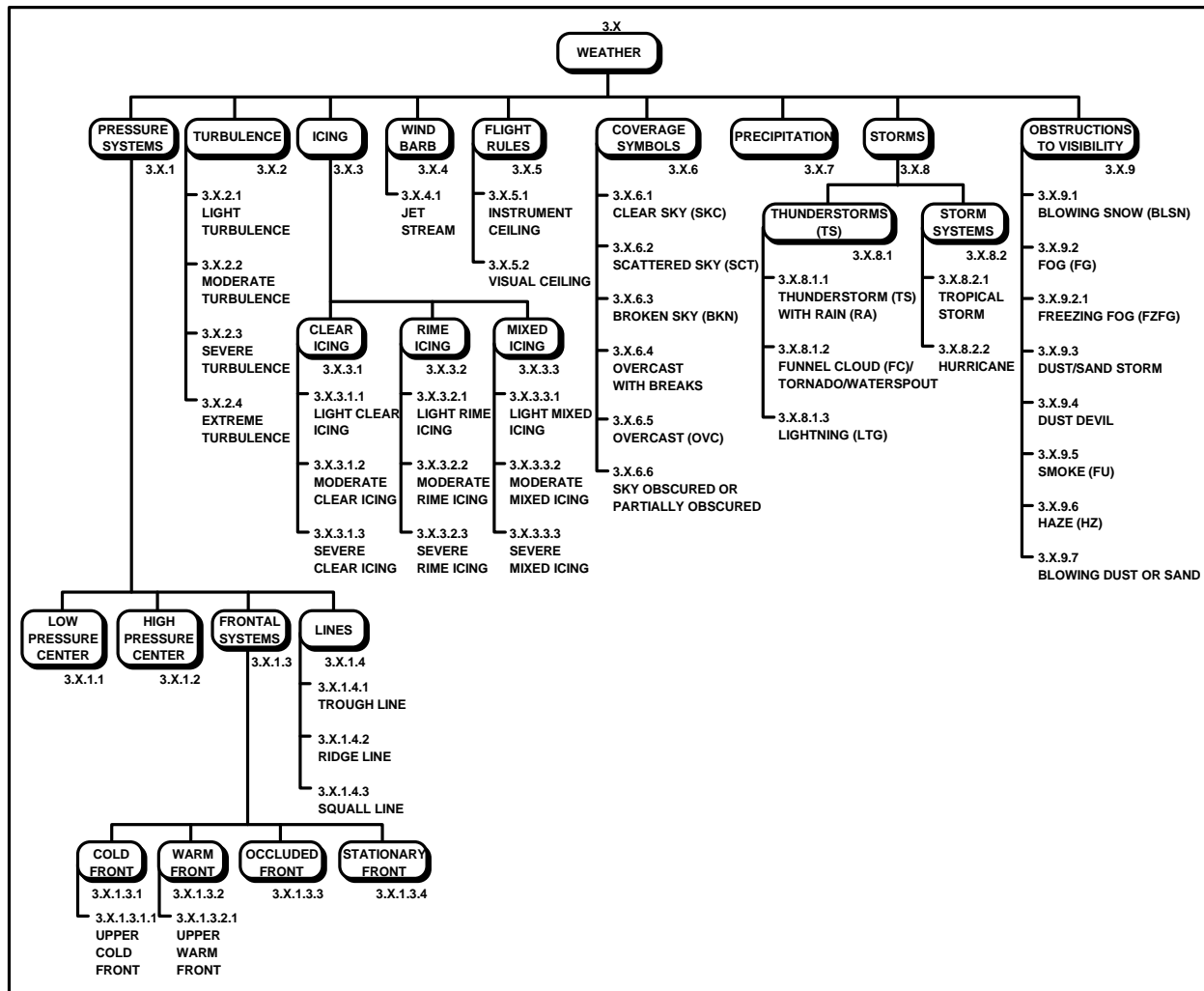


FIGURE A-54. Operations.

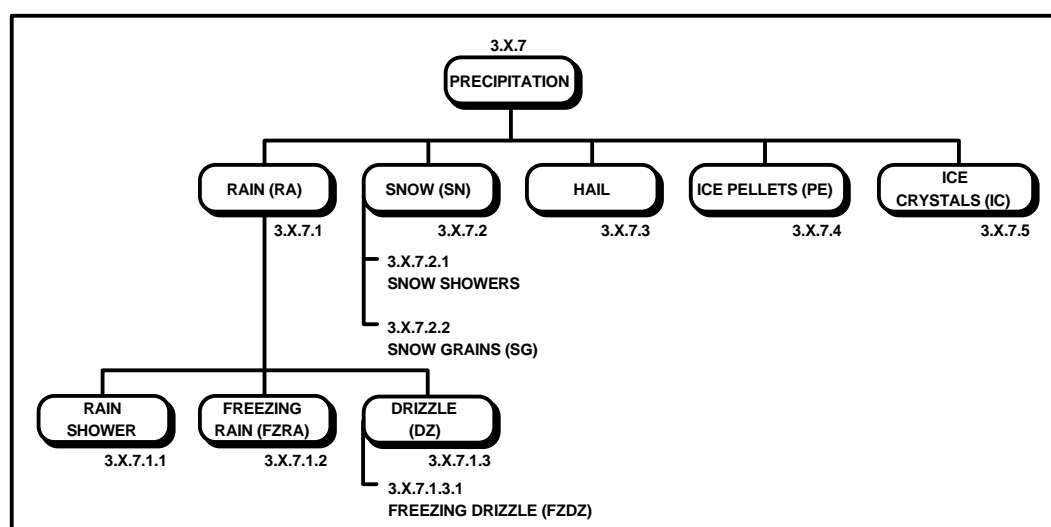
MIL-STD-2525A

APPENDIX A

FIGURE A-55. Weather.

MIL-STD-2525A

APPENDIX A

FIGURE A-56. Precipitation.

MIL-STD-2525A

APPENDIX A

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MIL-STD-2525A

APPENDIX A

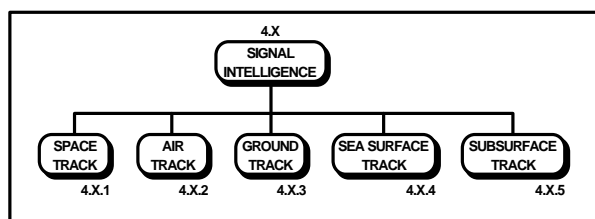


FIGURE A-57. Signal intelligence.

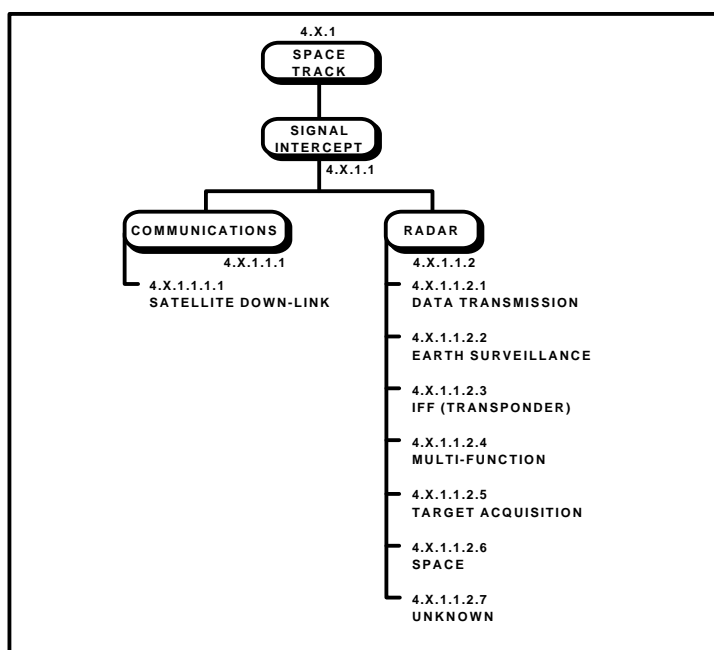
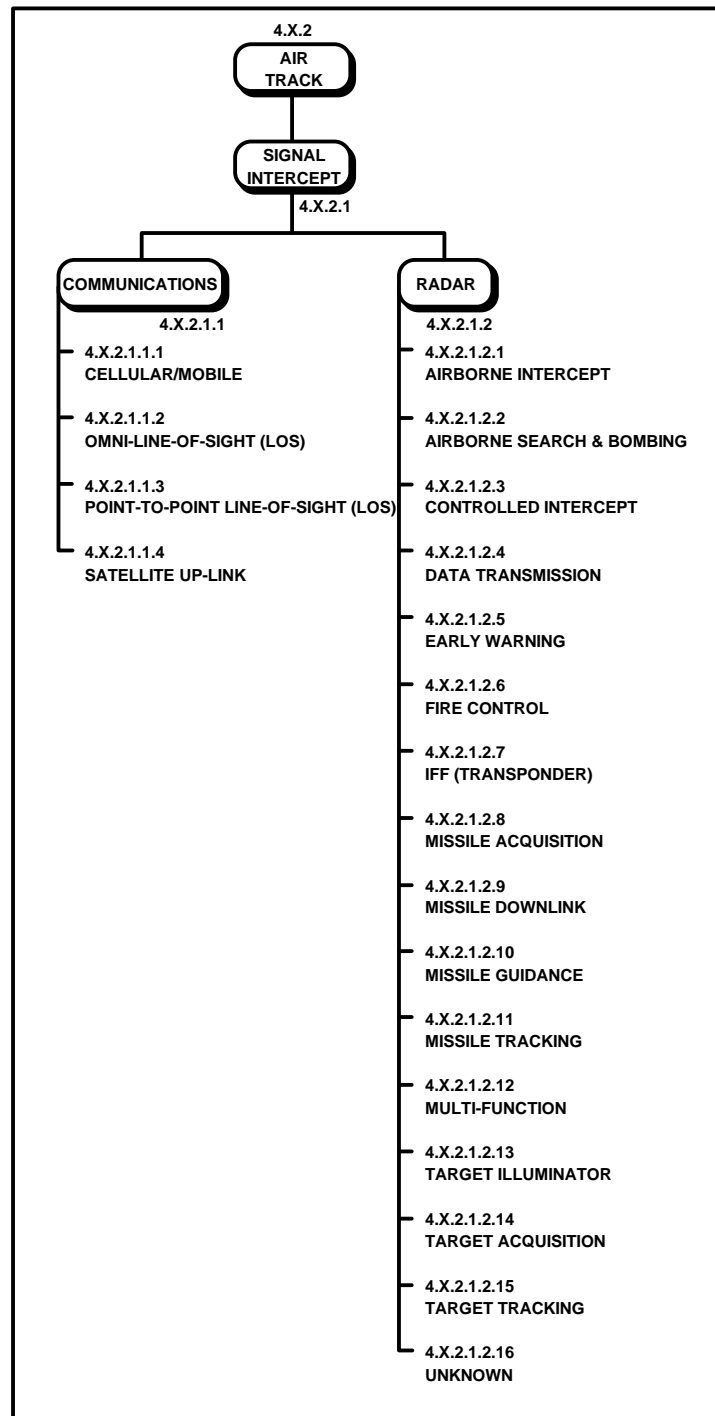


FIGURE A-58. Signal intelligence (space track).

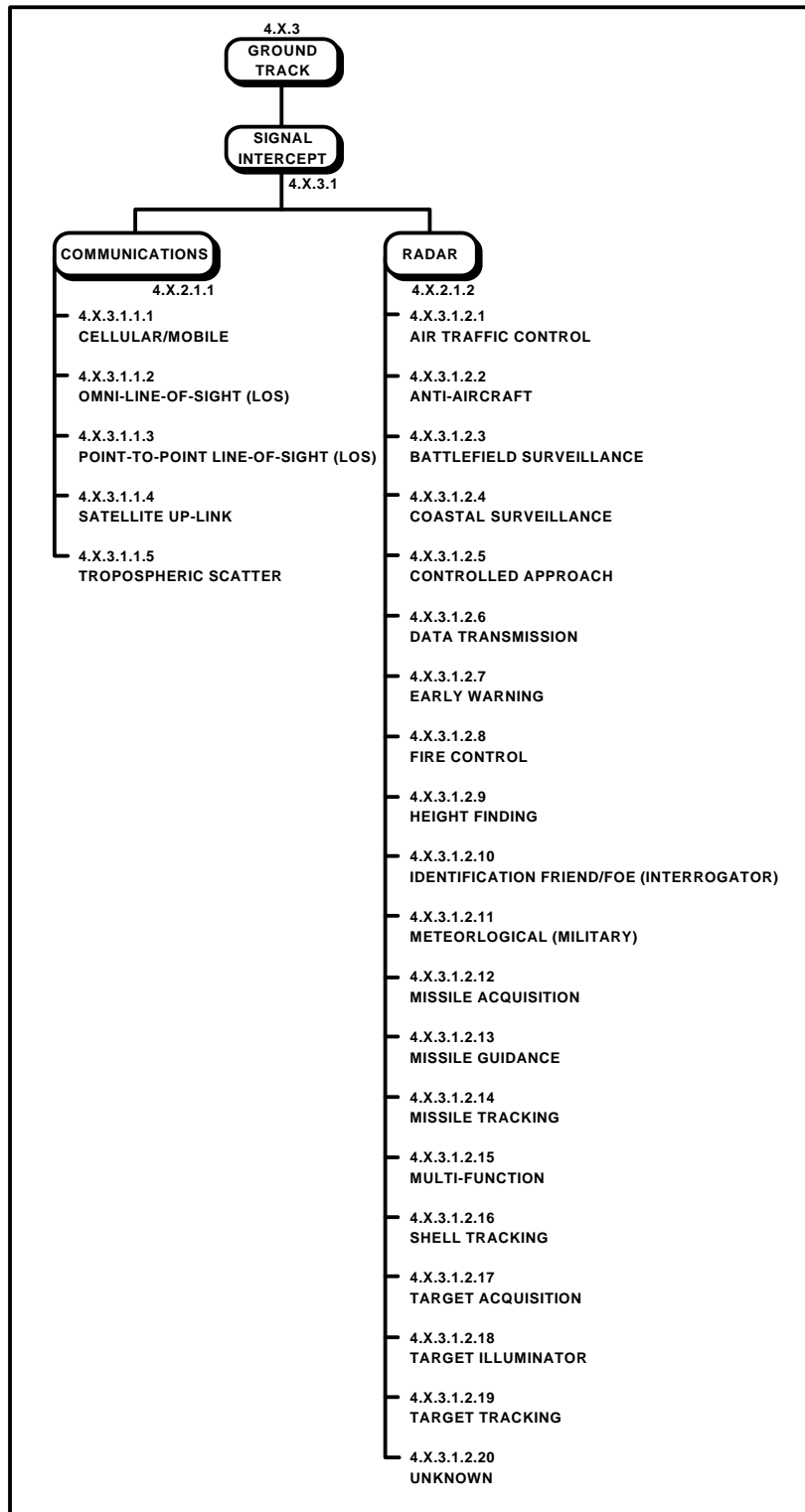
MIL-STD-2525A

APPENDIX A

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

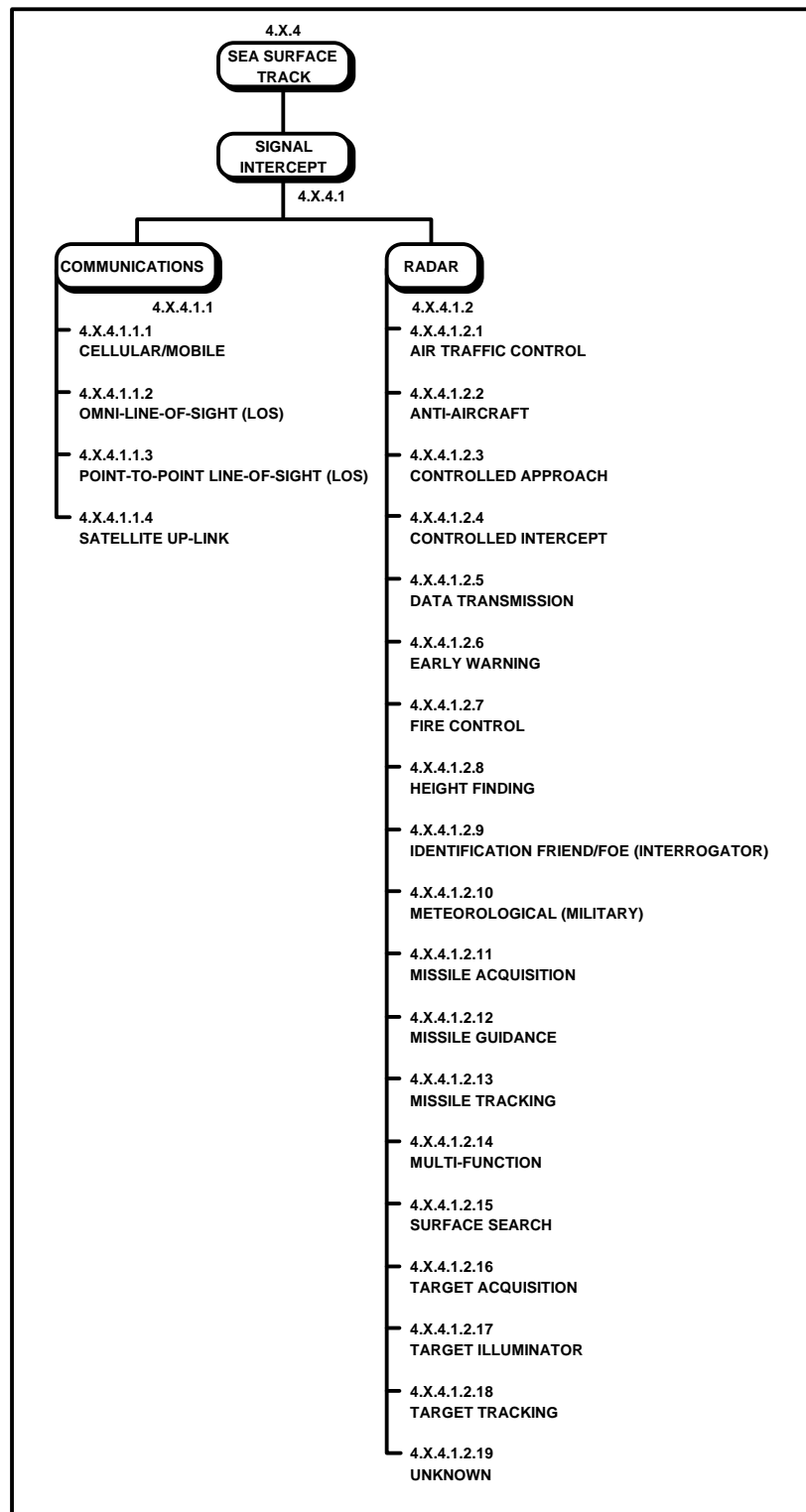
MIL-STD-2525A

APPENDIX A

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

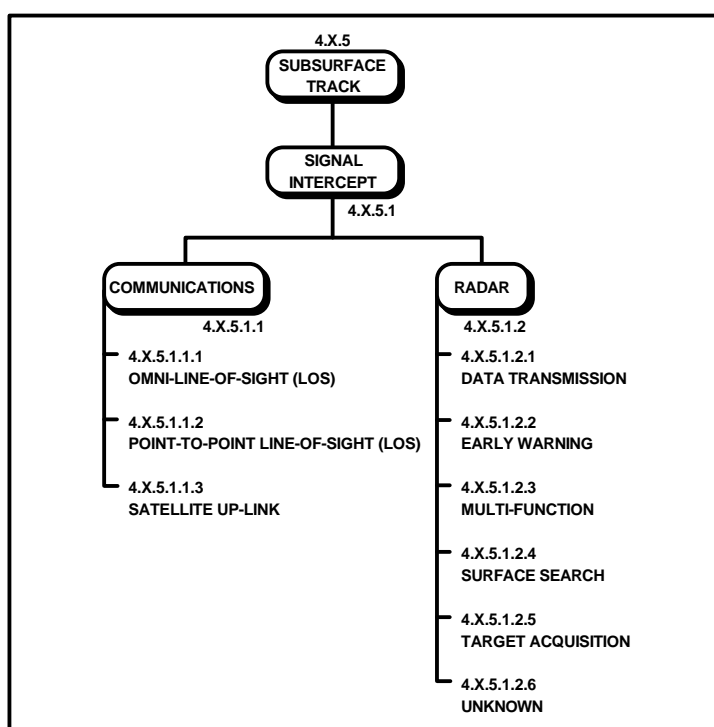
MIL-STD-2525A

APPENDIX A

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

MIL-STD-2525A

APPENDIX A

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

MIL-STD-2525A

APPENDIX A

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MIL-STD-2525A

APPENDIX B

SYMBOL ID CODING

B.1 GENERAL

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

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

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

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

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

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

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

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

MIL-STD-2525A

APPENDIX B

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

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

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

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

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

MIL-STD-2525A

APPENDIX B

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

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

MIL-STD-2525A

APPENDIX B

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

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

MIL-STD-2525A

APPENDIX B

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

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

MIL-STD-2525A

APPENDIX B

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

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

MIL-STD-2525A

APPENDIX B

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

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

MIL-STD-2525A

APPENDIX B

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

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

MIL-STD-2525A

APPENDIX B

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

HIERARCHY	C O D E	A F F I L I A T I O N	B A T T L E D I M E N S I O N	S T A T U S	F U N C T I O N I D	S I Z E / M O B I L I T Y	C O U N T R Y C O D E	O R D E R O F B A T T L E	DESCRIPTION
1.X.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

MIL-STD-2525A

APPENDIX B

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

HIERARCHY	C O D E S C H E M E	A F F I L I A T I O N	B A T T L E D I M E N S I O N	S T A T U S	F U N C T I O N I D	S I Z E / M O B I L I T Y	C O U N T R Y C O D E	O R D E R O F B A T T L E	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

MIL-STD-2525A

APPENDIX B

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

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

MIL-STD-2525A

APPENDIX B

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

HIERARCHY	C O D E S C H E M E	A F F I L I A T I O N	B A T T L E D I M E N S I O N	S T A T U S	F U N C T I O N I D	S I Z E / M O B I L I T Y	C O U N T R Y C O D E	O R D E R O F B A T T L E	DESCRIPTION
1.X.3.1.1.4.2.4.2	S	*	G	*	UC VR UM	**	**	*	MEDIUM UTILITY ROTARY WING
1.X.3.1.1.4.2.4.3	S	*	G	*	UC VR UH	**	**	*	HEAVY UTILITY ROTARY WING
1.X.3.1.1.4.2.5	S	*	G	*	UC VR UC	**	**	*	C2 ROTARY WING
1.X.3.1.1.4.2.6	S	*	G	*	UC VR UE	**	**	*	MEDEVAC ROTARY WING
1.X.3.1.1.4.2.7	S	*	G	*	UC VR M-	**	**	*	MINE COUNTERMEASURE ROTARY WING
1.X.3.1.1.4.3	S	*	G	*	UC VS --	**	**	*	SEARCH AND RESCUE
1.X.3.1.1.4.4	S	*	G	*	UC VC --	**	**	*	COMPOSITE
1.X.3.1.1.4.5	S	*	G	*	UC VV --	**	**	*	VERTICAL/SHORT TAKEOFF AND LANDING (V/STOL)
1.X.3.1.1.4.6	S	*	G	*	UC VU --	**	**	*	UNMANNED AERIAL VEHICLE
1.X.3.1.1.4.6.1	S	*	G	*	UC VU F-	**	**	*	UNMANNED AERIAL VEHICLE FIXED WING
1.X.3.1.1.4.6.2	S	*	G	*	UC VU R-	**	**	*	UNMANNED AERIAL VEHICLE ROTARY WING
1.X.3.1.1.5	S	*	G	*	UC I- --	**	**	*	INFANTRY
1.X.3.1.1.5.1	S	*	G	*	UC IL --	**	**	*	INFANTRY LIGHT
1.X.3.1.1.5.2	S	*	G	*	UC IM --	**	**	*	INFANTRY MOTORIZED
1.X.3.1.1.5.3	S	*	G	*	UC IO --	**	**	*	INFANTRY MOUNTAIN
1.X.3.1.1.5.4	S	*	G	*	UC IA --	**	**	*	INFANTRY AIRBORNE
1.X.3.1.1.5.5	S	*	G	*	UC IS --	**	**	*	INFANTRY AIR ASSAULT
1.X.3.1.1.5.6	S	*	G	*	UC IZ --	**	**	*	INFANTRY MECHANIZED
1.X.3.1.1.5.7	S	*	G	*	UC IN --	**	**	*	INFANTRY NAVAL
1.X.3.1.1.5.8	S	*	G	*	UC II --	**	**	*	INFANTRY FIGHTING VEHICLE
1.X.3.1.1.5.9	S	*	G	*	UC IC --	**	**	*	INFANTRY ARCTIC
1.X.3.1.1.6	S	*	G	*	UC E- --	**	**	*	ENGINEER
1.X.3.1.1.6.1	S	*	G	*	UC EC --	**	**	*	ENGINEER COMBAT
1.X.3.1.1.6.1.1	S	*	G	*	UC EC S-	**	**	*	ENGINEER COMBAT AIR ASSAULT
1.X.3.1.1.6.1.2	S	*	G	*	UC EC A-	**	**	*	ENGINEER COMBAT AIRBORNE
1.X.3.1.1.6.1.3	S	*	G	*	UC EC C-	**	**	*	ENGINEER COMBAT ARCTIC
1.X.3.1.1.6.1.4	S	*	G	*	UC EC L-	**	**	*	ENGINEER COMBAT LIGHT (SAPPER)
1.X.3.1.1.6.1.5	S	*	G	*	UC EC M-	**	**	*	ENGINEER COMBAT MEDIUM
1.X.3.1.1.6.1.6	S	*	G	*	UC EC H-	**	**	*	ENGINEER COMBAT HEAVY
1.X.3.1.1.6.1.7	S	*	G	*	UC EC T-	**	**	*	ENGINEER COMBAT MECHANIZED (TRACK)

MIL-STD-2525A

APPENDIX B

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

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

MIL-STD-2525A

APPENDIX B

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

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

MIL-STD-2525A

APPENDIX B

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

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

MIL-STD-2525A

APPENDIX B

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

HIERARCHY	C O D E S C H E M E	A F F I L I A T I O N	B A T T L E D I M E N S I O N	S T A T U S	F U N C T I O N I D	S I Z E / M O B I L I T Y	C O U N T R Y C O D E	O R D E R O F B A T T L E	DESCRIPTION
1.X.3.1.2.1.2	S	*	G	*	UU AN --	**	**	*	NUCLEAR
1.X.3.1.2.1.3	S	*	G	*	UU AB --	**	**	*	BIOLOGICAL
1.X.3.1.2.1.3.1	S	*	G	*	UU AB R-	**	**	*	RECON EQUIPPED
1.X.3.1.2.1.4	S	*	G	*	UU AD --	**	**	*	DECONTAMINATION
1.X.3.1.2.2	S	*	G	*	UU M- --	**	**	*	MILITARY INTELLIGENCE
1.X.3.1.2.2.1	S	*	G	*	UU MA --	**	**	*	AERIAL EXPLOITATION
1.X.3.1.2.2.2	S	*	G	*	UU MS --	**	**	*	SIGNAL INTELLIGENCE (SIGINT)
1.X.3.1.2.2.2.1	S	*	G	*	UU MS E-	**	**	*	ELECTRONIC WARFARE
1.X.3.1.2.2.2.1.1	S	*	G	*	UU MS EA	**	**	*	ARMORED WHEELED VEHICLE
1.X.3.1.2.2.2.1.2	S	*	G	*	UU MS ED	**	**	*	DIRECTION FINDING
1.X.3.1.2.2.2.1.3	S	*	G	*	UU MS EI	**	**	*	INTERCEPT
1.X.3.1.2.2.2.1.4	S	*	G	*	UU MS EJ	**	**	*	JAMMING
1.X.3.1.2.2.2.1.5	S	*	G	*	UU MS ET	**	**	*	THEATER
1.X.3.1.2.2.2.1.6	S	*	G	*	UU MS EC	**	**	*	CORPS
1.X.3.1.2.2.3	S	*	G	*	UU MC --	**	**	*	COUNTER INTELLIGENCE
1.X.3.1.2.2.4	S	*	G	*	UU MR --	**	**	*	SURVEILLANCE
1.X.3.1.2.2.4.1	S	*	G	*	UU MR G-	**	**	*	GROUND SURVEILLANCE RADAR
1.X.3.1.2.2.4.2	S	*	G	*	UU MR S-	**	**	*	SENSOR
1.X.3.1.2.2.4.2.1	S	*	G	*	UU MR SS	**	**	*	SENSOR SCM
1.X.3.1.2.2.4.3	S	*	G	*	UU MR X-	**	**	*	GROUND STATION MODULE
1.X.3.1.2.2.4.4	S	*	G	*	UU MM O-	**	**	*	METEOROLOGICAL
1.X.3.1.2.2.5	S	*	G	*	UU MO --	**	**	*	OPERATIONS
1.X.3.1.2.2.6	S	*	G	*	UU MT --	**	**	*	TACTICAL EXPLOIT
1.X.3.1.2.2.7	S	*	G	*	UU MQ --	**	**	*	INTERROGATION
1.X.3.1.2.2.8	S	*	G	*	UU MJ --	**	**	*	JOINT INTELLIGENCE CENTER
1.X.3.1.2.3	S	*	G	*	UU L- --	**	**	*	LAW ENFORCEMENT UNIT
1.X.3.1.2.3.1	S	*	G	*	UU LS --	**	**	*	SHORE PATROL
1.X.3.1.2.3.2	S	*	G	*	UU LM --	**	**	*	MILITARY POLICE
1.X.3.1.2.3.3	S	*	G	*	UU LC --	**	**	*	CIVILIAN LAW ENFORCEMENT
1.X.3.1.2.3.4	S	*	G	*	UU LF --	**	**	*	SECURITY POLICE (AIR)
1.X.3.1.2.3.5	S	*	G	*	UU LD --	**	**	*	CENTRAL INTELLIGENCE DIVISION (CID)
1.X.3.1.2.4	S	*	G	*	UU S- --	**	**	*	SIGNAL UNIT
1.X.3.1.2.4.1	S	*	G	*	UU SA --	**	**	*	AREA

MIL-STD-2525A

APPENDIX B

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

HIERARCHY	C O D E S C H E M E	A F F I L I A T I O N	B A T T L E D I M E N S I O N	S T A T U S	F U N C T I O N I D	S I Z E / M O B I L I T Y	C O U N T R Y C O D E	O R D E R O F B A T T L E	DESCRIPTION
1.X.3.1.2.4.2	S	*	G	*	UU SC --	**	**	*	COMMUNICATION CONFIGURED PACKAGE
1.X.3.1.2.4.2.1	S	*	G	*	UU SC L-	**	**	*	LARGE COMMUNICATION CONFIGURED PACKAGE (LCCP)
1.X.3.1.2.4.3	S	*	G	*	UU SO --	**	**	*	COMMAND OPERATIONS
1.X.3.1.2.4.4	S	*	G	*	UU SF --	**	**	*	FORWARD COMMUNICATIONS
1.X.3.1.2.4.5	S	*	G	*	UU SM --	**	**	*	MULTIPLE SUBSCRIBER ELEMENT
1.X.3.1.2.4.5.1	S	*	G	*	UU SM S-	**	**	*	SMALL EXTENSION NODE
1.X.3.1.2.4.5.2	S	*	G	*	UU SM L-	**	**	*	LARGE EXTENSION NODE
1.X.3.1.2.4.5.3	S	*	G	*	UU SM N-	**	**	*	NODE CENTER
1.X.3.1.2.4.6	S	*	G	*	UU SR --	**	**	*	RADIO UNIT
1.X.3.1.2.4.6.1	S	*	G	*	UU SR S-	**	**	*	TACTICAL SATELLITE
1.X.3.1.2.4.6.2	S	*	G	*	UU SR T-	**	**	*	TELETYPE CENTER
1.X.3.1.2.4.6.3	S	*	G	*	UU SR W-	**	**	*	RELAY
1.X.3.1.2.4.7	S	*	G	*	UU SS --	**	**	*	SIGNAL SUPPORT
1.X.3.1.2.4.8	S	*	G	*	UU SW --	**	**	*	TELEPHONE SWITCH
1.X.3.1.2.4.9	S	*	G	*	UU SX --	**	**	*	ELECTRONIC RANGING
1.X.3.1.2.5	S	*	G	*	UU I- --	**	**	*	INFORMATION WARFARE UNIT
1.X.3.1.2.6	S	*	G	*	UU X- --	**	**	*	LANDING SUPPORT
1.X.3.1.2.7	S	*	G	*	UU E- --	**	**	*	EXPLOSIVE ORDNANCE DISPOSAL
1.X.3.1.3	S	*	G	*	US -- --	**	**	*	COMBAT SERVICE SUPPORT
1.X.3.1.3.1	S	*	G	*	US A- --	**	**	*	ADMINISTRATIVE (ADMIN)
1.X.3.1.3.1.1	S	*	G	*	US AT --	**	**	*	ADMIN 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

MIL-STD-2525A

APPENDIX B

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

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

MIL-STD-2525A

APPENDIX B

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

HIERARCHY	C O D E S C H E M E	A F F I L I A T I O N	B A T T L E D I M E N S I O N	S T A T U S	F U N C T I O N I D	S I Z E / M O B I L I T Y	C O U N T R Y C O D E	O R D E R O F B A T T L E	DESCRIPTION
1.X.3.1.3.1.13.2	S	*	G	*	US AQ C-	**	**	*	QUARTERMASTER (SUPPLY) CORPS
1.X.3.1.3.2	S	*	G	*	US M- --	**	**	*	MEDICAL
1.X.3.1.3.2.1	S	*	G	*	US MT --	**	**	*	MEDICAL THEATER
1.X.3.1.3.2.2	S	*	G	*	US MC --	**	**	*	MEDICAL CORPS
1.X.3.1.3.2.3	S	*	G	*	US MM --	**	**	*	MEDICAL TREATMENT FACILITY
1.X.3.1.3.2.3.1	S	*	G	*	US MM T-	**	**	*	MEDICAL TREATMENT FACILITY THEATER
1.X.3.1.3.2.3.2	S	*	G	*	US MM C-	**	**	*	MEDICAL TREATMENT FACILITY CORPS
1.X.3.1.3.2.4	S	*	G	*	US MV --	**	**	*	MEDICAL VETERINARY
1.X.3.1.3.2.4.1	S	*	G	*	US MV T-	**	**	*	MEDICAL VETERINARY THEATER
1.X.3.1.3.2.4.2	S	*	G	*	US MV C-	**	**	*	MEDICAL VETERINARY CORPS
1.X.3.1.3.2.5	S	*	G	*	US MD --	**	**	*	MEDICAL DENTAL
1.X.3.1.3.2.5.1	S	*	G	*	US MD T-	**	**	*	MEDICAL DENTAL THEATER
1.X.3.1.3.2.5.2	S	*	G	*	US MD C-	**	**	*	MEDICAL DENTAL CORPS
1.X.3.1.3.2.6	S	*	G	*	US MP --	**	**	*	MEDICAL PSYCHOLOGICAL
1.X.3.1.3.2.6.1	S	*	G	*	US MP T-	**	**	*	MEDICAL PSYCHOLOGICAL THEATER
1.X.3.1.3.2.6.2	S	*	G	*	US MP C-	**	**	*	MEDICAL PSYCHOLOGICAL CORPS
1.X.3.1.3.3	S	*	G	*	US S- --	**	**	*	SUPPLY
1.X.3.1.3.3.1	S	*	G	*	US ST --	**	**	*	SUPPLY THEATER
1.X.3.1.3.3.2	S	*	G	*	US SC --	**	**	*	SUPPLY CORPS
1.X.3.1.3.3.3	S	*	G	*	US S1 --	**	**	*	SUPPLY CLASS I
1.X.3.1.3.3.3.1	S	*	G	*	US S1 T-	**	**	*	SUPPLY CLASS I THEATER
1.X.3.1.3.3.3.2	S	*	G	*	US S1 C-	**	**	*	SUPPLY CLASS I CORPS
1.X.3.1.3.3.4	S	*	G	*	US S2 --	**	**	*	SUPPLY CLASS II
1.X.3.1.3.3.4.1	S	*	G	*	US S2 T-	**	**	*	SUPPLY CLASS II THEATER
1.X.3.1.3.3.4.2	S	*	G	*	US S2 C-	**	**	*	SUPPLY CLASS II CORPS
1.X.3.1.3.3.5	S	*	G	*	US S3 --	**	**	*	SUPPLY CLASS III
1.X.3.1.3.3.5.1	S	*	G	*	US S3 T-	**	**	*	SUPPLY CLASS III THEATER
1.X.3.1.3.3.5.2	S	*	G	*	US S3 C-	**	**	*	SUPPLY CLASS III CORPS
1.X.3.1.3.3.5.3	S	*	G	*	US S3 A-	**	**	*	SUPPLY CLASS III AVIATION
1.X.3.1.3.3.5.3.1	S	*	G	*	US S3 AT	**	**	*	SUPPLY CLASS III AVIATION THEATER

MIL-STD-2525A

APPENDIX B

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

HIERARCHY	C O D E S C H E M E	A F F I L I A T I O N	B A T T L E D I M E N S I O N	S T A T U S	F U N C T I O N I D	S I Z E / M O B I L I T Y	C O U N T R Y C O D E	O R D E R O F B A T T L E	DESCRIPTION
1.X.3.1.3.3.5.3.2	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

MIL-STD-2525A

APPENDIX B

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

HIERARCHY	C O D E S C H E M E	A F F I L I A T I O N	B A T T L E D I M E N S I O N	S T A T U S	F U N C T I O N I D	S I Z E / M O B I L I T Y	C O U N T R Y C O D E	O R D E R O F B A T T L E	DESCRIPTION
1.X.3.1.3.4.1	S	*	G	*	US TT --	**	**	*	TRANSPORTATION THEATER
1.X.3.1.3.4.2	S	*	G	*	US TC --	**	**	*	TRANSPORTATION CORPS
1.X.3.1.3.4.3	S	*	G	*	US TM --	**	**	*	MOVEMENT CONTROL CENTER(MCC)
1.X.3.1.3.4.3.1	S	*	G	*	US TM T-	**	**	*	MCC THEATER
1.X.3.1.3.4.3.2	S	*	G	*	US TM C-	**	**	*	MCC CORPS
1.X.3.1.3.4.4	S	*	G	*	US TR --	**	**	*	RAILHEAD
1.X.3.1.3.4.4.1	S	*	G	*	US TR T-	**	**	*	RAILHEAD THEATER
1.X.3.1.3.4.4.2	S	*	G	*	US TR C-	**	**	*	RAILHEAD CORPS
1.X.3.1.3.4.5	S	*	G	*	US TS --	**	**	*	SPOD/SPOE
1.X.3.1.3.4.5.1	S	*	G	*	US TS T-	**	**	*	SPOD/SPOE THEATER
1.X.3.1.3.4.5.2	S	*	G	*	US TS C-	**	**	*	SPOD/SPOE CORPS
1.X.3.1.3.4.6	S	*	G	*	US TA --	**	**	*	APOD/APOE
1.X.3.1.3.4.6.1	S	*	G	*	US TA T-	**	**	*	APOD/APOE THEATER
1.X.3.1.3.4.6.2	S	*	G	*	US TA C-	**	**	*	APOD/APOE CORPS
1.X.3.1.3.4.7	S	*	G	*	US TI --	**	**	*	MISSILE
1.X.3.1.3.4.7.1	S	*	G	*	US TI T-	**	**	*	MISSILE THEATER
1.X.3.1.3.4.7.2	S	*	G	*	US TI C-	**	**	*	MISSILE CORPS
1.X.3.1.3.5	S	*	G	*	US X- --	**	**	*	MAINTENANCE
1.X.3.1.3.5.1	S	*	G	*	US XT --	**	**	*	MAINTENANCE THEATER
1.X.3.1.3.5.2	S	*	G	*	US XC --	**	**	*	MAINTENANCE CORPS
1.X.3.1.3.5.3	S	*	G	*	US XH --	**	**	*	MAINTENANCE HEAVY
1.X.3.1.3.5.3.1	S	*	G	*	US XH T-	**	**	*	MAINTENANCE HEAVY THEATER
1.X.3.1.3.5.3.2	S	*	G	*	US XH C-	**	**	*	MAINTENANCE HEAVY CORPS
1.X.3.1.3.5.4	S	*	G	*	US XR --	**	**	*	MAINTENANCE RECOVERY
1.X.3.1.3.5.4.1	S	*	G	*	US XR T-	**	**	*	MAINTENANCE RECOVERY THEATER
1.X.3.1.3.5.4.2	S	*	G	*	US XR C-	**	**	*	MAINTENANCE RECOVERY CORPS
1.X.3.1.3.5.5	S	*	G	*	US XO --	**	**	*	ORDINANCE
1.X.3.1.3.5.5.1	S	*	G	*	US XO T-	**	**	*	ORDINANCE THEATER
1.X.3.1.3.5.5.2	S	*	G	*	US XO C-	**	**	*	ORDINANCE CORPS
1.X.3.1.3.5.5.3	S	*	G	*	US XO M-	**	**	*	ORDINANCE MISSILE
1.X.3.1.3.5.5.3.1	S	*	G	*	US XO MT	**	**	*	ORDINANCE MISSILE THEATER
1.X.3.1.3.5.5.3.2	S	*	G	*	US XO MC	**	**	*	ORDINANCE MISSILE CORPS

MIL-STD-2525A

APPENDIX B

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

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

MIL-STD-2525A

APPENDIX B

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

HIERARCHY	C O D E S C H E M E	A F F I L I A T I O N	B A T T L E D I M E N S I O N	S T A T U S	F U N C T I O N I D	S I Z E / M O B I L I T Y	C O U N T R Y C O D E	O R D E R O F B A T T L E	DESCRIPTION
1.X.3.2.1.3.3	S	*	G	*	EW XH --	**	**	*	MULTIPLE ROCKET LAUNCHER HEAVY
1.X.3.2.1.4	S	*	G	*	EW T- --	**	**	*	ANTITANK ROCKET LAUNCHER
1.X.3.2.1.4.1	S	*	G	*	EW TL --	**	**	*	ANTITANK ROCKET LAUNCHER LIGHT
1.X.3.2.1.4.2	S	*	G	*	EW TM --	**	**	*	ANTITANK ROCKET LAUNCHER MEDIUM
1.X.3.2.1.4.3	S	*	G	*	EW TH --	**	**	*	ANTITANK ROCKET LAUNCHER HEAVY
1.X.3.2.1.5	S	*	G	*	EW R- --	**	**	*	RIFLE/AUTOMATIC WEAPON
1.X.3.2.1.5.1	S	*	G	*	EW RR --	**	**	*	RIFLE
1.X.3.2.1.5.2	S	*	G	*	EW RL --	**	**	*	LIGHT MACHINE GUN
1.X.3.2.1.5.3	S	*	G	*	EW RH --	**	**	*	HEAVY MACHINE GUN
1.X.3.2.1.6	S	*	G	*	EW Z- --	**	**	*	GRENADE LAUNCHER
1.X.3.2.1.6.1	S	*	G	*	EW ZL --	**	**	*	GRENADE LAUNCHER LIGHT
1.X.3.2.1.6.2	S	*	G	*	EW ZM --	**	**	*	GRENADE LAUNCHER MEDIUM
1.X.3.2.1.6.3	S	*	G	*	EW ZH --	**	**	*	GRENADE LAUNCHER HEAVY
1.X.3.2.1.7	S	*	G	*	EW O- --	**	**	*	MORTAR
1.X.3.2.1.7.1	S	*	G	*	EW OL --	**	**	*	MORTAR LIGHT
1.X.3.2.1.7.2	S	*	G	*	EW OM --	**	**	*	MORTAR MEDIUM
1.X.3.2.1.7.3	S	*	G	*	EW OH --	**	**	*	MORTAR HEAVY
1.X.3.2.1.8	S	*	G	*	EW H- --	**	**	*	HOWITZER
1.X.3.2.1.8.1	S	*	G	*	EW HL --	**	**	*	HOWITZER LIGHT
1.X.3.2.1.8.1.1	S	*	G	*	EW HL S-	**	**	*	HOWITZER LIGHT SELF-PROPELLED
1.X.3.2.1.8.2	S	*	G	*	EW HM --	**	**	*	HOWITZER MEDIUM
1.X.3.2.1.8.2.1	S	*	G	*	EW HM S-	**	**	*	HOWITZER MEDIUM SELF-PROPELLED
1.X.3.2.1.8.3	S	*	G	*	EW HH --	**	**	*	HOWITZER HEAVY
1.X.3.2.1.8.3.1	S	*	G	*	EW HH S-	**	**	*	HOWITZER HEAVY SELF-PROPELLED
1.X.3.2.1.9	S	*	G	*	EW G- --	**	**	*	ANTITANK GUN
1.X.3.2.1.9.1	S	*	G	*	EW GR --	**	**	*	ANTITANK GUN RECOILLESS
1.X.3.2.1.9.2	S	*	G	*	EW GL --	**	**	*	ANTITANK GUN LIGHT
1.X.3.2.1.9.3	S	*	G	*	EW GM --	**	**	*	ANTITANK GUN MEDIUM
1.X.3.2.1.9.4	S	*	G	*	EW GH --	**	**	*	ANTITANK GUN HEAVY
1.X.3.2.1.10	S	*	G	*	EW D- --	**	**	*	DIRECT FIRE GUN

MIL-STD-2525A

APPENDIX B

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

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

MIL-STD-2525A

APPENDIX B

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

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

MIL-STD-2525A

APPENDIX B

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

HIERARCHY	C O D E S C H E M E	A F F I L I A T I O N	B A T T L E D I M E N S I O N	S T A T U S	F U N C T I O N I D	S I Z E / M O B I L I T Y	C O U N T R Y C O D E	O R D E R O F B A T T L E	DESCRIPTION
1.X.3.3.3	S	*	G	*	IE -- --	H*	**	*	EQUIPMENT MANUFACTURE
1.X.3.3.4	S	*	G	*	IU -- --	H*	**	*	SERVICE, RESEARCH, UTILITY FACILITY
1.X.3.3.4.1	S	*	G	*	IU R- --	H*	**	*	TECHNOLOGICAL RESEARCH FACILITY
1.X.3.3.4.2	S	*	G	*	IU T- --	H*	**	*	TELECOMMUNICATIONS FACILITY
1.X.3.3.4.3	S	*	G	*	IU E- --	H*	**	*	ELECTRIC POWER FACILITY
1.X.3.3.4.4	S	*	G	*	IU P- --	H*	**	*	PUBLIC WATER SERVICES
1.X.3.3.5	S	*	G	*	IM -- --	H*	**	*	MILITARY MATERIEL FACILITY
1.X.3.3.5.1	S	*	G	*	IM F- --	H*	**	*	ATOMIC ENERGY PRODUCTION
1.X.3.3.5.2	S	*	G	*	IM A- --	H*	**	*	AIRCRAFT PRODUCTION & ASSEMBLY
1.X.3.3.5.3	S	*	G	*	IM E- --	H*	**	*	AMMUNITION AND EXPLOSIVES PRODUCTION
1.X.3.3.5.4	S	*	G	*	IM G- --	H*	**	*	ARMAMENT PRODUCTION
1.X.3.3.5.5	S	*	G	*	IM V- --	H*	**	*	MILITARY VEHICLE PRODUCTION
1.X.3.3.5.6	S	*	G	*	IM N- --	H*	**	*	ENGINEERING EQUIPMENT PRODUCTION
1.X.3.3.5.6.1	S	*	G	*	IM NB --	H*	**	*	BRIDGE
1.X.3.3.5.7	S	*	G	*	IM C- --	H*	**	*	CHEMICAL & BIOLOGICAL WARFARE PRODUCTION
1.X.3.3.5.8	S	*	G	*	IM S- --	H*	**	*	SHIP CONSTRUCTION
1.X.3.3.5.9	S	*	G	*	IM M- --	H*	**	*	MISSILE & SPACE SYSTEM PRODUCTION
1.X.3.3.6	S	*	G	*	IG -- --	H*	**	*	GOVERNMENT LEADERSHIP
1.X.3.3.7	S	*	G	*	IB -- --	H*	**	*	MILITARY BASE/FACILITY
1.X.3.3.7.1	S	*	G	*	IB A- --	H*	**	*	AIRPORT/AIRBASE
1.X.3.3.7.2	S	*	G	*	IB N- --	H*	**	*	SEAPORT/NAVAL BASE
1.X.3.3.8	S	*	G	*	IT -- --	H*	**	*	TRANSPORT FACILITY
1.X.3.3.9	S	*	G	*	IX -- --	H*	**	*	MEDICAL FACILITY
1.X.3.3.9.1	S	*	G	*	IX H- --	H*	**	*	HOSPITAL

MIL-STD-2525A

APPENDIX B

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

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

MIL-STD-2525A

APPENDIX B

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

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

MIL-STD-2525A

APPENDIX B

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

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

MIL-STD-2525A

APPENDIX B

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

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

MIL-STD-2525A

APPENDIX B

TABLE B-IX. Tactical graphics symbol ID codes.

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

MIL-STD-2525A

APPENDIX B

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

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

MIL-STD-2525A

APPENDIX B

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

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

MIL-STD-2525A

APPENDIX B

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

HIERARCHY	C O D E S C H E M E	A F F I L I A T I O N	B A T T L E D I M E N S I O N	S T A T U S	F U N C T I O N I D	S I Z E / M O B I L I T Y	C O U N T R Y C O D E	O R D E R O F B A T T L E	DESCRIPTION
2.X.2.1.2.3.3	G	*	C	*	MA VH --	**	**	*	HIGH DENSITY AIRSPACE CONTROL ZONE (HIDACZ)
2.X.2.1.2.3.4	G	*	C	*	MA VM --	**	**	*	MISSILE ENGAGEMENT ZONE (MEZ)
2.X.2.1.2.3.4.1	G	*	C	*	MA VM L-	**	**	*	LOW ALTITUDE MEZ
2.X.2.1.2.3.4.2	G	*	C	*	MA VM H-	**	**	*	HIGH ALTITUDE MEZ
2.X.2.1.2.3.5	G	*	C	*	MA VW --	**	**	*	WEAPONS FREE ZONE
2.X.2.1.3	G	*	C	*	MD -- --	**	**	*	DECEPTION GRAPHICS
2.X.2.1.3.1	G	*	C	*	MD D- --	**	**	*	DUMMY (DECEPTION)(DECOY)
2.X.2.1.3.2	G	*	C	*	MD A- --	**	**	*	AXIS OF ADVANCE FOR FEINT
2.X.2.1.3.3	G	*	C	*	MD F- --	**	**	*	DIRECTION OF ATTACK FOR FEINT
2.X.2.1.3.4	G	*	C	*	MD M- --	**	**	*	DECOY MINED AREA
2.X.2.1.3.5	G	*	C	*	MD Y- --	**	**	*	DECOY MINED AREA, FENCED
2.X.2.1.3.6	G	*	C	*	MD N- --	**	**	*	DUMMY MINEFIELD
2.X.2.1.4	G	*	C	*	MM -- --	**	**	*	DEFENSE MANEUVER GRAPHIC
2.X.2.1.4.1	G	*	C	*	MM P- --	**	**	*	DEFENSE POINT GRAPHIC
2.X.2.1.4.1.1	G	*	C	*	MM PT --	**	**	*	TARGET REFERENCE POINT (TRP)
2.X.2.1.4.1.2	G	*	C	*	MM PB --	**	**	*	BATTLE POSITION
2.X.2.1.4.1.2.1	G	*	C	*	MM PB O-	**	**	*	OCCUPIED (BATTALION SIZED UNIT)
2.X.2.1.4.1.2.2	G	*	C	*	MM PB P-	**	**	*	PREPARED "(P)" BUT NOT OCCUPIED
2.X.2.1.4.1.2.3	G	*	C	*	MM PB L-	**	**	*	PLANNED
2.X.2.1.4.1.3	G	*	C	*	MM PS --	**	**	*	STRONG POINT (SP)
2.X.2.1.4.1.3.1	G	F	C	*	MM PS F-	**	**	*	FRIENDLY
2.X.2.1.4.1.3.2	G	H	C	*	MM PS E-	**	**	*	ENEMY KNOWN AND CONFIRMED
2.X.2.1.4.1.4	G	*	C	*	MM PO --	**	**	*	OBSERVATION POST/OUTPOST
2.X.2.1.4.1.4.1	G	*	C	*	MM PO C-	**	**	*	COMBAT OUTPOST
2.X.2.1.4.1.4.2	G	*	C	*	MM PO R-	**	**	*	OBSERVATION POST OCCUPIED BY DISMOUNTED SCOUTS OR RECONNAISSANCE
2.X.2.1.4.1.4.3	G	*	C	*	MM PO F-	**	**	*	FORWARD OBSERVER POSITION
2.X.2.1.4.1.4.4	G	*	C	*	MM PO S-	**	**	*	SENSOR OUTPOST/LISTENING POST (OP/LP)
2.X.2.1.4.1.4.5	G	*	C	*	MM PO N-	**	**	*	NBC OBSERVATION POST (DISMOUNTED)
2.X.2.1.4.2	G	*	C	*	MM D- --	**	**	*	DEFENSE LINE GRAPHIC

MIL-STD-2525A

APPENDIX B

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

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

MIL-STD-2525A

APPENDIX B

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

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

MIL-STD-2525A

APPENDIX B

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

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

MIL-STD-2525A

APPENDIX B

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

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

MIL-STD-2525A

APPENDIX B

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

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

MIL-STD-2525A

APPENDIX B

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

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

MIL-STD-2525A

APPENDIX B

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

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

MIL-STD-2525A

APPENDIX B

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

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

MIL-STD-2525A

APPENDIX B

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

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

MIL-STD-2525A

APPENDIX B

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

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

MIL-STD-2525A

APPENDIX B

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

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

MIL-STD-2525A

APPENDIX B

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

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

MIL-STD-2525A

APPENDIX B

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

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

MIL-STD-2525A

APPENDIX B

TABLE B-X. Weather graphics symbol ID codes.

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

MIL-STD-2525A

APPENDIX B

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

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

MIL-STD-2525A

APPENDIX B

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

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

MIL-STD-2525A

APPENDIX B

TABLE B-XI. Signal intelligence symbol ID codes.

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

MIL-STD-2525A

APPENDIX B

TABLE B-XI. Signal intelligence symbol ID codes (cont'd).

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

MIL-STD-2525A

APPENDIX B

TABLE B-XI. Signal intelligence symbol ID codes (cont'd).

HIERARCHY	C O D E	A F F I L I A T I O N	B A T T L E	S T A T U S	F U N C T I O N			S I Z E / M O B I L I T Y	C O U N T R Y C O D E	O R D E R O F B A T T L E	DESCRIPTION
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
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

MIL-STD-2525A

APPENDIX B

TABLE B-XI. Signal intelligence symbol ID codes (cont'd).

HIERARCHY	C O D E S C H E M E	A F F I L I A T I O N	B A T T L E D I M E N S I O N	S T A T U S	F U N C T I O N I D			S I Z E / M O B I L I T Y	C O U N T R Y C O D E	O R D E R O F B A T T L E	DESCRIPTION
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
4.X.5.1.2.5	I	*	U	*	SR	T-	--	**	**	*	TARGET ACQUISITION
4.X.5.1.2.6	I	*	U	*	SR	U-	--	**	**	*	UNKNOWN

MIL-STD-2525A

APPENDIX C

the following display rules apply:

- (1) Implementations shall not modify the frame shapes defined in this standard to indicate affiliation, battle dimension, and status.
- (2) Implementations shall use the default frame colors defined in this standard to indicate affiliation. If differentiation is needed within an affiliation category, additional colors should be used (i.e., for the frame or color fill) within that category, but the default colors for the other affiliations should not be changed. Hardware permitting and unless specifically prohibited by system specification for operational reasons, implementation of this standard should provide for operator control of color to the individual icon level. The intent is maximum operational flexibility in those situations where the basic default colors are not sufficient for ready discrimination (i.e. multiple hostiles which must be differentiated from each other) and to assign a specific color to a special interest target without reference to its affiliation.
- (3) Implementations needing to display additional role or mission information about a warfighting object should use the icons in appendix D as the basis from which to create any temporary symbols. Figure C-4 presents some of the graphic extensions that can be added to these icons. Whenever possible, the basic representation of the icon should not be altered; a graphic extension should be an addition to the basic icon and positioned to ensure that overall symbol legibility is not degraded. Figure C-4 provides an example of how the basic icon is combined with an extension to produce a temporary symbol.

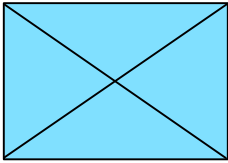
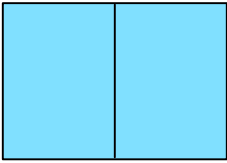
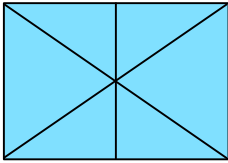
Basic symbol	Icon extender	Extended symbol
		
Infantry	Motorized modifier	Motorized infantry

FIGURE C-4. Extending the symbol.

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

MIL-STD-2525A

APPENDIX C

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

TABLE C-II. Default colors.

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

MIL-STD-2525A

APPENDIX C

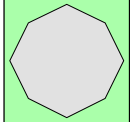
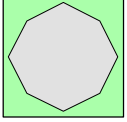
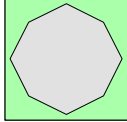
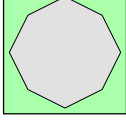
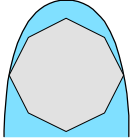
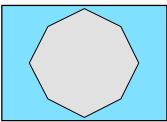
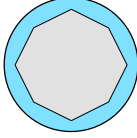
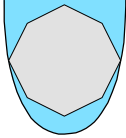
TABLE C-II. Default colors (cont'd).

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

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

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

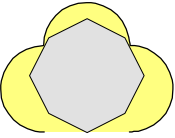
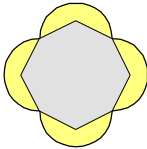
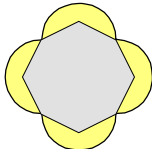
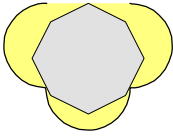
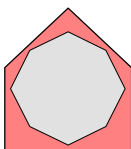
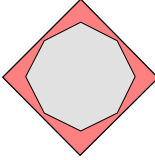
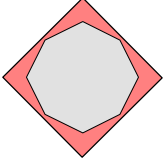
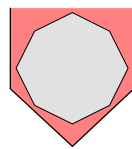
TABLE C-III. Icon placement.

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

MIL-STD-2525A







APPENDIX C

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

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

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

























TABLE C-IV. Equipment mobility indicators.

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

MIL-STD-2525A

APPENDIX C



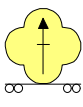


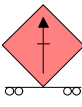


















TABLE C-IV. Equipment mobility indicators (cont'd).

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

MIL-STD-2525A













APPENDIX C

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

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

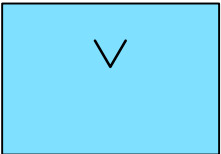
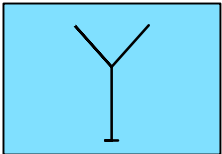
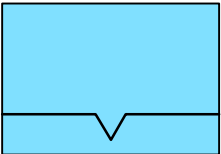

MIL-STD-2525A

APPENDIX C

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

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

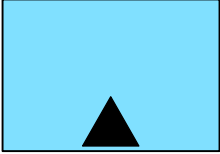
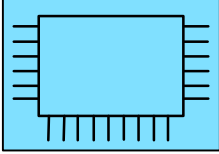
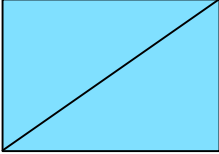
TABLE C-V. Sub-role identifiers.

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

MIL-STD-2525A

APPENDIX C

















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

DESCRIPTION/SYMBOL			
			
Mountain	Outpost (combat)	Reconnaissance	

MIL-STD-2525A

APPENDIX D

TABLE D-I. Warrior icon set-space.










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

Note: White filled icon represents
white opaque filled icon.

MIL-STD-2525A

APPENDIX D

TABLE D-I. Warrior icon set-air.

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

Note: White filled icon represents
white opaque filled icon.

MIL-STD-2525A

APPENDIX D

TABLE D-I. Warrior icon set-air.

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





















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MIL-STD-2525A

APPENDIX D

TABLE D-I. Warrior icon set-air.

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

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MIL-STD-2525A

APPENDIX D

TABLE D-I. Warrior icon set-air.

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

Note: White filled icon represents
white opaque filled icon.

MIL-STD-2525A

APPENDIX D

TABLE D-I. Warrior icon set-air.

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

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CHANGE 1, SUPERSEDES PAGE 144 OF MIL-STD-2525A

MIL-STD-2525A

APPENDIX D

TABLE D-I. Warrior icon set-air.

DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
AIR TRACK MILITARY ROTARY WING CARGO AIRLIFT (TRANSPORT)	1.X.2.1.2.8	F				
			SUA*MHC-- _*****	SFA*MHC--- *****	SNA*MHC-- _*****	SHA*MHC-- _*****
AIR TRACK MILITARY ROTARY WING CARGO AIRLIFT LIGHT	1.X.2.1.2.8.1	F				
			SUA*MHCL- _*****	SFA*MHCL- _*****	SNA*MHCL- _*****	SHA*MHCL- _*****
AIR TRACK MILITARY ROTARY WING CARGO AIRLIFT MEDIUM	1.X.2.1.2.8.2	F				
			SUA*MHC M-*****	SFA*MHC M--*****	SNA*MHC M--*****	SHA*MHC M--*****
AIR TRACK MILITARY ROTARY WING CARGO AIRLIFT HEAVY	1.X.2.1.2.8.3	F				
			SUA*MHC H-*****	SFA*MHCH- _*****	SNA*MHC H-*****	SHA*MHC H-*****
AIR TRACK MILITARY ROTARY WING TRAINER	1.X.2.1.2.9	F				
			SUA*MHT--- *****	SFA*MHT--- *****	SNA*MHT--- *****	SHA*MHT--- *****





















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CHANGE 1, SUPERSEDES PAGE 145 OF MIL-STD-2525A

MIL-STD-2525A

APPENDIX D

TABLE D-I. Warrior icon set-air.

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

Note: White filled icon represents
white opaque filled icon.

MIL-STD-2525A

APPENDIX D

TABLE D-I. Warrior icon set-air.

DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
AIR TRACK WEAPON MISSILE IN FLIGHT AIR LAUNCHED MISSILE AIR TO AIR MISSILE (AAM)	1.X.2.2.1.2.2	F				
			SUA*WMA A--*****	SFA*WMA A--*****	SNA*WMA A--*****	SHA*WMA A--*****
AIR TRACK WEAPON MISSILE IN FLIGHT SUBSURFACE TO SURFACE MISSILE (S/SSM)	1.X.2.2.1.3	F				
			SUA*WMU-- _*****	SFA*WMU-- *****	SNA*WMU-- *****	SHA*WMU-- *****
AIR TRACK WEAPON MISSILE IN FLIGHT LAND ATTACK MISSILE	1.X.2.2.1.4	F				
			SUA*WML-- _*****	SFA*WML-- *****	SNA*WML-- _*****	SHA*WML-- _*****
AIR TRACK WEAPON DECOY	1.X.2.2.2	F				
			SUA*WD--- *****	SFA*WD--- *****	SNA*WD--- *****	SHA*WD--- *****
AIR TRACK CIVIL AIRCRAFT	1.X.2.3	F				
			SUA*C---- *****	SFA*C---- *****	SNA*C---- *****	SHA*C---- *****













Note: White filled icon represents
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CHANGE 1, SUPERSEDES PAGE 149 OF MIL-STD-2525A

MIL-STD-2525A

APPENDIX D

TABLE D-I. Warrior icon set-air.





















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

Note: White filled icon represents
white opaque filled icon.

MIL-STD-2525A

APPENDIX D

TABLE D-I. Warrior icon set-ground.





















DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK UNIT COMBAT ANTI ARMOR LIGHT	1.X.3.1.1.3.2	F				
			SUG*UCAA L_*****	SFG*UCAA L_*****	SNG*UCAA L_*****	SHG*UCAA L_*****
GROUND TRACK UNIT COMBAT ANTI ARMOR AIRBORNE	1.X.3.1.1.3.3	F				
			SUG*UCAA M_*****	SFG*UCAA M_*****	SNG*UCAA M_*****	SHG*UCAA M_*****
GROUND TRACK UNIT COMBAT ANTI ARMOR AIR ASSAULT	1.X.3.1.1.3.4	F				
			SUG*UCAA S_*****	SFG*UCAA S_*****	SNG*UCAA S_*****	SHG*UCAA S_*****
GROUND TRACK UNIT COMBAT ANTI ARMOR MOUNTAIN	1.X.3.1.1.3.5	F				
			SUG*UCAA U_*****	SFG*UCAA U_*****	SNG*UCAA U_*****	SHG*UCAA U_*****
GROUND TRACK UNIT COMBAT ANTI ARMOR ARCTIC	1.X.3.1.1.3.6	F				
			SUG*UCAA C_*****	SFG*UCAA C_*****	SNG*UCAA C_*****	SHG*UCAA C_*****

Note: White filled icon represents
white opaque filled icon.

MIL-STD-2525A

APPENDIX D

TABLE D-I. Warrior icon set-ground.

DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK UNIT COMBAT ANTI ARMOR ARMORED	1.X.3.1.1.3.7	F				
			SUG*UCAA A-*****	SFG*UCAA A-*****	SNG*UCAA A-*****	SHG*UCAA A-*****
GROUND TRACK UNIT COMBAT ANTI ARMOR ARMORED TRACKED	1.X.3.1.1.3.7.1	F				
			SUG*UCAA AT*****	SFG*UCAA AT*****	SNG*UCAA AT*****	SHG*UCAA AT*****
GROUND TRACK UNIT COMBAT ANTI ARMOR ARMORED WHEELED	1.X.3.1.1.3.7.2	F				
			SUG*UCAA AW*****	SFG*UCAA AW*****	SNG*UCAA AW*****	SHG*UCAA AW*****
GROUND TRACK UNIT COMBAT ANTI ARMOR ARMORED AIR ASSAULT	1.X.3.1.1.3.7.3	F				
			SUG*UCAA AS*****	SFG*UCAA AS*****	SNG*UCAA AS*****	SHG*UCAA AS*****
GROUND TRACK UNIT COMBAT ANTI ARMOR MOTORIZED	1.X.3.1.1.3.8	F				
			SUG*UCAA O-*****	SFG*UCAA O-*****	SNG*UCAA O-*****	SHG*UCAA O-*****





















Note: White filled icon represents
white opaque filled icon.

CHANGE 1, SUPERSEDES PAGE 160 OF MIL-STD-2525A

MIL-STD-2525A

APPENDIX D

TABLE D-I. Warrior icon set-ground.

DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK UNIT COMBAT AVIATION VERTICAL/SHORT TAKEOFF AND LANDING (V/STOL)	1.X.3.1.1.4.5	F				
			SUG*UCVV- _*****	SFG*UCVV- _*****	SNG*UCVV- _*****	SHG*UCVV- _*****
GROUND TRACK UNIT COMBAT AVIATION UNMANNED AERIAL VEHICLE	1.X.3.1.1.4.6	F				
			SUG*UCVU- _*****	SFG*UCVU- _*****	SNG*UCVU- _*****	SHG*UCVU- _*****
GROUND TRACK UNIT COMBAT AVIATION UNMANNED AERIAL VEHICLE FIXED WING	1.X.3.1.1.4.6.1	F				
			SUG*UCVU F*****	SFG*UCVU F*****	SNG*UCVU F*****	SHG*UCVU F*****
GROUND TRACK UNIT COMBAT AVIATION UNMANNED AERIAL VEHICLE ROTARY WING	1.X.3.1.1.4.6.2	F				
			SUG*UCVU R*****	SFG*UCVU R*****	SNG*UCVU R*****	SHG*UCVU R*****
GROUND TRACK UNIT COMBAT INFANTRY	1.X.3.1.1.5	F				
			SUG*UCI--- *****	SFG*UCI--- *****	SNG*UCI--- *****	SHG*UCI--- *****





















Note: White filled icon represents
white opaque filled icon.

CHANGE 1, SUPERSEDES PAGE 165 OF MIL-STD-2525A

MIL-STD-2525A

APPENDIX D

TABLE D-I. Warrior icon set-ground.





















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

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white opaque filled icon.

MIL-STD-2525A

APPENDIX D

TABLE D-I. Warrior icon set-ground.

DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK UNIT COMBAT RECONNAISSANCE MOUNTAIN	1.X.3.1.1.8.6	F				
			SUG*UCRO- _*****	SFG*UCRO- _*****	SNG*UCRO- _*****	SHG*UCRO- _*****
GROUND TRACK UNIT COMBAT RECONNAISSANCE LIGHT	1.X.3.1.1.8.7	F				
			SUG*UCRL L_*****	SFG*UCRL L_*****	SNG*UCRL L_*****	SHG*UCRL L_*****
GROUND TRACK UNIT COMBAT RECONNAISSANCE MARINE	1.X.3.1.1.8.8	F				
			SUG*UCRR- _*****	SFG*UCRR- _*****	SNG*UCRR- _*****	SHG*UCRR- _*****
GROUND TRACK UNIT COMBAT RECONNAISSANCE MARINE DIVISION	1.X.3.1.1.8.8.1	F				
			SUG*UCRR D_*****	SFG*UCRR D_*****	SNG*UCRR D_*****	SHG*UCRR D_*****
GROUND TRACK UNIT COMBAT RECONNAISSANCE MARINE FORCE	1.X.3.1.1.8.8.2	F				
			SUG*UCRR F_*****	SFG*UCRR F_*****	SNG*UCRR F_*****	SHG*UCRR F_*****

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MIL-STD-2525A

APPENDIX D

TABLE D-I. Warrior icon set-ground.

DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK UNIT COMBAT RECONNAISSANCE MARINE LIGHT ARMORED RECONNAISSANCE (LAR)	1.X.3.1.1.8.8.3	F				
			SUG*UCRR L-*****	SFG*UCRR L-*****	SNG*UCRR L-*****	SHG*UCRR L-*****
GROUND TRACK UNIT COMBAT RECONNAISSANCE LONG RANGE SURVEILLANCE (LRS)	1.X.3.1.1.8.9	F				
			SUG*UCRX- _*****	SFG*UCRX- _*****	SNG*UCRX- _*****	SHG*UCRX- _*****
GROUND TRACK UNIT COMBAT MISSILE (SURF-SURF)	1.X.3.1.1.9	F				
			SUG*UCM-- _*****	SFG*UCM-- _*****	SNG*UCM-- _*****	SHG*UCM-- _*****
GROUND TRACK UNIT COMBAT MISSILE (SURF-SURF) TACTICAL	1.X.3.1.1.9.1	F				
			SUG*UCMT- _*****	SFG*UCMT- _*****	SNG*UCMT- _*****	SHG*UCMT- _*****
GROUND TRACK UNIT COMBAT MISSILE (SURF-SURF) STRATEGIC	1.X.3.1.1.9.2	F				
			SUG*UCMS- _*****	SFG*UCMS- _*****	SNG*UCMS- _*****	SHG*UCMS- _*****

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MIL-STD-2525A

APPENDIX D

TABLE D-I. Warrior icon set-ground.

DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK UNIT COMBAT SUPPORT NBC CHEMICAL WHEELED ARMORED VEHICLE	1.X.3.1.2.1.1.3.1					
			SUG*UUAC RW*****	SFG*UUAC RW*****	SNG*UUAC RW*****	SHG*UUAC RW*****
GROUND TRACK UNIT COMBAT SUPPORT NBC CHEMICAL WHEELED ARMORED VEHICLE RECONNAISSANCE SURVEILLANCE	1.X.3.1.2.1.1.3.2					
			SUG*UUAC RS*****	SFG*UUAC RS*****	SNG*UUAC RS*****	SHG*UUAC RS*****
GROUND TRACK UNIT COMBAT SUPPORT NBC NUCLEAR	1.X.3.1.2.1.2	F				
			SUG*UUAN- _*****	SFG*UUAN- _*****	SNG*UUAN- _*****	SHG*UUAN- _*****
GROUND TRACK UNIT COMBAT SUPPORT NBC BIOLOGICAL	1.X.3.1.2.1.3	F				
			SUG*UUAB- _*****	SFG*UUAB- _*****	SNG*UUAB- _*****	SHG*UUAB- _*****
GROUND TRACK UNIT COMBAT SUPPORT NBC BIOLOGICAL RECON EQUIPPED	1.X.3.1.2.1.3.1					
			SUG*UUAB R*****	SFG*UUAB R*****	SNG*UUAB R*****	SHG*UUAB R*****





















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APPENDIX D

TABLE D-I. Warrior icon set-ground.





















DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK UNIT COMBAT SUPPORT NBC DECONTAMINATION	1.X.3.1.2.1.4	F				
			SUG*UUAD- _*****	SFG*UUAD- _*****	SNG*UUAD- _*****	SHG*UUAD- _*****
GROUND TRACK UNIT COMBAT SUPPORT MILITARY INTELLIGENCE	1.X.3.1.2.2	F				
			SUG*UUM-- _*****	SFG*UUM-- _*****	SNG*UUM-- _*****	SHG*UUM-- _*****
GROUND TRACK UNIT COMBAT SUPPORT MILITARY INTELLIGENCE AERIAL EXPLOITATION	1.X.3.1.2.2.1	F				
			SUG*UUM A-*****	SFG*UUMA- _*****	SNG*UUM A-*****	SHG*UUM A-*****
GROUND TRACK UNIT COMBAT SUPPORT MILITARY INTELLIGENCE SIGNALS INTELLIGENCE (SIGINT)	1.X.3.1.2.2.2	F				
			SUG*UUMS- _*****	SFG*UUMS- _*****	SNG*UUMS- _*****	SHG*UUMS- _*****
GROUND TRACK UNIT COMBAT SUPPORT MILITARY INTELLIGENCE ELECTRONIC WARFARE	1.X.3.1.2.2.2.1	F				
			SUG*UUMS E-*****	SFG*UUMS E-*****	SNG*UUMS E-*****	SHG*UUMS E-*****

Note: White filled icon represents
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MIL-STD-2525A

APPENDIX D

TABLE D-I. Warrior icon set-ground.





















DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK UNIT COMBAT SUPPORT MILITARY INTELLIGENCE SURVEILLANCE SENSOR	1.X.3.1.2.2.4.2	F				
			SUG*UUMR S_*****	SFG*UUMR S_*****	SNG*UUMR S_*****	SHG*UUMR S_*****
GROUND TRACK UNIT COMBAT SUPPORT MILITARY INTELLIGENCE SURVEILLANCE SENSOR SCM	1.X.3.1.2.2.4.2.1					
			SUG*UUMR SS*****	SFG*UUMR SS*****	SNG*UUMR SS*****	SHG*UUMR SS*****
GROUND TRACK UNIT COMBAT SUPPORT MILITARY INTELLIGENCE SURVEILLANCE GROUND STATION MODULE	1.X.3.1.2.2.4.3	F				
			SUG*UUMR X_*****	SFG*UUMR X_*****	SNG*UUMR X_*****	SHG*UUMR X_*****
GROUND TRACK UNIT COMBAT SUPPORT MILITARY INTELLIGENCE SURVEILLANCE METEOROLOGICAL	1.X.3.1.2.2.4.4	F				
			SUG*UUMM O_*****	SFG*UUMM O_*****	SNG*UUMM O_*****	SHG*UUMM O_*****
GROUND TRACK UNIT COMBAT SUPPORT MILITARY INTELLIGENCE OPERATIONS	1.X.3.1.2.2.5	F				
			SUG*UUM O_*****	SFG*UUMO- _*****	SNG*UUM O_*****	SHG*UUM O_*****

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MIL-STD-2525A

APPENDIX D

TABLE D-I. Warrior icon set-ground.

DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK UNIT COMBAT SUPPORT MILITARY INTELLIGENCE TACTICAL EXPLOIT	1.X.3.1.2.2.6	F				
			SUG*UUM T_*****	SFG*UUMT- _*****	SNG*UUM T_*****	SHG*UUM T_*****
GROUND TRACK UNIT COMBAT SUPPORT MILITARY INTELLIGENCE INTERROGATION	1.X.3.1.2.2.7	F				
			SUG*UUM Q_*****	SFG*UUMQ- _*****	SNG*UUM Q_*****	SHG*UUM Q_*****
GROUND TRACK UNIT COMBAT SUPPORT MILITARY INTELLIGENCE JOINT INTELLIGENCE CENTER	1.X.3.1.2.2.8	F				
			SUG*UUMJ- _*****	SFG*UUMJ-- _*****	SNG*UUMJ- _*****	SHG*UUMJ- _*****
GROUND TRACK UNIT COMBAT SUPPORT LAW ENFORCEMENT UNIT	1.X.3.1.2.3	F				
			SUG*UUL--- *****	SFG*UUL--- *****	SNG*UUL--- *****	SHG*UUL--- *****
GROUND TRACK UNIT COMBAT SUPPORT LAW ENFORCEMENT UNIT SHORE PATROL	1.X.3.1.2.3.1	F				
			SUG*UULS- _*****	SFG*UULS-- _*****	SNG*UULS- _*****	SHG*UULS- _*****






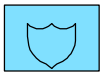











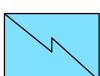


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CHANGE 1, SUPERSEDES PAGE 194 OF MIL-STD-2525A

MIL-STD-2525A

APPENDIX D

TABLE D-I. Warrior icon set-ground.





















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			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK UNIT COMBAT SUPPORT LAW ENFORCEMENT UNIT MILITARY POLICE	1.X.3.1.2.3.2	F				
			SUG*UUL M-*****	SFG*UULM- _*****	SNG*UUL M-*****	SHG*UUL M-*****
GROUND TRACK UNIT COMBAT SUPPORT LAW ENFORCEMENT UNIT CIVILIAN LAW ENFORCEMENT	1.X.3.1.2.3.3	F				
			SUG*UULC- _*****	SFG*UULC-- _*****	SNG*UULC- _*****	SHG*UULC- _*****
GROUND TRACK UNIT COMBAT SUPPORT LAW ENFORCEMENT UNIT SECURITY POLICE (AIR)	1.X.3.1.2.3.4	F				
			SUG*UULF- _*****	SFG*UULF-- _*****	SNG*UULF- _*****	SHG*UULF- _*****
GROUND TRACK UNIT COMBAT SUPPORT LAW ENFORCEMENT UNIT CENTRAL INTELLIGENCE DIVISION (CID)	1.X.3.1.2.3.5	F				
			SUG*UULD- _*****	SFG*UULD- _*****	SNG*UULD- _*****	SHG*UULD- _*****
GROUND TRACK UNIT COMBAT SUPPORT SIGNAL UNIT	1.X.3.1.2.4	F				
			SUG*UUS--- *****	SFG*UUS--- *****	SNG*UUS--- *****	SHG*UUS--- *****

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MIL-STD-2525A

APPENDIX D

TABLE D-I. Warrior icon set-ground.

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





















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CHANGE 1, SUPERSEDES PAGE 196 OF MIL-STD-2525A

MIL-STD-2525A

APPENDIX D

TABLE D-I. Warrior icon set-ground.





















DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK UNIT COMBAT SUPPORT SIGNAL UNIT ELECTRONIC RANGING	1.X.3.1.2.4.9	F				
			SUG*UUSX- *****	SFG*UUSX-- *****	SNG*UUSX- _*****	SHG*UUSX- _*****
GROUND TRACK UNIT COMBAT SUPPORT INFORMATION WARFARE UNIT	1.X.3.1.2.5	F				
			SUG*UUI--- *****	SFG*UUI--- *****	SNG*UUI--- *****	SHG*UUI--- *****
GROUND TRACK UNIT COMBAT SUPPORT LANDING SUPPORT	1.X.3.1.2.6	F				
			SUG*UUL--- *****	SFG*UUL--- *****	SNG*UUL--- *****	SHG*UUL--- *****
GROUND TRACK UNIT COMBAT SUPPORT EXPLOSIVE ORDNANCE DISPOSAL	1.X.3.1.2.7	F				
			SUG*UUE--- *****	SFG*UUE--- *****	SNG*UUE--- *****	SHG*UUE--- *****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT	1.X.3.1.3	F				
			SUG*US---- *****	SFG*US---- *****	SNG*US---- *****	SHG*US---- *****

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MIL-STD-2525A

APPENDIX D

TABLE D-I. Warrior icon set-ground.


















DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK UNIT COMBAT SERVICE SUPPORT ADMINISTRATIVE (ADMIN)	1.X.3.1.3.1	F				
			SUG*USA--- *****	SFG*USA--- *****	SNG*USA--- *****	SHG*USA--- *****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT ADMINISTRATIVE THEATER	1.X.3.1.3.1.1	F				
			SUG*USAT- _*****	SFG*USAT-- _*****	SNG*USAT- _*****	SHG*USAT- _*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT ADMINISTRATIVE CORPS	1.X.3.1.3.1.2	F				
			SUG*USAC- _*****	SFG*USAC-- _*****	SNG*USAC- _*****	SHG*USAC- _*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT ADMINISTRATIVE JUDGE ADVOCATE GENERAL (JAG)	1.X.3.1.3.1.3	F				
			SUG*USAJ-- *****	SFG*USAJ-- *****	SNG*USAJ-- *****	SHG*USAJ-- *****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT ADMINISTRATIVE JAG THEATER	1.X.3.1.3.1.3.1	F				
			SUG*USAJ T-*****	SFG*USAJT- *****	SNG*USAJ T-*****	SHG*USAJ T-*****

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MIL-STD-2525A

APPENDIX D

TABLE D-I. Warrior icon set-ground.

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





















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CHANGE 1, SUPERSEDES PAGE 203 OF MIL-STD-2525A

MIL-STD-2525A

APPENDIX D

TABLE D-I. Warrior icon set-ground.

















DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK UNIT COMBAT SERVICE SUPPORT ADMINISTRATIVE RELIGIOUS/CHAPLAIN CORPS	1.X.3.1.3.1.8.2	F				
			SUG*USAR C-*****	SFG*USAR C-*****	SNG*USAR C-*****	SHG*USAR C-*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT ADMINISTRATIVE PUBLIC AFFAIRS	1.X.3.1.3.1.9	F				
			SUG*USAP-- *****	SFG*USAP-- *****	SNG*USAP-- *****	SHG*USAP-- *****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT ADMINISTRATIVE PUBLIC AFFAIRS THEATER	1.X.3.1.3.1.9.1	F				
			SUG*USAP T-*****	SFG*USAP T-*****	SNG*USAP T-*****	SHG*USAP T-*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT ADMINISTRATIVE PUBLIC AFFAIRS CORPS	1.X.3.1.3.1.9.2	F				
			SUG*USAP C-*****	SFG*USAP C-*****	SNG*USAP C-*****	SHG*USAP C-*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT ADMINISTRATIVE PUBLIC AFFAIRS BROADCAST	1.X.3.1.3.1.9.3	F				
			SUG*USAP B-*****	SFG*USAP B-*****	SNG*USAP B-*****	SHG*USAP B-*****

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MIL-STD-2525A

APPENDIX D

TABLE D-I. Warrior icon set-ground.

DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK UNIT COMBAT SERVICE SUPPORT ADMINISTRATIVE PUBLIC AFFAIRS BROADCAST THEATER	1.X.3.1.3.1.9.3.1	F				
			SUG*USAPB T*****	SFG*USAPB T*****	SNG*USAPB T*****	SHG*USAPB T*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT ADMINISTRATIVE PUBLIC AFFAIRS BROADCAST CORPS	1.X.3.1.3.1.9.3.2	F				
			SUG*USAPB C*****	SFG*USAPB C*****	SNG*USAPB C*****	SHG*USAPB C*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT ADMINISTRATIVE PUBLIC AFFAIRS JOINT INFORMATION BUREAU (JIB)	1.X.3.1.3.1.9.4	F				
			SUG*USAP M-*****	SFG*USAP M-*****	SNG*USAP M-*****	SHG*USAP M-*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT ADMINISTRATIVE PUBLIC AFFAIRS JOINT INFORMATION BUREAU THEATER	1.X.3.1.3.1.9.4.1	F				
			SUG*USAP MT*****	SFG*USAPM T*****	SNG*USAP MT*****	SHG*USAP MT*****




















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CHANGE 1, SUPERSEDES PAGE 205 OF MIL-STD-2525A

MIL-STD-2525A

APPENDIX D

TABLE D-I. Warrior icon set-ground.




















DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK UNIT COMBAT SERVICE SUPPORT ADMINISTRATIVE PUBLIC AFFAIRS JOINT INFORMATION BUREAU CORPS	1.X.3.1.3.1.9.4.2	F				
			SUG*USAP MC*****	SFG*USAPM C*****	SNG*USAP MC*****	SHG*USAP MC*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT ADMINISTRATIVE REPLACEMENT HOLDING UNIT (RHV)	1.X.3.1.3.1.10	F				
			SUG*USAX- _*****	SFG*USAX-- *****	SNG*USAX- _*****	SHG*USAX- _*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT ADMINISTRATIVE REPLACEMENT HOLDING UNIT THEATER	1.X.3.1.3.1.10.1	F				
			SUG*USAX T_*****	SFG*USAX T_*****	SNG*USAX T_*****	SHG*USAX T_*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT ADMINISTRATIVE REPLACEMENT HOLDING UNIT CORPS	1.X.3.1.3.1.10.2	F				
			SUG*USAX C_*****	SFG*USAX C_*****	SNG*USAX C_*****	SHG*USAX C_*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT ADMINISTRATIVE LABOR	1.X.3.1.3.1.11	F				
			SUG*USAL- _*****	SFG*USAL-- *****	SNG*USAL- _*****	SHG*USAL- _*****

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MIL-STD-2525A

APPENDIX D

TABLE D-I. Warrior icon set-ground.

DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK UNIT COMBAT SERVICE SUPPORT ADMINISTRATIVE LABOR THEATER	1.X.3.1.3.1.11.1	F				
			SUG*USAL T_*****	SFG*USAL T_*****	SNG*USAL T_*****	SHG*USAL T_*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT ADMINISTRATIVE LABOR CORPS	1.X.3.1.3.1.11.2	F				
			SUG*USAL C_*****	SFG*USAL C_*****	SNG*USAL C_*****	SHG*USAL C_*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT ADMINISTRATIVE MORAL, WELFARE, RECREATION (MWR)	1.X.3.1.3.1.12	F				
			SUG*USA W_*****	SFG*USAW- _*****	SNG*USA W_*****	SHG*USA W_*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT ADMINISTRATIVE MORAL, WELFARE, RECREATION THEATER	1.X.3.1.3.1.12.1	F				
			SUG*USAW T_*****	SFG*USAW T_*****	SNG*USAW T_*****	SHG*USAW T_*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT ADMINISTRATIVE MORAL, WELFARE, RECREATION CORPS	1.X.3.1.3.1.12.2	F				
			SUG*USAW C_*****	SFG*USAW C_*****	SNG*USAW C_*****	SHG*USAW C_*****

Note: White filled icon represents
white opaque filled icon.

CHANGE 1, SUPERSEDES PAGE 207 OF MIL-STD-2525A

MIL-STD-2525A

APPENDIX D

TABLE D-I. Warrior icon set-ground.


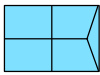



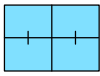



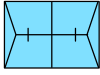







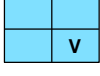


DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK UNIT COMBAT SERVICE SUPPORT ADMINISTRATIVE QUARTERMASTER (SUPPLY)	1.X.3.1.3.1.13	F				
			SUG*USAQ- _*****	SFG*USAQ-- *****	SNG*USAQ- _*****	SHG*USAQ- _*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT ADMINISTRATIVE QUARTERMASTER (SUPPLY) THEATER	1.X.3.1.3.1.13.1	F				
			SUG*USAQ T_*****	SFG*USAQ T_*****	SNG*USAQ T_*****	SHG*USAQ T_*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT ADMINISTRATIVE QUARTERMASTER (SUPPLY) CORPS	1.X.3.1.3.1.13.2	F				
			SUG*USAQ C_*****	SFG*USAQ C_*****	SNG*USAQ C_*****	SHG*USAQ C_*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT MEDICAL	1.X.3.1.3.2	F				
			SUG*USM--- *****	SFG*USM--- *****	SNG*USM--- *****	SHG*USM--- *****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT MEDICAL THEATER	1.X.3.1.3.2.1	F				
			SUG*USMT- _*****	SFG*USMT-- *****	SNG*USMT- _*****	SHG*USMT- _*****

Note: White filled icon represents
white opaque filled icon.

MIL-STD-2525A

APPENDIX D

TABLE D-I. Warrior icon set-ground.

DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK UNIT COMBAT SERVICE SUPPORT MEDICAL CORPS	1.X.3.1.3.2.2	F				
			SUG*USMC- _*****	SFG*USMC- _*****	SNG*USMC C_*****	SHG*USMC- _*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT MEDICAL MEDICAL TREATMENT FACILITY	1.X.3.1.3.2.3	F				
			SUG*USM M_*****	SFG*USMM- _*****	SNG*USM M_*****	SHG*USM M_*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT MEDICAL MEDICAL TREATMENT FACILITY THEATER	1.X.3.1.3.2.3.1	F				
			SUG*USMM T_*****	SFG*USMM T_*****	SNG*USMM T_*****	SHG*USMM T_*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT MEDICAL MEDICAL TREATMENT FACILITY CORPS	1.X.3.1.3.2.3.2	F				
			SUG*USMM C_*****	SFG*USMM C_*****	SNG*USMM C_*****	SHG*USMM C_*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT MEDICAL VETERINARY	1.X.3.1.3.2.4	F				
			SUG*USMV- _*****	SFG*USMV- _*****	SNG*USMV- _*****	SHG*USMV- _*****

Note: White filled icon represents
white opaque filled icon.

MIL-STD-2525A

APPENDIX D

TABLE D-I. Warrior icon set-ground.









DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK UNIT COMBAT SERVICE SUPPORT MEDICAL VETERINARY THEATER	1.X.3.1.3.2.4.1	F				
			SUG*USMV T-*****	SFG*USMV T-*****	SNG*USMV T-*****	SHG*USMV T-*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT MEDICAL VETERINARY CORPS	1.X.3.1.3.2.4.2	F				
			SUG*USMV C-*****	SFG*USMV C-*****	SNG*USMV C-*****	SHG*USMV C-*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT MEDICAL DENTAL	1.X.3.1.3.2.5	F				
			SUG*USMD- _*****	SFG*USMD- _*****	SNG*USMD- _*****	SHG*USMD- _*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT MEDICAL DENTAL THEATER	1.X.3.1.3.2.5.1	F				
			SUG*USMD T-*****	SFG*USMD T-*****	SNG*USMD T-*****	SHG*USMD T-*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT MEDICAL DENTAL CORPS	1.X.3.1.3.2.5.2	F				
			SUG*USMD C-*****	SFG*USMD C-*****	SNG*USMD C-*****	SHG*USMD C-*****

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white opaque filled icon.

MIL-STD-2525A

APPENDIX D

TABLE D-I. Warrior icon set-ground.

DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK UNIT COMBAT SERVICE SUPPORT TRANSPORTATION CORPS	1.X.3.1.3.4.2	F				
			SUG*USTC-- *****	SFG*USTC-- *****	SNG*USTC-- *****	SHG*USTC-- *****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT TRANSPORTATION MOVEMENT CONTROL CENTER (MCC)	1.X.3.1.3.4.3	F				
			SUG*USTM- _*****	SFG*USTM-- *****	SNG*USTM- _*****	SHG*USTM- _*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT TRANSPORTATION MOVEMENT CONTROL CENTER (MCC) THEATER	1.X.3.1.3.4.3.1	F				
			SUG*USTM T_*****	SFG*USTM T_*****	SNG*USTM T_*****	SHG*USTM T_*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT TRANSPORTATION MOVEMENT CONTROL CENTER (MCC) CORPS	1.X.3.1.3.4.3.2	F				
			SUG*USTM C_*****	SFG*USTM C_*****	SNG*USTM C_*****	SHG*USTM C_*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT TRANSPORTATION RAILHEAD	1.X.3.1.3.4.4	F				
			SUG*USTR-- *****	SFG*USTR-- *****	SNG*USTR-- *****	SHG*USTR-- *****





















Note: White filled icon represents
white opaque filled icon.

CHANGE 1, SUPERSEDES PAGE 221 OF MIL-STD-2525A

MIL-STD-2525A

APPENDIX D

TABLE D-I. Warrior icon set-ground.

















DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK UNIT COMBAT SERVICE SUPPORT TRANSPORTATION RAILHEAD THEATER	1.X.3.1.3.4.4.1	F				
			SUG*USTR T-*****	SFG*USTR T-*****	SNG*USTR T-*****	SHG*USTR T-*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT TRANSPORTATION RAILHEAD CORPS	1.X.3.1.3.4.4.2	F				
			SUG*USTR C-*****	SFG*USTR C-*****	SNG*USTR C-*****	SHG*USTR C-*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT TRANSPORTATION SPOD/SPOE	1.X.3.1.3.4.5	F				
			SUG*USTS-- *****	SFG*USTS-- *****	SNG*USTS-- *****	SHG*USTS-- *****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT TRANSPORTATION SPOD/SPOE THEATER	1.X.3.1.3.4.5.1	F				
			SUG*USTS T-*****	SFG*USTST- *****	SNG*USTS T-*****	SHG*USTS T-*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT TRANSPORTATION SPOD/SPOE CORPS	1.X.3.1.3.4.5.2	F				
			SUG*USTS C-*****	SFG*USTSC- *****	SNG*USTS C-*****	SHG*USTS C-*****

Note: White filled icon represents
white opaque filled icon.

MIL-STD-2525A

APPENDIX D

TABLE D-I. Warrior icon set-ground.

DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK UNIT COMBAT SERVICE SUPPORT MAINTENANCE ORDNANCE MISSILE CORPS	1.X.3.1.3.5.5.3.2	F				
			SUG*USXO MC*****	SFG*USXO MC*****	SNG*USXO MC*****	SHG*USXO MC*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT MAINTENANCE ELECTRO-OPTICAL	1.X.3.1.3.5.6	F				
			SUG*USXE- _*****	SFG*USXE-- *****	SNG*USXE- _*****	SHG*USXE- _*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT MAINTENANCE ELECTRO-OPTICAL THEATER	1.X.3.1.3.5.6.1	F				
			SUG*USXE T_*****	SFG*USXE T_*****	SNG*USXE T_*****	SHG*USXE T_*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT MAINTENANCE ELECTRO-OPTICAL CORPS	1.X.3.1.3.5.6.2	F				
			SUG*USXE C_*****	SFG*USXE C_*****	SNG*USXE C_*****	SHG*USXE C_*****

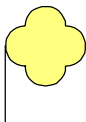



Note: White filled icon represents
white opaque filled icon.

CHANGE 1, SUPERSEDES PAGE 227 OF MIL-STD-2525A

MIL-STD-2525A

APPENDIX D

TABLE D-I. Warrior icon set-ground.





















DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK UNIT 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				
			SUG*UH---- *****	SFG*UH---- *****	SNG*UH---- *****	SHG*UH---- *****

Note: White filled icon represents
white opaque filled icon.

MIL-STD-2525A

APPENDIX D

TABLE D-I. Warrior icon set-ground.

























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

Note: White filled icon represents
white opaque filled icons.

MIL-STD-2525A

APPENDIX D

TABLE D-I. Warrior icon set-ground.

DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK EQUIPMENT WEAPONS MISSILE LAUNCHERS AIR DEFENSE MISSILE LAUNCH SHORT RANGE AD	1.X.3.2.1.1.1.1	F O				
						
			SUG*EWMA T_*****	SFG*EWMA T_*****	SNG*EWMA T_*****	SHG*EWMA T_*****
GROUND TRACK EQUIPMENT WEAPONS MISSILE LAUNCHERS AIR DEFENSE MISSILE LAUNCH INTERMEDIATE RANGE AD	1.X.3.2.1.1.1.2	F O				
						
			SUG*EWMA L_*****	SFG*EWMA L_*****	SNG*EWMA L_*****	SHG*EWMA L_*****
GROUND TRACK EQUIPMENT WEAPONS MISSILE LAUNCHERS AIR DEFENSE MISSILE LAUNCH LONG RANGE AD	1.X.3.2.1.1.1.3	F O				
						
			SUG*EWMA I_*****	SFG*EWMA I_*****	SNG*EWMA I_*****	SHG*EWMA I_*****

























Note: White filled icon represents
white opaque filled icon.

CHANGE 1, SUPERSEDES PAGE 230 OF MIL-STD-2525A

MIL-STD-2525A

APPENDIX D

TABLE D-I. Warrior icon set-ground.

DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK EQUIPMENT WEAPONS MISSILE LAUNCHERS AIR DEFENSE MISSILE LAUNCH THEATRE	1.X.3.2.1.1.1.4	F O				
						
			SUG*EWMA S-*****	SFG*EWMA S-*****	SNG*EWMA S-*****	SHG*EWMA S-*****
GROUND TRACK WEAPONS EQUIPMENT MISSILE LAUNCHERS SURF-SURF (SS)	1.X.3.2.1.1.2	F O				
						
			SUG*EWM S-*****	SFG*EWMS- -*****	SNG*EWM S-*****	SHG*EWM S-*****
GROUND TRACK EQUIPMENT WEAPONS MISSILE LAUNCHERS SURF-SURF SHORT RANGE SS	1.X.3.2.1.1.2.1	F O				
						
			SUG*EWMS L-*****	SFG*EWMS L-*****	SNG*EWMS L-*****	SHG*EWMS L-*****

Note: White filled icon represents
white opaque filled icon.

MIL-STD-2525A

APPENDIX D

TABLE D-I. Warrior icon set-ground.

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

Note: White filled icon represents
white opaque filled icon.

MIL-STD-2525A

APPENDIX D

TABLE D-I. Warrior icon set-ground.

























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

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white opaque filled icon.

MIL-STD-2525A

APPENDIX D

TABLE D-I. Warrior icon set-ground.

DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK EQUIPMENT WEAPONS SINGLE ROCKET LAUNCHER	1.X.3.2.1.2	F O				
						
			SUG*EWS--- *****	SFG*EWS--- *****	SNG*EWS--- *****	SHG*EWS--- *****
GROUND TRACK EQUIPMENT WEAPONS SINGLE ROCKET LAUNCHER LIGHT	1.X.3.2.1.2.1	F O				
						
			SUG*EWSL- _*****	SFG*EWSL-- *****	SNG*EWSL- _*****	SHG*EWSL- _*****
GROUND TRACK EQUIPMENT WEAPONS SINGLE ROCKET LAUNCHER MEDIUM	1.X.3.2.1.2.2	F O				
						
			SUG*EWS M--*****	SFG*EWSM- _*****	SNG*EWS M--*****	SHG*EWS M--*****

Note: White filled icon represents
white opaque filled icon.

MIL-STD-2525A

APPENDIX D

TABLE D-I. Warrior icon set-ground.

























DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK EQUIPMENT WEAPONS SINGLE ROCKET LAUNCHER HEAVY	1.X.3.2.1.2.3	F O				
			SUG*EWSH- _*****	SFG*EWSH- _*****	SNG*EWSH- _*****	SHG*EWSH- _*****
GROUND TRACK EQUIPMENT WEAPONS MULTIPLE ROCKET LAUNCHER	1.X.3.2.1.3	F O				
			SUG*EWX-- _*****	SFG*EWX--- *****	SNG*EWX-- _*****	SHG*EWX-- _*****
GROUND TRACK EQUIPMENT WEAPONS MULTIPLE ROCKET LAUNCHER LIGHT	1.X.3.2.1.3.1	F O				
			SUG*EWXL- _*****	SFG*EWXL- _*****	SNG*EWXL- _*****	SHG*EWXL- _*****

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MIL-STD-2525A

APPENDIX D

TABLE D-I. Warrior icon set-ground.

























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

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MIL-STD-2525A

APPENDIX D

TABLE D-I. Warrior icon set-ground.

























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

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MIL-STD-2525A

APPENDIX D

TABLE D-I. Warrior icon set-ground.

























DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK EQUIPMENT WEAPONS RIFLE/AUTOMATIC WEAPON	1.X.3.2.1.5	F O				
						
			SUG*EWR--- *****	SFG*EWR--- *****	SNG*EWR--- *****	SHG*EWR--- *****
GROUND TRACK EQUIPMENT WEAPONS RIFLE/AUTOMATIC WEAPON RIFLE	1.X.3.2.1.5.1	F O				
						
			SUG*EWRR- _*****	SFG*EWRR- _*****	SNG*EWRR- _*****	SHG*EWRR- _*****
GROUND TRACK EQUIPMENT WEAPONS RIFLE/AUTOMATIC WEAPON LIGHT MACHINE GUN	1.X.3.2.1.5.2	F O				
						
			SUG*EWRL- _*****	SFG*EWRL- _*****	SNG*EWRL- _*****	SHG*EWRL- _*****

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MIL-STD-2525A

APPENDIX D

TABLE D-I. Warrior icon set-ground.

DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK EQUIPMENT WEAPONS RIFLE/AUTOMATIC WEAPON HEAVY MACHINE GUN	1.X.3.2.1.5.3	F O				
						
			SUG*EWR H-*****	SFG*EWRH- _*****	SNG*EWR H-*****	SHG*EWR H-*****
GROUND TRACK EQUIPMENT WEAPONS GRENADE LAUNCHER	1.X.3.2.1.6	F O				
						
			SUG*EWZ--- *****	SFG*EWZ--- *****	SNG*EWZ--- *****	SHG*EWZ--- *****
GROUND TRACK EQUIPMENT WEAPONS GRENADE LAUNCHER LIGHT	1.X.3.2.1.6.1	F O				
						
			SUG*EWZL- _*****	SFG*EWZL-- *****	SNG*EWZL- _*****	SHG*EWZL- _*****

























Note: White filled icon represents
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CHANGE 1, SUPERSEDES PAGE 239 OF MIL-STD-2525A

MIL-STD-2525A

APPENDIX D

TABLE D-I. Warrior icon set-ground.

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

























Note: White filled icon represents
white opaque filled icon.

CHANGE 1, SUPERSEDES PAGE 240 OF MIL-STD-2525A

MIL-STD-2525A

APPENDIX D

TABLE D-I. Warrior icon set-ground.

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

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MIL-STD-2525A

APPENDIX D

TABLE D-I. Warrior icon set-ground.

DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK EQUIPMENT WEAPONS HOWITZER	1.X.3.2.1.8	F O				
			SUG*EWH-- _*****	SFG*EWH--- *****	SNG*EWH-- _*****	SHG*EWH-- _*****
GROUND TRACK EQUIPMENT WEAPONS HOWITZER LIGHT	1.X.3.2.1.8.1	F O				
			SUG*EWHL- _*****	SFG*EWHL- _*****	SNG*EWHL- _*****	SHG*EWHL- _*****
GROUND TRACK EQUIPMENT WEAPONS HOWITZER LIGHT SELF-PROPELLED	1.X.3.2.1.8.1.1	F O				
			SUG*EWHL S_*****	SFG*EWHL S_*****	SNG*EWHL S_*****	SHG*EWHL S_*****

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MIL-STD-2525A

APPENDIX D

TABLE D-I. Warrior icon set-ground.

DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK EQUIPMENT WEAPONS HOWITZER MEDIUM	1.X.3.2.1.8.2	F O				
			SUG*EWH M-*****	SFG*EWH M-*****	SNG*EWH M-*****	SHG*EWH M-*****
GROUND TRACK EQUIPMENT WEAPONS HOWITZER MEDIUM SELF-PROPELLED	1.X.3.2.1.8.2.1	F O				
			SUG*EWHM S-*****	SFG*EWHM S-*****	SNG*EWHM S-*****	SHG*EWHM S-*****
GROUND TRACK EQUIPMENT WEAPONS HOWITZER HEAVY	1.X.3.2.1.8.3	F O				
			SUG*EWH H-*****	SFG*EWHH- *****	SNG*EWH H-*****	SHG*EWH H-*****

























Note: White filled icon represents
white opaque filled icon.

CHANGE 1, SUPERSEDES PAGE 243 OF MIL-STD-2525A

MIL-STD-2525A

APPENDIX D

TABLE D-I. Warrior icon set-ground.

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

























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CHANGE 1, SUPERSEDES PAGE 244 OF MIL-STD-2525A

MIL-STD-2525A

APPENDIX D

TABLE D-I. Warrior icon set-ground.

























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

Note: White filled icon represents
white opaque filled icon.

MIL-STD-2525A

APPENDIX D

TABLE D-I. Warrior icon set-ground.

























DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK EQUIPMENT WEAPONS DIRECT FIRE GUN	1.X.3.2.1.10	F O				
						
			SUG*EWD-- _*****	SFG*EWD--- *****	SNG*EWD-- _*****	SHG*EWD-- _*****
GROUND TRACK EQUIPMENT WEAPONS DIRECT FIRE GUN LIGHT	1.X.3.2.1.10.1	F O				
						
			SUG*EWDL- _*****	SFG*EWDL- _*****	SNG*EWDL- _*****	SHG*EWDL- _*****
GROUND TRACK EQUIPMENT WEAPONS DIRECT FIRE GUN LIGHT SELF-PROPELLED	1.X.3.2.1.10.1.1	F O				
						
			SUG*EWDL S_*****	SFG*EWDL S_*****	SNG*EWDL S_*****	SHG*EWDL S_*****

Note: White filled icon represents
white opaque filled icon.

MIL-STD-2525A

APPENDIX D

TABLE D-I. Warrior icon set-ground.

























DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK EQUIPMENT WEAPONS DIRECT FIRE GUN MEDIUM	1.X.3.2.1.10.2	F O				
						
			SUG*EWD M_*****	SFG*EWD M_*****	SNG*EWD M_*****	SHG*EWD M_*****
GROUND TRACK EQUIPMENT WEAPONS DIRECT FIRE GUN MEDIUM SELF-PROPELLED	1.X.3.2.1.10.2.1	F O				
						
			SUG*EWDM S_*****	SFG*EWDM S_*****	SNG*EWDM S_*****	SHG*EWDM S_*****
GROUND TRACK EQUIPMENT WEAPONS DIRECT FIRE GUN HEAVY	1.X.3.2.1.10.3	F O				
						
			SUG*EWD H_*****	SFG*EWDH- _*****	SNG*EWD H_*****	SHG*EWD H_*****

Note: White filled icon represents
white opaque filled icon.

MIL-STD-2525A

APPENDIX D

TABLE D-I. Warrior icon set-ground.

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

























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CHANGE 1, SUPERSEDES PAGE 248 OF MIL-STD-2525A

MIL-STD-2525A

APPENDIX D

TABLE D-I. Warrior icon set-ground.

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

























Note: White filled icon represents
white opaque filled icon.

CHANGE 1, SUPERSEDES PAGE 249 OF MIL-STD-2525A

MIL-STD-2525A

APPENDIX D

TABLE D-I. Warrior icon set-ground.

DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK EQUIPMENT GROUND VEHICLE ARMORED	1.X.3.2.2.1	F O				
						
			SUG*EVA--- *****	SFG*EVA--- *****	SNG*EVA--- *****	SHG*EVA--- *****
GROUND TRACK EQUIPMENT GROUND VEHICLE ARMORED TANK	1.X.3.2.2.1.1	F O				
						
			SUG*EVAT- _*****	SFG*EVAT-- _*****	SNG*EVAT- _*****	SHG*EVAT- _*****
GROUND TRACK EQUIPMENT GROUND VEHICLE ARMORED TANK LIGHT	1.X.3.2.2.1.1.1	F O				
						
			SUG*EVAT L-*****	SFG*EVAT L-*****	SNG*EVAT L-*****	SHG*EVAT L-*****

























Note: White filled icon represents
white opaque filled icon.

CHANGE 1, SUPERSEDES PAGE 250 OF MIL-STD-2525A

MIL-STD-2525A

APPENDIX D

TABLE D-I. Warrior icon set-ground.




















DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK EQUIPMENT GROUND VEHICLE ARMORED TANK LIGHT RECOVERY	1.X.3.2.2.1.1.1.1	F O				
						
			SUG*EVAT W_*****	SFG*EVAT W_*****	SNG*EVAT W_*****	SHG*EVAT W_*****
GROUND TRACK EQUIPMENT GROUND VEHICLE ARMORED TANK MEDIUM	1.X.3.2.2.1.1.2	F O				
						
			SUG*EVAT M_*****	SFG*EVAT M_*****	SNG*EVAT M_*****	SHG*EVAT M_*****
GROUND TRACK EQUIPMENT GROUND VEHICLE ARMORED TANK MEDIUM RECOVERY	1.X.3.2.2.1.1.2.1	F O				
						
			SUG*EVAT X_*****	SFG*EVAT X_*****	SNG*EVAT X_*****	SHG*EVAT X_*****

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MIL-STD-2525A

APPENDIX D

TABLE D-I. Warrior icon set-ground.

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

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white opaque filled icon.

MIL-STD-2525A

APPENDIX D

TABLE D-I. Warrior icon set-ground.

























DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK EQUIPMENT GROUND VEHICLE UTILITY VEHICLE BUS	1.X.3.2.2.2.1	F O				
			SUG*EVUB- _*****	SFG*EVUB-- *****	SNG*EVUB- _*****	SHG*EVUB- _*****
GROUND TRACK EQUIPMENT GROUND VEHICLE UTILITY VEHICLE SEMI	1.X.3.2.2.2.2	F O				
			SUG*EVUS- _*****	SFG*EVUS-- *****	SNG*EVUS- _*****	SHG*EVUS- _*****
GROUND TRACK EQUIPMENT GROUND VEHICLE UTILITY VEHICLE LIMITED CROSS-COUNTRY TRUCK	1.X.3.2.2.2.3	F O				
			SUG*EVUL- _*****	SFG*EVUL- _*****	SNG*EVUL- _*****	SHG*EVUL- _*****

Note: White filled icon represents
white opaque filled icon.

MIL-STD-2525A

APPENDIX D

TABLE D-I. Warrior icon set-ground.

















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

Note: White filled icon represents
white opaque filled icon.

MIL-STD-2525A

APPENDIX D

TABLE D-I. Warrior icon set-ground.

























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

Notice: White filled icon represents
white opaque filled icon.

MIL-STD-2525A

APPENDIX D

TABLE D-I. Warrior icon set-ground.







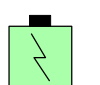









DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK EQUIPMENT SPECIAL LASER	1.X.3.2.4.1	F O				
						
			SUG*EXL--- *****	SFG*EXL--- *****	SNG*EXL--- *****	SHG*EXL--- *****
GROUND TRACK EQUIPMENT SPECIAL NBC EQUIPMENT	1.X.3.2.4.2	F O				
						
			SUG*EXN--- *****	SFG*EXN--- *****	SNG*EXN--- *****	SHG*EXN--- *****
GROUND TRACK EQUIPMENT SPECIAL FLAME THROWER	1.X.3.2.4.3	F O				
						
			SUG*EXF--- *****	SFG*EXF--- *****	SNG*EXF--- *****	SHG*EXF--- *****

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white opaque filled icon

MIL-STD-2525A

APPENDIX D

TABLE D-I. Warrior icon set-ground.













DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK INSTALLATION SERVICE, RESEARCH, UTILITY FACILITY TECHNOLOGICAL RESEARCH FACILITY NOTE: The following symbol shows an installation indicator on top of the symbol; this indicator appears as modifier "c" and is not part of the basic symbol.	1.X.3.3.4.1	F				
			SUG*IUR--- H****	SFG*IUR--- H****	SNG*IUR--- H****	SHG*IUR--- H****
GROUND TRACK INSTALLATION SERVICE, RESEARCH, UTILITY FACILITY TELECOMMUNICATIONS FACILITY NOTE: The following symbol shows an installation indicator on top of the symbol; this indicator appears as modifier "c" and is not part of the basic symbol.	1.X.3.3.4.2	F				
			SUG*IUT--- H****	SFG*IUT--- H****	SNG*IUT--- H****	SHG*IUT--- H****
GROUND TRACK INSTALLATION SERVICE, RESEARCH, UTILITY FACILITY ELECTRIC POWER FACILITY NOTE: The following symbol shows an installation indicator on top of the symbol; this indicator appears as modifier "c" and is not part of the basic symbol.	1.X.3.3.4.3	F				
			SUG*IUE--- H****	SFG*IUE--- H****	SNG*IUE--- H****	SUG*IUE--- H****
GROUND TRACK INSTALLATION SERVICE, RESEARCH, UTILITY FACILITY PUBLIC WATER SERVICES NOTE: The following symbol shows an installation indicator on top of the symbol; this indicator appears as modifier "c" and is not part of the basic symbol.	1.X.3.3.4.4	F				
			SUG*IUP--- H****	SFG*IUP--- H****	SNG*IUP--- H****	SHG*IUP--- H****

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MIL-STD-2525A

APPENDIX D

TABLE D-I. Warrior icon set-ground.

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

















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white opaque filled icon.

CHANGE 1, SUPERSEDES PAGE 268 OF MIL-STD-2525A

MIL-STD-2525A

APPENDIX D

TABLE D-I. Warrior icon set-ground.

















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

Note: White filled icon represents
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MIL-STD-2525A

APPENDIX D

TABLE D-I. Warrior icon set-ground.

DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK INSTALLATION MILITARY MATERIEL FACILITY CHEM & BIO WARFARE PROD. NOTE: The following symbol shows an installation indicator on top of the symbol; this indicator appears as modifier "c" and is not part of the basic symbol.	1.X.3.3.5.7	F				
			SUG*IMC--- H****	SFG*IMC--- H****	SNG*IMC--- H****	SHG*IMC--- H****
GROUND TRACK INSTALLATION MILITARY MATERIEL FACILITY SHIP CONSTRUCTION NOTE: The following symbol shows an installation indicator on top of the symbol; this indicator appears as modifier "c" and is not part of the basic symbol.	1.X.3.3.5.8	F				
			SUG*IMS--- H****	SFG*IMS--- H****	SNG*IMS--- H****	SHG*IMS--- H****
GROUND TRACK INSTALLATION MILITARY MATERIEL FACILITY MISSILE & SPACE SYSTEM PRODUCTION NOTE: The following symbol shows an installation indicator on top of the symbol; this indicator appears as modifier "c" and is not part of the basic symbol.	1.X.3.3.5.9	F				
			SUG*IMM--- H****	SFG*IMM--- H****	SNG*IMM--- H****	SHG*IMM--- H****
GROUND TRACK INSTALLATION GOV'T LEADERSHIP NOTE: The following symbol shows an installation indicator on top of the symbol; this indicator appears as modifier "c" and is not part of the basic symbol.	1.X.3.3.6	F				
			SUG*IG--- H****	SFG*IG--- H****	SNG*IG--- H****	SHG*IG--- H****

Note: White filled icon represents
white opaque filled icon.

MIL-STD-2525A

APPENDIX D

TABLE D-I. Warrior icon set-sea-surface.





















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

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MIL-STD-2525A

APPENDIX D

TABLE D-I. Warrior icon set-sea-surface.

DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
SEA SURFACE TRACK NONCOMBATANT SERVICE & SUPPORT HARBOR (YARDCRAFT, BARGE, HARBOR, TUG)	1.X.4.2.4	F				
			SUS*NS--- *****	SFS*NS--- *****	SNS*NS--- *****	SHS*NS--- *****
SEA SURFACE TRACK NONCOMBATANT HOSPITAL SHIP	1.X.4.2.5	F				
			SUS*NM--- *****	SFS*NM--- *****	SNS*NM--- *****	SHS*NM--- *****
SEA SURFACE TRACK NONCOMBATANT HOVERCRAFT	1.X.4.2.6	F				
			SUS*NH--- *****	SFS*NH--- *****	SNS*NH--- *****	SHS*NH--- *****
SEA SURFACE TRACK NONCOMBATANT STATION	1.X.4.2.7	F				
			SUS*NN--- *****	SFS*NN--- *****	SNS*NN--- *****	SHS*NN--- *****
SEA SURFACE TRACK NONCOMBATANT STATION RESCUE	1.X.4.2.7.1	F				
			SUS*NNR--- *****	SFS*NNR--- *****	SNS*NNR--- *****	SHS*NNR--- *****

















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white opaque filled icon.

CHANGE 1, SUPERSEDES PAGE 280 OF MIL-STD-2525A

MIL-STD-2525A

APPENDIX D

TABLE D-I. Warrior icon set-sea-surface.

























DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
SEA SURFACE TRACK NONMILITARY	1.X.4.3					
SEA SURFACE TRACK NONMILITARY MERCHANT	1.X.4.3.1	F O				
						
			SUS*XM--- *****	SFS*XM--- *****	SNS*XM--- *****	SHS*XM--- *****
SEA SURFACE TRACK NONMILITARY MERCHANT CARGO	1.X.4.3.1.1	F O				
						
			SUS*XMC--- *****	SFS*XMC--- *****	SNS*XMC--- *****	SHS*XMC--- *****

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white opaque filled icon.

MIL-STD-2525A

APPENDIX D

TABLE D-I. Warrior icon set-sea-surface.

























DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
SEA SURFACE TRACK NONMILITARY MERCHANT ROLL ON/ROLL OFF (RO/RO)	1.X.4.3.1.2	F O				
						
			SUS*XMR--- *****	SFS*XMR--- *****	SNS*XMR--- *****	SHS*XMR--- *****
SEA SURFACE TRACK NONMILITARY MERCHANT OILER/TANKER	1.X.4.3.1.3	F O				
						
			SUS*XMO--- *****	SFS*XMO--- *****	SNS*XMO--- *****	SHS*XMO--- *****
SEA SURFACE TRACK NONMILITARY MERCHANT TUG	1.X.4.3.1.4	F O				
						
			SUS*XMTU- _*****	SFS*XMTU-- *****	SNS*XMTU- _*****	SHS*XMTU- _*****

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MIL-STD-2525A

APPENDIX D

TABLE D-I. Warrior icon set-sea-surface.

























DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
SEA SURFACE TRACK NONMILITARY MERCHANT FERRY	1.X.4.3.1.5	F O				
						
			SUS*XMF--- *****	SFS*XMF--- *****	SNS*XMF--- *****	SHS*XMF--- *****
SEA SURFACE TRACK NONMILITARY MERCHANT PASSENGER	1.X.4.3.1.6	F O				
						
			SUS*XMP--- *****	SFS*XMP--- *****	SNS*XMP--- *****	SHS*XMP--- *****
SEA SURFACE TRACK NONMILITARY MERCHANT HAZARDOUS MATERIALS (HAZMAT)	1.X.4.3.1.7	F O				
						
			SUS*XMH--- *****	SFS*XMH--- *****	SNS*XMH--- *****	SHS*XMH--- *****

Note: White filled icon represents
white opaque filled icon.

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APPENDIX D

TABLE D-I. Warrior icon set-sea-surface.

























DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
SEA SURFACE TRACK NONMILITARY MERCHANT TOWING VESSEL	1.X.4.3.1.8	F O				
						
			SUS*XMTO- *****	SFS*XMTO-- *****	SNS*XMTO- *****	SHS*XMTO- *****
SEA SURFACE TRACK NONMILITARY FISHING	1.X.4.3.2	F O				
						
			SUS*XF---- *****	SFS*XF---- *****	SNS*XF---- *****	SHS*XF---- *****
SEA SURFACE TRACK NONMILITARY FISHING DRIFTER	1.X.4.3.2.1	F O				
						
			SUS*XFDF-- *****	SFS*XFDF-- *****	SNS*XFDF-- *****	SHS*XFDF-- *****

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white opaque filled icon.

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APPENDIX D

TABLE D-I. Warrior icon set-sea-surface.





















DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
SEA SURFACE TRACK NONMILITARY FISHING DREDGE	1.X.4.3.2.2	F O				
						
			SUS*XFDR-- *****	SFS*XFDR-- *****	SNS*XFDR-- *****	SHS*XFDR-- *****
SEA SURFACE TRACK NONMILITARY FISHING TRAWLER	1.X.4.3.2.3	F O				
						
			SUS*XFTR-- *****	SFS*XFTR-- *****	SNS*XFTR-- *****	SHS*XFTR-- *****
SEA SURFACE TRACK NONMILITARY LEISURE CRAFT	1.X.4.3.3	F O				
						
			SUS*XR---- *****	SFS*XR---- *****	SNS*XR---- *****	SHS*XR---- *****

Note: White filled icon represents
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MIL-STD-2525A

APPENDIX D

TABLE D-I. Warrior icon set-sea-surface.













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

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MIL-STD-2525A

APPENDIX D

TABLE D-I. Warrior icon set-sea-surface.

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













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CHANGE 1, SUPERSEDES PAGE 287 OF MIL-STD-2525A

MIL-STD-2525A

APPENDIX D

TABLE D-I. Warrior icon set-sea-surface.





















DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
SEA SURFACE TRACK NONMILITARY HAZARD SEA MINELIKE	1.X.4.6.1	U F				
			SUS*ZM---- *****	SFS*ZM---- *****	SNS*ZM---- *****	SHS*ZM---- *****
SEA SURFACE TRACK NONMILITARY HAZARD NAVIGATIONAL	1.X.4.6.2	U F				
			SUS*ZN---- *****	SFS*ZN---- *****	SNS*ZN---- *****	SHS*ZN---- *****
SEA SURFACE TRACK NONMILITARY HAZARD ICEBERG	1.X.4.6.3	U F				
			SUS*ZI---- *****	SFS*ZI---- *****	SNS*ZI---- *****	SHS*ZI---- *****

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MIL-STD-2525A

APPENDIX D

TABLE D-I. Warrior icon set-subsurface.

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





















Note: White filled icon represents
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CHANGE 1, SUPERSEDES PAGE 289 OF MIL-STD-2525A

MIL-STD-2525A

APPENDIX D

TABLE D-I. Warrior icon set-subsurface.

DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
SUBSURFACE TRACK SUBMARINE STATION	1.X.5.1.4	F				
			SUS*SS---- *****	SFS*SS---- *****	SNS*SS---- *****	SHS*SS---- *****
SUBSURFACE TRACK SUBMARINE STATION ASW SUBMARINE	1.X.5.1.4.1	F				
			SUS*SSA--- *****	SFS*SSA--- *****	SNS*SSA--- *****	SHS*SSA--- *****
SUBSURFACE TRACK UNDERWATER WEAPON	1.X.5.2	F				
			SUU*W---- *****	SFU*W---- *****	SNU*W---- *****	SHU*W---- *****
SUBSURFACE TRACK UNDERWATER WEAPON TORPEDO	1.X.5.2.1	F				
			SUU*WT---- *****	SF*WT---- *****	SN*WT---- *****	SH*WT---- *****
SUBSURFACE TRACK UNDERWATER WEAPON SEA MINE	1.X.5.2.2	U F				
			SUU*WM---- *****	SF*WM---- *****	SN*WM---- *****	SH*WM---- *****

















Note: White filled icon represents
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APPENDIX D

TABLE D-I. Warrior icon set-subsurface.

















DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
SUBSURFACE TRACK UNDERWATER DECOY SEA MINE DECOY	1.X.5.3.1	U F				
			SUU*WDM-- _*****	SFU*WDM-- _*****	SNU*WDM-- _*****	SHU*WDM-- _*****
SUBSURFACE TRACK NON-SUBMARINE	1.X.5.4					
SUBSURFACE TRACK NON-SUBMARINE DIVER (HARDTOP DIVER, SCUBA DIVER)	1.X.5.4.1	U F				
			SUU*ND---- *****	SFU*ND---- *****	SNU*ND---- *****	SHU*ND---- *****
SUBSURFACE TRACK NON-SUBMARINE BOTTOM RETURN/NOMBO	1.X.5.4.2	U F				
			SUU*NB---- *****	SFU*NB---- *****	SNU*NB---- *****	SHU*NB---- *****
SUBSURFACE TRACK NON-SUBMARINE BOTTOM RETURN/NOMBO SEABED INSTALLATION/MANMADE	1.X.5.4.2.1	U F				
			SUU*NBS--- *****	SFU*NBS--- *****	SNU*NBS--- *****	SHU*NBS--- *****

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APPENDIX D

TABLE D-I. Warrior icon set-subsurface.

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





















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CHANGE 1, SUPERSEDES PAGE 294 OF MIL-STD-2525A

MIL-STD-2525A

APPENDIX D

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

DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
SOF UNIT AVIATION ROTARY WING	1.X.6.1.3	F				
			SUF*AH--- *****	SFF*AH--- *****	SNF*AH--- *****	SHF*AH--- *****
SOF UNIT AVIATION ROTARY WING COMBAT SEARCH AND RESCUE	1.X.6.1.3.1	F				
			SUF*AHH--- *****	SFF*AHH--- *****	SNF*AHH--- *****	SHF*AHH--- *****
SOF UNIT AVIATION ROTARY WING ATTACK	1.X.6.1.3.2	F				
			SUF*AHA--- *****	SFF*AHA--- *****	SNF*AHA--- *****	SHF*AHA--- *****
SOF UNIT AVIATION ROTARY WING UTILITY	1.X.6.1.3.3	F				
			SUF*AHU--- *****	SFF*AHU--- *****	SNF*AHU--- *****	SHF*AHU--- *****
SOF UNIT AVIATION ROTARY WING UTILITY LIGHT	1.X.6.1.3.3.1	F				
			SUF*AHUL- _*****	SFF*AHUL- _*****	SNF*AHUL- _*****	SHF*AHUL- _*****





















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CHANGE 1, SUPERSEDES PAGE 297 OF MIL-STD-2525A

MIL-STD-2525A

APPENDIX D

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





















DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
SOF UNIT AVIATION ROTARY WING UTILITY MEDIUM	1.X.6.1.3.3.2	F				
			SUF*AHUM- *****	SFF*AHUM- *****	SNF*AHUM- *****	SHF*AHUM- *****
SOF UNIT AVIATION ROTARY WING UTILITY HEAVY	1.X.6.1.3.3.3	F				
			SUF*AHUH- *****	SFF*AHUH- *****	SNF*AHUH- *****	SHF*AHUH- *****
SOF UNIT NAVAL	1.X.6.2	F				
			SUF*SN---- *****	SFF*SN---- *****	SNF*SN---- *****	SHF*SN---- *****
SOF UNIT NAVAL SEAL	1.X.6.2.1	F				
			SUF*SNS--- *****	SFF*SNS--- *****	SNF*SNS--- *****	SHF*SNS--- *****
SOF UNIT NAVAL UNDERWATER DEMOLITION TEAM	1.X.6.2.2	F				
			SUF*SNU--- *****	SFF*SNU--- *****	SNF*SNU--- *****	SHF*SNU--- *****

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APPENDIX D

















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

DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
SOF UNIT NAVAL SPECIAL BOAT	1.X.6.2.3	F				
			SUF*SNB--- *****	SFF*SNB--- *****	SNF*SNB--- *****	SHF*SNB--- *****
SOF UNIT NAVAL SPECIAL SSNR	1.X.6.2.4	F				
			SUF*SNN--- *****	SFF*SNN--- *****	SNF*SNN--- *****	SHF*SNN--- *****
SOF UNIT GROUND	1.X.6.3	F				
			SUF*G---- *****	SFF*G---- *****	SNF*G---- *****	SHF*G---- *****
SOF UNIT GROUND SPECIAL FORCES	1.X.6.3.1	F				
			SUF*GS---- *****	SFF*GS---- *****	SNF*GS---- *****	SHHF*GS---- *****
SOF UNIT GROUND RANGER	1.X.6.3.2	F				
			SUF*GSR--- *****	SFF*GSR--- *****	SNF*GSR--- *****	SHF*GSR--- *****

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MIL-STD-2525A

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

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

Note: White filled icon represents
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CHANGE 1, SUPERSEDES PAGE 300 OF MIL-STD-2525A

MIL-STD-2525A

APPENDIX E

TACTICAL GRAPHICS

E.1 GENERAL

E.1.1 Scope. This section provides operational information in the form of tactical graphics related to battlespace geometry. These graphics are necessary for battlefield planning and management, but cannot be presented as icon-based symbols alone. This appendix is a mandatory part of this 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 WARFIGHTING SYMBOLOGY


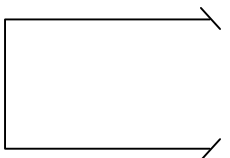

E.4.1 Battlespace geometry. Battlespace geometry includes tasks, control measures, points, areas, lines, aviation maneuver graphics, deception graphics, offense maneuver graphics, special maneuver graphics, mobility/survivability, fire support graphics, combat service support, command and control, and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

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

MIL-STD-2525A

APPENDIX E

TABLE E-I. Tactical graphics.

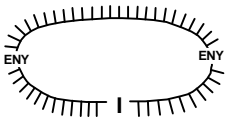
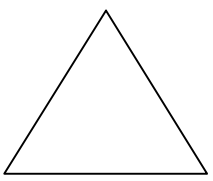
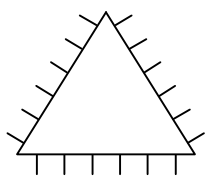
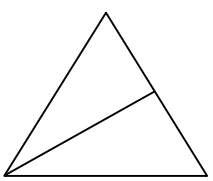
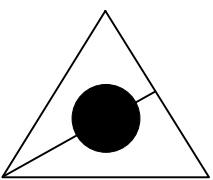
DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Tactical Graphics	2.X	
Tasks	2.X.1	
Task Graphics	2.X.1.1	
Block 1. A tactical task assigned to a unit which requires it to deny the enemy access to a given area or to prevent enemy advance in a given direction or an avenue of approach. It may be for a specified time. Units assigned this mission may have to retain terrain and accept decisive engagement. 2. An obstacle effect that integrates fire planning and obstacle effort to stop an attacker on a specific avenue of approach or to prevent an enemy from exiting an engagement area.	2.X.1.1.1	
	G*T*GB---- *****	
Breach A tactical task where any means available are employed to break through or secure a passage through an enemy defense, obstacle, minefield, or fortification.	2.X.1.1.2	
	G*T*GH---- *****	
Bypass A tactical task which involves maneuvering around an obstacle, position, or enemy force to maintain the momentum of advance. Bypassed obstacles and enemy forces are reported to higher HQ.	2.X.1.1.3	
	G*T*GY---- *****	

Note: White filled icon represents
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MIL-STD-2525A

APPENDIX E

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

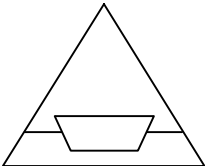
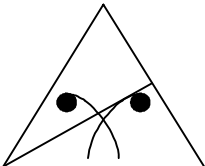

DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Enemy Known and Confirmed	2.X.2.1.4.1.3.2	
	GHC*MMPS- *****	
Observation Post/Outpost	2.X.2.1.4.1.4	
	G*C*MMPO-- *****	
Combat Outpost	2.X.2.1.4.1.4.1	
	G*C*MMPOC- *****	
Observation Post Occupied by Dismounted Scouts or Reconnaissance	2.X.2.1.4.1.4.2	
	G*C*MMPOR- *****	
Forward Observer Position	2.X.2.1.4.1.4.3	
	G*C*MMPOF- *****	

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MIL-STD-2525A

APPENDIX E

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

DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Sensor Outpost/Listening Post (OP/LP)	2.X.2.1.4.1.4.4	
	G*C*MMPOS- *****	
NBC Observation Post (Dismounted)	2.X.2.1.4.1.4.5	
	G*C*MMPON- *****	
Defense Line Graphic	2.X.2.1.4.2	
Forward Edge of the Battle Area (FEBA) The foremost limits of a series of areas in which ground combat units are deployed, excluding the areas in which the covering or screening forces are operating. It is designated to coordinate fire support, the positioning of forces, or the maneuver of units.	2.X.2.1.4.2.1	FEBA ⊗ ⊗ FEBA
	G*C*MMDF-- *****	
Actual Trace of the FEBA	2.X.2.1.4.2.1.1	FEBA ⊗ ————— ⊗ FEBA
	G*C*MMDFA- *****	

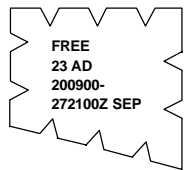
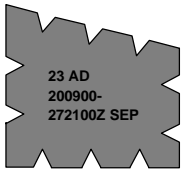
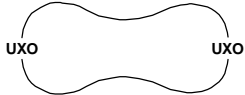

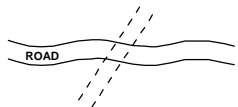
Note: White filled icon represents
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CHANGE 1, SUPERSEDES PAGE 326 OF MIL-STD-2525A

MIL-STD-2525A

APPENDIX E

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

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

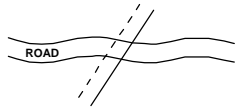


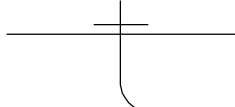

Note: White filled icon represents
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CHANGE 1, SUPERSEDES PAGE 345 OF MIL-STD-2525A

MIL-STD-2525A

APPENDIX E

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

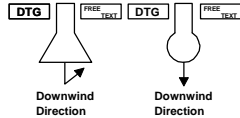



DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Explosives, State of Readiness 1 (Safe)	2.X.2.2.1.11.2	
	G*C*BOARE- *****	
Explosives, State of Readiness 2 (armed but passable)	2.X.2.2.1.11.3	
	G*C*BOARS- *****	
Roadblock Complete (Executed)	2.X.2.2.1.11.4	
	G*C*BOARC- *****	
Trip Wire	2.X.2.2.1.12	
	G*C*BOAP-- *****	
Wire Obstacles	2.X.2.2.1.13	

Note: White filled icon represents
white opaque filled icon.

MIL-STD-2525A

APPENDIX E

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



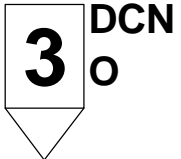

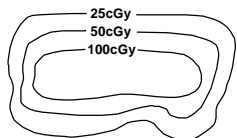
DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Biological and Chemical Attack, Release Events	2.X.2.2.4.10	
	G*C*BWK--- *****	
Decontamination (Decon) Points	2.X.2.2.4.11	
Decon Site/Point (Unspecified)	2.X.2.2.4.11.1	
	G*C*BWDP-- *****	
Alternate Decon Site/Point (Unspecified)	2.X.2.2.4.11.2	
	G*C*BWDA-- *****	
Decon Site/Point (Troops)	2.X.2.2.4.11.3	
	G*C*BWDT-- *****	

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MIL-STD-2525A

APPENDIX E

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






DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Decon Site/Point (Equipment)	2.X.2.2.4.11.4	
	G*C*BWDE-- *****	
Decon Site/Point (Equipment and Troops)	2.X.2.2.4.11.5	
	G*C*BWDS-- *****	
Decon Site/Point (Operational Decontamination)	2.X.2.2.4.11.6	
	G*C*BWDO-- *****	
Decon Site/point (Thorough Decontamination)	2.X.2.2.4.11.7	
	G*C*BWDG-- *****	
Dose Rate Contour Lines	2.X.2.2.4.12	
	G*C*BWR--- *****	

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MIL-STD-2525A

APPENDIX E

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

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

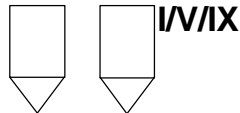


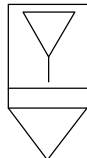
Note: White filled icon represents
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APPENDIX E

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

DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Supply Points Any point where supplies are issued in detail.	2.X.2.4.1.14	
General	2.X.2.4.1.14.1	
	G*C*SPQT-- *****	
Class I	2.X.2.4.1.14.2	
	G*C*SPQA-- *****	
Class II	2.X.2.4.1.14.3	
	G*C*SPQB-- *****	
Class III	2.X.2.4.1.14.4	
	G*C*SPQC-- *****	

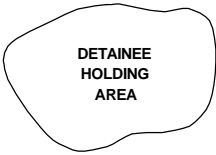
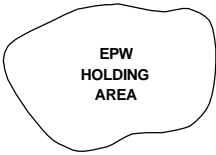

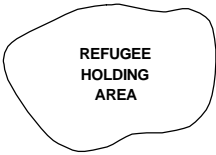

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CHANGE 1, SUPERSEDES PAGE 366 OF MIL-STD-2525A

MIL-STD-2525A

APPENDIX E

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

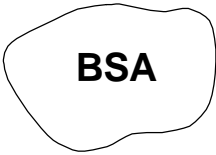
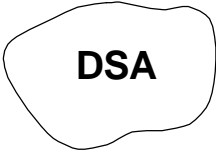
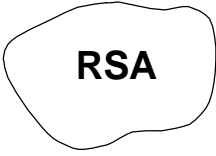

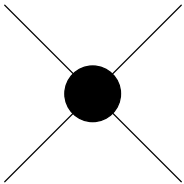

DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Detainee Holding Area	2.X.2.4.3.1	
	G*C*SAD--- *****	
Enemy Prisoner of War (EPW) Holding Area	2.X.2.4.3.2	
	GHC*SAP--- *****	
Forward Arming and Refueling Point (FARP) A temporary facility that is organized, equipped, and deployed by an aviation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

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MIL-STD-2525A

APPENDIX E

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

DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Brigade Support Area (BSA) A designated area in which combat service support (CSS) elements from division support command (DISCOM) and corps support command (COSCOM) provide logistic support to a brigade. The forward support battalion (FSB) manages the terrain and unit locations.	2.X.2.4.3.5.1	
	G*C*SATB-- *****	
Division (DSA) An area normally located in the division rear and often positioned near air landing facilities along the main supply route (MSR). The DSA contains the portions of the division rear command post, DISCOM CO and units organic and attached to the DISCOM. It may also contain COSCPM units supporting the division.	2.X.2.4.3.5.2	
	G*C*SATD-- *****	
Regimental (RSA)	2.X.2.4.3.5.3	
	G*C*SATR-- *****	
Command and Control The exercise of authority and direction by a properly designated commander over assigned forces in the accomplishment of the mission. Command and control functions are performed through an arrangement of personnel, equipment, communications, and procedures employed by a commander in planning, directing, coordinating, and controlling forces and operations in the accomplishment of a mission.	2.X.2.5	
Special Point	2.X.2.5.1	
	G*C*OX---- *****	
Reference Point	2.X.2.5.1.2	


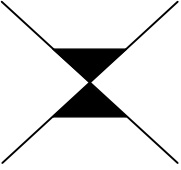
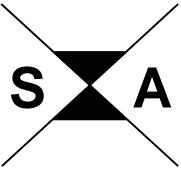

Note: White filled icon represents
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CHANGE 1, SUPERSEDES PAGE 372 OF MIL-STD-2525A

MIL-STD-2525A

APPENDIX E

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

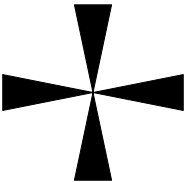

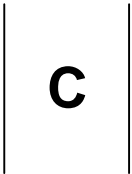

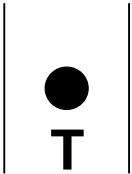
DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Hazard	2.X.2.5.1.9	
Oil Rig	2.X.2.5.1.9.1	
	G*C*OXZO-- *****	
Search	2.X.2.5.1.10	
	G*C*OXS--- *****	
Search Area	2.X.2.5.1.10.1	
	G*C*OXSA-- *****	
DIP Position	2.X.2.5.1.10.2	
	G*C*OXSD-- *****	

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MIL-STD-2525A

APPENDIX E

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

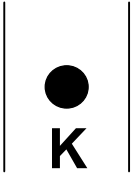
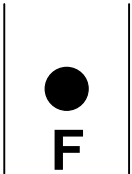
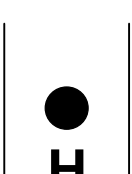
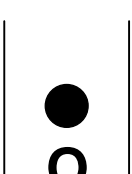
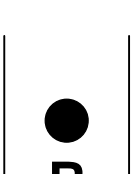
DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Search Center	2.X.2.5.1.10.3	
	G*C*OXSC-- *****	
Air Control	2.X.2.5.1.11	
Combat Air Patrol (CAP)	2.X.2.5.1.11.1	
	G*C*OXAC-- *****	
Airborne Early Warning (AEW)	2.X.2.5.1.11.2	
	G*C*OXAA-- *****	
TACAN	2.X.2.5.1.11.3	
	G*C*OXAT-- *****	

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MIL-STD-2525A

APPENDIX E

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

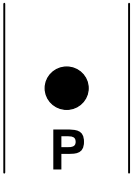
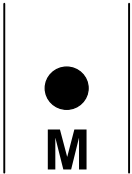
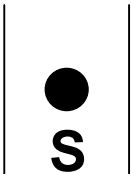
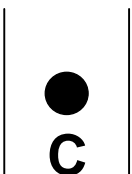
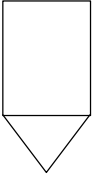
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	SYMBOL ID	
Tanking	2.X.2.5.1.11.4	
	G*C*OXAK-- *****	
Anti Submarine Warfare/Fixed Wing (ASW F/W)	2.X.2.5.1.11.5	
	G*C*OXAF-- *****	
ASW Rotary Wing	2.X.2.5.1.11.6	
	G*C*OXAH-- *****	
Tomcat	2.X.2.5.1.11.7	
	G*C*OXAO-- *****	
Rescue	2.X.2.5.1.11.8	
	G*C*OXAR-- *****	

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MIL-STD-2525A

APPENDIX E

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

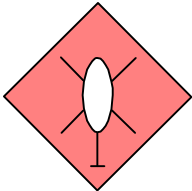
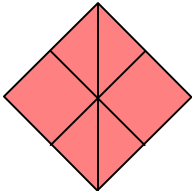
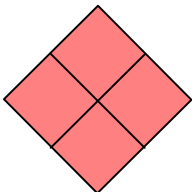
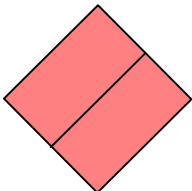
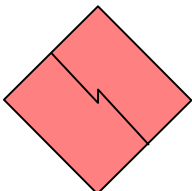
DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Replenish	2.X.2.5.1.11.9	
	G*C*OXAP-- *****	
Marshall	2.X.2.5.1.11.10	
	G*C*OXAM-- *****	
Strike IP	2.X.2.5.1.11.11	
	G*C*OXAS-- *****	
Corridor Tab	2.X.2.5.1.11.12	
	G*C*OXAD-- *****	
General or Unspecified Command and Control Point	2.X.2.5.2	
	G*C*OG---- *****	

Note: White filled icon represents
white opaque filled icon.

MIL-STD-2525A

APPENDIX E

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

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

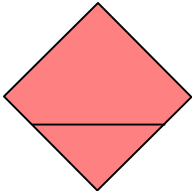

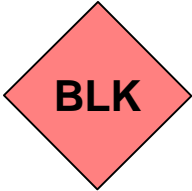



Note: White filled icon represents
white opaque filled icon.

CHANGE 1, SUPERSEDES PAGE 391 OF MIL-STD-2525A

MIL-STD-2525A

APPENDIX E

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

DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Supply Cache	2.X.3.1.19	
	GHO*VZ---- *****	
Locations	2.X.3.2	
Black List Location The location of the official counter-intelligence listing of actual or potential enemy collaborators, sympathizers, intelligence suspects, and other persons whose presence menaces the security of friendly forces.	2.X.3.2.1	
	GHO*LB---- *****	
Gray List Location The location that identifies and locates those personalities whose inclinations and attitudes toward the political and military objectives of the US are obscure. May be listed on grey lists when they are known to possess information or particular skills required by US forces.	2.X.3.2.2	
	GHO*LG---- *****	
White List Location The location that identifies and locates individuals who have been identified as being of intelligence or CI interest and are expected to be able to provide information or assistance in an existing or new intelligence area of interest. Usually in accordance with, or favorably inclined toward, US policies. Contributions are based on a voluntary and cooperative attitude.	2.X.3.2.3	
	GHO*LW---- *****	
Operations Military actions or the carrying out of a strategic, operational, tactical, service training, or administrative military mission. The process of carrying on combat, including movement, supply, attack, defense, and maneuvers needed to gain the objectives of any hassle or any battle or campaign. Army--A broad category of related tactical activities, i.e., offense, defense, retrograde, etc.	2.X.3.3	

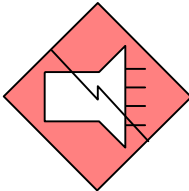
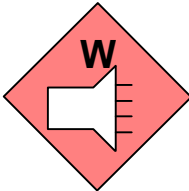
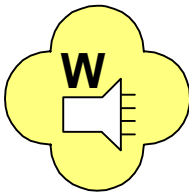
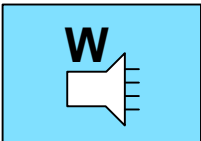
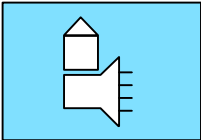
Note: White filled icon represents
white opaque filled icon.

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MIL-STD-2525A

APPENDIX E

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

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

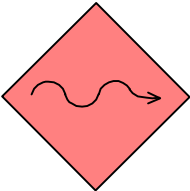

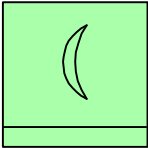
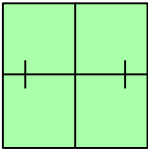
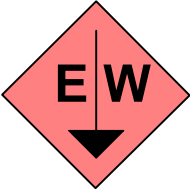
Note: White filled icon represents
white opaque filled icon.

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MIL-STD-2525A

APPENDIX E





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

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

Note: White filled icon represents

APPENDIX F

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


DESCRIPTION	HIERARCHY	WEATHER GRAPHIC
	SYMBOL ID	
Dust or Sand Storm 1. Duststorm (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 ten feet, and rarely rise more than fifty feet above the ground. A sandstorm is reported if the prevailing visibility is reduced to less than 5/8 miles (1,000 meters), but not less than 5/16 miles (500 meters). Report a heavy (severe) sandstorm (+SS) if the visibility is reduced to less than 5/16 miles (500 meters).	3.X.9.3	 (Brown)
	W*A*OT---- *****	
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.X.9.4	 (Brown)
	W*A*OD---- *****	
Smoke (FU) A suspension in the air of small particles produced by combustion. A transition to haze may occur when smoke particles have traveled great distances (25 to 100 miles or 40 to 160 kilometers or more) and when the larger particles have settled out and the remaining particles have become widely scattered through the atmosphere. When viewed through smoke, the disk of the sun at sunrise and sunset appears very red. The disk may have an orange tinge when the sun is above the horizon. Evenly distributed smoke from distant sources generally has a light grayish or bluish appearance.	3.X.9.5	 (Brown)
	W*A*OK---- *****	
Haze (HZ) A suspension in the air of extremely small, dry particles invisible to the naked eye and sufficiently numerous to give the air an opalescent appearance. This phenomenon resembles a uniform veil over the landscape and subdues all colors. Dark objects viewed through this veil tend to have a bluish tinge while bright objects, such as the sun or distant lights, tend to have a dirty yellow or reddish hue. When haze is present and the sun is well above the horizon, its light may have a peculiar silvery tinge. Haze particles may be composed of a variety of substances; e.g., dust, salt, residue from distant fires or volcanoes, pollen, etc., which generally are well diffused through the atmosphere.	3.X.9.6	 (Brown)
	W*A*OH---- *****	

Note: White filled icon represents
white opaque filled icon.

MIL-STD-2525A

APPENDIX F

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

DESCRIPTION	HIERARCHY	WEATHER GRAPHIC
	SYMBOL ID	
Blowing Dust or Sand Dust or sand raised by the wind to a height of 6 feet (1.8 meters) or more.	3.X.9.7	 (Brown)
	W*A*OB---- *****	

Note: White filled icon represents
white opaque filled icon.

CHANGE 1, SUPERSEDES PAGE 418 OF MIL-STD-2525A





MIL-STD-2525A

APPENDIX F

F.5 SIGNALS INTELLIGENCE (SIGINT) SYMBOLOGY

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

TABLE F-II. Signals Intelligence (SIGINT) graphics.

















DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
	SYMBOL ID		SYM-ID	SYM-ID	SYM-ID	SYM-ID
SIGNALS INTELLIGENCE	4.X					
			-----	-----	-----	-----
SPACE TRACK	4.X.1					
			IUP*----- *****	IFP*----- *****	INP*----- *****	IHP*----- *****
SPACE TRACK SIGNAL INTERCEPT	4.X.1.1					
			IUP*S----- *****	IFP*S----- *****	INP*S----- *****	IHP*S----- *****
SPACE TRACK SIGNAL INTERCEPT COMMUNICATIONS	4.X.1.1.1					
			IUP*SC---- *****	IFP*SC---- *****	INP*SC---- *****	IHP*SC---- *****
SPACE TRACK SIGNAL INTERCEPT COMMUNICATIONS SATELLITE DOWN-LINK	4.X.1.1.1.1	F				
			IUP*SCD--- *****	IFP*SCD--- *****	INP*SCD--- *****	IHP*SCD--- *****

Note: White filled icon represents
white opaque filled icon.

MIL-STD-2525A

APPENDIX F

TABLE F-II. Signals Intelligence (SIGINT) graphics (cont'd).













DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
	SYMBOL ID		SYM-ID	SYM-ID	SYM-ID	SYM-ID
SPACE TRACK SIGNAL INTERCEPT RADAR	4.X.1.1.2					
			IUP*SR--- *****	IFP*SR--- *****	INP*SR--- *****	IHP*SR--- *****
SPACE TRACK SIGNAL INTERCEPT RADAR DATA TRANSMISSION	4.X.1.1.2.1	F				
			IUP*SRD--- *****	IFP*SRD--- *****	INP*SRD--- *****	IHP*SRD--- *****
SPACE TRACK SIGNAL INTERCEPT RADAR EARTH SURVEILLANCE	4.X.1.1.2.2	F				
			IUP*SRE--- *****	IFP*SRE--- *****	INP*SRE--- *****	IHP*SRE--- *****
SPACE TRACK SIGNAL INTERCEPT RADAR IFF (Transponder)	4.X.1.1.2.3	F				
			IUP*SRI--- *****	IFP*SRI--- *****	INP*SRI--- *****	IHP*SRI--- *****
SPACE TRACK SIGNAL INTERCEPT RADAR MULTI-FUNCTION	4.X.1.1.2.4	F				
			IUP*SRM--- *****	IFP*SRM--- *****	INP*SRM--- *****	IHP*SRM--- *****

Note: White filled icon represents
white opaque filled icon.

MIL-STD-2525A

APPENDIX F

TABLE F-II. Signals Intelligence (SIGINT) graphics (cont'd).

















DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
	SYMBOL ID		SYM-ID	SYM-ID	SYM-ID	SYM-ID
SPACE TRACK SIGNAL INTERCEPT RADAR TARGET ACQUISITION	4.X.1.1.2.5	F				
			IUP*SRT--- *****	IFP*SRT--- *****	INP*SRT--- *****	IHP*SRT--- *****
SPACE TRACK SIGNAL INTERCEPT RADAR SPACE	4.X.1.1.2.6	F				
			IUP*SRS--- *****	IFP*SRS--- *****	INP*SRS--- *****	IHP*SRS--- *****
SPACE TRACK SIGNAL INTERCEPT RADAR UNKNOWN	4.X.1.1.2.7	F				
			IUP*SRU--- *****	IFP*SRU--- *****	INP*SRU--- *****	IHP*SRU--- *****
AIR TRACK	4.X.2					
			IUA*----- *****	IFA*----- *****	INA*----- *****	IHA*----- *****
AIR TRACK SIGNAL INTERCEPT	4.X.2.1					
			IUA*S----- *****	IFA*S----- *****	INA*S----- *****	IHA*S----- *****
AIR TRACK SIGNAL INTERCEPT COMMUNICATIONS	4.X.2.1.1					
			IUA*SC---- *****	IFA*SC---- *****	INA*SC---- *****	IHA*SC---- *****

Note: White filled icon represents
white opaque filled icon.

MIL-STD-2525A

APPENDIX F

TABLE F-II. Signals Intelligence (SIGINT) graphics (cont'd).

















DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
AIR TRACK SIGNAL INTERCEPT COMMUNICATIONS CELLULAR/MOBILE	4.X.2.1.1.1	F				
			IUA*SCC--- *****	IFA*SCC--- *****	INA*SCC--- *****	IHA*SCC--- *****
AIR TRACK SIGNAL INTERCEPT COMMUNICATIONS OMNI-LINE-OF-SIGHT (LOS)	4.X.2.1.1.2	F				
			IUA*SCO--- *****	IFA*SCO--- *****	INA*SCO--- *****	IHA*SCO--- *****
AIR TRACK SIGNAL INTERCEPT COMMUNICATIONS POINT-TO-POINT LINE-OF-SIGHT (LOS)	4.X.2.1.1.3	F				
			IUA*SCP--- *****	IFA*SCP--- *****	INA*SCP--- *****	IHA*SCP--- *****
AIR TRACK SIGNAL INTERCEPT COMMUNICATIONS SATELLITE UP-LINK	4.X.2.1.1.4	F				
			IUA*SCS--- *****	IFA*SCS--- *****	INA*SCS--- *****	IHA*SCS--- *****
AIR TRACK SIGNAL INTERCEPT RADAR	4.X.2.1.2					
			IUA*SR---- *****	IFA*SR---- *****	INA*SR---- *****	IHA*SR---- *****

Note: White filled icon represents
white opaque filled icon.

MIL-STD-2525A

APPENDIX F

TABLE F-II. Signals Intelligence (SIGINT) graphics (cont'd).

















DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
	SYMBOL ID		SYM-ID	SYM-ID	SYM-ID	SYM-ID
AIR TRACK SIGNAL INTERCEPT RADAR AIRBORNE INTERCEPT	4.X.2.1.2.1	F				
			IUA*SRAI-- *****	IFA*SRAI-- *****	INA*SRAI-- *****	IHA*SRAI-- *****
AIR TRACK SIGNAL INTERCEPT RADAR AIRBORNE SEARCH AND BOMBING	4.X.2.1.2.2	F				
			IUA*SRAS-- *****	IFA*SRAS-- *****	INA*SRAS-- *****	IHA*SRAS-- *****
AIR TRACK SIGNAL INTERCEPT RADAR CONTROLLED INTERCEPT	4.X.2.1.2.3	F				
			IUA*SRC--- *****	IFA*SRC--- *****	INA*SRC--- *****	IHA*SRC--- *****
AIR TRACK SIGNAL INTERCEPT RADAR DATA TRANSMISSION	4.X.2.1.2.4	F				
			IUA*SRD--- *****	IFA*SRD--- *****	INA*SRD--- *****	IHA*SRD--- *****

Note: White filled icon represents
white opaque filled icon.

MIL-STD-2525A

APPENDIX F

TABLE F-II. Signals Intelligence (SIGINT) graphics (cont'd).

















DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
AIR TRACK SIGNAL INTERCEPT RADAR EARLY WARNING	4.X.2.1.2.5	F				
			IUA*SRE--- *****	IFA*SRE--- *****	INA*SRE--- *****	IHA*SRE--- *****
AIR TRACK SIGNAL INTERCEPT RADAR FIRE CONTROL	4.X.2.1.2.6	F				
			IUA*SRF--- *****	IFA*SRF--- *****	INA*SRF--- *****	IHA*SRF--- *****
AIR TRACK SIGNAL INTERCEPT RADAR IFF (TRANSPONDER)	4.X.2.1.2.7	F				
			IUA*SRI--- *****	IFA*SRI--- *****	INA*SRI--- *****	IHA*SRI--- *****
AIR TRACK SIGNAL INTERCEPT RADAR MISSILE ACQUISITION	4.X.2.1.2.8	F				
			IUA*SRMA-- *****	IFA*SRMA-- *****	INA*SRMA-- *****	IHA*SRMA-- *****

Note: White filled icon represents
white opaque filled icon.

MIL-STD-2525A

APPENDIX F

TABLE F-II. Signals Intelligence (SIGINT) graphics (cont'd).

















DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
	SYMBOL ID		SYM-ID	SYM-ID	SYM-ID	SYM-ID
AIR TRACK SIGNAL INTERCEPT RADAR MISSILE DOWNLINK	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				
			IUA*SRMG-- *****	IFA*SRMG-- *****	INA*SRMG-- *****	IHA*SRMG-- *****
AIR TRACK SIGNAL INTERCEPT RADAR MISSILE TRACKING	4.X.2.1.2.11	F				
			IUA*SRMT-- *****	IFA*SRMT-- *****	INA*SRMT-- *****	IHA*SRMT-- *****
AIR TRACK SIGNAL INTERCEPT RADAR MULTI-FUNCTION	4.X.2.1.2.12	F				
			IUA*SRMF-- *****	IFA*SRMF-- *****	INA*SRMF-- *****	IHA*SRMF-- *****

Note: White filled icon represents
white opaque filled icon.

MIL-STD-2525A

APPENDIX F

TABLE F-II. Signals Intelligence (SIGINT) graphics (cont'd).





DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
AIR TRACK SIGNAL INTERCEPT RADAR TARGET ILLUMINATOR	4.X.2.1.2.13	F				
			IUA*SRTI-- *****	IFA*SRTI-- *****	INA*SRTI-- *****	IHA*SRTI-- *****
AIR TRACK SIGNAL INTERCEPT RADAR TARGET ACQUISITION	4.X.2.1.2.14	F				
			IUA*SRTA-- *****	IFA*SRTA-- *****	INA*SRTA-- *****	IHA*SRTA-- *****
AIR TRACK SIGNAL INTERCEPT RADAR TARGET TRACKING	4.X.2.1.2.15	F				
			IUA*SRTT-- *****	IFA*SRTT-- *****	INA*SRTT-- *****	IHA*SRTT-- *****
AIR TRACK SIGNAL INTERCEPT RADAR UNKNOWN	4.X.2.1.2.16	F				
			IUA*SRU--- *****	IFA*SRU--- *****	INA*SRU--- *****	IHA*SRU--- *****

Note: White filled icon represents
white opaque filled icon.

MIL-STD-2525A

APPENDIX F

TABLE F-II. Signals Intelligence (SIGINT) graphics (cont'd).

DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
	SYMBOL ID		SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK	4.X.3					
			IUG*----- *****	IFG*----- *****	ING*----- *****	IHG*----- *****
GROUND TRACK SIGNAL INTERCEPT	4.X.3.1					
			IUG*S----- *****	IFG*S----- *****	ING*S----- *****	IHG*S----- *****
GROUND TRACK SIGNAL INTERCEPT COMMUNICATIONS	4.X.3.1.1					
			IUG*SC---- *****	IFG*SC---- *****	ING*SC---- *****	IHG*SC---- *****
GROUND TRACK SIGNAL INTERCEPT COMMUNICATIONS CELLULAR/MOBILE	4.X.3.1.1.1	F				
			IUG*SCC--- *****	IFG*SCC--- *****	ING*SCC--- *****	IHG*SCC--- *****

Note: White filled icon represents
white opaque filled icon.

MIL-STD-2525A

APPENDIX F

TABLE F-II. Signals Intelligence (SIGINT) graphics (cont'd).

















DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
	SYMBOL ID		SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK SIGNAL INTERCEPT COMMUNICATIONS OMNI-LINE-OF-SIGHT (LOS)	4.X.3.1.1.2	F				
			IUG*SCO--- *****	IFG*SCO--- *****	ING*SCO--- *****	IHG*SCO--- *****
GROUND TRACK SIGNAL INTERCEPT COMMUNICATIONS POINT-TO-POINT LINE-OF-SIGHT (LOS)	4.X.3.1.1.3	F				
			IUG*SCP--- *****	IFG*SCP--- *****	ING*SCP--- *****	IHG*SCP--- *****
GROUND TRACK SIGNAL INTERCEPT COMMUNICATIONS SATELLITE UP-LINK	4.X.3.1.1.4	F				
			IUG*SCS--- *****	IFG*SCS--- *****	ING*SCS--- *****	IHG*SCS--- *****
GROUND TRACK SIGNAL INTERCEPT COMMUNICATIONS TROPOSPHERIC SCATTER	4.X.3.1.1.5	F				
			IUG*SCT--- *****	IFG*SCT--- *****	ING*SCT--- *****	IHG*SCT--- *****
GROUND TRACK SIGNAL INTERCEPT RADAR	4.X.3.1.2					
			IUG*SR---- *****	IFG*SR---- *****	ING*SR---- *****	IHG*SR---- *****

Note: White filled icon represents
white opaque filled icon.

MIL-STD-2525A

APPENDIX F

TABLE F-II. Signals Intelligence (SIGINT) graphics (cont'd).

















DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
	SYMBOL ID		SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK SIGNAL INTERCEPT RADAR AIR TRAFFIC CONTROL	4.X.3.1.2.1	F				
			IUG*SRAT-- *****	IFG*SRAT-- *****	ING*SRAT-- *****	IHG*SRAT-- *****
GROUND TRACK SIGNAL INTERCEPT RADAR ANTI-AIRCRAFT	4.X.3.1.2.2	F				
			IUG*SRAA-- *****	IFG*SRAA-- *****	ING*SRAA-- *****	IHG*SRAA-- *****
GROUND TRACK SIGNAL INTERCEPT RADAR BATTLEFIELD SURVEILLANCE	4.X.3.1.2.3	F				
			IUG*SRB--- *****	IFG*SRB--- *****	ING*SRB--- *****	IHG*SRB--- *****
GROUND TRACK SIGNAL INTERCEPT RADAR COASTAL SURVEILLANCE	4.X.3.1.2.4	F				
			IUG*SRCS-- *****	IFG*SRCS-- *****	ING*SRCS-- *****	IHG*SRCS-- *****

Note: White filled icon represents
white opaque filled icon.

MIL-STD-2525A

APPENDIX F

TABLE F-II. Signals Intelligence (SIGINT) graphics (cont'd).

















DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
	SYMBOL ID		SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK SIGNAL INTERCEPT RADAR CONTROLLED APPROACH	4.X.3.1.2.5	F				
			IUG*SRCA-- *****	IFG*SRCA-- *****	ING*SRCA-- *****	IHG*SRCA-- *****
GROUND TRACK SIGNAL INTERCEPT RADAR DATA TRANSMISSION	4.X.3.1.2.6	F				
			IUG*SRD--- *****	IFG*SRD--- *****	ING*SRD--- *****	IHG*SRD--- *****
GROUND TRACK SIGNAL INTERCEPT RADAR EARLY WARNING	4.X.3.1.2.7	F				
			IUG*SRE--- *****	IFG*SRE--- *****	ING*SRE--- *****	IHG*SRE--- *****
GROUND TRACK SIGNAL INTERCEPT RADAR FIRE CONTROL	4.X.3.1.2.8	F				
			IUG*SRF--- *****	IFG*SRF--- *****	ING*SRF--- *****	IHG*SRF--- *****

Note: White filled icon represents
white opaque filled icon.

MIL-STD-2525A

APPENDIX F

TABLE F-II. Signals Intelligence (SIGINT) graphics (cont'd).

















DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
	SYMBOL ID		SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK SIGNAL INTERCEPT RADAR HEIGHT FINDING	4.X.3.1.2.9	F				
			IUG*SRH--- *****	IFG*SRH--- *****	ING*SRH--- *****	IHG*SRH--- *****
GROUND TRACK SIGNAL INTERCEPT RADAR IDENTIFICATION FRIEND/FOE (INTERROGATOR)	4.X.3.1.2.10	F				
			IUG*SRI--- *****	IFG*SRI--- *****	ING*SRI--- *****	IHG*SRI--- *****
GROUND TRACK SIGNAL INTERCEPT RADAR METEOROLOGICAL (MILITARY)	4.X.3.1.2.11	F				
			IUG*SRMM-- *****	IFG*SRMM-- *****	ING*SRMM-- *****	IHG*SRMM-- *****
GROUND TRACK SIGNAL INTERCEPT RADAR MISSILE ACQUISITION	4.X.3.1.2.12	F				
			IUG*SRMA-- *****	IFG*SRMA-- *****	ING*SRMA-- *****	IHG*SRMA-- *****

Note: White filled icon represents
white opaque filled icon.

MIL-STD-2525A

APPENDIX F

TABLE F-II. Signals Intelligence (SIGINT) graphics (cont'd).

















DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
	SYMBOL ID		SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK SIGNAL INTERCEPT RADAR MISSILE GUIDANCE	4.X.3.1.2.13	F				
			IUG*SRMG-- *****	IFG*SRMG-- *****	ING*SRMG-- *****	IHG*SRMG-- *****
GROUND TRACK SIGNAL INTERCEPT RADAR MISSILE TRACKING	4.X.3.1.2.14	F				
			IUG*SRMT-- *****	IFG*SRMT-- *****	ING*SRMT-- *****	IHG*SRMT-- *****
GROUND TRACK SIGNAL INTERCEPT RADAR MULTI-FUNCTION	4.X.3.1.2.15	F				
			IUG*SRMF-- *****	IFG*SRMF-- *****	ING*SRMF-- *****	IHG*SRMF-- *****
GROUND TRACK SIGNAL INTERCEPT RADAR SHELL TRACKING	4.X.3.1.2.16	F				
			IUG*SRS--- *****	IFG*SRS--- *****	ING*SRS--- *****	IHG*SRS--- *****

Note: White filled icon represents
white opaque filled icon.

MIL-STD-2525A

APPENDIX F

TABLE F-II. Signals Intelligence (SIGINT) graphics (cont'd).













DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
	SYMBOL ID		SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK SIGNAL INTERCEPT RADAR TARGET ACQUISITION	4.X.3.1.2.17	F				
			IUG*SRTA-- *****	IFG*SRTA-- *****	ING*SRTA-- *****	IHG*SRTA-- *****
GROUND TRACK SIGNAL INTERCEPT RADAR TARGET ILLUMINATOR	4.X.3.1.2.18	F				
			IUG*SRTI-- *****	IFG*SRTI-- *****	ING*SRTI-- *****	IHG*SRTI-- *****
GROUND TRACK SIGNAL INTERCEPT RADAR TARGET TRACKING	4.X.3.1.2.19	F				
			IUG*SRTT-- *****	IFG*SRTT-- *****	ING*SRTT-- *****	IHG*SRTT-- *****
GROUND TRACK SIGNAL INTERCEPT RADAR UNKNOWN	4.X.3.1.2.20	F				
			IUG*SRU--- *****	IFG*SRU--- *****	ING*SRU--- *****	IHG*SRU--- *****
SEA SURFACE TRACK	4.X.4					
			IUS*----- *****	IFS*----- *****	INS*----- *****	IHS*----- *****

Note: White filled icon represents
white opaque filled icon.

MIL-STD-2525A

APPENDIX F

TABLE F-II. Signals Intelligence (SIGINT) graphics (cont'd).

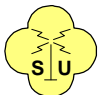















DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
	SYMBOL ID		SYM-ID	SYM-ID	SYM-ID	SYM-ID
SEA SURFACE TRACK SIGNAL INTERCEPT	4.X.4.1					
			IUS*S---- *****	IFS*S---- *****	INS*S---- *****	IHS*S---- *****
SEA SURFACE TRACK SIGNAL INTERCEPT COMMUNICATIONS	4.X.4.1.1					
			IUS*SC--- *****	IFS*SC--- *****	INS*SC--- *****	IHS*SC--- *****
SEA SURFACE TRACK SIGNAL INTERCEPT COMMUNICATIONS CELLULAR/MOBILE	4.X.4.1.1.1	F				
			IUS*SCC--- *****	IFS*SCC--- *****	INS*SCC--- *****	IHS*SCC--- *****
SEA SURFACE TRACK SIGNAL INTERCEPT COMMUNICATIONS OMNI-LINE-OF-SIGHT (LOS)	4.X.4.1.1.2	F				
			IUS*SCO--- *****	IFS*SCO--- *****	INS*SCO--- *****	IHS*SCO--- *****
SEA SURFACE TRACK SIGNAL INTERCEPT COMMUNICATIONS POINT-TO-POINT LINE-OF-SIGHT (LOS)	4.X.4.1.1.3	F				
			IUS*SCP--- *****	IFS*SCP--- *****	INS*SCP--- *****	IHS*SCP--- *****

Note: White filled icon represents
white opaque filled icon.

MIL-STD-2525A

APPENDIX F

TABLE F-II. Signals Intelligence (SIGINT) graphics (cont'd).

















DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
SEA SURFACE TRACK SIGNAL INTERCEPT COMMUNICATIONS SATELLITE UP-LINK	4.X.4.1.1.4	F				
			IUS*SCS--- *****	IFS*SCS--- *****	INS*SCS--- *****	IHS*SCS--- *****
SEA SURFACE TRACK SIGNAL INTERCEPT RADAR	4.X.4.1.2					
			IUS*SR---- *****	IFS*SR---- *****	INS*SR---- *****	IHS*SR---- *****
SEA SURFACE TRACK SIGNAL INTERCEPT RADAR AIR TRAFFIC CONTROL	4.X.4.1.2.1	F				
			IUS*SRAT-- *****	IFS*SRAT-- *****	INS*SRAT-- *****	IHS*SRAT-- *****
SEA SURFACE TRACK SIGNAL INTERCEPT RADAR ANTI-AIRCRAFT	4.X.4.1.2.2	F				
			IUS*SRAA-- *****	IFS*SRAA-- *****	INS*SRAA-- *****	IHS*SRAA-- *****
SEA SURFACE TRACK SIGNAL INTERCEPT RADAR CONTROLLED APPROACH	4.X.4.1.2.3	F				
			IUS*SRCA-- *****	IFS*SRCA-- *****	INS*SRCA-- *****	IHS*SRCA-- *****

Note: White filled icon represents
white opaque filled icon.

MIL-STD-2525A

APPENDIX F

TABLE F-II. Signals Intelligence (SIGINT) graphics (cont'd).

















DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
	SYMBOL ID		SYM-ID	SYM-ID	SYM-ID	SYM-ID
SEA SURFACE TRACK SIGNAL INTERCEPT RADAR CONTROLLED INTERCEPT	4.X.4.1.2.4	F				
			IUS*SRCI-- *****	IFS*SRCI-- *****	INS*SRCI-- *****	IHS*SRCI-- *****
SEA SURFACE TRACK SIGNAL INTERCEPT RADAR DATA TRANSMISSION	4.X.4.1.2.5	F				
			IUS*SRD--- *****	IFS*SRD--- *****	INS*SRD--- *****	IHS*SRD--- *****
SEA SURFACE TRACK SIGNAL INTERCEPT RADAR EARLY WARNING	4.X.4.1.2.6	F				
			IUS*SRE--- *****	IFS*SRE--- *****	INS*SRE--- *****	IHS*SRE--- *****
SEA SURFACE TRACK SIGNAL INTERCEPT RADAR FIRE CONTROL	4.X.4.1.2.7	F				
			IUS*SRF--- *****	IFS*SRF--- *****	INS*SRF--- *****	IHS*SRF--- *****

Note: White filled icon represents
white opaque filled icon.

MIL-STD-2525A

APPENDIX F

TABLE F-II. Signals Intelligence (SIGINT) graphics (cont'd).

















DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
	SYMBOL ID		SYM-ID	SYM-ID	SYM-ID	SYM-ID
SEA SURFACE TRACK SIGNAL INTERCEPT RADAR HEIGHT FINDING	4.X.4.1.2.8	F				
			IUS*SRH--- *****	IFS*SRH--- *****	INS*SRH--- *****	IHS*SRH--- *****
SEA SURFACE TRACK SIGNAL INTERCEPT RADAR IDENTIFICATION FRIEND/FOE (INTERROGATOR)	4.X.4.1.2.9	F				
			IUS*SRI--- *****	IFS*SRI--- *****	INS*SRI--- *****	IHS*SRI--- *****
SEA SURFACE TRACK SIGNAL INTERCEPT RADAR METEOROLOGICAL (MILITARY)	4.X.4.1.2.10	F				
			IUS*SRMM-- *****	IFS*SRMM-- *****	INS*SRMM-- *****	IHS*SRMM-- *****
SEA SURFACE TRACK SIGNAL INTERCEPT RADAR MISSILE ACQUISITION	4.X.4.1.2.11	F				
			IUS*SRMA-- *****	IFS*SRMA-- *****	INS*SRMA-- *****	IHS*SRMA-- *****

Note: White filled icon represents
white opaque filled icon.

MIL-STD-2525A

APPENDIX F

TABLE F-II. Signals Intelligence (SIGINT) graphics (cont'd).

















DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
	SYMBOL ID		SYM-ID	SYM-ID	SYM-ID	SYM-ID
SEA SURFACE TRACK SIGNAL INTERCEPT RADAR MISSILE GUIDANCE	4.X.4.1.2.12	F				
			IUS*SRMG-- *****	IFS*SRMG-- *****	INS*SRMG-- *****	IHS*SRMG-- *****
SEA SURFACE TRACK SIGNAL INTERCEPT RADAR MISSILE TRACKING	4.X.4.1.2.13	F				
			IUS*SRMT-- *****	IFS*SRMT-- *****	INS*SRMT-- *****	IHS*SRMT-- *****
SEA SURFACE TRACK SIGNAL INTERCEPT RADAR MULTI-FUNCTION	4.X.4.1.2.14	F				
			IUS*SRMF-- *****	IFS*SRMF-- *****	INS*SRMF-- *****	IHS*SRMF-- *****
SEA SURFACE TRACK SIGNAL INTERCEPT RADAR SURFACE SEARCH	4.X.4.1.2.15	F				
			IUS*SRS--- *****	IFS*SRS--- *****	INS*SRS--- *****	IHS*SRS--- *****

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MIL-STD-2525A

APPENDIX F

TABLE F-II. Signals Intelligence (SIGINT) graphics (cont'd).





DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
SEA SURFACE TRACK SIGNAL INTERCEPT RADAR TARGET ACQUISITION	4.X.4.1.2.16	F				
			IUS*SRTA-- *****	IFS*SRTA-- *****	INS*SRTA-- *****	IHS*SRTA-- *****
SEA SURFACE TRACK SIGNAL INTERCEPT RADAR TARGET ILLUMINATOR	4.X.4.1.2.17	F				
			IUS*SRTI-- *****	IFS*SRTI-- *****	INS*SRTI-- *****	IHS*SRTI-- *****
SEA SURFACE TRACK SIGNAL INTERCEPT RADAR TARGET TRACKING	4.X.4.1.2.18	F				
			IUS*SRTT-- *****	IFS*SRTT-- *****	INS*SRTT-- *****	IHS*SRTT-- *****
SEA SURFACE TRACK SIGNAL INTERCEPT RADAR UNKNOWN	4.X.4.1.2.19	F				
			IUS*SRU--- *****	IFS*SRU--- *****	INS*SRU--- *****	IHS*SRU--- *****
SUBSURFACE TRACK	4.X.5					
			IUU*----- *****	IFU*----- *****	INU*----- *****	IHU*----- *****

Note: White filled icon represents
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MIL-STD-2525A

APPENDIX F

TABLE F-II. Signals Intelligence (SIGINT) graphics (cont'd).

DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
	SYMBOL ID		SYM-ID	SYM-ID	SYM-ID	SYM-ID
SUB SURFACE TRACK SIGNAL INTERCEPT	4.X.5.1					
			IUU*S----- *****	IFU*S----- *****	INU*S----- *****	IHU*S----- *****
SUBSURFACE TRACK SIGNAL INTERCEPT COMMUNICATIONS	4.X.5.1.1					
			IUU*SC---- *****	IFU*SC---- *****	INU*SC---- *****	IHU*SC---- *****
SUBSURFACE TRACK SIGNAL INTERCEPT COMMUNICATIONS OMNI-LINE-OF-SIGHT (LOS)	4.X.5.1.1.1	F				
			IUU*SCO--- *****	IFU*SCO--- *****	INU*SCO--- *****	IHU*SCO--- *****
SUBSURFACE TRACK SIGNAL INTERCEPT COMMUNICATIONS POINT-TO-POINT LINE-OF-SIGHT (LOS)	4.X.5.1.1.2	F				
			IUU*SCP--- *****	IFU*SCP--- *****	INU*SCP--- *****	IHU*SCP--- *****
SUBSURFACE TRACK SIGNAL INTERCEPT COMMUNICATIONS SATELLITE UP-LINK	4.X.5.1.1.3	F				
			IUU*SCS--- *****	IFU*SCS--- *****	INU*SCS--- *****	IHU*SCS--- *****
SUBSURFACE TRACK SIGNAL INTERCEPT RADAR	4.X.5.1.2					
			IUU*SR---- *****	IFU*SR---- *****	INU*SR---- *****	IHU*SR---- *****

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MIL-STD-2525A

APPENDIX F

TABLE F-II. Signals Intelligence (SIGINT) graphics (cont'd).





DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
	SYMBOL ID		SYM-ID	SYM-ID	SYM-ID	SYM-ID
SUBSURFACE TRACK SIGNAL INTERCEPT RADAR DATA TRANSMISSION	4.X.5.1.2.1	F				
			IUU*SRD--- *****	IFU*SRD--- *****	INU*SRD--- *****	IHU*SRD--- *****
SUBSURFACE TRACK SIGNAL INTERCEPT RADAR EARLY WARNING	4.X.5.1.2.2	F				
			IUU*SRE--- *****	IFU*SRE--- *****	INU*SRE--- *****	IHU*SRE--- *****
SUBSURFACE TRACK SIGNAL INTERCEPT RADAR MULTI-FUNCTION	4.X.5.1.2.3	F				
			IUU*SRM--- *****	IFU*SRM--- *****	INU*SRM--- *****	IHU*SRM--- *****
SUBSURFACE TRACK SIGNAL INTERCEPT RADAR SURFACE SEARCH	4.X.5.1.2.4	F				
			IUU*SRS--- *****	IFU*SRS--- *****	INU*SRS--- *****	IHU*SRS--- *****
SUBSURFACE TRACK SIGNAL INTERCEPT RADAR TARGET ACQUISITION	4.X.5.1.2.5	F				
			IUU*SRT--- *****	IFU*SRT--- *****	INU*SRT--- *****	IHU*SRT--- *****

Note: White filled icon represents
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MIL-STD-2525A

APPENDIX F

TABLE F-II. Signals Intelligence (SIGINT) graphics (cont'd).

DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
	SYMBOL ID		SYM-ID	SYM-ID	SYM-ID	SYM-ID
SUBSURFACE TRACK SIGNAL INTERCEPT RADAR UNKNOWN	4.X.5.1.2.6	F				
			IUU*SRU--- *****	IFU*RU--- *****	INU*SRU--- *****	IHU*SRU--- *****

Note: White filled icon represents
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MIL-STD-2525A

INDEX

AIR TRACK	136	TRANSPORTATION	220
AIR LAUNCHED MISSILE	148	ADMINISTRATIVE	200
AIR TO AIR MISSILE (AAM)	149	AERIAL EXPLOITATION	190
AIR TO SURFACE MISSILE (ASM)	148	AIR	182
AIRBORNE COMMAND POST (C2)	142, 146	AIR ASSAULT	157, 159-161, 166, 168, 171, 178-180, 182
AIRBORNE EARLY WARNING	139	AIR DEFENSE	151
ANTI SURFACE WARFARE/ASUW	140	AIR DEFENSE GUN	248
ANTISUBMARINE WARFARE/MPA	143	AIR DEFENSE MISSILE LAUNCH	229
ANTISUBMARINE WARFARE CARRIER BASED	142	AIRBORNE .	155, 157, 159, 166, 168, 171, 177, 180, 182
ARMORED	160	AIRCRAFT PROD. & ASSEMBLY	268
ATTACK	143	AIRPORT/AIRBASE	271
ATTACK/STRIKE	137	AMMUNITION AND EXPLOSIVES PRODUCTION	268
BOMBER	136	AMPHIBIOUS	155, 157, 172, 178
CARGO AIRLIFT	138	ANTI ARMOR	158
CARGO AIRLIFT (TRANSPORT)	145	ANTISUBMARINE WARFARE	162
CIVIL AIRCRAFT	149, 150	ANTITANK	232
COMMUNICATIONS (C3I)	141	ANTITANK GUN	244
DECOY	149	ANTITANK ROCKET LAUNCHER	236
DRONE (RPV/UAV)	142, 144	APOD/APOE	223
ELECTRONIC COUNTER MEASURES	146	ARCTIC	159, 167, 168, 171, 178, 182
ELECTRONIC COUNTERMEASURES	138	AREA	196
ELECTRONIC SURVEILLANCE MEASURES ..	139	ARMAMENT PRODUCTION	268
FIGHTER	136	ARMOR	155, 188
FIXED WING	136, 150	ARMORED	181, 250
INTERCEPTOR	137	ARMORED CARRIER WITH VOLCANO	259
LAND ATTACK MISSILE	149	ARMORED INFANTRY	253
LIGHTER THAN AIR	147, 150	ARMORED PERSONNEL CARRIER	252
MEDEVAC	139, 146	ARMORED VEHICLE MOUNTED	258
MILITARY	136	ARMORED WHEELED VEHICLE	191
MINE COUNTER MEASURES	140, 144	ARTILLERY SURVEY	179
MISSILE IN FLIGHT	147	ATOMIC ENERGY REACTOR	268
PATROL	140	ATTACK	161, 162
PHOTOGRAPHIC	140	AVENGER	153
RECONNAISSANCE	139, 144	AVIATION	161, 186, 214
ROTARY WING	142	BIOLOGICAL	189, 265
SEARCH AND RESCUE (CSAR)	141, 144	BRIDGE	257, 269
SPECIAL OPERATIONS FORCES (SOF) ...	142, 146	BROADCAST	204
SUB-SURFACE TO SURFACE MISSILE (S/SSM)	149	BUS	255
SURFACE TO AIR MISSILE (SAM)	148	C2	164
SURFACE TO SURFACE MISSILE (SSM)	148	C2V/ACV	253
SURFACE/LAND LAUNCHED MISSILE	147	CAVALRY	181
TANKER	137, 146	CENTRAL INTELLIGENCE DIVISION (CID) ..	195
TRAINER	137, 145	CHAPARRAL	152
UTILITY	140, 143	CHEM & BIO WARFARE PROD.	270
VERTICAL/SHORT TAKEOFF AND LANDING (V/STOL)	165	CHEMICAL	187
VSTOL	137	CIVILIAN LAW ENFORCEMENT	195
WEAPON	147	CIVILIAN VEHICLE	260
GROUND TRACK	151	CLASS I	212
AIRBORNE	179	CLASS II	212
ANGLICO	176	CLASS III	213
DIVISION	183	CLASS IV	214
INTERCEPT	191	CLASS IX	217
MOUNTAIN	171, 179	CLASS V	215
RECON	170	CLASS VI	215
RELAY	198	CLASS VII	216
RELIGIOUS/CHAPLAIN	203	CLASS VIII	217

MIL-STD-2525A

INDEX

CLASS X	218	INTERMEDIATE RANGE SS	232
CLAYMORE	263	INTERNAL SECURITY FORCES	185
COLT/FIST	175	INTERROGATION	194
COMBAT	151, 168	JAMMING	191
COMBAT SERVICE SUPPORT	199	JOINT INFORMATION BUREAU (JIB)	205
COMBAT SERVICE SUPPORT VEHICLE	254	JOINT INTELLIGENCE CENTER	194
COMBAT SUPPORT	186	JUDGE ADVOCATE GENERAL (JAG)	200
COMMAND OPERATIONS	196	LABOR	206
COMMUNICATION CONFIGURED PACKAGE	196	LAND MINES	263
COMPOSITE	154, 164	LANDING SUPPORT	199
CONSTRUCTION	170	LARGE COMMUNICATION CONFIGURED PACKAGE (LCCP)	196
CONSTRUCTION VEHICLE	257	LARGE EXTENSION NODE	197
COUNTER INTELLIGENCE	192	LASER	262
CROSS-COUNTRY TRUCK	256	LAUNDRY/BATH	218
DECON	266	LAW ENFORCEMENT UNIT	194
DECONTAMINATION	190	LESS THAN LETHAL	263
DENTAL	210	LIGHT ARMORED RECONNAISSANCE (LAR)	184
DIRECT FIRE GUN	246	LIGHT ARMORED VEHICLE	254
DIRECTION FINDING	191	LIMITED CROSS-COUNTRY TRUCK	255
DISMOUNTED	158, 176, 185	LONG RANGE AD	230
DOZER	259	LONG RANGE SS	231
EARTHMOVER	257	LONG RANGE SURVEILLANCE (LRS)	184
ELECTRIC POWER FACILITY	267	MAINTENANCE	224
ELECTRO-OPTICAL	227	MARINE	183
ELECTRONIC RANGING	199	MECH (TRACK)	169
ELECTRONIC WARFARE	190	MECHANIZED	167, 186, 187
EMPLACED	261	MEDEVAC	164
ENGINEER	167	MEDICAL	208
ENGINEER VEHICLE	256	MEDICAL FACILITY	272
ENGINEERING EQUIPMENT PRODUCTION	269	MEDICAL TREATMENT FACILITY	209
EQUIPMENT	229	METEOROLOGICAL	180, 193
EQUIPMENT MANUFACTURE	266	MILITARY BASE/FACILITY	271
EXPLOSIVE ORDNANCE DISPOSAL	199	MILITARY INTELLIGENCE	190
FIELD ARTILLERY	170	MILITARY MATERIEL FACILITY	268
FINANCE	201	MILITARY POLICE	195
FIXED WING	161, 165	MILITARY VEHICLE PRODUCTION	269
FLAME THROWER	262	MINE	264
FLASH (OPTICAL)	175	MINE COUNTERMEASURE	164
FORCE	183	MINE LAYING VEHICLE	258
FORWARD COMMUNICATIONS	196	MISSILE	152, 223, 226
GOV'T LEADERSHIP	270	MISSILE (SURF-SURF)	184
GRENADE LAUNCHER	239	MISSILE & SPACE SYSTEM PRODUCTION	270
GROUND	182, 185	MISSILE LAUNCHERS	229
GROUND STATION MODULE	193	MORAL, WELFARE, RECREATION (MWR)	207
GROUND SURVEILLANCE RADAR	192	MORTAR	176, 240
GROUND VEHICLE	249	MORTUARY/GRAVES REGISTRY	203
GUN UNIT	154	MOTORIZED	160, 166, 169, 181, 185, 187, 188
H/MAD	153	MOUNTAIN	159, 166, 169, 178, 180, 183
HAWK	153	MOVEMENT CONTROL CENTER	221
HORSE	181	MULTI ROCKET LAUNCHER	174
HOSPITAL	272	MULTI ROCKET SELF- PROPELLED	174
HOWITZER	242	MULTI ROCKET TOWED	174
HOWITZER/GUN	170	MULTI ROCKET TRUCK	174
INFANTRY	165	MULTIPLE ROCKET LAUNCHER	235
INFANTRY FIGHTING VEHICLE	167	MULTIPLE SUBSCRIBER ELEMENT	197
INFORMATION WARFARE UNIT	199	NAVAL	167, 170
INSTALLATION	264	NBC	187, 265
INTERMEDIATE RANGE AD	230		

MIL-STD-2525A

INDEX

NBC EQUIPMENT	262	SPECIAL	261
NODE CENTER	197	SPECIAL C2 HEADQUARTERS COMPONENT	227
NUCLEAR	189, 265	SPOD/SPOE	222
OPERATIONS	193	STINGER	152
ORDNANCE	226	STRATEGIC	184
PATRIOT	154	SUPPLY	211
PERSONNEL SERVICES	202	SURF-SURF	231
PETROLEUM/GAS/OIL	264	SURVEILLANCE	192
POSTAL	201	TACTICAL	184
PROCESSING FACILITY	266	TACTICAL EXPLOIT	194
PSYCHOLOGICAL	211	TACTICAL SATELLITE	198
PUBLIC AFFAIRS	204	TANK	250
PUBLIC WATER SERVICES	267	TARGET ACQUISITION	175
PURIFICATION	220	TARGETING UNIT	154
QUARTERMASTER (SUPPLY)	208	TECHNOLOGICAL RESEARCH FACILITY ...	267
RADAR	175, 261	TELECOMMUNICATIONS FACILITY	267
RADIO UNIT	197	TELEPHONE SWITCH	198
RAILHEAD	221	TELETYPE CENTER	198
RAILROAD	186	THEATER	192
RAW MATERIAL PRODUCTION/STORAGE ..	264	THEATER MISSILE DEFENSE UNIT	154
RECOILESS	244	TOWED	177
RECON	162, 188	TRACK	155
RECON EQUIPPED	189	TRACKED	160, 176
RECONNAISSANCE	181	TRAILER MOUNTED	258
RECONNAISSANCE SURVEILLANCE	189	TRAIN LOCOMOTIVE	260
RECOVERY	155-158, 225	TRANSPORT FACILITY	271
REPLACEMENT HOLDING UNIT (RHV)	206	TRUCK MOUNTED WITH VOLCANO	259
RIFLE	238	UNIT	151
RIFLE/AUTOMATIC WEAPON	238	UNMANNED AERIAL VEHICLE	165
RIVERINE	185	UTILITY	161, 163
ROCKET	172	UTILITY VEHICLE	254
ROTARY WING	162, 165	VETERINARY	209
SCM	193	VULCAN	152
SCOUT	162	WATER	219
SEAPORT/NAVAL BASE	271	WATER CRAFT	256
SEARCH & RESCUE	164	WEAPONS	229
SECURITY POLICE (AIR)	195	WHEELED	156, 160
SELF-PROPELLED	171	WHEELED ARMORED VEHICLE	189
SEMI	255	WHEELED MECHANIZED	186
SENSOR	193, 260	SEA SURFACE TRACK	273, 278
SERVICE, RESEARCH, UTILITY FACILITY ...	266	AMPHIBIOUS WARFARE SHIP	274
SHIP CONSTRUCTION	270	ANTISUBMARINE WARFARE	276
SHORE PATROL	194	ANTISURFACE WARFARE	277
SHORT RANGE	151	ASSAULT VESSEL	274
SHORT RANGE AD	231	ASW SHIP	277
SHORT RANGE SS	232	BATTLESHIP	273
SIGNAL SUPPORT	198	CARGO	281
SIGNAL UNIT	195	CARRIER	273
SIGNALS INTELLIGENCE (SIGINT)	190	COMBATANT	273
SINGLE ROCKET LAUNCHER	173, 234	CONVOY	278
SINGLE ROCKET SELF- PROPELLED	173	CRUISER	274
SINGLE ROCKET TOWED	173	DESTROYER	274
SINGLE ROCKET TRUCK	173	DISTRESSED VESSEL	287
SMALL EXTENSION NODE	197	DITCHED AIRCRAFT	287
SMOKE	188	DREDGE	285
SMOKE/DECON	187	DRIFTER	284
SOUND	175	EMERGENCY	287
SP TRACKED	177	FERRY	283
SP WHEELED	177		

MIL-STD-2525A

INDEX

FISHING	284	EARLY WARNING	418f
FLEET SUPPORT	279	EARTH SURVEILLANCE	418b
FRIGATE/CORVETTE	274	FIRE CONTROL	418f-418r
HAZARD	287	GROUND TRACK	418i
HAZARDOUS MATERIALS	283	HEIGHT FINDING	418m, 418s
HOSPITAL SHIP	280	IDENTIFICATION FRIEND/FOE (INTERROGATOR)	418m, 418s
HOVERCRAFT	277, 280, 286	IFF (Transponder)	418b, 418f
ICEBERG	288	METEOROLOGICAL (MILITARY)	418m, 418s
INTELLIGENCE	279	MISSILE ACQUISITION	418f-418s
LANDING CRAFT	275	MISSILE DOWNLINK	418g
LANDING SHIP	275	MISSILE GUIDANCE	418g-418t
LAW ENFORCEMENT VESSEL	286	MISSILE TRACKING	418g-418t
LEISURE CRAFT	285	MULTI-FUNCTION	418b-418w
LINE	273	OMNI-LINE-OF-SIGHT (LOS)	418d-418v
MCM DRONE	276	POINT-TO-POINT LINE-OF-SIGHT (LOS)	418d
MCM SUPPORT	276	POINT-TO-POINT LINE-OF-SIGHT (LOS) ...	418j-418v
MERCHANT	281	RADAR	418b-418v
MINE WARFARE VESSEL	275	SATELLITE DOWN-LINK	418a
MINEHUNTER	276	SATELLITE UP-LINK	418d-418v
MINELAYER	275	SEA SURFACE TRACK	418o
MINESWEEPER	275	SHELL TRACKING	418n
NAVIGATIONAL	288	SIGNAL INTERCEPT	418a-418v
NAVY GROUP	278	SPACE	418c
NAVY TASK FORCE	278	SPACE TRACK	418a
NAVY TASK GROUP	278	SUBSURFACE TRACK	418u
NAVY TASK UNIT	278	SURFACE SEARCH	418t, 418w
NONCOMBATANT	279	TARGET ACQUISITION	418c-418w
NONMILITARY	281	TARGET ILLUMINATOR	418h-418u
OILER/TANKER	282	TARGET TRACKING	418h-418u
OWN TRACK	286	TROPOSPHERIC SCATTER	418j
PASSENGER	283	UNKNOWN	418c, 418o, 418x
PATROL	276	SPACE TRACK	135
PERSON IN WATER	287	CREWED SPACE VEHICLE	135
PICKET	277	SATELLITE	135
RESCUE	280	SPACE STATION	135
ROLL-ON/ROLL-OFF	282	SPECIAL OPERATIONS FORCES (SOF) UNIT	295, 297
SEA MINELIKE	288	ATTACK	295, 297
SERVICE & SUPPORT HARBOR	280	AVIATION	295
STATION	277, 280	CIVIL AFFAIRS	300
TOWING VESSEL	284	COMBAT SEARCH AND RESCUE	297
TRAWLER	285	FIXED WING	295
TUG	282	FIXED WING AVIATION	300
UNDERWAY REPLENISHMENT	279	GROUND	299
SIGNALS INTELLIGENCE	418a	NAVAL	298
COMMUNICATIONS	418c	PSYCHOLOGICAL OPERATIONS	300
UNKNOWN	418h, 418u	RANGER	299
AIR TRACK	418c	REFUEL	295
AIR TRAFFIC CONTROL	418k, 418q	ROTARY WING	297
AIRBORNE INTERCEPT	418e	SEAL	298
AIRBORNE SEARCH AND BOMBING	418e	SPECIAL BOAT	299
ANTI-AIRCRAFT	418k, 418q	SPECIAL FORCES	299
BATTLEFIELD SURVEILLANCE	418k	SPECIAL SSNR	299
CELLULAR/MOBILE	418d-418p	SUPPORT	300
COASTAL SURVEILLANCE	418k	UNDERWATER DEMOLITION TEAM	298
COMMUNICATIONS	418a-418v	UTILITY	296, 297
CONTROLLED APPROACH	418l, 418q	V/STOL	296
CONTROLLED INTERCEPT	418e, 418r	SUBSURFACE TRACK	289
DATA TRANSMISSION	418b-418w		
EARLY WARNING	418l-418w		

MIL-STD-2525A

INDEX

ASW SUBMARINE	290	Other Simil	339
BOTTOM RETURN/NOMBO	293	Antitank Wall	339
CONV. PROPULSION	289	Area	336, 370, 387
DEALT	291, 292	Area of Operations (AO)	336
DIVER	293	Area Target	360
MARINE LIFE	294	Areas	314, 360
NON-SUBMARINE	293	Arrest	398
NUCLEAR PROPULSION	289	Arson/Fire	388
OTHER SUBMERSIBLE	289	Artillery/Artillery Fire	388
SEA ANOMALY	294	ASP	368
SEA MINE	290	Assassination/Murder/Execution	388
SEA MINE (FLOATING)	292	Assault Crossing Area	349
SEA MINE (GROUND)	291	Assault Position	333
SEA MINE (MOORED)	291	Assembly Area	315
SEA MINE (OTHER POSITION)	292	ASW F/W	383
SEA MINE DECOY	293	ASW Helo	383
SEABED INSTALLATION/MANMADE	293	ATAC	377
SEABED ROCK/STONE, OBSTACLE, OTHER	293	ATP	368
STATION	290	Attack By Fire Position	334
SUBMARINE	289	Aviation Areas	320
TORPEDO	290	Aviation Lines	318
UNDERWATER DECOY	292	Aviation Maneuver Graphics	317
UNDERWATER WEAPON	290	Aviation Points	317
WRECK	294	Axis of Advance	328
Tactical Graphics	302	Axis of Advance for Feint	322
Abatis	338	Battle Position	323
Acoustic	305, 313	Bearing Line	313
Actual Trace of the FEBA	326	Belt	337
AEW	382	Biological and Chemical Attack, Release Events ..	355
Aim Point	374	Biologically Contaminated Area	354
Air Control	382	Black List Location	392
Air Control Point (ACP)	317	Block	302, 344
Air Corridor	319	Bomb Area	361
Airfield Zone	387	Bomb/Bombing (Hostile)	388
Airhead	335	Bomb/Bombing (Unknown)	388
Airspace Coordination Area	360	Booby Trap	340, 389
Alternate Decon Site/Point (Unspecified)	355	Boundaries	309
Alternate Supply Route	369	Breach	302
Alternating Traffic	370	Bridge or Gap	349
Ambulance Exchange Point	363	Bridgehead	336
Ambush	335, 390	Brief Contact	373
Ambush Cache	390	Brigade Support Area(BSA)	371
Ammunition Points	368	BT	377
ANM	377	Bypass	302
Antipersonnel (AP) Minefield	342	Bypass Difficult	349
Antipersonnel (AP) Minefield Reinforced with Scatterable with Se	343	Bypass Easy	348
Antipersonnel (AP) Mines	340	Bypass Impossible	349
Antitank (AT) Minefield	342	Canalize	302
Antitank (AT) Minefield with Gap	342	Cannibalization Point	363
Antitank Ditch	338	CAP	382
Antitank Ditch Reinforced with Antitank Mines ..	339	CASS	377
Antitank Mine (Arrow Shows Effects) "Claymore Mine"	340	Casualty Collection Point	363
Antitank Mine (AT)	340	Checkpoint	385
Antitank Mine with Anti Handling Device	340	Chemically Contaminated Area	354
Antitank Obstacles	338	Circular Target	357
Antitank Obstacles, Tetrahedrons, Dragon's Teeth and		Civilian Collection Point	363

MIL-STD-2525A

INDEX

Class IV	366	Dose Rate Contour Lines	356
Class IX	368	Double Apron Fence	347
Class V	367	Double Fence	347
Class VI	367	Double Strand Concertina	348
Class VII	367	Downed Aircrew Pickup Point	318
Class VIII	367	Drive-by Shooting	389
Class X	368	Drop Point	374
Clear	303	Drop Zone (DZ)	315
Combat Outpost	325	Drug Operation	398
Combat Service Support	363	Drug Vehicle	400
Command and Control	372	Dummy (Deception) (Decoy)	322
Communications Checkpoint (CCP)	317	Dummy Minefield	323
Completed Minefield	342	Earthwork, Small Trench, or Fortification (line points to exact)	351
Contact Point	385	Electro-Magnetic	304
Contain	303	Electro-Optical	305
Control Measures	309	Electro-Optical Intercept	313
Convoys	368	Electronic	313
Coordinated Fire Line (CFL)	358	Electronic Warfare Intercept	396
Coordination Point	385	Encirclement	335
Corridor Tab	384	Enemy	335
Counterattack (CATK)	303	Enemy Confirmed	329
Counterattack By Fire	303	Enemy Confirmed/Known Ground	330, 331
Crossing Site/Water Crossing	349	Enemy Known	310
Datum	373	Enemy Known and Confirmed	324
Deception Graphics	322	Enemy Known Ground Zero	353
Decision Point	385	Enemy Known or Confirmed	311
Decon Site/Point (Equipment and Troops)	356	Enemy Known/Confirmed	314
Decon Site/Point (Equipment)	355	Enemy Known/Confirmed Aviation	330
Decon Site/Point (Operational Decontamination)	356	Enemy Prisoner of War (EPW) Collection Point	364
Decon Site/point (Thorough Decontamination)	356	Enemy Prisoner of War (EPW) Holding Area	371
Decon Site/Point (Troops)	355	Enemy Suspected or Templated	310, 311
Decon Site/Point (Unspecified)	355	Enemy Suspected/Templated	314
Decontamination Points	355	Enemy Templated	329, 353
Decoy Mined Area	322	Engagement Area	317
Decoy Mined Area, Fenced	323	Engagement Area (EA)	327
Defense Area Graphic	327	Engineer Regulating Point	351
Defense Line Graphic	326	Entry Point	374
Defense Maneuver Graphic	323	Executed Volcano Minefield	343
Defense Point Graphic	323	Explosives, State of Readiness 1 (Safe)	345
Delay	304	Explosives, State of Readiness 2 (armed but passable)	346
Delay (until a specified time)	304	Extortion	397
Demonstration (Friendly)	394	Extraction Zone (EZ)	316
Demonstration (Hostile)	394	Fallout Producing	354
Demonstration (Unknown)	394	Ferry	350
Destroy	304	Final Coordination Line	332
Detainee Collection Point	364	Final Protective Fire	358
Detainee Holding Area	370	Fire Support Area	360
DICASS	377	Fire Support Coordination Line (FSCL)	358
DIFAR	376	Fire Support Graphics	357
DIP Position	381	Fire Support Lines	357
Direction of Attack	330	Fire Support Point	357
Direction of Attack for Feint	322	Fire Support Station	357
Disrupt	304, 344	Fix	304, 344
Diversions	380	Follow and Assume	305
Division(DSA)	372	Follow and Support	306
DLRP	373	Food Distribution	396
		Foraging/Searching	396

MIL-STD-2525A

INDEX

Ford Difficult	350	Hostile or Insurgent Infantry	391
Ford/Ford Easy	350	Hostile or Insurgent Motorized Infantry	391
Formation	378	House-to-house Propaganda	395
Fort	351	Impact Point	375
Fortified Area	317	Indirect Fire (Unspecified Type)	389
Fortified Line	351	Infiltration Line	332
Forward Area Air Defense Zone (FAADEZ)	320	Interdict	306
Forward Arming and Refueling Point (FARP)	371	Internal Security Force	400
Forward Boundary	311	Isolate	306
Forward Edge of the Battle Area (FEBA)	326	Items	398
Forward Line of Troops (FLOT)	311	Kidnapping	397
Forward Observer Position	325	Kingpin	378
Foxhole, Emplacement, or Weapon Site	352	Known Insurgent Vehicle	400
Free Fire Area (FFA)	361	Landing Zone (LZ)	316
Friendly	314, 324, 335	Lane	350
Friendly Airborne	328	Lateral Boundary	310
Friendly Attack Helicopter	328	Light Line	387
Friendly Attack Position	333	Limit of Advance	332
Friendly Aviation	328, 330	Limited Access Area	317
Friendly Aviation Planned or On Order	330	Line	335, 338, 387
Friendly Direction of Main Attack	331	Line of Contact	313
Friendly Direction of Supporting Attack	331	Line of Departure	332
Friendly Ground Axis of Main Attack	329	Line of Departure/Line of Contact (LD/LC)	332
Friendly Ground Axis of Supporting Attack	328	Linear Smoke Target	359
Friendly Ground Axis On Order with Date and Time (if known) Effe	329	Linear Target	358
Friendly Occupied (only if a unit must stop in the attack positi	333	Lines	309, 368
Friendly Planned or On Order	310, 331	Linkup Point	385
Friendly Planned or On-Order	353	Locations	392
Friendly Planned, Proposed, or On Order	333	LOFAR	376
Friendly Planned/On Order	314	Logistics Release Point (LRP)	364
Friendly Present	309	Lost Contact	373
General	335, 337	Low Altitude MEZ	321
General Area	314	Low Level Transit Route (LLTR)	320
General Boundaries	309	Low Wire Fence	347
General Maneuver Graphics	309	Main Supply Route	369
General or Unspecified Command and Control Point	384	Maintenance Collection Point	364
General Supply Point	366	Maneuver Graphics	309
Graffiti	399	Marshall	384
Gray List Location	392	Medical Treatment Facility	396
Ground Zero	375	Military Operations Other Than War (MOOTW) ..	387
Group of Targets	361	Mine Cluster	341
Group of Targets Using Rectangular Targets	361	Mine Laying	394
Group of Targets Using Regular Targets	361	Mined Area	343
Halted Convoy	369	Minefields	341
Harbor	378	Mines	340
Hazard	381	Minimum Risk Route (MRR)	319
Helicopter civilian being used by hostiles or insurgents	391	Minimum Safe Distance Zones	353
High Altitude MEZ	321	Missile Engagement Zone (MEZ)	321
High Density Airspace Control Zone (HIDACZ) ..	320	Mobility/Survivability	337
High Wire Fence	348	Mortar/Mortar Fire	389
Hijacking	397	Moving Convoy	369
Hijacking (Airplane)	397	MSL Detect Point	375
Hijacking (Boat)	397	Named Area of Interest	337
Hijacking (Vehicle)	397	NAV Reference	373
Holding Line	336	NBC Observation Post (Dismounted)	326
		Neutralize	306
		No Fire Area	362
		No Fire Line	359
		Nuclear Detonations Friendly Ground Zero	353

MIL-STD-2525A

INDEX

Nuclear Target	362	Radioactive Area	354
Nuclear, Biological, and Chemical Graphics	353	Raft Site	351
Objective	334	Rally Point	386
Observation Post Occupied by Dismounted Scouts or Reconnaissance	325	Rear Boundary	311
Observation Post/Outpost	325	Rearm, Refuel, and Resupply Point	365
Obstacle Bypass	348	Reconnaissance/Surveillance	391
Obstacle Bypass Difficulty	348	Recruitment (coerced/impressed)	393
Obstacle Effect	344	Recruitment (willing)	393
Obstacle Free Area	344	Reference Point	372
Obstacle-Restricted Area	345	Refuel on the Move (ROM) Point	365
Obstacles	337	Refugee Holding Area	371
Occupied	315	Refugees (friendly)	398
Occupied (Battalion sized unit)	324	Refugees (neutral)	398
Occupied by Multiple Units	315	Regimental (RSA)	372
Occupy	306	Release Line	336
Offense Area Graphic	333	Release Point	386
Offense Line Graphic	328	Relief In Place (RIP)	307
Offense Maneuver Graphics	327	Rendezvous	379
Offensive Point Graphic	327	Replenish	384
Oil Rig	381	Rescue	383
One-Way Traffic	370	Restricted Fire Area (RFA)	362
Operations	392	Restricted Operations Zone (ROZ)	320
Passage Point	386	Restrictive Fire Line (RFL)	359
Patrolling	393	Retain	307
Pattern Center	376	Retirement	307
Penetrate	307	RO	378
Penetration Box	334	Roadblock (completed/in-place)	393
Phase Line	387	Roadblock (under construction)	393
Phase/Coordination Line	313	Roadblock Complete (Executed)	346
Pickup Zone (PZ)	316	Roadblocks, Craters, and Blown Bridges	345
PIM	380	Rocket/Rocket Fire	390
Planned	324	Route	379
Planned (usually used to close a lane through an antitank ditch)	345	Safe House (friendly)	399
Planned Minefield	341	Safe House (hostile)	399
Planned with Designated Time Shown	358	Scatterable Minefield (Antitank Mines) with Self- Destruct Date-T	343
Point A	379	Scatterable Mines	343
Point of Interest	309	Search	381
Point of Departure	327	Search Area	381
Point Q	378	Search Area/Reconnaissance Area	316
Point R	380	Search Center	381
Point X	379	Secure	307
Point Y	379	Security (cover)	308
Point/Single Target	357	Security (guard)	308
Points	309, 363	Security (screen)	308
Poisoning	390	Seize	308
Pop-Up Point (PUP)	318	Sensor Outpost/Listening Post	326
Position Area for Artillery (PAA)	362	Series of Targets Using Rectangular Targets	360
Predicted Impact Point	375	Series of Targets Using Regular Targets	360
Prepared "(P)" but not occupied	324	Series Target	360
Principal Direction of Fire (PDF)	327	Signal/Radio Station	391
Probable Line of Deployment (PLD)	333	Single Concertina	348
Proposed On Order	315	Single Fence	347
Proposed or On Order Trace of the FEBA	326	Sinker	374
Psychological Operations (PSYOP)	394	Smoke	358
PSYOP (TV and Radio Propaganda)	395	Smoke (Actually in Place)	359
PSYOP (Written Propaganda) (Hostile)	395	Sniping	390
PSYOP (Written) (Unknown)	395	Sonobuoy	376
		Special Maneuver Graphic	335

MIL-STD-2525A

INDEX

Special Point	372	Blowing Dust or Sand	417
Specified Area	315	Blowing Snow (BLSN)	416
Spy	396	Broken Sky (BKN)	410
Standard-Use Army Aircraft Flight Route (SAAFR)	319	Clear Icing	406
Start Point	386	Clear Sky (SKC)	410
Strike IP	384	Cold Front	402
Strong Point	352	Coverage Symbols	410
Strong Point (SP)	324	Drizzle (DZ)	412
Supply Cache	392	Dust Devil	417
Supply Points	366	Fog (FG)	416
Supply Routes	369	Freezing Drizzle (FZDZ)	412
Support Areas	371	Freezing Fog (FZFG)	416
Support By Fire Position	334	Freezing Rain (FZRA)	412
Surface Shelter	352	Frontal Systems	402
Survivability	351	Hail	413
TACAN	382	Haze (HZ)	417
Tanking	382	High Pressure Center	402
Target	357	Hurricane	415
Target Reference Point (TRP)	323	Ice Crystals (IC)	414
Targeted Area of Interest	337	Ice Pellets (PE)	413
Task Graphics	302	Icing	406
Tasks	302	Instrument Ceiling	409
Templated Enemy Aviation	330	Jet Stream	409
Tomcat	383	Lightning (LTG)	415
Torpedo	313	Lines	404
Traffic Control Post (TCP)	365	Low Pressure Center	402
Trailer Transfer Point	365	Mixed Icing	408
Trip Wire	346	Obstructions To Visibility	416
Triple Strand Concertina	348	Occluded Front	403
Turn	344	Overcast (OVC)	411
Two-Way Traffic	370	Overcast with Breaks	411
Underground Shelter	352	Partially Obscured	411
Underwater	373	Precipitation	411
Unexploded ORDNANCE Area (UXO)	345	Pressure Systems	401
Unit Maintenance Collection Point	365	Rain (RA)	411
Unmanned Aerial Vehicle (UAV) Route	320	Rain Shower	412
Unspecified	346	Ridge Line	404
Unspecified Area	314	Rime Icing	407
Unspecified Mine	341	Scattered Sky (SCT)	410
Vandalism/Rape/Loot/Ransack/Plunder/Sack	399	Smoke (FU)	417
Violent Activities (Death Causing)	388	Snow (SN)	412
VLAD	377	Snow Grains (SG)	413
Waypoint	380, 387	Snow Showers	413
Weapon	374	Squall Line	404
Weapons Free Zone	321	Stationary Front	403
White List Location	392	Storm Systems	415
Wide Area Mines	341	Storms	414
Wire Obstacles	346	Thunderstorm (TS)	414
Withdraw	308	Thunderstorm (TS) and Rain (RA)	414
Withdraw Under Pressure	308	Tropical Storm	415
Written Propaganda	395	Trough Line	404
Zone	338	Turbulence	405
Weather	401	Upper Cold Front	403
Duststorm (DS)	417	Upper Warm Front	403
Funnel Cloud (FC)	415	Visual Ceiling	410
Obscured	411	Warm Front	403
Sandstorm (SS)	417	Waterspout (+FC)	415
Tornado - (+FC)	415	Wind Barb	409

MIL-STD-2525A

INDEX

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MIL-STD-2525A

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Army - AC
Navy - OM
Air Force - 90

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MIL-STD-2525A

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