LAND COMPONENT HANDBOOK

(ACRONYMS, ABBREVIATIONS, GLOSSARY OF TERMS AND SYMBOLOGY)

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Distribution. As directed by the sponsor.

Amendment.

Amendment No	Date	Amendment No	Date

A suggestion/addition/subtraction form is at page C-58 for use by readers who wish to recommend suitable amendments.

PREFACE

1.   This Handbook places under one cover the detailed minutiae of staff work for commanders and staff officers when planning or conducting operations in a national or Alliance (NATO) context.

2.   The material has been culled from the Staff Officers' Handbook (July 2000) and from the new NATO publication APP-6(A) Military Map Symbology which, it should noted, is only being issued in CD-ROM format to certain major headquarters and on suitable intranets.

3.   There is always discussion in British military circles as to what acronyms, abbreviations and definitions are authoritative. This publication ends this perennial debate. The detailed contents of this Handbook are authoritative. If any reader wishes to add/subtract or raise a new acronym term or definition he/she is invited to complete the letter form at page C-58 and return it to DGD&D. The SO1 Doctrine at the Directorate will then make the appropriate ruling on any suggestion made and this will be added/subtracted/changed at the next meeting of the Handbook Review in early February of each year and reflected in the subsequent issue of the official CD-ROM.

<h1 style="text-align: center;">CONTENTS LIST</h1>

PART A   ACRONYMS AND ABBREVIATIONS

Section 1   ACRONYMS. Derived from Serial 1 of Part 6 of the Staff Officers' Handbook (July 2000) and covers the acronyms most commonly used in an operational environment.

Section 2   ABBREVIATIONS. Derived from Serial 2 of Part 6 of the Staff Officers' Handbook (July 2000) and covers those abbreviations most commonly used in Service operational orders and other documents and forms. They are not definitive and new unofficial abbreviations often appear.

Section 3   COUNTRY CODES. For many years, UK has used the country codes defined by NATO in STANAG 1059.   NATO is expected to adopt the International Standardization Organization (ISO) country codes early in 2004, but this cannot be confirmed at the time of writing. Section 3 shows 3 codes for each country: the NATO code, and both 2-letter and 3-letter ISO codes. Care will be required to avoid confusion, since the same code is used for different countries in a few cases, eg AU is the NATO code for Austria but is the ISO 2-letter code for Australia. There is also one exception to the ISO codes: NATO is likely to adopt FY and FYR for the Former Yugoslav Republic of Macedonia instead of the ISO codes MK and MKD. STANAG 1059 also defines codes for regions and water bodies, and is available on the e-Battle Box CD-ROM, for those that require it.

PART B   GLOSSARY OF TACTICAL AND CIS TERMS

Section 1   TACTICAL TERMS. Derived from Serial 4 of Part 6 of the Staff Officers' Handbook (July 2000) and describes those tactical terms and definitions most frequently used in an operational environment. A more all embracing list of terms and their definition is given in JWPO-01.1 which include terms used by the other Services and in NATO.

Section 2   CIS TERMS. Derived from Serial 5 of Part 6 of the Staff Officers' Handbook (July 2000).

PART C   MILITARY SYMBOLOGY

1.   This part of the Handbook is devoted to aspects of the new military symbology promulgated by NATO Headquarters in NATO publication APP-6(A).

2.   The new NATO military symbology is designed for the manual recording of symbols on maps and diagrams as well as the digital recording of the same symbols on displays and screens.

3.   The symbology recorded in this publication is appropriate for manual use only and is not definitive or complete. If more detail is required, particularly for implementation in automated systems then reference should be made to APP-6A.

PART A

ACRONYMS AND ABBREVIATIONS

SECTION 1 - ACRONYMS

AA	Anti-Aircraft/Automatic Association
AAA	Anti-Aircraft Artillery
AAC	Army Air Corps
AADC	Area Air Defence Commander
AAP	Allied Administrative Publication
AAR	Air-to-Air Refuelling
AAW	Anti-Air Warfare
AAWC	Anti-Air Warfare Commander
ABCA	American-British-Canadian-Australian (Armies Standardisation)
ABCC	Airborne Battlefield Command & Control Centre
ABMS	Anti-Ballistic Missile System
AC	Air Co-ordinator
ACA	Airspace Control Authority
ACC	Air Component Commander
ACCS	Air/Airborne Command and Control System
ACE	Allied Command Europe
ACINT	Acoustic Intelligence
ACLANT	Allied Command, Atlantic
ACO	Airspace Control Order
ACOUSTINT	Acoustic Intelligence
ACP	Airspace Control Plan/Allied Communications Publication
ACR	Airspace Control Request
ACS	Airspace Control System
ACSG	Air Combat Support Group
ACSU	Air Combat Support Unit
AD	Air Defence
ADatP	Allied Data Publication
ADC	Air Defence Commander
ADGE	Air Defence Ground Environment
ADIZ	Air Defence Identification Zone
ADOC	Air Defence Operations Centre
ADP	Automated Data Process(ing)
ADPE	Automated Data Processing Equipment
ADPSO	Automated Data Processing Security Officer
ADR	Aircraft Damage Repair
ADS	Air Despatch Service
AEP	Allied Engineering Publication
AER	Authorised Explosive Representative(s)
AEW	Airborne Early Warning
AF	Amphibious Force / Augmentation Forces
AFCENT	Allied Forces Central Europe
AFM	Army Field Manual
AFMSS	Air Force Mission Support System
AFTN	Aeronautical Fixed Telecommunication Network
AH	Attack Helicopter
AHQ	Air Headquarters
AI	Air Interdiction
AIDU	Aeronautical Information Documentation Unit

AIG	Address Indicator Groups
AII	Area of Intelligence Interest
AIR	Area of Intelligence Responsibility
AIRINTSUM	Air Intelligence Summary
AJODWG	Allied Joint Operations Doctrine Working Group
AJP	Allied Joint Publication
ALARM	Air Launched Anti-Radiation Missile
ALC	Air Logistic Cell
ALCC	Airlift Co-ordination Centre
ALFENS	Automatic Low Flying Enquiry Notification System
ALP	Allied Logistic Publication
ALSG	Air Logistics and Support Group
ALSP	Aggregate Level Simulation Protocol
ALSS	Advanced Logistics Support Site
AML	Augmentee Manning List
AMP	Analysis of Mobility Platform
AMT	Air Management Telegraph
AO(O)	Area of Operations
AOA	Amphibious Objective Area/Avenue of Approach
AOC	Air Officer Commanding/Air Operations Centre
AOCC	Air Operations Control Centre
AOD	Air Operations Directive/Absent on Duty
AOI	Area of Interest
AOII	Area of Intelligence Interest
AOIR	Area of Intelligence Responsibility
AOL	Absent on Leave
AOR	Area of Responsibility
AP	Allied Publication
API	Application Programme Interfaces
APIC	Allied Press Information Centre
APOD	Air Polls of Disembarkation
APOE	Air Ports of Embarkation
ARCC	Air Rescue Co-ordination Centre
AREC	Air Resource Element Co-ordinator
ARINC	Aeronautical Radio Incorporated
ARL	Air Rear Link
ARP	Applied Research Programme
ARRC	Allied Command Europe Rapid Reaction Corps
ASAC	All Source Analysis Cell
ASAS	All Source Analysis System
ASC	All Sources Cell
ASCC	Air Standardisation Co-ordinating Committee
ASMA	Air Staff Management Aid
A/SPOD	Air/Sea Point of Disembarkation
A/SPOE	Air/Sea Point of Embarkation
ASS	Aviation Support Ship
ASTOR	Airborne Stand-Off Radar
ASUW	Anti-Surface Warfare
ASUWC	Anti-Surface Warfare Commander
ASW	Anti-Submarine Warfare

ASWC	Anti-Submarine Warfare Commander
AT	Air Transport
AT	Air Transport
ATC	Air Traffic Control
ATF	Amphibious Task Force
ATG	Amphibious Task Group
ATGW	Anti-Tank Guided Weapon
ATM	Air Tasking Message
ATO	Air Tasking Order/Ammunition Technical Officer
ATP	Allied Tactical Publication
ATUFT	Aircraft Taken Up From Trade
ATW	Advanced Tactical Workstation
AUTODIN	Automatic Digital Network
AWACS	Airborne Warning and Control System
AWC	Air Warfare Centre (UK)/Army War College (US)
AWDS	Automated Weather Distribution System
AWE	Atomic Weapons Establishment
AWX	All Weather Fighter
BATCO	British Army Tactical Code
BCR	Battle Casualty Replacements
BDA	Battle Damage Assessment
BDD	British Defence Doctrine
BFI	Bulk Fuel Installation
BICES	Battlefield Information Collection and Exploitation System
BITE	Built-In Test Equipment
BMA	Brigade Maintenance Area
BMD	Ballistic Missile Defence
BMIS	Battle Management Information System
BPA	Battlefield Psychological Activities
BPU	Brigade Provost Unit
BRACIS	Biological, Radiological and Chemical Information System
BSG	Brigade Support Group
BVI	Beyond Visual Range
C&P	Characteristics and Performance
C2	Command and Control
C2CS	Command and Control Communications Systems
C21PS	Command and Control Information Processing System
C21S	Command and Control Information Systems
C2W	Command and Control Warfare
C2W	Command and Control Warfare
C31	Command, Control, Communications, and Intelligence
C41	Command, Control, Communications, Computers and Intelligence
CADA	Co-ordinated Air Defence Area
CADIMS	Co-ordinated Air Defence in Mutual Support
CAFMS	Computer Assisted Force Management System
CAG	Carrier Air Group/Contingency Action Group

CAO	Chief Administrative Officer
CAOC	Combined Air Operations Centre
CAP	Combat Air Patrol
CAS	Close Air Support
CASEVAC	Casualty Evacuation
CASP	Co-ordinated Air/Sea Procedures
CATF	Commander, Amphibious Task Force
CBF	Commander British Forces
CBU	Cluster Bomb Unit
CBW	Chemical and Biological Warfare
CCATF	Commander, Combined Amphibious Task Force
CCE	Common Communication Environment
CCIRM	Collection, Co-ordination and Intelligence Requirements Management
CCIRs	Commander's Critical Information Requirements
CCIS	Command Control and Information System
CCLF	Commander Combined Landing Force
CDI	Chief of Defence Intelligence
CDL	Chief of Defence Logistics
CDS	Chief of the Defence Staff
CEP	Civil Emergency Planning/Circular Error Probable
CESG	Communications Electronic Security Group
CF	Contingency Forces
CFX	Command Formation Exercise
CGS	Chief of the General Staff
CHOP	Change of Operational Control
CHOTS	Command Headquarters Office Technology System
CI	Counter Intelligence
CIB	Common Image Baseline
CIMIC	Civil-Military Co-operation
CIS	Communications and Information Systems
CISO	CIS Officer
Civ Sec	Civil Secretary
CIW	Close-In Weapon System
CJFO	Chief of Joint Force Operations
CJFORT	Commander Joint Force Operational Readiness and Training
CIO	Chief of Joint Operations
CJRDFO	Chief, Joint Rapid Deployment Force Operations
CJTF	Combined Joint Task Force (NATO)/Commander Joint Task Force (US)
CLF	Commander Landing Force
CMCC	Civil-Military Co-ordination Centre
CMP	Common Message Processor
CMPF	Centralised Mission Planning Facility
CMS	Civil-Military Support
CMX	Crisis Management Exercise
CoA	Course of Action
COBR	Cabinet Office Briefing Room
COE	Common Operating Environment/Contingent Owned Equipment
CoG	Centre of Gravity
COIN	Counter Insurgency

COMAO	Composite Air Operations
COMATG	Commander Amphibious Task Group
COMCJTF	Commander, Combined Joint Task Force
COMD REP	Commanders' Representatives
COMINT	Communications Intelligence
COMMCEN	Communications Centre
COMPLAN	Communications Plan
COMPUSEC	Computer Security
COMSEC	Communications Security
CONOPS	Concept of Operation
COP	Contingency Operation Plan
COS	Chief of Staff/Chiefs of Staff (MOD)
COSSEC	Chiefs of Staff Secretariat
COTS	Commercial Off-The-Shelf
CPIO	Chief Press Information Officer
CPS	Covert Passive Surveillance/Characters Per Second
CPT	Contingency Planning Team
CPX	Command Post Exercise
CRC	Control and Reporting Centre (Air Force)
CRL(H)	Contingency Rear Link (High Frequency)
CRL (S)	Contingency Rear Link (Satellite)
CRP	Control and Reporting Post
CSAR	Combat Search and Rescue
CSBM	Confidence and Security-Building Measures
CSCF	Co-ordination of Supporting Command Function
CSS	Combat Service Support/Command Support System
CSSG	Combat Service Support Group
CTAPS	Contingency Theatre Automated Planning System
CTG	Carrier Task Group
CV	Aircraft Carrier
CVBG	Carrier Battle Group
CVS	Aircraft Carrier, ASW
CWC	Composite Warfare Commander
DA	Decision Aid/Defence Attaché
DBMIS	Deployable Battle Management Information System
DCA	Defensive Counter Air (also referred to as Air Defence (AD))
DCDS(C)	Deputy Chief of the Defence Staff (Commitments)
DCMC	Defence Crisis Management Centre/Committee
DCMO	Defence Crisis Management Organisation
DCMPF	Deployed Centralised Mission Planning Facility
DCN	Defence Communications Network
DCS	Defence Communication Service/Defence Courier Service
DCSA	Defence Communications Services Agency
DD	Destroyer
DDG	Guided Missile Destroyer
DE	Directed Energy
DGIGR	Director General Intelligence and Geographic Resources
DI GI	Defence Intelligence Global Issues

DI IM	Defence Intelligence Imagery Management
DI NC	Defence Intelligence Naval Collection
DI P&R	Defence Intelligence Programmes and Resources
DI RA	Defence Intelligence Regional Assessments
DI SI	Defence Intelligence Signal Intelligence
DI ST	Defence Intelligence Scientific and Technical
DI T&C	Defence Intelligence Targeting and Current
DIAS	Defence Intelligence Analysis Staff
DIMHS	Defence Intelligence Message Handling System
DIS	Defence Intelligence Staff
DISC	Defence Intelligence and Security Centre
DISS	Defence Intelligence and Security School
DJFTS	Director Joint Force Training and Standards
DMA	Defence Mapping Agency
DOA	Desired Order of Arrival/Dead on Arrival
DOAST	Desired Order of Arrival Staff Table
DOB	Deployment Operating Base
DOPC	Defence and Overseas Policy Committee
DP	Decisive Point
DPA	Defence Planning Assumptions
DPC	Defence Planning Committee
DPKO	(UN) Department of Peacekeeping Operations
DPQ	Defence Planning Questionnaire
DSB	Double Side Band
DSCS	Defence Satellite Communication System
DSF	Director Special Forces
DSG	Divisional Support Group
DSN	Defence Switched Network
DTMA	Defence Transport and Movement Agency
D-USAS	Deployed Unit Supply and Accounting System
DZ	Drop Zone
ECI	Expeditionary Campaign Infrastructure
ECCM	Electronic Counter Countermeasures
ECM	Electronic Countermeasures
ED	Electronic Deception
EEFI	Essential Elements of Friendly Information
EHF	Extra High Frequency
ELINT	Electronic Intelligence
EM	Electromagnetic
EMCON	Emission Control
EMP	Electromagnetic Pulse
EN	Electronic Neutralisation
EOB	Enemy Order of Battle/Electronic Order of Battle
EOD	Explosive Ordnance Disposal
EP	Evacuation Point
EPM	Electronic Protective Measures
ESM	Electronic Warfare Support Measures
EW	Electronic Warfare/Early Warning

EWC	Electronic Warfare Co-ordinator
EWCC	Electronic Warfare Co-ordination Cell
EWMS	Electronic Warfare Mutual Support

FAAWC	Force Anti-Air Warfare Commander
FAC	Forward Air Controller
FACA	Force Air Co-ordination Area
FBA	Fighter Bomber Attack
FCI	Future Corporate Infrastructure
FCO	Foreign and Commonwealth Office
Fd Sy	Field Security
FEBA	Forward Edge of the Battle Area
FET	Force Element Table
FEZ	Fighter Engagement Zone
FF	Frigate
FFA	Free Fire Area
FFAO	Force Field Admin Office
FFG	Guided Missile Frigate
FGA	Fighter Ground Attack
FHT	Field Humint Team
FIBUA	Fighting in Built-Up Areas
FIDS	Force Identification and Deployment System
FISINT	Foreign Instrumentation Signal Intelligence
FLC	Force Logistic Co-ordinator
FLIP	Flight Information Publication
FLIR	Forward Looking Infra Red
FLOT	Forward Line of Own Troops
FLS	Forward Logistic Site
FMB	Forward Mounting Base
FMCC	Force Movement Control Centre
FMCU	Force Movement Control Unit
FMPU	Force Military Police Unit
FOB	Forward Operating Base
FOC	Full Operational Capability
FOCSLE	Fleet Operational Command System Life Extension
FOD	Foreign Object Damage
FOTI	Fleet Operational and Tactical Instructions
FPB	Fast Patrol Boat
FPG	Functional Planning Guide
FRS	Forward Repair Ship
FRSA	Force Rear Support Area
FRSS	Field Record Support System
FSA	Fire Support Area
FSCC	Fire Support Co-ordination Centre
FSCL	Fire Support Co-ordination Line
FSE	Fire Support Element
FSG	Forward Support Group
FSO	Force Signal Officer (see JFCISO)
FSU	Forward Support Unit

FTR	Fit to Receive
FTX	Field Training Exercise
FW (A)	Flight Watch (Area)
GBAD	Ground Based Air Defence
GCCS	Global Command and Control System (US)
GCHQ	Government Communications Headquarters
GCI	Ground Controlled Interception
GCSS	Global Combat Support System (US)
GEO/HYDRO INT	Geographic/Hydrographic Intelligence
GESM	Ground Environment System Manager (Air Force)
GFE	Government Funded Equipment
GIS	Geographic Information Services
GLC	Group Logistic Co-ordinator
GPS	Global Positioning System
GPWR	General Purpose War Reserves
HAS	Hardened Aircraft Shelter
HAHO	High Altitude High Opening Parachute Technique
HALO	High Altitude Low Opening Parachute Technique
HDS	Helicopter Delivery Service
HEC	Helicopter Element Co-ordinator
HF	High Frequency
HMA	Her Majesty's Ambassador
HMG	Her Majesty's Government
HNS	Host Nation Support
HRR	High Readiness to Move
HTUFIF	Helicopter(s) Taken Up From Trade
HUMINT	Human Intelligence
HVM	High Velocity Missile
I&W	Indicators & Warning
IA	Implementing Arrangements
IADS	Integrated Air Defence System
ICAO	International Civil Aviation Organisation
ICAOC	Interim Combined Air Operations Centre
ICP	Integrated Contingency Planning
ICR	In Country Resources
ICRC	International Committee of the Red Cross
ICS	Integrated Communications System
IDB	Integrated Data Base
IEBL	Inter-Entity Boundary Line
IED	Improvised Explosive Device
IER	Information Exchange Requirement
IFF	Identification Friend or Foe (see also SIF and SSR)
IFR	Instrument Flight Rules
ILS	Integrated Logistic Support/Instrument Landing System

IMINT	Imagery Intelligence
IMN	Intelligence Messaging Network
IMP	Intelligence Management Plan
ims	International Military Staff
INFOSEC	Information Security
INFO OPS	Information Operations (NATO)
INTELSAT	Intelligence Satellite
IO	Information Operations
IOC	Initial Operating Capability
IPB	Intelligence Preparation of the Battlespace/Battlefield
IPE	Individual Protection Equipment
IPLC	International Private Leased Circuit
IPR	Intellectual Property Rights
IR	Intelligence Requirement/Infrared
IRDS	Infra Red Detection System
IRF	Immediate Reaction Forces
IS	Internal Security/Information Systems
ISAR	Inverse Synthetic Aperture Radar
ISD	In Set-vice Date
ISDN	International Subscriber Dialling Network
ISG	Imagery Intelligence Support Group
ISTAR	Intelligence, Surveillance, Target Acquisition and Reconnaissance
IT	Information Technology
ITAPS	Imagery Transmission and Printing System
ITR	In Theatre Reinforcements
IW	Information Warfare

J2	Joint Intelligence Staff
JAAT	Joint Air Attack Team
JAMREP	Jamming Report
JARIB	Joint Air Reconnaissance Intelligence Board
JARIC	Joint Air Reconnaissance Intelligence Centre
JATE	Joint Air Transport Establishment
JATF	Joint Amphibious Task Force
JATFOR	Joint Airborne Task Force
JBD	Joint Battlespace Digitisation
JCCC	Joint Communications Control Centre
JCP	Joint Contingency Plan
JEL	Joint Electronic Library
JET	Joint Essential Task (UK)
JF	Joint Force
JFAC(C)	Joint Force Air Component (Commander)
JFACC	Joint Force Air Component Commander
JFAmphCC	Joint Force Amphibious Component Commander
JFAmphCC	Joint Force Amphibious Component Commander
JFC	Joint Force Commander
JFCISO	Joint Force CIS Officer
JFET	Joint Force Element Table
JFFAO	Joint Force Field Administrative Office

JFHQ	Joint Force Headquarters
JFIT	Joint Field Interrogation Team
JFLC(C)	Joint Force Land Component (Commander)
JFLogC(C)	Joint Force Logistic Component (Commander)
JFMC(C)	Joint Force Maritime Component (Commander)
JFMS	Joint Force Movement Staff
JFOBU	Joint Force Orientation and Briefing Unit
JFOS	Joint Force Operations Staff
JFPG	Joint Force Planning Group
JFSFC(C)	Joint Force Special Forces Component (Commander)
JFTMS	Joint Force Transport and Movement Staff
JHQ	Joint Headquarters
JIB	Joint Information Bureau (US)
JIC	Joint Intelligence Committee
JICCC	Joint Information and Communications Control Centre
JIPB	Joint Intelligence Preparation of the Battlespace
JIPTL	Joint Integrated Prioritised Target List
JISE	Joint Intelligence Support Element (US)
JITL	Joint Integrated Target List
JMC	Joint Maritime Course/Joint Maritime Centre
JMCC	Joint Movements Co-ordination Centre
JMCIS	Joint Maritime Command Information System
JMOTS	Joint Maritime Operations Training Staff
JOA	Joint Operations Area
JOC	Joint Operations Centre
JOCOMEX	Joint Communications Exercise
JOCS	Joint Operational Command System
JOIC	Joint Operational Intelligence Cell (NATO)
JOP	Joint Operational Picture
JOTS	Joint Operations Tactical System
JPG	Joint Planning Group
JPITL	Joint Prioritised Integrated Target List
JRCC	Joint Rescue Co-ordination Centre
JRRF	Joint Rapid Reaction Force
JSCOC	Joint Supply Chain Operations Centre
JSCSC	Joint Services Command and Staff College
JSIO	Joint Services Intelligence Organisation
JSMTC	Joint Services Mountain Training Centre
JSOP	Joint School of Photography
JSOR	Joint Statement of Requirement
JSP	Joint Services Publication
JSPI	Joint School of Photographic Interpretation
JSTARS	Joint Surveillance and Target Attack Radar System
Jt Comd	Joint Commander
JTCB	Joint Targeting Co-ordination Board
JTFC	Joint Task Force Commander
JTFHQ	Joint Task Force Headquarters
JTIDS	Joint Tactical Information Distribution System
JTMS	Joint Transport and Movements Staff
JTP	Joint Theatre Plan

JWICS	Joint World-wide Intelligence Communications System
JWFL	Joint Warfare Publication
KDA	Key Deployment Area
KP	Key Point
LAAWC	Local Anti-Air Warfare Co-ordinator
LAN	Local Area Network
LANDCSS	Land Communications Sub System
LANDINTSUM	Land Intelligence Summary
LAV	Lighter than Air Vehicle
LCA	Landing Craft Assault
LCL	Landing Craft Logistic
LCU	Landing Craft Utility
LCVP	Landing Craft Vehicle and Personnel
LF	Low Frequency
LGB	Laser Guided Bomb
LIC	Low Intensity Conflict
LO/LO	Lift on/Lift off (ship)
LOA	Letter of Arrangement
LOAC	Law of Armed Conflict
LOC	Lines Of Communications
LOD	Line of Departure
LOMEZ	Low Level Engagement Zone
LPD	Landing Platform Dock
LPH	Landing Platform Helicopter
LSL	Landing Ship Logistic
LST	Landing Ship Tank
LZ	Landing Zone
MA	Military Attaché/Military Assistant
MAAP	Master Air Attack Plan
MACA	Military Aid to the Civil Authorities
MACC	Military Aid to the Civil Community
MACM	Military Aid to the Civil Ministries
MACP	Military Aid to the Civil Power
MANPADS	Man-Portable Air Defence System
MAO	Military Assistance Overseas
MAOC	Maritime Air Operations Centre
MAP	Master Air Plan
MAS	Military Agency for Standardisation
MASINT	Measurement and Signature Intelligence
MAV	Micro Air Vehicle
MC	Military Committee
MCC	Movement Co-ordination Centre
MCM	Mine Countermeasures
MCMV	Mine Counter Measures Vessel

MD	Multinational Division
MDF	Main Defence Force
ME	Main Effort
MEZ	Military Exclusion Zone Missile Engagement Zone
MHQ	Maritime Headquarters
MIDB	Modernised Integrated Database
MILINFO	Military Information
MILO	Military Intelligence Liaison Officer
MILREP	Military Representative
MISREP	Mission Report
MITE	Micro, Tactical Expendable Vehicle
MJLC	Multinational Joint Logistic Centre
MLU	Mid-Life Upgrade
MNC	Major NATO Commander (see Strategic Commander)
MNLC	Multinational Logistic Commander/Centre
MNMF	Multinational Maritime Force
MOA	Memorandum of Agreement
MOB	Main Operating Base
MOOTW	Military Operations Other Than War
MOU	Memorandum Of Understanding
MPA	Maritime Patrol Aircraft
MRL	Maritime Rear Link
MSA	Mutual Support Arrangement
MSc	Major Subordinate Commander (see Regional Commander)
MSEL	Master Scenario Events List (US)
MSGID	Message Identification
MSS	Material Support System
MT	Military Task/Motor Transport
MW	Mine Warfare
MWC	Mine Warfare Co-ordinator
NAC	North Atlantic Council
NACC	North Atlantic Co-operation Council
NAEWFOR	NATO Airborne Early Warning Force
NAMAT	Naval and Maritime Tactical (Code)
NATO	North Atlantic Treaty Organisation
NATO	North Atlantic Treaty Organisation
NBC	Nuclear, Biological and Chemical
NCC	National Contingent Commander
NCS	Naval Control of Shipping
NEDB	Nato Emitter Data Base
NEO	Non-combatant Evacuation Operation
NETF	NATO Expanded Task Force
NFA	No Fire Area
NGO	Non-Governmental Organisation
NGS	Naval Gunfire Support
NIC	National Intelligence Cell
NICS	NATO Integrated Communication System
NMR	National Military Representative

NPS	NATO Precautionary System
NRG	News Release Group (MOD)
NSE	National Support Element
NSFS	Naval Surface Fire Support
NSO	National SIGINT Organisation (GCHQ)
NTF	NATO Task Force
NTG	NATO Task Group
NTM	Notice to Move
NUCO	Numerical Code
NVG	Night Vision Goggles
NWCS	NATO Wide Communications System

OA	Operational Analysis
OAS	Offensive Air Support
OCA	Offensive Counter Air
OFTS	Overseas Fixed Telecommunication Service
OGD	Other Government Department
OMIS	Operational Manpower Information System
OOA	Out of Area
OOTW	Operations Other Than War
OPCOM	Operational Command
OPCON	Operational Control
OPCON(RN)	Maritime Command and Control System
OPD	Defence and Overseas Policy Committee of the Cabinet
OPDEF	Operational Defect
OPFOR	Opposing Force
OPG	Operations Planning Group
OPINTEL	Operational Intelligence
OPLAN	Operation Plan
OPORD	Operation Order
OPSEC	Operations Security
ORBAT	Order of Battle
OSCE	Organisation for Security and Co-operation in Europe
OSINT	Open Source Intelligence
OT	Operations Team
OTC	Officer In Tactical Command
OTH	Over The Horizon
OTR	Over Target Requirement

PANDA	Personnel and Administration
PAO	Principle Accounting Officer(s)
PATRON/MENTOR	UK Secure Telephone System
PCS	Postal and Courier Service
PDA	Port Defence Area
PDMS	Point Defence Missile System
PE	Procurement Executive
PERMREP	Permanent Representative
PGM	Precision Guided Munition

PI (P INFO)	Public Information
PIc	Press Information Centre
PIO	Press Information Officer
PIR	Priority Intelligence Requirement
PJHQ	Permanent Joint Headquarters (UK)
PLB	Personal Locator Beacon
PMC	Personnel, Mail and Cargo
POC	Point of Contact
POD	Port of Disembarkation
POG	Psychological Operations Group
POL	Petroleum, Oils and Lubricants
POW	Prisoner(s) of War
PPI	Political Policy Indicator
PRF	Pulse Repetition Frequency
PSC	Principal Subordinate Commander
PSO	Peace Support Operations
PSPA	Peace Support Psychological Activities
PSTN	Public Service Telephone System
PSYOPS	Psychological Operations
PUS	Permanent Under Secretary
PVO	Private Voluntary Organisation
PWHQ	Primary War Headquarters

QSTAG	Quadripartite Standing Agreement

RADINT	Radar Intelligence
RADHAZ	Electromagnetic Radiation Hazard
RAP	Recognised Air Picture
RAS	Replenishment at Sea
RASU	Rear Area Support Unit
RATT	Radio Teletype
RCC	Rescue Co-ordination Centre
RDD	Required Delivery Date
RF	Reaction Forces
RFA	Royal Fleet Auxiliary/Restrictive Fire Area
RFI	Request for Information
RFL	Restricted Frequency List
RIC	Reconnaissance Intelligence Centre
RISTA	Reconnaissance, Intelligence, Surveillance and Target Acquisition
RIT	Readiness In Theatre
RLP	Recognised Logistic Picture
RMP	Recognised Maritime Picture
RN MAOT	Royal Navy Mobile Air Operations Team
RO/RO	Roll on/Roll off (ship)
ROCON	Roll on Container (ship)
ROE	Rules of Engagement
ROTA	Release Other Than (NBC) Attack
RPG	Regional Planning Guide

RPOD	Rail Port of Disembarkation
RPOE	Rail Ports of Embarkation
RPT	Readiness and Preparation Time
RPV	Remotely Piloted Vehicle
RRF	Rapid Reaction Forces
RSG	Rear Support Group

SACC	Supporting Arms Co-ordination Centre
SACEUR	Supreme Allied Commander Europe
SACLANT	Supreme Allied Commander Atlantic
SAG	Surface Action Group
SAM	Surface to Air Missile
SAR	Search and Rescue
SATCOM	Satellite Communication
SBA	Sovereign Base Area
SBS	Special Boat Service
SCEPC	Senior Civil Emergency Planning Committee
SDR	Strategic Defence Review
SDS	Signals Dispatch Service
SEAD	Suppression of Enemy Air Defences
SF	Special Forces
SFOR	Stabilisation Force
SH	Support Helicopter
SHAPE	Supreme Headquarters Allied Powers Europe
SIIF	Super High Frequency
SHORAD	Short Range Air Defence
SI	Special Intelligence
SIC	Subject Identification Code
SIF	Secondary/Selective Identification Feature (see IFF)
SIGINT	Signals Intelligence
SIR	Standing Intelligence Requirement
SITA	Societe Inteinationale du Telegraphique Aeronautique
SLAM	Stand-off Land Attack Missile
SLBM	Sea Launched Ballistic Missile
SLOC	Sea Lines Of Communications
SNF	Standing Naval Force
SOCA	Submarine Operations Co-ordinating Authority
SOF	Special Operations Force
SOFA	Status of Forces Agreement
SOP	Standard Operating Procedure
SPINS	Special Instructions
SPOD	Sea Port of Disembarkation
SPOE	Sea Ports of Embarkation
SPWR	Special Purpose War Reserves
SR	Sponsored Reserves
SRR	Search and Rescue Region
SS	Submarine
SSB	Single Sideband
SSBN	Nuclear Powered Ballistic Missile Firing Submarine

SSK	Diesel-powered Attack Submarine
SSN	Nuclear-powered Attack Submarine
SSR	Secondary Surveillance Radar
STANAG	NATO) Standardisation Agreement
STO	Survival to Operate
STOVL	Short Take-Off Vertical Landing
STU	Secure Telephone Unit
STUFT	Ship(s) Taken Up From Trade
SUPINTREP	Supplementary Intelligence Report

TACAIR	Tactical Air
TACC	Tactical Air Control Centre
TACDI	Tactical Direction
TACOM	Tactical Command
TACON	Tactical Control
TACREP	Tactical Report
TAM	Tactical Air Management (Net)
TARE	Telegraphic Automatic Relay Equipment
TASMO	Tactical Air Support for Maritime Operations
TAT	Tactical Air Transport (Net)
TAV	Total Asset Visibility
TBM	Theatre Ballistic Missile
TBMD	Theatre Ballistic Missile Defence System
TCN	Troop Contributing Nation
TCW	Tactical Communications Wing
TDU	Theatre Drawdown Unit
TLAM	Tomahawk Land Attack Missile
TMCC	Theatre Movement Control Centre
TMD	Theatre Missile Defence
TO&E	Tables of Organisation and Equipment
TOA	Transfer of Authority
TOGS	Thermal Observation and Gunnery Sight
TOT	Time On/Over Target
TOXREP	Toxic Incident Report
TRANSEC	Transmission Security
TTC	Tactical Transport Command (Net)
TTW	Transition To War
TWACN	Theatre Wide Area Communications Network

UAV	Unmanned Aerial Vehicle
UGV	Unmanned Ground Vehicle
UKADGE	United Kingdom Air Defence Ground Environment
UKINCA	UK Intelligence CIS Architecture
UKMAMS	UK Mobile Air Movements Squadron
UKNIC	UK National Intelligence Cell
UKNMR	UK National Military Representative
UKTG	UK Task Group
UMA	Unmanned Aircraft

UMR	Urgent Maintenance Requirement
UN	United Nations
UNDHA	United Nations Department of Humanitarian Affairs
UNDPKO	United Nations Department for Peacekeeping Operations
UNEF	United Nations Emergency Force
UNHCR	United Nations High Commission for Refugees
UNICEF	United Nations Childrens' Fund
UNSC	United Nations Security Council
UNSG	United Nations Secretary General

VERTREP	Vertical Replenishment
VHF (1)	Very High Frequency (23-76 MHz) (FM)
VIIF (2)	Very High Frequency (100-156 MHz) (AM)
VLF	Very Low Frequency
VLSMS	Vehicle Launched Scatterable Mine System
VSHORAD	Very Short-Range Air Defence
VTC	Video Teleconference
VTL	Video Teleconference Link

WEU	Western European Union
WEZ	Weapon Engagement Zone
WHO	World Health Organisation
WMD	Weapons of Mass Destruction
WMO	World Meteorological Organisation
WMR	War Maintenance Reserve
WR	War Reserves

SECTION 2 - ABBREVIATIONS

Accept/Refuse (message)	A/R
Accommodation	accn
Account	acct
Acting (with abbreviated title)	A
Action Data Automation; Air Defence Area; Air Defence Artillery	ADA
Actual Time of Arrival	ATA
Actual Time of Departure	ATD
Additional	addl
Address Indicating Group	AIG
Adjutant	Adjt
Administer/administration/administrative	admin
Administrative Area Control Centre	AACC
Advance(d)/advancing	adv
Advanced Dressing Station; Armoured Delivery Squadron	ADS
Aeromedical Evacuation Unit	AEU
Aide-de-camp; Air Defence Centre/Commander	ADC
Air Adviser/Attaché; Anti-Aircraft	AA
Air Interdiction	AI
Airborne	AB
Air Control Centre	ACC
Air Control Team	ACT
Aircraft	ac
Aircraft Carrier	cv
Air Defence	AD
Air Defence Artillery Commander	ADAC
Air Defence Control Centre	ADCC
Air Defence Control Unit	ADCU
Air Defence Ground Environment	ADGE
Air Defence Identification Zone	ADIZ
Air Defence Notification Centre	ADNC
Air Defence Operations Centre	ADOC
Air Despatch/Defence; Army Department	AD
Airhead Maintenance Area; Artillery Manoeuvre Area	AMA
Air Liaison Officer	ALO
Airmobile	airmob
Air Mounting Centre	AMC
Airportable	airptbl
Air to Air Guided Weapon	AAGW
Air to Air Missile	AAM
Air to Surface Guided Weapon	ASGW
Air to Surface Missile; Artificer Sergeant Major	ASM
Allied Procedural Publication	APP
Allied Tactical Publication	ATP
Allocate(d)/allocating/allocation	alloc
Alternate/alternative	altn
Ambulance	amb
Ambulance Support Group	ASG
Amendment	amdt

Ammunition	ammo
Ammunition Control Point	ACP
Ammunition Technical Officer	ATO
Amphibious	amph
Amphibious Beach Unit	ABU
Amplitude Modulated	AM
Anti-Aircraft Artillery	AAA
Anti-Ballistic Missile	ABM
Anti-personnel	Apers
Anti-Submarine Warfare	ASW
Anti-tank	Atk
Anti-terrorist	Aterr
Appendix	appx
Appoint(ed) (ing) (ment)	appt
approximate(ly)/approximation	approx
Armament; armourer	arm
Armour	armr
Armoured	armd
Armoured Command Vehicle	ACV
Armoured Delivery Regiment; Airfield Damage Repair	ADR
Armoured Fighting Vehicle	AFV
Armoured Personnel Carrier	APC
Armoured Recovery Vehicle	ARV
Armoured Repair and Recovery Vehicle	ARRV
Armoured Vehicle Launched Bridge	AVLB
Armoured Vehicle Royal Engineers	AVRE
Armour Piercing; Ammunition Point	AP
Armour Piercing Discarding Sabot	APDS
Army Transition to War Measure	ATWM
Artificer	Art
Artillery	arty
Artillery Reserved Area	ARA
Assault	asslt
Assault Vehicle Royal Engineers	AVRE
Assembly	assy
Assign(ed)(ment)	asg
Assist(ance)(ant)(ed)	asst
Assistant (in titles)	A
Attach(ed)(ment)	att
Attention	attn
Authority/authorize(d)	auth
Automatic Data Processing	ADP
Available	aval
Aviation	avn
Aviation Carrier Air Turbine Fuel	AVCAT
Aviation Gasolene	AVGAS
Aviation Turbine Fuel	AVTUR
Azimuth	az

Back Loading Point	BLP
Ballistic Missiles Early Warning System	BMEWS
Base Vechicle Depot	BVD
Battalion	bn
Battery	bty
Battery Captain	BK
Battery Commander	BC
Battle Command Post	BCP
Battery Quartermaster Sergeant	BQMS
Battery Sergeant Major	BSM
Battle Casualty Replacement	BCR
Battle Group	BG
Battle Group Engineer	BGE
Battlefield Air Interdiction	BAI
Battlefield Damage Repair	BDR
Beach Armoured Recovery Vehicle	BARV
Beach-head	bhd
Beyond Economic Repair	BER
Beyond Local Repair	BLR
Biological Warfare	BW
Blood Supply Unit	BSU
Bombardier	Bdr
Bomb Damage Assessment	BDA
Bomb Disposal	BD
Bombing Report	BOMBREP
Bomb Line	BL
Boundary	bdry
Bridge; bridging	br
Bridgehead	brhd
Brigade	bde
Brigade Support Group	BSG
Brigadier	Brig
Bulk Breaking Point	BBP
Bulk Issue Store	BIS
Cadet	Cdt
Calibrate/calibration/calibre; calorie	cal
Camouflage(d)	cam
Captain	Capt
Carrier	carr
Casualty	cas
Casualty Collecting Post	CCP
Casualty Evacuation	CASEVAC
Catering	cat
Cavalry	cav
Central European Pipeline System	CEPS
Central Ordnance Depot	COD
Central Volunteer Headquarters	CVHQ
Centre Line	CL
Chaplain	Chap

Chaplain to the Forces	CF
Chemical Warfare	CW
Chief	Ch
Chief of Staff	COS
Chief of the General Staff	CGS
Chief Staff Officer; Chief Signal(s) Officer	CSO
Chief Technician	Chf Tech
Chief Transport and Movement Officer	CTMO
Civil(ian)	civ
Civil Affairs; Combined Arms; Controller Aircraft	CA
Civil Defence	CD
Civil Military Cooperation	CIMIC
Civil Police	Civpol
Class(ification)	cl
Clerk	clk
Close Observation Platoon	COP
Close Protection; Command Post	CP
Close Air Support	CAS
Close Support	CS
Colonel	Col
Colour Sergeant	CSgt
Column	colm
Combat Air Patrol	CAP
Combat Engineer Tractor	CET
Combat Service Support	CSS
Combat Supplies	C sups
Combat Team	CT
Combat Vehicles	CV
Combat Vehicle Reconnaissance (Tracked or Wheeled)	CVR(T) or (W)
Combat Zone	CZ
Command(ed)(er)(ing)(s)	comd (C in titles)
Command Post Exercise	CPX
Commandant	Comdt
Commander British Forces	CBF
Commander in Chief; Commanders in Chief	CinC; CinCs
Commander Royal Artillery	CRA
Commanding Officer	CO
Commando	cdo
Commando Forces Royal Marines	Cdo Forces RM
Commandos, Royal Marines (eg)	40 Cdo RM
Committee	Ctee
Common Tactical Grid	CTG
Communicate/Communication	comm
Communication Electronic Instruction	CEI
Communication Head	COMMHD
Communication Zone	Comm Z
Company	coy
Company Quartermaster Sergeant	CQMS
Company Sergeant Major	CSM
Complete Equipment Schedule	CES

Composite	comp
Composite rations	rat
Concentrate(d)/concentration	conc
Counter Battery Fire	CB
Confirm(ed) (ing) (atory)	cfm
Construct(ed)(tion)(or)	const
Continue(d)/continuing/continuation	cont
Control(led)(ler)(ling)(s)	con
Convalesce(nt)	conv
Cooperate(d)/cooperating/cooperation	coop
Coordinate(d)/coordinating/coordination/coordinator	coord
Corporal	Cpl
Corporal of Horse	CoH
Counter (when used with another word eg C attack)	C
Counter Battery Fire	CB
Counter Countermeasure	CCM
Countermeasure	CM
Craftsman	Cfn
Cross(ing) (applied to rivers, roads etc)	X
Cross Road	X rd
Crypto Centre	CRYPCEN
Daily Maintenance Pack	DMP
Date-Time Group	DTG
Decontaminate/decontamination	decon
Defence/defend(ed)(ing)(s)/defensive	def
Defence Adviser/Attache	DA
Defensive Fire; Direction Finding	DF
Deliver(ed)(ing)(s)(y)	del
Demi-official	DO
Demolish(ed)/demolition	dml
Demonstrate/demonstration	demo
Demountable Rack Offloading and Pick Up System	DROPS
Department(al)	dept
Depot	dep
Deputy (in titles) (also Director)	D
Designate(d)	des
Desired Ground Zero	DGZ
Detach(ed)(ment)	det
Diesel oil	dieso
Direct(ed)(ion)(s)(ive)	dir
Director (in titles) (also Deputy)	D
Direct Support; Dressing Station	DS
Dispatch Rider	DR
Defence Adviser/Attache	DA
Distribute/distribution	distr
Distribution Point	DP
District	dist
Division(al)	div
Divisional Maintenance Area	DMA

Divisional Supply Area	DSA
Divisional Support Group	DSG
Document	doc
Driver	Dvr
Driving and Maintenance	D&M
Drop Zone	DZ
Drummer	Dmr
Early Warning; Electronic Warfare	EW
Echelon	ech
Effect(ive)(ness)	eff
Effective Fall-out Wind	EFW
Electrical/electronic	elect
Electro Magnetic Pulse	EMP
Electrical and Mechanical Engineers	EME
Electronic Countermeasure	ECM
Electronic Emission Policy	EEP
Electronic Protection Measure	EPM
Electronic Security	ELSEC
Electronic Warfare Control Ship/Station	EWCS
Element	elm
Embark(ation)(ed)	Emb
Emplace(d)(ment)	empl
Enclosed/enclosure	encl
Enemy	en
Engine Change Unit	ECU
Engineer	engr
Engineer Stores	ES
Equipment	eqpt
Equipment Collecting Point	ECP
Equipment Support	ES
Essential Elements of Information	EEI
Establish(ed)(ment)	estb
Estimate(d)/estimation	est
Estimated Time of Arrival	ETA
Estimated Time of Departure	ETD
Estimated Time of Return	ETR
Evacuated/evacuation	evac
Exchange Point	XP
Exclude(d)/excluding/exclusive	exc
Exercise	ex
Expedite	expd
Explosive Ordnance Disposal	EOD
Explosive Reactive Armour	ERA
Extend(ed)(ing)/extension	ext
Extra Regimental Employment	ERE
Facsimile	fax
Field	fd
Field Intelligence Officer/NCO	FIO/FINCO

Frequency Modulated	FM
Field of Fire	FofF
Field/Forces Post Office	FPO
Field Storage Location	FSL
Field Surgical Team	FST
Field Transfusion Unit	FTU
Fighter Reconnaissance	FR
Figure	fig
Final Protective Fire	FPF
Fire Direction Centre	FDC
Fire Support Group	FSG
First Aid Mechanical Transport (repair) Outfit	FAMTO
First Aid Technical Stores Outfit	FATSO
Fitted for Radio; Free Flight Rocket	FFR
Fitter	Fitt
Flight	flt
Follow(ed)(ing)(s)	fol
Force Administrative Area	FAA
Forces/Field Post Office	FPO
Force Unit Designator	FUD
Foreman of Signals	FofS
Fork Lift Truck	FLT
Formation	fmn
Formation Training Exercise	FTX
Forming-up Place	FUP
Forward(ed)	fwd
Forward Air Base	FAB
Forward Air Controller	FAC
Forward Airfield Supply Organization	FASO
Forward Ammunition Depot	FAD
Forward Arming and Refuelling Point	FARP
Forward Base Pay Office	FBPO
Forward Combat Zone	FCZ
Forward Control Post	FCP
Forward Divisional Dump	FDD
Forward Edge of Battle Area	FEBA
Forward Line Own Troops	FLOT
Forward Maintenance Area	FMA
Forward Medical Equipment Depot	FMED
Forward Mounting Base	FMB
Forward Observation Officer	FOO
Forward Observation Unit	FOU
Forward Operating Base	FOB
Forward Ordnance Team	FOT
Forward Repair Team	FRT
Forward Vehicle Depot	FVD
Fragmentary Order	Frag O
Free Fire Zone	FFZ
Frequency	freq
Frequency Modulated	FM

Frequency Separation	FREQSEP
Fusilier	Fus
Garrison	gar
Gasoline	gas
General	Gen
General Alert; Ground Attack	GA
General Duties; Ground Defence; Gun Director	GD
General Headquarters	GHQ
General Officer Commanding	GOC
General Officer Commanding in Chief	GOCinC
General Purpose Machine Gun	GPMG
General Purpose Machine Gun (Sustained Fire)	GPMG(SF)
General Service	GS
General Staff Branches for example:	
- Personnel	G1
- Intelligence & Security	G2
- Operations and Training	G3
- Logistics and Quartering	G4
- Civil/Military Cooperation	G5
General Support	Gen Sp
Giant Viper	GV
Government	govt
Ground Controlled Approach	GCA
Ground Controlled Interception	GCI
Ground Defence Area	GDA
Ground Liaison Officer	GLO
Ground Liaison Section	GL sect
Ground Radar Environment	GRE
Ground Zero	GZ
Group(ed)(ing)	gp (G in RAF Staff appointments)
Guard(ed)(ing)	gd
Guardsman	Gdsm
Guided Weapon	GW
Guided Weapon System	GWS
Gun Controller	GC
Gun Direction Officer	GDO
Gun Fire Area	GFA
Gunner	Gnr
Gunnery	Gny
Harassing Fire; High Frequency	HF
Harbour	har
Head	Hd
Headquarters	HQ
Heavy	hy
Heavy Tracked Tractor	HTT
Helicopter	hel
Helicopter Assault Primary (net)	HAP

Helicopter Assault Secondary (net)	HAS
High Explosive	HE
High Explosive Anti Tank	HEAT
High Explosive Squash Head	HESH
High Level Air Defence	HLAD
High Mobility Load Carrier	HMLC
High Power	HP
High Tension	HT
Hollow Charge	HC
Hospital	hosp
Host Nation Assistance	HNA
Host Nation Support	HNS
Hour(ly)	hr
Hovercraft	Hov
Howitzer	how
Hygiene	hyg
Identification Friend or Foe	IFF
Identification Safety Range	ISR
Identification/identified/identity	ident
Illuminate(d)(s)/illuminating	illum
Image Instensification/Intensifier	II
Immediate Replenishment Group	IRG
Improvised Explosive Device	IED
Improvised Explosive Device Disposal	IEDD
In Charge; Internal Combustion	IC
Increase	Incr
Include(d)(ing)/inclusive	incl
Independent	indep
Inertial Navigation System	INS
Individual Reinforcement; Infra-Red	IR
Individual Reinforcement Plan	IRP
Individual Studies School	ISS
Individual Weapon	IW
Individual Weapon Sight	IWS
Infantry	inf
Inform(ed)/information; for the information of	info
Information Technology	IT
Initial Contact Link	ICL
Initial Point	IP
Inspect(ed)(ing)(ion)(or)	insp
Installation	instl
Instruct(ed)(ion)(or)	instr
Instructor in Gunnery	IG
Instrument Flight Rules	IFR
Instrument Meteorological Conditions	IMC
Intelligence	int
Intelligence Officer	IO
Intelligence Preparation of the Battlefield	IPB
Intelligence Report	INTREP

Intelligence Summary	INTSUM
Intercommunication	intercomm
Intercontinental Ballistic Missile	ICBM
Intermediate	intmed
Intermediate Range Ballistic Missile	IRBM
Internal Security	IS
Interrogation	intg
Jamming Report	JAMREP
Joint	jt (J in titles)
Joint Headquarters	JHQ
Joint Operations Centre	JOC
Joint Services Liaison Organization	JSLO
Joint Services Medical Rehabilitation Unit	JSMRU
Joint Theatre Plan	JTP
Joint Warfare Staff	JWS
Junction	junc
Kerosene	Kero
Keypoint	KP
Killed in Action	KIA
Kilogram	kg
Kilometre	km
Kiloton	KT
Kinetic Energy	KE
Knot(s) (aeronautical navigation)	kt
Knot(s) (maritime navigation)	kn
Laboratory; Labour	lab
Landing Craft Logistic	LCL
Landing Craft Mechanized/Medium	LCM
Landing Craft Tank	LCT
Landing Craft Vehicles and Personnel	LCVP
Landing Ground	LG
Landing Point; Low Power	LP
Landing Pontoon Vehicle	LPV
Landing Ship Logistic	LSL
Landing Ship Marshalling Team	LSMT
Landing Ship Tank	LST
Landing Ship Tank (Helicopter)	LST(H)
Landing Site	LS
Landing Vehicle Tracked	LVT
Landing Zone	LZ
Landing Zone Marshalling Team	LZMT
Laser Range Finder	LRF
Latitude	lat
Launch Control Post	LCP
Leader	ldr
Letter	ltr
Liaison Officer	LO

Lieutenant	Lt
Lieutenant Colonel	Lt Col
Lieutenant General	Lt Gen
Light	lt
Light Aid Detachment; Local Air Defence (Net)	LAD
Light Anti-Aircraft	LAA
Light Line	LL
Light Machine Gun	LMG
Light Tracked Tractor	LTT
Light Wheeled Tractor	LWT
Limited	ltd
Lines of Communication	L of C
Line of Departure	LD
Line Telegraphy; Low Tension	LT
Litre	l
Load Classification Number	LCN
Local Operations Plot	LOP
Local Road Transport Controller	LRTC
Local Unit Establishment	LUE
Locate(d)(s)/locating/locality/location	loc
Logistic(s)	log
Logistic Exercise	LOGEX
Logistic Requirement Signal	LOGREQ
Logistics Staff Branch	G4
Logistics State	LOGSTAT
Logistic Support Command	LSC
Logistic Support Group	LSG
Longitude	long
Long Range Maritime Reconnaissance	LRMR
Low Frequency	LF
Low Level Air Defence	LLAD
Low Mobility Load Carrier	LMLC
Low Tension; Line Telegraphy	LT
Lubricant/lubricate	lub
Machine Gun	MG
Magnetic; magazine	mag
Magnetic variation	mag var
Main Battle Tank	MBT
Main Effort	ME
Main Supply Route	MSR
Maintain(ed)(ing)(s)/maintenance	maint
Maintenance Advisory Group	MAG
Maintenance Area; Military Adviser/Assistant/Attache	MA
Maintenance Unit (RAF)	MU
Major	Maj
Major General	Maj Gen
Major NATO Command	MNC
Major Subordinate Command	MSC
Manage(r)(ment)	man

Manpower Target Plan	MPT
Map Supply Point	MAPSP
Mark	mk
Master/Missile Controller; Medium Capacity; Motor Cycle; Movement Control	MC
Master Radar Station; Medical Reception Station	MRS
Material/materiel	mat
Materials Handling Equipment	MHE
Maximum	max
Mean Line of Advance	MLA
Mean Low Water Springs	MLWS
Mechanic(al)/mechanist/mechanization/mechanized	mech
Mechanical/Motor Transport; Megaton	MT
Mechanical Transport Gasolene (NATO Specification)	MOGAS
Mechanical Transport Gasolene (Commercial Grade)	MTGAS
Mechanical/Motor Transport Officer	MTO
Mechanized Combat Vehicle	MCV
Medical/medicine; medium	med
Medical Evacuation	MEDEVAC
Medical Officer	MO
Medical Provisioning Point	MPP
Medical Services; Military Secretary	MS
Medical Supply Section	MSS
Medium Frequency	MF
Medium Girder Bridge	MGB
Medium Mobility Load Carrier	MMLC
Medium Range Ballistic Missile	MRBM
Medium Stressed Platform	MSP
Medium Tracked Tractor	MTT
Medium Wheeled Excavator	MWE
Medium Wheeled Tractor	MWT
Meeting Point; Military Police	MP
Memorandum	memo
Message	msg
Meteorological/meteorologist/meteorology	met
Metre	m
Military	mil
Military Aid to the Civil Authority/Community/Ministry/Power	MACA/C/M/P
Military Air Traffic Operations	MATO
Military Intelligence Liaison Officer	MILO
Military Intelligence Officer	MIO
Military Load Classification	MLC
Military Provost Staff	MPS
Military Route Reconnaissance Service/Staff	MRRS
Military Support Team	MST
Military Vehicles and Engineering Establishment	MVEE
Military Vigilance	MV
Military War Book	MWB
Military Works Force	MWF
Minefield	Minefd

Minimum; minute (time)	min
Minimum Risk Route	MRR
Ministry of Defence	MOD
Miscellaneous	misc
Missile	msl
Missile Engagement Zone	MEZ
Missing in Action	MIA
Mission	msn
Mission Report	MISREP
Mixed Service Organization; Main Signal Office	MSO
Mobile/mobilize/mobilization	mob
Mobile Reaction Force	MRF
Mobile Reporting Post	MRP
Mobilization/mobile	mob
Mobilization Centre	Mob C
Mobilization Stores Depot	MSD
Modification/modify	mod
Mortar	mor
Mortar Bombing Report	MORTREP
Mortar Fire Controller	MFC
Motor Fishing Vessel	MFV
Motor Launch	ML
Motor Rifle; Medium Range; Multi-Role	MR
Motor/Mechanical Transport Officer	MTO
Mounted	mtd
Movement; Movements (Staff Branch)	mov
Movement Control Check Point	MCCP
Movement Control Officer	MCO
Movement Order	MovO
Moving Target Indicator	MTI
Multi National Commander	MNC
Multiple Rocket Launcher	MRL
National Defence	ND
Nautical Mile	nm
Naval Adviser/Attache	NA
Naval Gunfire Support	NGS
Naval Gunfire Support Forward Observer	NGSFO
Naval Gunfire Support Liaison Officer	NGSLO
Naval Gunfire Support Senior Liaison Officer	NGSSLO
Naval Gunfire Support Staff Officer	NGSSO
Navigate/navigation/navigator	nav
Navy, Army and Air Force Institutes	NAAFI
Necessary (arily)	nec
Net Identification Sign	NIS
Nerve Agent Immobilized Enzyme Alarm and Detector	NAIAD
Next of Kin	NOK
Night	ni
No Move Before (Time/Date)	NMB ...
Non-Combatant Evacuation Operation	NEO

Non Commissioned Officer	NCO
Normal Vetting	NV
Nothing to Report	NTR
Notice to Move	NTM
Not to all addressees	NOTAL
Nuclear	nuc
Nuclear Biological and Chemical	NBC
Nuclear Biological and Chemical Defence Regiment	NBC Def Rgt
Nuclear Killing Zone	NKZ
Nuclear Reserved Area	NRA
Nuclear Weapon Disposal	NWD
Number	no
Objective	obj
Observation	obsn
Observation Post	OP
Obstacle	obs
Offensive Air Support	OAS
Offensive Support; Orderly Sergeant; Ordnance Services/Survey	OS
Officer	offr
Officer Commanding	OC
Officer in Charge	OIC
Officer in Tactical Command; Officers Training Corps (TA)	OTC
Operate(d)(s)/operational/operator	op
Operational Analysis	OA
Operational Conversion Unit	OCU
Operational Requirement	OR
Operation Order	OPORD
Operations (Staff Branch)	Ops
Oral Order; Orderly Officer	OO
Order of Battle	ORBAT
Order of March	OOM
Ordnance	Ord
Ordnance Support Unit	OSU
Organize(d)(s)/organization	org
Organization and Deployment	O&D
Organization and Methods	O&M
Parachute; paragraph	para
Park	pk
Passengers	pax
Passive Defence	PD
Patrol	ptl
Peace Establishment; Physical Education; Plastic Explosive	PE
Penetrate(d)(s)/penetrating/penetration	pen
Permanent Joint Headquarters	PJHQ
Personal Staff Officer; Personnel Selection Officer	PSO
Personnel	pers
Personnel Occurrence Report	POR
Personnel Selection Training School	PSTS

Petroleum depot	pet dep
Petroleum, Oil and Lubricants	POL
Petroleum Pipehead	PPH
Petroleum Point	PP
Phase Line; Pipeline	PL
Photograph(er)(ic)(y)	photo
Photographic Interpretation/Interpreter	PI
Photographic Reconnaissance; Plotting and Radar; Public Relations	PR
Physical Training	PT
Physical Training Instructor	PTI
Planning and Logistics	Plan & Logs
Platoon	pl
Point	pt
Police	pol
Political Advisor	POLAD
Population	pop
Portable	ptbl
Position	posn
Positive Vetting	PV
Possible/possibility	poss
Post Strike Reserve	PSR
Postal and Courier	PC
Preliminary	prelim
Preparation/preparatory/prepare(d)(s)	prep
Prestocked Unit Equipment	PUE
Prevention/preventive	prev
Priority	pri
Prisoner of War	PW
Private	Pte
Procurement Executive	PE
Projectile	proj
Provost	pro
Provost and Security Liaison Officer	PSLO
Provost Marshal	PM
Psychological	psy
Public Information	P info
Public Relations Officer	PRO
Quartermaster	QM
Quartermaster General	QMG
Quartermaster Sergeant Instructor	QMSI
Quick Reaction Force	QRF
Radiation Hazard	RADHAZ
Radio Active	rad A
Radio Direction Finder	RDF
Radio Relay	RR
Radio Telephone/Telephony	RT
Railhead	rhd

Railway	rly
Railway Traffic/Transport Officer	RTO
Rapid Cratering Kit	RCK
Rapid Demolition Device; Rear Divisional Dump	RDD
Ration(s)	rat
Ration Point	rat P
Ready to Move	RTM
Rail Transfer Equipment	RTE
Rear Combat Zone	RCZ
Rear Maintenance Area	RMA
Rebroadcast	rebro
Reclamation	reclam
Reconnaissance/reconnoitre	recce
Reconnaissance Exploitation Report	RECCEXREP
Reconnaissance, Intelligence, Surveillance & Target Acquisition	RISTA
Recover(ed)(s)(y)	rec
Refer(ence)	ref
Regiment(al)	regt
Regimental Aid Post	RAP
Regimental Command Post	RCP
Regimental Headquarters	RHQ
Regimental Pay Office	RPO
Regimental Police; Replenishment Park; Rocket Projectile	RP
Regimental Quartermaster Sergeant	RQMS
Regimental Sergeant Major	RSM
Regimental Signals Officer	RSO
Region	Rgn
Regular; regulate(d)(ing)(s); regulation	reg
Reinforced Alert	RA
Reinforced Theatre Plan	RTP
Reinforcing/Reinforcement	rft
Reinforcement Drafting Unit	RDU
Release(d)(s); relief/relieve(d)(s)/relieving	rel
Rendezvous	RV
Replenish(ed)(es)(ing)(ment)	replen
Represent(ative)(ed)(ing)(s)	rep
Reproduce(d)(s)/reproducing/reproduction	repro
Request(ed)(ing)(s)	Req
Requisition	rqn
Reserve(d)(s)	res
Research and Development	R&D
Retired	retd
Retired Officer Grade 1 (2 or 3)	RO1 (2 or 3)
Rifleman	Rfn
Road	rd
Road Traffic Accident	RTA
Rocket	rkt
Rocket Launcher	RL
Rounds per gun (per minute)	r/g(min)
Rounds per mortar (per minute)	r/mor(min)

Routine Order; Retired Officer	RO
Royal Air Force	RAF
Royal Marines	RM
Royal Marines Reserve	RMR
Royal Navy	RN
Rules of Engagement	ROE
Sapper	Spr
Satellite Communication	SATCOM
Scatterable Mine	SM
School	sch
Sea Lines of Communication	SLOC
Search and Clear	S&C
Search and Rescue	SAR
Search Attack Unit	SAU
Second in Command	2IC
Second Lieutenant	2Lt
Secondary Surveillance Radar	SSR
Section	sect
Sector Operations Centre; Secure Orders Card	SOC
Security	Sy
Security Intelligence; Sergeant Instructor; Seriously Ill	SI
Selective Identification Feature	SIF
Self Loading Dump Truck	SLDT
Self Loading Rifle	SLR
Self Maintenance Period	SMP
Self Propelled; Start Point	SP
Senior, Station, Stores or Supply and Secretariat	S (titles only)
Sergeant	Sgt
Serial	ser
Service(d)/servicing	svc
Shelling Report	SHELREP
Shore Fire Control Spotting (net)	SFCS
Short Range; Station Radio	SR
Short Range Air Defence Engagement Zone	SHORADEZ
Short Take-Off and Landing	STOL
Sick on Leave	SOL
Sick on Shore	SOS
Signal(ler)	sig
Signal Dispatch Service	SDS
Signal Message Address	SMA
Signal Net Information and Position Reporting	SNIP
Signal Operation Instructions	SOI
Signals Branch	Sigs
Simple Alert; Small Arms	SA
Single Channel Radio Access	SCRA
Single Side Band	SSB
Situate/situation	sit
Situation Report	SITREP
Small Arms Ammunition	SAA

Smoke	smk
Soldier	sldr
Sound ranging	srg
Special Boat Section/Service	SBS
Special Branch; Stretcher Bearer	SB
Special Dispatch Rider	SDR
Special Purpose Force	SPF
Specialist/specialize(d)/specializing; specification	spec
Speed of Advance	SOA
Squadron	sqn
Squadron Leader	Sqn Ldr
Squadron Headquarters	SHQ
Squadron/Staff Quartermaster Sergeant	SQMS
Squadron/Staff Sergeant Major	SSM
Staff Duties	SD
Staff Intelligence Officer	SIO
Staff/Squadron Quartermaster Sergeant	SQMS
Staff Sergeant	SSgt
Staff Sergeant Instructor; Standing Signal Instruction	SSI
Staff/Squadron Sergeant Major	SSM
Standardization Agreement (NATO)	STANAG
Standing Operating Procedure	SOP
Station	stn
Station, Senior, Stores or Supply and Secretariat	S (titles only)
Station Duty Officer	SDO
Station Headquarters	SHQ
Station Routine Order	SRO
Statistics	stats
Stereoscope/stereoscopic	stereo
Stores Sub-Depot	SSD
Strategic	strat
Strategic Transport (Aircraft)	ST
Strength	str
Subject	subj
Subject Indicator Code	SIC
Sub Machine Gun	SMG
Super High Frequency	SHF
Superintend(ed)(ent)(ing)	supt
Supplementary Intelligence Report	SUPINTREP
Supply	sup
Supply Loading Airfield	SLA
Supply Management	S Man
Support (ed)(ing)(s)	sp
Support Helicopter	SH
Surface Action Group	SAG
Surface to Air Guided Weapon/Missile	SAGW/M
Surface to Surface Guided Weapon/Missile	SSGW/M
Surveillance	surv
Surveillance and Target Acquisition	STA
Surveillance and Target Acquisition Plan	STAP

Surveillance and Target Acquisitioin Radar	STAR
Survey	svy
Switchboard	swbd
Tactic(al)(s)	tac
Tactical Air Reconnaissance (net)	tac air recce
Tactical Air Request (net)	TAR
Tactical Air Traffic Control (net)	TATC
Tactical Area of Operational Responsibility	TAOR
Tactical Exercise without Troops	TEWT
Tactical-logistic (net)	tac/log
Tactical Supply Wing	TSW
Tank	tk
Tank Laser Sight	TLS
Tanker Truck, Fuel	TTF
Target	tgt
Target Illuminating Radar	TIR
Task Force/Group/Unit/Establishment	TF/G/U/E
Technical Quartermaster Sergeant	TQMS
Telegram; Telegraph(ic)(ist)(y)	tg
Telegraph Automatic Routing Equipment	TARE
Telegraph Automatic Switching System	TASS
Telephone/telephonist/telephony	tel
Telephone conversation	telcon
Teleprinter	telep
Temporary	temp (Rank T)
Territorial Army	TA
Terrorist	terr
Thermal Imager(y)/Imaging	TI
Thermal Observation and Gunnery Sight	TOGS
Time of Dispatch	TOD
Time of Receipt	TOR
Time on Target (Artillery)/Time over Target (Aircraft)	TOT
To be notified	TBN
Ton/tonne	t
Topographic/topography	topo
Toxic Incident Report	TOXREP
Tractor	tcr
Traffic	tfc
Traffic Control	TC
Traffic Control Post	TCP
Traffic Post	TP
Traffic Patrol Base	TPB
Trailer	tlr
Training	trg
Transition to War	TTW
Transport	tpt
Transport and Movements Branch	Tpt & Mov
Transportation	tn
Transport Control Office(r)	TCO

Transported	tptd
Transporter	tptr
Transport Support	TS
Trigonometrical/trigonometry	trig
Troop	tp
Troop Carrying Vehicle	TCV
Trooper	Tpr
Truck Utility (Heavy) (Medium) (Light)	TU(H) (M) (L)
Truck Tanker Fuel	TTF
Turn-In Point	TIP
Ultra High Frequency	UHF
Ultra Low Frequency	ULF
UNCLASSIFIED	UNCLAS
Unexploded Bomb	UXB
Unit Education/Embarkation/Emplaning Officer	UEO
Unit Landing Officer	ULO
Unit Routine Order	URO
Universal Transverse Mercator (Grid)	UTM
Unserviceable	U/S
Utility	uty
Variable Time	VT
Vehicle	veh
Vehicle Collecting Point; Vehicle Check Point	VCP
Vehicle Launched Scatterable Mine System	VLSMS
Vehicle(s) off the Road	VOR
Vehicle Radio Communications	VRC
Vehicles per mile	V/m
Vertical/Short Take-off and Landing	V/STOL
Vertical Take-off and Landing	VTOL
Very High Frequency	VHF
Very Important Person	VIP
Very Low Frequency	VLF
Veterinary	Vet
Vice	V (titles)
Visibility/Visible; Visual	vis
Visual Display Unit	VDU
Visual Flight Rules	VFR
Visual Identification	visident
Visual Meteorological Conditions	VMC
Vulnerable Point	VP
War Establishment	WE
War Establishment Reserve	WER
War Maintenance Reserve	WMR
Warning	wng
Warrant Officer	WO
Warrant Officer (Class 1 or 2)	WO1, WO2
Water Point; White Phosphorus	WP

Weapon	wpn
Weapon Holding Area	WHA
Week	wk
Weight	wt
Wheel(ed)(ing)	wh
Wing	wg
Wing Commander	Wg Cdr
Withdraw(al)	wdr
With Effect From	WEF
Works	wks
Workshop	wksp
Wounded in Action	WIA
Year	yr
Yeoman of Signals	YofS
Zone	Z

SECTION 3 – COUNTRY CODES

	NATO	ISO 2-letter	ISO 3-letter
- A -			
Afghanistan	AF	AF	AFG
Albania	AL	AL	ALB
Algeria	AG	DZ	DZA
Andorra	AN	AD	AND
Angola	AO	AO	AGO
Antiqua and Barbuda	AC	AG	ATG
Argentina	AR	AR	ARG
Armenia	AM	AM	ARM
Australia	AS	AU	AUS
Austria	AU	AT	AUT
Azerbaijan	AJ	AZ	AZE
-B-			
Bahamas	BF	BS	BHS
Bahrain	BA	BH	BHR
Bangladesh	BG	BD	BGD
Barbados	BB	BB	BRB
Belarus	BO	BY	BLR
Belgium	BE	BE	BEL
Belize	BH	BZ	BLZ
Benin	BN	BJ	BEN
Bhutan	BT	BT	BTN
Bolivia	BL	BO	BOL
Bosnia and Herzegovina	BK	BA	BIH
Botswana	BC	BW	BWA
Brazil	BR	BR	BRA
Brunei	BX	BN	BRN
Bulgaria	BU	BG	BGR
Burkina	UV	BF	BFA
Burma	BM	MM	MMR
Burundi	BY	BI	BDI
-C-			
Cambodia (formerly Kampuchea)	CB	KH	KHM
Cameroon	CM	CM	CMR
Canada	CA	CA	CAN
Cape Verde	CV	CV	CPV
Central African Republic	CT	CF	CAF
Chad	CD	TD	TCD
Chile	CI	CL	CHL
China	CH	CN	CHN
Colombia	CO	CO	COL
Comoros	CN	KM	COM

	NATO	ISO 2-letter	ISO 3-letter
Congo	CF	CG	COG
Congo, republic democratic of (Formerly Zaire)	CG	ZR	ZAR
Costa Rica	CS	CR	CRI
Croatia	HR	HV	HRV
Cuba	CU	CU	CUB
Cyprus	CY	CY	CYP
Czech Republic	CZ	CZ	CZE
- D -			
Denmark	DA	DK	DNK
Djibouti	DJ	DJ	DJI
Dominica	DO	DM	DMA
Dominican Republic	DR	DO	DOM
- E -			
Ecuador	EC	EC	ECU
Egypt	EG	EG	EGY
El Salvador	ES	SV	SLV
Equatorial Guinea	EK	GQ	GNQ
Eritrea	ER	ER	ERI
Estonia	EN	EE	EST
Ethiopia	ET	ET	ETH
- F -			
Fiji	FJ	FJ	FJI
Finland	FI	FI	FIN
France	FR	FR	FRA
- G -			
Gabon (The)	GB	GA	GAB
Gambia	GA	GM	GMB
Georgia	GG	GE	GEO
Germany	GE	DE	DEU
Ghana	GH	GH	GHA
Greece	GR	GR	GRC
Grenada	GJ	GD	GRD
Guatemala	GT	GT	GTM
Guinea	GV	GN	GIN
Guinea-Bissau	PU	GW	GNB
Guyana	GY	GY	GUY
- H -			
Haiti	HA	HT	HTI
Honduras	HO	HN	HND
Hungary	HU	HU	HUN
- I -			
Iceland	IC	IS	ISL
India	IN	IN	IND

	NATO	ISO 2-letter	ISO 3-letter
Indonesia	ID	ID	IDN
Iran	IR	IR	IRN
Iraq	IZ	IQ	IRQ
Ireland	EI	IE	IRL
Israel	IS	IL	ISR
Italy	IT	IT	ITA
Ivory Coast	IV	CI	CIV
- J -			
Jamaica	JM	JM	JAM
Japan	JA	JP	JPN
Jordan	JO	JO	JOR
- K -			
Kazakhstan	KZ	KZ	KAZ
Kenya	KE	KE	KEN
Kyrgyizstan	KG	KG	KGZ
Kiribati	KR	KI	KIR
Korea (North)	KN	KP	PKR
Korea (South)	KS	KR	KOR
Kuwait	KU	KW	KWT
- L -			
Laos	LA	LA	LAO
Latvia	LG	LV	LVA
Lebanon	LE	LB	LBN
Lesotho	LT	LS	LSO
Liberia	LI	LR	LBR
Libya	LY	LY	LBY
Liechtenstein	LS	LI	LIE
Lithuania	LH	LT	LTU
Luxembourg	LU	LU	LUX
- M -			
Madagascar	MA	MG	MDG
Malawi	MI	MW	MWI
Malaysia	MY	MY	MYS
Maldives	MV	MV	MVD
Mali	ML	ML	MLI
Malta	MT	MT	MLT
Mauritania	MR	MR	MRT
Mauritius	MP	MU	MUS
Mexico	MX	MX	MEX
Moldova	MD	MD	MDA
Monaco	MN	MC	MCO
Mongolia	MG	MN	MNG
Morocco	MO	MA	MAR
Mozambique	MZ	MZ	MOZ

	NATO	ISO 2-letter	ISO 3-letter
- N -			
Namibia	WA	NA	NAM
Nauru	NR	NR	NRU
Nepal	NP	NP	NPL
Netherlands	NL	NL	NLD
New Zealand	NZ	NZ	NZL
Nicaragua	NU	NI	NIC
Niger	NG	NE	NER
Nigeria	NI	NG	NGA
Norway	NO	NO	NOR
- O -			
Oman	MU	OM	OMN
- P -			
Pakistan	PK	PK	PAK
Palau	PS	PW	PLW
Panama	PM	PA	PAN
Papua New Guinea	PP	PG	PNG
Paraguay	PA	PY	PRY
Peru	PE	PE	PER
Philippines	RP	PH	PHL
Poland	PL	PL	POL
Portugal	PO	PT	PRT
Puerto Rico	RQ	PR	PRI
- Q -			
Qatar	QA	QA	QAT
- R -			
Romania	RO	RO	ROM
Russia	RS	RU	RUS
Rwanda	RW	RW	RWA
- S -			
Samoa, Western	WS	WS	WSM
San Marino	SM	SM	SMR
Sao Tome and Principe	TP	ST	STP
Saudi Arabia	SA	SA	SAU
Senegal	SG	SN	SEN
Seychelles	SE	SC	SYC
Sierra Leone	SL	SL	SLE
Singapore	SN	SG	SGP
Slovakia	LO	SK	SVK
Slovenia	SI	SI	SVN
Solomon Islands	BP	SB	SLB
Somalia	SO	SO	SOM
South Africa	SF	ZA	ZAF
Spain	SP	ES	ESP

	NATO	ISO 2-letter	ISO 3-letter
Sri Lanka	CE	LK	LKA
St.Kitts and Nevis	SC	KN	KNA
St.Lucia	ST	LC	LCA
St.Vincent	VC	VC	VCT
Sudan	SU	SD	SDN
Suriname	NS	SR	SUR
Swaziland	WZ	SZ	SWZ
Sweden	SW	SE	SWE
Switzerland	SZ	CH	CHE
Syria	SY	SY	SYR
- T -			
Taiwan	TW	TW	TWN
Tajikistan	TI	TJ	TJK
Tanzania	TZ	TZ	TZA
Thailand	TH	TH	THA
Togo	TO	TG	TGO
Tonga	TN	TO	TON
Trinidad and Tobago	TD	TT	TTO
Tunisia	TS	TN	TUN
Turkey	TU	TR	TUR
Turkmenistan	TX	TM	TKM
Tuvalu	TV	TV	TUV
- U -			
Uganda	UG	UG	UGA
Ukraine	UP	UA	UKR
United Arab Emirates	TC	AE	ARE
United Kingdom	UK	GB	GBR
United States	US	US	USA
Uruguay	UY	UY	URY
Uzbekistan	UZ	UZ	UZB
- V -			
Vanuatu	NH	VU	VUT
Vatican City	VT	VA	VAT
Venezuela	VE	VE	VEN
Vietnam	VM	VN	VNM
- W -			
Western Sahara	WI	EH	ESH
- Y -			
Yemen	YE	YE	YEM
Yugoslavia, Federal Republic (Serbia and Montenegro)	YU	YU	YUG

PART B

GLOSSARY OF TACTICAL TERMS

SECTION 1 - GLOSSARY OF TACTICAL TERMS

Serial	Term	Approved Definition	Source (1)	Tactical Interpretation
(a)	(b)	(c)	(d)	(e)
1.	Advance Guard	The leading element of an advancing force. The primary mission is to ensure the uninterrupted advance of the main body. It has the following functions: a. To find and exploit gaps in the enemy's defensive system. b. To prevent the main body of the advancing force running blindly into enemy opposition. c. To clear away minor opposition or, if major opposition is met, to cover the deployment of the main body.	AAP-6	
2.	Air Defence	**Weapon Engagement Zone**. Airspace of defined dimensions within which the responsibility for engagement rests with a particular weapon system.	AAP-6	See also AUSOP 105 and LCH 301/ATP-40.
		Short Range Air Defence Engagement Zone (SHORADEZ). A SHORADEZ represents the engagement zone of first impact for a number of SHORAD Weapons (Rapier, Javelin).	AAP-6	
		High Density Air Space Control Zone (HIDACZ). Airspace of defined dimensions, designated by the airspace control authority, in which there is a concentrated employment of numerous and varied weapons/airspace users.	AAP-6	HIDACZ are areas of intense ground operations over which friendly aircraft may be at risk from friendly AD weapons, so that coordination is required. A HIDACZ is requested by a land force commander who then controls all air activity within it.

Note: 1. See details of the source at the back of this Glossary.

Authority
DGD&D

(a)	(b)	(c)	(d)	(e)
		Low Level Transit Route (LLTR). A temporary corridor of defined dimensions which facilitates the low level passage of friendly aircraft through friendly air defences and controlled or restricted airspace.	AAP-6	
		Weapon Free Zone (WFZ). A specified volume of air space which is normally denied to friendly aircraft to allow free use of air defence weapons.	JWP 0-01.1	
		Weapons Free. In air defence, a weapon control order imposing a status whereby weapon systems may be fired at any target not positively identified as being friendly.	AAP-6	Applies to naval, surface-to-air and air-to-air weapon systems. Not applicable to AAAD.
		Weapons Tight. In air defence a weapons control order imposing a status whereby weapons systems may be fired only at targets recognized as hostile.	AAP-6	Weapons Tight/Weapons Hold also apply to AAAD. (See AUSOP 105).
		Weapons Hold. A weapons control status whereby weapon systems may be fired only in self defence or in response to a formal order.	AAP-6	Applies to naval, surface-to-air and air-to-air weapon systems.
3.	Air/Land Operations			

CONCEPTS OF OPERATIONAL DESIGN

| | | **Operational Objectives**. These are the military goals that need to be achieved in a campaign to achieve the desired end-state. | JWP 0-01.1 | In seeking to structure major operations, battles and engagements. In pursuit of the strategic objective, the operational level commander will design his plan of campaign around a number of building blocks, which help him visualize how the campaign will unfold. These terms summarize the concepts necessary to achieve the design for battle. |
| | | **End-State**. The end-state is that state of affairs which needs to be achieved at the end of the campaign either to terminate or to resolve the conflict on favourable terms. | JWP 0-01.1 | |

B - 1 - 2

Authority
DGD&D

(a)	(b)	(c)	(d)	(e)
		Decisive Points. Decisive points are those events, the successful outcome of which is a precondition to the successful elimination of the enemy's centre of gravity.	AAP-6	Decisive points are the key to unlocking the enemy's centre of gravity.
		Lines of Operation. Lines of operation describe how military force is applied in time and space through decisive points on the path to the enemy's centre of gravity.	JWP 0-10	
		Sequencing. Sequencing is the arrangement of events within a campaign in the order most likely to achieve the elimination of the enemy'' centre of gravity.	BDD	
		Centre of Gravity. Characteristics, capabilities or localities from which a nation, an alliance, a military force or other grouping devices, its freedom of action, physical strength or will to fight.		
		Manoeuvre. Manoeuvre is the employment of forces on the battlefield through movement in combination with fire, or fire potential, to achieve a position of advantage in respect to the enemy in order to accomplish the mission.	AAP-6	Manoeuvre is the chief means of applying the principles of concentration of force, economy of effort and surprise. It will invariably be directed towards a decisive point or directly at the centre of gravity.
		Tempo. Tempo is the rate or rhythm of activity relative to the enemy within tactical engagements and battles and between major operations. It incorporates the capacity of the force to transition from one operational posture to another.	JWP 0-01.1	
		Operational Pause. Because operations cannot be conducted continuously, there may be a need for periodic pauses, while retaining the initiative in other ways.	JWP 0-01.1	

B - 1 - 3

Authority
DGD&D

(a)	(b)	(c)	(d)	(e)
		Culminating Point. An operation reaches its culminating point when the current situation can just be maintained but not developed to any great advantage.	JWP 0-01.1	

ROLES AND MISSIONS OF AIR POWER

AJP-3.3.1 — Counter-Air — Defensive / Offensive
- AD
- GBAD
- EAD
- TMD
- SEAD

AJP-3.3 — Strategic-Air — Defensive / Offensive
- EAD

AJP-3.3.2 — Anti-Surface Force Air Ops (ASFAO) — ASUW/ASW (AJP-3.3.3), AI (AJP-3.3.2), CAS

AJP-3.3 — Combat Support Air Ops — AAR, EW, RECCE, AT, SF, JPR / SAR / CSAR / CR
- Strat AT Tac AT
- Airborne (AJP-3.3.9)
- Air Logs
- SF(SAO)
- Aeromed
- Airmobile

AJP-3.3.1 — Space Operations Space Control — Defensive Counter-Space Ops / Offensive Counter-Space Ops

Note:

1. 'Combat Support Air Ops' equate to 'Supporting Air Ops' in NATO Doctrine.

| | | **Tactical Air Reconnaissance (TAR)**. The collection of information of intelligence interest either by visual observation from the air or through the use of airborne sensors. | ADP-1 | |

(a)	(b)	(c)	(d)	(e)
		Armed Reconnaissance. An air mission flown with the primary purpose of locating and attacking targets of opportunity, ie enemy materiel, personnel and facilities, in assigned general areas or along assigned ground communications routes, and not for the purpose of attacking specific briefed targets.	AAP-6	
		Close Air Support (CAS). Air action against hostile targets which are in close proximity to friendly forces and which requires detailed integration of each air mission with the fire and movement of those forces.	AAP-6	
		Air Interdiction (AI). Air operations conducted to destroy, neutralize or delay the enemy's military potential before it can be brought to bear effectively against friendly forces, at such distance from friendly forces that detailed integration of each air mission with fire and movement of friendly forces is not required.	AAP-6	
		Favourable Air Situation. Enemy air effort is insufficient to prejudice the success of operations**.**	JWP 0-01.1	
		Air Superiority. That degree of dominance in the air battle of one force over another which permits the conduct of operations by the former, its related land, sea and air forces at a given time and place without prohibitive interference by the opposing force.	AAP-6	
		Local Air Superiority. Air superiority maintained for a specific time and space in support of a particular operation.	JWP 0-01.1	
		Air Supremacy. That degree of air superiority wherein the opposing air force is incapable of effective interference.	AAP-6	

B - 1 - 5

Authority
DGD&D

(a)	(b)	(c)	(d)	(e)

FRAMEWORK OF THE BATTLEFIELD

		Deep Operations. Deep operations expand the battlefield in time and space, making it difficult for the enemy to concentrate combat power without loss and thus diminish the coherence and tempo of his actions.	ADP-1	Although the purpose of deep operations is often to find and fix the enemy, increasingly the range and lethality of modern weapons tied to accurate and responsive acquisition and communications systems, allow deep operations to contribute directly to striking the enemy.
		Close Operations. Operations conducted at short range in close contact and in the immediate timescale.		The purpose of close operations is primarily to strike the enemy in order to eliminate a discrete part of his combat power; the means range from destruction to arrest.
		Rear Operations. Operations which establish and maintain our own forces in order to generate the freedom of action to allow for the conduct of close and deep operations.		The purpose of rear operations is to ensure freedom of action by protecting the force, sustaining combat operations and retaining freedom of manoeuvre of uncommitted forces.
		Area of Operations. That portion of an area of war necessary for military operations and for the administration of such operations.	AAP-6 ADP-1	An area of operations is allocated to a subordinate to define the geographical limits, a volume of space, within which he may conduct operations. It satisfies his requirements for depth to manoeuvre and protect his force and to fight at extended ranges. At any one level of command areas of operations will never overlap although there may be gaps between them in dispersed operations. Within these geographical limits a commander has the authority to conduct operations, coordinate fire, control movement, develop and maintain installations.
		Area of Interest. That area of concern to the commander, including the area of influence, areas adjacent thereto, and extending into enemy territory to the objectives of current or planned operations. This area also includes areas occupied by enemy forces who could jeopardize the accomplishment of the mission.	AAP-6	The purpose of defining an area of interest is to identify and monitor those factors, including enemy activities, which may influence the outcome of the current and anticipated missions, beyond the allocated area of operations. A commander will decide for himself how wide he must look, in both time and space – forward, above, laterally and to the rear, wherever enemy action may affect his own force.

Authority
DGD&D

(a)	(b)	(c)	(d)	(e)
		Area of Influence. A geographical area wherein a commander is directly capable of influencing operations, by manoeuvre of fire support systems, normally under his command or control.	AAP-6	The area of influence is the physical volume of space that expands, contracts and moves according to a formation or unit's current ability to acquire or engage the enemy. It will be determined by the reach of organic systems or those temporarily under command and at any time will be finite.
		Area of Intelligence Interest. That area concerning which a commander requires intelligence on those factors and developments likely to affect the outcome of his current and future operations.	JWP 0-01.1	
		Area of Intelligence Responsibility. An area allocated to a commander, at any level, in which he is responsible for intelligence.	JWP 0-01.1	

PLANNING LINES

(a)	(b)	(c)	(d)	(e)
		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, designated to coordinate fire support, the positioning of forces or the manoeuvre of units.	AAP-6	
		Forward Line Own Troops (FLOT). A line which indicates the most forward positions of friendly forces in any kind of military operation at a specific time.	AAP-6	

FIRE SUPPORT COORDINATION MEASURES

(a)	(b)	(c)	(d)	(e)
		Airspace Coordination Area (ACA). A restricted area or route of travel specified for use by friendly aircraft and established for the purpose of preventing friendly aircraft from being fired on by friendly forces.	AAP-6	

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(a)	(b)	(c)	(d)	(e)
		Fire Support Coordination Line (FSCL). Within an assigned area of operations, a line established by a land or amphibious force commander to denote coordination requirements for fires by other force elements which may affect the commander's current and planned operations. The fire support coordination line applies to fires of air, ground or sea weapons using any type of ammunition against surface or ground targets. The establishment of the fire support coordination line must be coordinated with the appropriate commanders and supporting elements. Attacks against surface or ground targets short of the fire support coordination line must be conducted under the positive control or procedural clearance of the associated land or amphibious force commander. Unless in exceptional circumstances, commanders of forces attacking targets beyond the fire support coordination line must coordinate with all affected commanders in order to avoid fratricide and to harmonize joint objectives. Note: in the context of this definition the term "surface targets" applies to those in littoral or inland waters within the designated area of operations. **Fire Support Safety Line (FSSL)**. A line short of which indirect fire systems do not fire except on request or approval of the commander who established the line, but beyond which they may fire at any time without danger to friendly troops. **Free Fire Area (FFA)**. A specific designated area into which any weapon system may fire without additional coordination with the establishing headquarters. **No Fire Area (NFA)**. An area into which no fires or the effects of fires are allowed. Two exceptions are:		

(a)	(b)	(c)	(d)	(e)
		When the establishing headquarters approves fires (temporarily) within the NFA on a mission by mission basis. When an enemy force within the NFA engages a friendly force, the commander may engage the enemy to defend his force. **Restricted Fire Area (RFA).** An area in which specific restrictions are imposed and in which fires that exceed those restrictions are not delivered without coordination with the establishing headquarters. **Restrictive Fire Line (RFL).** A line established between converging friendly forces (one or both may be moving) that prohibits all fire or effects from fires across the line without coordination with the affected force.		
4.	Airborne Operation	An operation involving the movement of combat forces and their logistic support into an objective area by air.	AAP-6	
5.	Airmobile Operation	An operation in which combat forces and their equipment manoeuvre about the battlefield in helicopters under the control of a ground force commander to engage in ground combat.	AAP-6	
6.	Amphibious Operation	An operation launched from the sea by naval and landing forces against a hostile or potentially hostile shore.	AAP-6	
7.	Assault Tanks	Those tanks which provide the initial shock action on the move out of the FUP and around an objective.		As the assaulting infantry and any intimate support tanks close with the objective, the assault tanks have 3 options:

(a)	(b)	(c)	(d)	(e)
		They move with the assaulting infantry and any intimate support tanks in the initial stages of the assault. They thus provide direct fire support onto the objective and protect the infantry and any intimate support tanks whilst they are fighting through the objective.		To envelop the objective to engage any withdrawing enemy and to prepare to continue the advance.

To swing out to fire positions on the flanks to support the fight through the objective.

When the objective is impassable to tanks and no suitable fire positions exist on the flanks, to halt short of the objective and provide fire support from the rear.

In a squadron and company group operation the assault tanks will remain under the command of the squadron leader. Their primary role during the fight through the objective is to protect the assaulting infantry and any intimate support tanks from interference from enemy not on the position under attack. Some assault tanks may also form a Fire Support Group. |
| 8. | Assembly Area | 1.   An area in which a command is assembled preparatory to further action.

2.   In a supply installation, the gross area used for collecting and combining components into complete units, kits or assemblies. | AAP-6 | An area where final administrative preparation or regrouping takes place before an attack. It should be:

a.   Free from ground observation.
b.   Concealed from enemy air reconnaissance.
c.   Easily accessible.
d.   If possible out of range of enemy mortars. |
| 9. | Authorized Commander | The officer empowered to authorize the firing of a reserved demolition. | STANAG 2017 ATP-3.2 | As the operation proceeds, authority may be delegated a lower commander who then becomes the Authorized Commander. |
| 10. | Axis of Advance | A line of advance assigned for purpose of control; often a road or a group of roads or a designated series of locations, extending in the direction of the enemy. | AAP-6 | An axis is a general line astride which a formation, unit or sub-unit moves. The leading formation, unit or sub-unit is not responsible for clearing the axis unless ordered to do so. |

(a)	(b)	(c)	(d)	(e)
11.	Barrier	A coordinated series of obstacles designed or employed to canalize, direct, restrict, delay or stop the movement of an opposing force, and to impose additional losses in personnel, time and equipment on the opposing force.	AAP-6	Barriers are classified as: **Terrain Orientated**. Laid in order to change the going over a given piece of ground in favour of the defender. **Situation Orientated**. Added to the planned Terrain Orientated Barriers after the outbreak of hostilities in response to the situation prevailing at the time. **Target Orientated**. Remotely delivered against specific targets which may be on the move or stationary. Control measures used are: **Barrier Free Area**. An area where counter move forces may be required to deploy into tactical formation and from where they would expect to launch their counter moves. Barriers may not be prepared, with the exception of limited-life mines which can be made ineffective when required. Phoney minefields may be laid. Barriers may be planned, but for execution only on the authority of the commander who designated the Area. These Areas provide freedom for our own counter move forces to deploy. **Barrier Restricted Area**. An area where counter move forces may be assembled and then moved in columns to their line of departure. Barriers may be prepared provided that they do not hamper the movement of reserves or counter move forces in their staging or assembly areas, or when moving on normal roads to their line of departure. These barriers may only be executed with the authority of the commander who designated the Area.
12.	Battle Drills	Standard methods of executing specific tactical operations.		The object of battle drills is to enable low level tactical operations to be executed with the minimum of orders, following simple and well understood formats and thereby saving time.

(a)	(b)	(c)	(d)	(e)
13.	Battlegroup (BG)	A BG is a tactical grouping, usually with armour and infantry under command, based on the HQ of an armoured regiment or infantry battalion, normally armoured or mechanized, or possibly on an armoured reconnaissance regiment. Its composition is dictated by its formation HQ to suit the task and area of operation.	JWP 0-01.1	An aviation BG (Avn BG) is based on the HQ of an avn regt.
14.	Battle Procedure	Procedures to be followed when preparing for tactical operations.		The object of battle procedure is to ensure, by concurrent activity, that the time available to prepare for battle is used efficiently, so that troops are properly prepared and briefed.
15.	Blocking Position	A defensive posn so sited as to deny the enemy access to a given area or to prevent his advance in a given direction.	AAP-6	Can be used in a variety of senses, eg 'to block', 'estb a block', or 'blocking posn' or to 'conduct a blocking op'. British doctrine formerly used the term 'Counter Penetration' to describe this type of operation.
16.	Bound	In land warfare, a single movement usually from cover to cover, made by troops, often under enemy fire.	AAP-6	A bound is a feature of tactical significance, on or astride the axis, which could be held defensively if the need arose. At formation level a bound may be given a nickname and used as a control measure.
17.	Boundary	In land warfare, a line by which areas of responsibility between adjacent units or formations are defined.	AAP-6	
18.	Bridgehead	An area of ground, in a territory occupied or threatened by the enemy, which must be held or at least controlled, so as to permit the continuous embarkation, landing, or crossing of troops and material, and/or to provide manoeuvre space for subsequent operations.	AAP-6	
19.	Campaign	A campaign is a sequence of planned, resourced and executed joint military operations designed to achieve a strategic objective within a given time and space,	AAP-6	

(a)	(b)	(c)	(d)	(e)
		more usually involving the synchronization of land, sea and air forces.		
20.	Capture/Seize	To capture or to take possession of an area, with or without force. It frequently involves movement a preliminary phase.	JWP 0-01.1	
21.	Cleared Route formation or BG	A route that must be cleared of enemy direct fire by a formation or BG.	JWP 0-01.1	It must be kept clear until responsibility is handed over to another.
22.	Close Support	That action of the supporting force against targets or objectives which are sufficiently near the supported force as to require detailed integration or coordination of the supporting action with the fire, movement, or other actions of the supported force.	AAP-6	Intimate artillery/tank support for BGs in direct contact with the enemy. This involves disrupting the enemy's attacks and supporting our own attacks. (RE now have CS Regts.)
23.	Close Support Artillery	Artillery allocated at divisional level to provide liaison and intimate offensive and defensive fire for friendly forces in contact with the enemy.	JWP 0-01.1	Assists the supported formation/unit to hold ground, manoeuvre, inflict casualties and delay the enemy.
24.	Combat Effectiveness	The ability of a unit/formation, ship, weapon system or equipment to perform assigned missions or functions. This should take account, as appropriate, of leadership, personal strength, equipment status, logistics, training and morale and may be expressed as a level or percentage.	JWP 0-01.1	
25	Combat Forces	Combat forces are those forces which use fire and manoeuvre to engage the enemy with direct fire weapons systems as distinguished from those which engage the enemy with indirect fire or otherwise provide combat support to manoeuvre forces.	ATP-35	
26	Combat Power	The total means of destructive and/or disruptive force which a military unit or formation can apply against the	BMD	

(a)	(b)	(c)	(d)	(e)
		opponent at a given time. The total includes the organization of the main elements of combat power which are: manpower, equipment, logistics, training and readiness.		
27.	Combat Support Forces	Combat support forces are those forces which provide fire support and operational assistance to combat forces.	ATP-35	
28.	Combat Service Support	The support provided to combat forces primarily in the fields of administration and logistics. CSS sustains the force.	AAP-6	
29.	Combined	Between two or more forces or agencies of two or more allies. When all allies or services are not involved, the participating nations and services shall be identified.	AAP-6	
30.	Command and Control Relationships (Note 1)			One of the most important functions of operational orders is to detail the exact command or control status of formations and units to which the orders refer. States should give date and time at which they begin and end. See also AJP 01(A) and JWP 3-00
	a. Operational responsibility	**Full Command (FULL COMD)**. The military authority of a superior officer to issue orders to subordinates. It covers every aspect of military operations and administration and exists only within national services. The term command, as used internationally, implies a lesser degree of authority than when it is used in a purely national sense. It follows that no NATO commander has full command over the forces that are assigned to him. This is because nations, in assigning forces to NATO, assign only operational command or operational control.	AAP-6	FULL COMD remains a national responsibility which by definition can not be delegated. Overall direction of all UK forces will be exercised by the CDS, as the senior military adviser to HMG, until HMG agrees that OPCOM or OPCON of such forces should pass to Multi-National Corps (MNC). FULL COMD naturally covers every aspect of military operations and administration.
		Operational Command (OPCOM). The authority granted to a commander to assign missions or tasks	AAP-6	OPCOM in NATO is the highest degree of command authority that nations will delegate to the MNCs. OPCOM does not carry

(a)	(b)	(c)	(d)	(e)
		to subordinate commanders, to deploy units, to re-assign forces and to retain or delegate operational and/or tactical control as may be deemed necessary. It does not of itself include responsibility for administration or logistics. May also be used to denote the forces assigned to a commander.		the authority to disrupt the basic organization of a unit. Components of the unit may be employed separately but not to the extent that the unit cannot readily be given a new task or be redeployed elsewhere.
		Operational Control (OPCON). The authority delegated to a commander to direct forces assigned so that the commander may accomplish specific missions or tasks which are usually limited by function, time or location; to deploy units concerned, and to retain or assign tactical control of those units. It does not include authority to assign separate employment of components of the units concerned. Neither does it, of itself include administration or logistic control.	AAP-6	OPCON gives the receiving commander the benefit of the employment of the delegated units without further reference to a senior authority or another nation, but he may not exceed any limitations laid down by them. These limitations will usually be designed to maintain the operational efficiency of the force as a whole, whilst not being so restrictive that they inhibit the conduct of operations. In practice, OPCON usually restricts the use of a force in such a way that it can readily be given a new mission and/or be redeployed elsewhere. Some examples of transfer OPCON are as follows: a division can be placed under OPCON of a corps commander for a specific mission (eg a counter-attack or blocking contingency task); transport aircraft of RAF STC committed to operations may be placed under the OPCON of an appropriate theatre commander. RN, Army and RAF helicopters embarked in an amphibious ship, for helicopter operations, may be placed under Naval OPCON for passage and the initial landing. These helicopters may also be placed under the OPCON of a ground force commander for tactical helicopter operations when committed ashore. In these situations the commander having OPCON orders the mission, ie what has to be done (tasks), to what effect (purpose), within the restrictions given. The commander of the unit(s) placed under OPCON is responsible for how it is to be done, ie the method, and he gives the necessary orders to the unit(s) concerned.
		Tactical Command (TACOM). The authority delegated to a commander to assign tasks to forces under his command for the accomplishment of the mission assigned by higher authority.	AAP-6	This is a lower form of OPCOM. The key differences are that a commander assigned forces under TACOM:

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(a)	(b)	(c)	(d)	(e)
				May allocate tasks to those forces but only in accordance with the mission given to him by the higher authority which assigns the forces.
				May not disrupt the command structure of those forces by assigning separate employment of their components.
				May not delegate TACOM of those forces to any other commander, although he may delegate TACON if necessary.
				For example, an amphibious engineer squadron allocated to a brigade tasked with providing the regulating HQ for a divisional river crossing operation would be assigned to that brigade as TACOM as the mission is given by the divisional commander. See Note 2.
		Tactical Control (TACON). The detailed and usually local direction and control of movement and manoeuvres necessary to accomplish missions or tasks assigned.	AAP-6	This replaces both "IN LOC" and "Under Command for Movement". A force assigned to a commander under TACON will execute missions or tasks as directed by the assigning higher commander. The commander assigned TACON is responsible only for the coordination of movement, real estate and local defence whilst the TACON force remains within his area of responsibility. Note 2.
	b. Administration and Logistic Relationships	**Under Command for Admin (UCADMIN) (With Caveats) (UCADMIN...)**. When the temporary nature of the command makes it unnecessary to effect a complete change of administrative command, a formation or unit may be placed under command for certain specific matters, or for administration less certain administrative matters.	JSP 101	There may be variation in exactly what is specified eg 'under command for administration less supply and routine G1 matters 191000Jan'. 'Less supply' does not affect supply responsibility for daily maintenance as defined below.
		Under Command for Daily Maintenance (UCDM). This state of administrative/logistic command leaves the original parent formation or unit HQ with full	JSP 101	From an administrative point of view, it is generally better for units to be attached or detached for daily maintenance only, unless the time away from the parent formation is likely to be

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(a)	(b)	(c)	(d)	(e)
		responsibility for all administration less daily maintenance. The commander responsible for daily maintenance is responsible only for daily replenishment of combat supplies, evacuation of casualties, the provision of common user supply items, and the repair and recovery of equipment.		considerable. Thus units detached to another fmn are assumed to be UCDM of the new fmn unless otherwise stated. It is important to give timings at which states are effective, not necessarily same as op O timings.
	c. Fire Unit and Other Arms Support Control Terms	**Direct Support (DS)**. The support provided by a unit or formation not attached or under command/control of the supported unit or formation, but required to give priority to the support required by that unit or formation.	AAP-6	Most likely to be used in low intensity operations when a complete battery (observers and guns) will be placed under OPCOM or OPCON of a battalion. It remains a guarantee of fire.
		General Support (Gen SP). That support which is given to the supported force as a whole and not to any particular sub-division thereof.	AAP-6	Refers to artillery which is used to influence the corps or divisional battle. Normally tasked for counter battery, depth targets. There is no guarantee of fire to the manoeuvre arm.
		General Support Reinforcing (Gen Sp Rft). General Support Reinforcing artillery has the mission of supporting the forces as a whole and, on a secondary basis, of providing reinforcing fire for another artillery unit.	NATO STANAG 2887	Normally Gen Sp artillery is allocated to bolster the fire for a bde operation. Gen Sp Rft gives the allotted artillery 2 priorities: the first is to the CRA and the second is to the bde. It provides therefore a certain degree of guaranteed fire. It is likely to have an ammunition expenditure caveat.
		Reinforcing (Rft). In artillery usage, a tactical mission in which one artillery unit augments the fire of another artillery unit.	AAP-6	This task is a guarantee of fire. Note that an artillery unit can only reinforce another artillery unit (including arty Tac Gps) and not an all arms formation.

Notes:

1.   Within UK formations a commander may assign a formation or unit the same degree of authority under which he has received it eg a unit of Corps engineers may be OPCOM to a division who may need to OPCOM it to a brigade. He may not assign it at a higher state of command than it was originally assigned to him.
2.   This explanatory note has Army endorsement only. It will be normal for UK forces to adopt the tactical terms of another nation if the other nation is providing the higher HQ, and for other nations to adopt UK terms if the other nation's formation is subordinate to a UK HQ.

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(a)	(b)	(c)	(d)	(e)
31.	C2W	Command and Control Warfare	AJP-1	The integrated use of all military capabilities including physical destruction, electronic warfare (EW), deception, psychological operations (PSYOPS) and operations security (OPSEC), supported by intelligence, to deny information to, exploit, influence, degrade, confuse or destroy enemy C2 capabilities and to protect friendly C2, against such actions.
32.	Company	An armoured, mechanized or infantry company with no attachments to its normal establishment.		
33.	Company Group	A company or part of a company, including company HQ with attachments to its normal establishment.		
34.	Concentration Area	1. An area, usually in the theatre of operations where troops are assembled before beginning active operations. 2. A limited area on which a volume of gunfire is placed within a limited time.	AAP-6	In the concentration area, troops are brought together, briefed, rehearsed, administered and prepared for battle. The area must be free from enemy interference, concealed, and have room for manoeuvre.
35.	Control	(See Command and Control Relationships Serial 40).		
36.	Coordinating Point	A designated point at which, in all types of combat, adjacent units/formations must make contact for purpose of control and coordination.	AAP-6	
37.	Counterbattery (CB) Fire	Fire delivered for the purpose of destroying or neutralizing indirect fire weapons systems.	AAP-6	CB fire is part of the depth fire battle specifically concerned with the defeat of the enemy's artillery. CB targets will be acquired by target acquisition systems such as sound ranging, OPs and mortar locating radars, coordinated by artillery intelligence staffs.
38.	Countermoves	Operations undertaken in reaction to or in anticipation of a move by the enemy.	AAP-6	(See Counter-attack, Blocking Position).

(a)	(b)	(c)	(d)	(e)
39.	Covering Force/Covering Troops	1. A force operating apart from the main force for the purpose of intercepting, engaging, delaying, disorganizing and deceiving the enemy before he can attack the force covered. 2. Any body or detachment of troops which provides security for a larger force by observation, reconnaissance, attack or defence or by any combination of these methods.	AAP-6	A covering force will normally be deployed at corps or divisional level, however a brigade or BG commander may also wish to deploy troops for protection. These are known as covering troops. Covering troops or a covering force may be deployed with the task of a screen or guard. (See Guard, Screen).
40.	Dead Ground	An area within the maximum range of a weapon, radar or observer which cannot be covered by fire or observation because of intervening obstacles, the nature of the ground, the characteristics of the trajectory, or the limitations of the pointing capabilities of the weapon.	AAP-6	This is part of the NATO definition for 'Dead Space' but represents the precise meaning of the British Army all-arms use of the term 'Dead Ground'.
41.	Deception	Measures designed to mislead the enemy by manipulation, distortion or falsification of evidence to induce him to react in a manner prejudicial to his interests.	AAP-6	Electronic deception is a desirable component of any deception plan. (See AFM Vol V, Pt 4, AUSOP 604.)
42.	Decision	The final step in the estimate process. The commander considers the courses of action open to him to accomplish his mission, selects his COA and expresses it as his decision.	ATP-35	From the decision, the commander develops his concept of operations which must include his intent. The decision should embody the commander's will for the conduct of the operation.
44.	Defence/Defend	See Operations of War.		
45.	Defilade	1. Protection from hostile observation and fire, provided by an obstacle such as a hill, ridge or bank. 2. A vertical distance by which a position is concealed from enemy observation. 3. To shield from enemy fire or observation by using natural or artificial obstacles.	AAP-6	A position hidden from enemy observation and direct fire which enables engagement of the enemy's flank. Thus from a defilade position enfilade fire is produced.

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(a)	(b)	(c)	(d)	(e)
46.	Delaying Operation	See Operations of War.		
47.	Demolition	**Preliminary Demolition Target**. A target, other than a reserved demolition target, which is earmarked for demolition and which can be executed immediately after preparation, provided that prior authority has been granted.	AAP-6	Preliminary demolitions are normally grouped together under one AF W9811 and executed by RE firing parties once authority has been given. Battlegroup commanders may, with the agreement of their formation (brigade) commanders, select preliminary demolitions which they do not wish to have blown with the others; retaining control of them themselves. These selected and approved targets are designated 'Delayed' and target numbers are given the suffix 'D'. The battlegroup commanders concerned thereby become the Authorized Commanders for these demolitions, and separate AF W911s must be prepared.
		Reserved Demolition Target. A target for demolition, the destruction of which must be controlled at a specific level of command because it plays a vital part in the tactical or strategic plan, or because of the importance of the structure itself, or because the demolition may be executed in the face of the enemy.		Key demolitions are designated 'reserved' and special arrangements are made for their preparation, security, control and firing. A Demolition Guard is provided. Such arrangements are demanding in resources and hence the number of reserved demolitions is severely restricted. **State of Readiness**. a. State 1, or Safe, means that the demolition has been prepared but is safe. The firing circuits are made up but not connected and detonators are not inserted. b. State 2, or Armed, means that the demolition is ready for initiation. The firing circuits have been connected and detonators inserted.
48.	Demolition Firing Party	The party at the site which is technically responsible for the demolition.	AAP-6	

(a)	(b)	(c)	(d)	(e)
49.	Demolition Guard	A local force positioned to ensure that a target is not captured by an enemy before the orders are given for its demolition and before the demolition has been successfully fired. The commander of the demolition guard is responsible for the operational command of all troops at the demolition site. Including the demolition firing party. He is responsible for transmitting the order to fire to the demolition firing party.	AAP-6	
50.	Deny	To prevent access by blocking, disruption, dislocation and/or fire.	JWP 0-01.1	Ground can be denied either by holding it or by covering the area by direct or indirect fire. To deny without holding requires surveillance. (See Hold.)
51.	Depth Fire	The engagement of targets beyond the contact zone eg the destruction, disruption and delay of enemy forces before they are involved in the direct fire battle and include the attack of bypassing or breakthrough fmns whilst they are temporarily out of contact, HQs, artillery and follow-up forces.	JWP 0-01.1	The depth fire battle, whilst largely unrelated to the other arms is directly relevant to them. It is the one which the artillery commander can fight without reference to formation commanders except for the provision of a broad directive as to priorities and agreement on the allocation of resources.
52.	Designation of Days and Hours	**C Day**. The day on which deployment for an operation commences or is due to commence. **D Day**. The day on which an operation commences or is due to commence. **E Day**. The day on which a NATO exercise commences. **F Hour**. The time designated for the start of cross-FLOT aviation operations. **G Day/Hour**. The day and/or time on which an order (normally national) is given to deploy a unit.	STANAG 1001	

(a)	(b)	(c)	(d)	(e)

H Hour.

    a. The specific time at which an operation or exercise commences or is due to commence. It is also the time at which the Line of Departure (LD) is crossed by the leading elements in an attack.

    b. In amphibious operations, the time at which the first waterborne wave of an amphibious assault lands on the beach.

K Day/Hour. The day and/or time on which a convoy system is introduced or is due to be introduced on any particular land convoy route or sea convoy lane.

L Hour. In amphibious and airmobile operations, the time at which the first helicopter of the heliborne assault wave touches down in the landing zone (LZ). (See also Y Hour.)

M Day. The day on which mobilization commences or is due to commence.

P Hour. In airborne operations, the time at which the lead element is to arrive over the parachute impact point to begin assault operations.

T Day/Hour. The day and/or time of Transfer of Authority.

Y Hour. In airmobile operations, the time at which the first helicopter in the first wave departs the Pick-up Point (PUP).

(a)	(b)	(c)	(d)	(e)
53.	Destroy	To kill or so damage an enemy force that it is rendered useless.	ADP-2	To destroy the enemy 'within boundaries' removes any concern for a specific piece of ground provided that the enemy is neutralized or killed.
54.	Detection	The discovery by an means of the presence of a person, object or phenomenon of potential military significance.	AAP-6	ie "There's something there". (See Identification, Recognition, Target Acquisition.)
55.	Direct Fire	Fire directed at a target which is visible to the aim.	AAP-6	Direct fire can be used at night or in poor visibility when targets have been recorded earlier in better conditions eg GPMG (SF).
56.	Directive	a. A military communication in which policy is established or a specific action is ordered. b. A plan issued with a view to putting it into effect when so directed, or in the event that a stated contingency arises. c. Broadly speaking, any communication which initiates or governs action, conduct or procedure.	AAP-6	
57.	Doctrine	Military doctrine is a formal expression of military knowledge and thought that the Army accepts as being relevant at a given time, which covers the nature of current and future conflicts, the preparation of the Army for such conflicts and the methods of engaging in them to achieve success.	DGD&D	
58.	Echelon Force	A force not committed initially but whose committal is vital to the success of the superior commander's mission.	JWP 0-01.1	(See Reserve.)
59.	Electronic Silence	The deliberate prohibition of electronic radiations, normally applied for a stated period, to specific equipments or frequency bands.	JWP 0-01.1	Applies to both communications and non-communications emitters.

(a)	(b)	(c)	(d)	(e)
60.	Electronic Warfare	Military action involving the use of electromagnetic energy to determine, exploit, reduce or prevent hostile use of the electromagnetic spectrum and action to retain its effective use by friendly forces. **Electronic Countermeasures**. That division of electronic warfare involving actions to be taken to prevent or reduce an enemy's effective use of the electromagnetic spectrum. Electronic countermeasures include: **Electronic Jamming**. The deliberate radiation, reradiation or reflection of electromagnetic energy with the object of impairing the use of electronic devices, equipment, or systems being used by the enemy. **Electronic Deception**. Deliberate activity designed to mislead an enemy in the interpretation or use of information received on his electronic systems. Three categories are: **Manipulation**. The alteration of friendly electromagnetic emission characteristics, patterns, or procedures to eliminate revealing, or convey misleading tell-tale indicators that may be used by hostile forces. **Simulation**. The creation of electromagnetic emissions to represent friendly notional or actual capabilities to mislead hostile forces. **Imitation**. The introduction of radiations into enemy systems which imitate his own emissions.	JWP 0-01.1	(See LCH 212D.)

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(a)	(b)	(c)	(d)	(e)
		Electronic Protection Measures. That division of electronic warfare involving actions taken to ensure friendly effective use of the electromagnetic spectrum despite the enemy's use of electronic warfare.		
61.	Enfilade Fire	Fire which strikes the side of the enemy usually from a defilade position.	JWP 0-01.1	(See Defilade.)
62.	Envelopment	An offensive manoeuvre in which the main attacking force passes around or over the enemy's principal defensive positions to secure objectives to the enemy's rear.	AAP-6	This is an outflanking movement which passes round or through the enemy position to cut off his withdrawal routes and destroy him from the flank or rear. Alternatively this movement may block enemy withdrawal routes while another force attacks frontally.
63.	Estimate	A logical process of reasoning by which a commander considers all the circumstances affecting the military situation and arrives at a decision as to the course of action to be taken in order to accomplish his mission.	AAP-6	
64.	Exploit/ Exploitation	1. Taking full advantage of success in battle and following up initial gains. 2. Taking full advantage of any information that has come to hand for tactical or strategic purposes. 3. An offensive operation that usually follows successful attack and is designed to disorganize the enemy in depth.	AAP-6	To exploit is to take advantage of a successful attack by following-up and harassing a dislocated enemy with the aim of further disorganizing him in depth. This may provide the opportunity to capture ground which was not part of the objective of the original attack. It is normally necessary for a commander to lay down a limit of exploitation.
65.	Field of Fire	The area which a weapon or a group of weapons may cover effectively with fire from a given position.	AAP-6	
66.	Fighting Patrol	A tactical unit sent out from the main body to engage in independent fighting; detachment assigned to protect the front, flank or rear of the main body by	AAP-6	A fighting patrol is tasked to harass, ambush, attack or to create a diversion. It is prepared and equipped to fight. The strength will depend upon the task and the weaponry to be carried, but

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(a)	(b)	(c)	(d)	(e)
		fighting if necessary. (Also known in NATO as a Combat Patrol.)		will rarely consist of less than 2 sections and an HQ. A platoon offers the ideal organization for a small fighting patrol in terms of control, firepower and strength.
67.	Fighting Power	Fighting power defines an Army's capability to fight.	BMD	There are three interrelated components of fighting power: the conceptual (the thought process), the moral (the ability to get people to fight) and the physical (the means, equivalent to "combat power").
68.	Final Protective Fire (FPF)	An immediately available pre-arranged barrier of fire designed to impede enemy movement across defensive lines or areas.	AAP-6	A defensive fire (DF) target, usually selected by the supported arm commander, covering the most likely line of approach to his position. When not otherwise engaged, guns in direct support and mortars allotted to a FPF task are laid on that task, with guns loaded. A fire unit may only be tasked on one FPF.
69.	Fire Support Group	The group which provides direct fire support onto the objective during an attack.		The primary role of the fire support group is to provide direct fire support onto the objective as the assaulting troops close with it, particularly after any indirect fire has been lifted at the safety limit, switching to targets in depth as they fight through the objective. The fire support group is normally sited on a flank. In mechanized operations tanks may be allocated for this role if it is decided that they are needed in addition to the indirect fire support available. In infantry operations GPMG(SF) and possibly MILAN may be used. In a squadron and company group operation any tanks deployed in the fire support group will remain under the command of the squadron leader, who will control their move forward to join the assault tanks as the attack progresses. Indirect fire controllers may join the fire support group for their own protection. The term 'Fire Base' is no longer used. See Assault Tanks, Intimate Support Tanks.
70.	Fire Team	One half of an infantry section normally consisting of an NCO and 3 men.		The fire team concept is flexible and any combination of men and weapons within in an infantry section can be called a fire team. (Also used to describe a group of 2-4 anti-tank helicopters.)

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(a)	(b)	(c)	(d)	(e)
71.	Flank Guard	A security element operating to the flank of a moving or stationary force to protect it from enemy ground observation, direct fire and surprise attack.	AAP-6	Security of flanks may be provided by a mobile force. Organization of this force depends upon whether it is a screen or a guard force. (See Covering Force, Guard, Screen.)
72.	Forming Up Place (FUP)	The last position held by the assault echelon before crossing the line of departure. Also called 'Attack Position'.	AAP-6	An area to which troops deploy immediately before an attack and in which they may adopt their assault formations. It allows a buffer of time between the move forward and crossing the line of departure at H Hour. The FUP is occupied for as short a time as possible although it is here that final orders or briefings may be given or orientation carried out. If it is outside the FEBA it must be reconnoitred and protected before the assaulting troops move into it. The area chosen should be: a. Easily recognizable. b. Not under direct fire or observation. c. Not a known or likely enemy DF target.
73.	Forward Arming and Refuelling Point (FARP)	An installation in the combat zone to arm and refuel helicopters.	JWP 0-01.1	Not to be confused with Forward Operating Base (FOB), which provides additional facilities.
74.	Forward Edge of the Battle Area (FEBA)	The foremost limit of a series of areas in which ground units are deployed, excluding the areas in which the covering force or screen are operating.	AAP-6	
75.	Forward Line Own Troops (FLOT)	A line which indicates the most forward positions of friendly forces in any kind of military operation at a specific time.	AAP-6	
76.	Forward Operating Base (FOB)	A location in the combat zone which provides the full range of infrastructure for planning, command and support of helicopter operations.		
77.	Forward Slope	Any slope which descends towards the enemy.	AAP-6	A position which is exposed to direct fire and to observed indirect fire.

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(a)	(b)	(c)	(d)	(e)
78.	Fragmentary Orders (FragO)	An abbreviated form of an operations order, containing the 5 standard paragraph headings, issued as required, that eliminates the need for restating information contained in a basic operations order but which after the heading must contain the mission and execution paragraphs.	AAP-6	In fast moving situations on land it will often be necessary to issue operation orders in part only and to limit the distribution to those directly affected. The sequence of an operation order is followed and the standard paragraph headings are used. However, after the headings, parts of the order which are unchanged or are not essential are omitted.
79.	Functions in Combat	a. **Command**. Command is the exercise of military authority by a designated commander for the planning, direction, coordination and control of a military force. b. **Manoeuvre**. To manoeuvre is to seek to get into a position of advantage in respect of the enemy from which force can be threatened or applied. c. **Firepower**. Firepower destroys, neutralizes, suppresses and demoralizes; it is essential in defeating an enemy's ability and will to fight. d. **Protection**. Protection preserves the fighting potential of a force so that it can be applied at a decisive time and place. e. **Information and Intelligence**. Accurate and timely intelligence is fundamental to the success of all operations. Intelligence is the produce of the organized efforts of a commander to gather, analyse and distribute information about the enemy and the operational environment. f. **Combat Service Support**. CSS sustains the force.	ADP-1	The Functions in Combat are conceptual tools. By considering these functions, commanders may ensure that they are adhering to the principles of war in their planning for, and conduct of, operations. The practical expression of the Functions in Combat is Combat Power.

(a)	(b)	(c)	(d)	(e)
80.	General Support Artillery	Artillery which executes the fire directed by the commander of the unit to which it organically belongs or is attached. It fires in support of the operation as a whole rather than in support of a specific subordinate unit.	AAP-6	Normally retained under formation command with a priority to fighting the depth battle. General Support Artillery can however be used to reinforce Close Support Artillery in the contact battle when required.
81.	Guard	A security element whose primary task is to protect the main force by fighting to gain time, while also observing and reporting information.	AAP-6	Covering troops who are deployed with the primary task of delaying the enemy for a specific period in addition to observing and reporting on enemy movement.
82.	Hand-over Line (HL)	A control feature, preferably following easily defined terrain features, at which responsibility for the conduct of combat operations is passed from one force to another.	AAP-6	
83.	Harassing Fire	Fire designed to disturb the rest of enemy troops, to curtail movement and, by threat of losses, to lower morale.	AAP-6	A firing programme with no set time pattern, usually conducted at night.
84.	Harbour Area	An area, well out of contact, in which the emphasis is on administrative convenience, although protection and concealment will be maintained.		
85.	Hide	An area in which a force conceals itself before operations or before moving into battle positions.	JWP 0-01.1	
86.	Hold	1. In an attack, to exert sufficient pressure to prevent movement or redisposition of enemy forces. 2. To maintain or retain possession by force, of a position or an area.	AAP-6	A unit holds ground when it is physically in possession of that ground. Invariably this requires some form of digging. it is normal to hold vital ground. (See Vital Ground.)
87.	Hull Down	Only turret is visible to the enemy		This position is the normal one for direct fire. See Periscope Up, Turret Down.

(a)	(b)	(c)	(d)	(e)
88.	Identification	1. The indication, by any act or means, of your own friendly character or individuality. 2. In imagery interpretation, the discrimination between objects within a particular type of class.	AAP-6	ie "It's a T64B (Reactive)".
89.	Indirect Fire	Fire delivered at a target which cannot be seen by the aimer.	AAP-6	Fire where the man aiming the weapon does not need to see the target or the fall of shot as his fire is either predicted or being observed, normally by an FOO or MFC.
90.	IPB	Intelligence Preparation of the Battlefield. A systematic process which requires the production of a series of graphic overlays depicting basic data on weather, terrain and enemy deployments; the latter may be based on no more than an assessment of his doctrine.	AFM Vol 1 Part 8 Command & Staff Procedures	IPB is a dynamic process. Data can be added or adjusted at any time before or during combat. The integration of the graphics produced will show possible enemy options, own information gaps and decision points for the commander.
91.	Interlocking Arcs of Fire	When the boundaries of individual arcs of fire meet.		Arcs should normally interlock between platoons within a company group or across a boundary. (See Mutual Support, Overlapping Arcs of Fire.)
92.	Intimate Support Tanks	Those tanks grouped with the assaulting infantry to assist in fighting through the objective.		Ideally they should keep just ahead of the dismounted infantry so that the main armament can be used freely. Their primary role is to destroy enemy tanks and armoured vehicles. They can also provide the leading platoons with information on depth positions and engage depth trenches with machine guns and main armament. Where the objective is impassable to tanks, they will hold back after the infantry has dismounted and provide fire support from the flanks or rear. Intimate support tanks will be under the command of the infantry assault commander and to assist in the close co-operation between tanks and infantry, one tank may be allocated to a platoon for detailed tactical control.

(a)	(b)	(c)	(d)	(e)
93.	Joint	Connotes activities, operations, organizations etc, in which elements of more than one service of the same nation participate. When all services are not involved, the participating services shall be identified.	AAP-6	
94.	Joint Air Attack Team (JAAT)	A coordinated attack involving a combination of avn and close air sp (CAS), normally sp by arty or naval gunfire.		
95.	Key Point (KP)	A concentrated site or installation, the destruction or capture of which would seriously affect the war effort or success of operations.	AAP-6	In CRW, rear area security and some HD operations the term is applied to an installation, the destruction of which by enemy action would seriously disrupt military or civilian services or in other ways provide spectacular advantage to the enemy. A KP would therefore normally be defended or guarded when a threat exists.
96.	Key Terrain	Any locality, or area, the seizure or retention of which affords a marked advantage to either combatant.	AAP-6	This is ground which it is highly desirable to hold, rather than essential to hold. Although Key Terrain will not be abandoned lightly and steps will be taken to recapture it if it can be done economically (without committing too much of the reserve) a commander will normally select his own Key Terrain.
97.	Leaguer	A defended formation, sometimes concealed, adopted by a squadron or squadron group for rest, replenishment, maintenance and protection.		Leaguers may be 'close' with vehicles near one another or 'open' with vehicles well spaced out.
98.	Levels of Conflict	**Grand Strategic**. Grand Strategy is the application of national resources to achieve policy objectives. This will invariably include diplomatic and economic resources as well as military. **Strategic**. The level of war at which a nation or group of nations determine national, alliance, or coalition security objectives, and deploy national, including military, resources to achieve them.	ADP-1	The purpose of grand strategy is to direct and provide coherence to overall national, alliance or coalition policy, including all military and non-military aspects. Grand strategy is therefore the exclusive province of governments. A national, multi-national or alliance strategic authority will consider the realistic contribution that military force can make to the achievement of the grand strategic objectives and set such activity in hand.

(a)	(b)	(c)	(d)	(e)
		Operational. The level of war at which campaigns and major operations are planned, conducted and sustained to accomplish strategic objectives within theatres or areas of operations. **Tactical**. The level of war at which battles and engagements are planned and executed to accomplish military objectives assigned to tactical formations and units.		The term applies particularly to corps level and above, as the corps is normally the formation which is responsible for the design and control of operations, allocating specific and limited tactical missions to the divisions under its control. Divisions, and also brigades, may work at the operational level of war when operating independently or when providing the highest field HQ in the campaign. The term applies particularly to combat at brigade, BG and squadron and company group level and to divisional level when the division is operating in corps or army group chain of command.
99.	Liaison	That contact or intercommunication maintained between elements of military forces to ensure mutual understanding and unity of purpose and action.	AAP-6 STANAG 2101	Liaison must be reciprocal when a force is placed under the command or control of a headquarters of a different nationality and when brigade size and higher formations of different nationalities are adjacent. When possible liaison should be reciprocal between higher, lower and adjacent formations. When not reciprocal, responsibility for its establishment should be governed by the following principles: from left to right, from rear to front for units of the same echelon; from higher to lower echelon; from supporting to supported unit; and from the incoming force to the outgoing force during a relief of combat troops.
100.	Line of Departure (LD)	A line designated to coordinate the departure of attack elements.	AAP-6	The line of departure is the forward edge of the FUP or if there is no FUP, the assembly area or the next significant feature immediately in front. It must be secure and should be at right angles to the objective. All the timings for the fire and manoeuvre plans are based on the time troops cross the line of departure at H hour. (See Forming Up Place, Hours.)
101.	Listening Post	Sentries sited tactically on the perimeter of a defensive position to give early warning by listening and the use of surveillance devices, usually by night.		Used also in conjunction with mortar locating radars.

(a)	(b)	(c)	(d)	(e)
102.	Main Effort (ME)	A concentration of forces or means, in a particular area, where a commander seeks to bring about a decision.	ADP-2	Note the important difference between ME in British doctrine and the (Point of) Main Effort in NATO doctrine which is focused at a point and defined in ATP-35 as: "Concentration of forces or means in a particular area where a commander seeks to bring about a decision".
103.	Manoeuvre Warfare	Manoeuvre Warfare is a warfighting philosophy that seeks to defeat the enemy by shattering his moral and physical cohesion – his ability to fight as an effective, coordinated whole – rather than by destroying him physically through incremental attrition.	ADP-1	
104.	Minefields	**Minefield**. An area of ground containing mines laid with or without a pattern.	AAP-6	
		Tactical Minefield. A minefield which is part of a formation obstacle plan and is laid to delay, channel or break up an enemy advance.	AAP-6	There are 3 types of tactical minefield laid by engineers: Light, Medium and Heavy. All are planned at formation level but sited by BG commanders with RE assistance. Each type of minefield consists of a number of rows of mines, each row containing only one type of anti-tank mine and fuze. The engineer can design a minefield to meet a specific threat, eg plough, roller or blast clearance, by combining rows of differently fuzed mines.
		Protective Minefield. A minefield employed to assist a unit in its local, close-in protection.	AAP-6	
		Nuisance Minefield. A minefield laid to delay and disorganize the enemy and to hinder his use of an area or route.	AAP-6	Laid by all arms to delay and disorganize the enemy, particularly reconnaissance patrols, by introducing a sense of uncertainty and a need for caution, which will have a subsequent effect on morale. All types of mine may be used. They need not be marked but are recorded and reported. Particularly effective during a withdrawal.
		Phoney Minefield. An area free of live mines used to simulate a minefield or section of minefield, with the object of deceiving the enemy.	AAP-6	Marked in exactly the same way as a real minefield.

(a)	(b)	(c)	(d)	(e)
105.	Multi National Operations	Operations conducted by forces of two or nations acting together for the accomplishment of a single mission.	JWP 0-01.1	This term is preferred to Combined Operations.
106.	Mutual Support	That support which units render each other against an enemy, because of their assigned tasks, their position relative to each other and to the enemy, and their inherent capabilities.	APP-6	A condition which exists when positions are able to support each other by direct fire, thus preventing the enemy from mounting an attack against any one position without being subjected to direct fire from one or more adjacent positions. Mutual support increases the strength of any defensive position. Mutual support should always be achieved by platoons within companies. Between larger sub-units a lesser degree of support may have to be accepted. When the threat is primarily an armoured one, mutual support between anti-armour weapons is essential.
107.	Neutralize	To render the enemy's weapons temporarily ineffective, normally by use of indirect fire.		
108.	NEO	Noncombatant Evacuation Operations. Operations that relocate threatened civilian noncombatants from locations in a foreign country or host nation. These operations normally involve UK citizens whose lives are in danger. They may also include selected host nation and third country nationals.	ADP-2	This term replaces both SAE and SPE.
109.	Obstacles	A natural or manmade obstruction, or a combination of both, which will impede progress.		Obstacles are classified as 'existing' or 'reinforcing': a. Existing obstacles are described as being: (1) Natural (rivers, slopes, trees). (2) Manmade (embankments, buildings). b. Reinforcing obstacles are those which are created on the battlefield to reinforce existing obstacles.

(a)	(b)	(c)	(d)	(e)
110.	Occupy	Move into and properly organize an area to be used as a battle position.	AAP-6	It involves movement, organization and control.
111.	On Call Target	A planned target other than a scheduled target on which fire is delivered when requested.	AAP-6	Normally requested in the advance of attack.
112.	Operations	**OFFENCE** a. **Definition**. The purpose of offensive operations is to defeat the enemy by imposing our will on him by the application of focused violence. It is the decisive operation of war.		
			ADP-1	
		b. **Types**. There are six types of offensive action:		
		(1) **Reconnaissance in Force**. The purpose is to compel the enemy to disclose the location, size, strength, disposition or intention of his force by making him respond to offensive action.	ADP-1	
		(2) **Raid**. The purpose is to disrupt the enemy. More specifically, a raid is carried out to destroy or capture a vital enemy asset.	ADP-1	
		(3) **Feint and Demonstration**. The purpose of a feint is to fix the enemy by distracting him and, if necessary, engaging in combat. The purpose of a demonstration, in contrast to a feint, is to distract the enemy's attention without seeking combat.	ADP-1	
		(4) **Counter-Attack and Spoiling Attack**. The purpose of a counter-attack is to defeat an enemy made vulnerable by his own offensive action, by revealing his ME or creating an assailable flank. The spoiling attack attempts to strike the enemy	ADP-1	AAP-6 definition: Attack by a part or all of a defending force against an enemy attacking force, for such specific purposes as regaining ground lost or cutting off or destroying enemy advance units, and with the general objective of denying to the enemy the attainment of his purpose in attacking.

(a)	(b)	(c)	(d)	(e)
		while he is most vulnerable or while he is on the move prior to crossing his LD; it has the more limited aim of disruption.		
		(5) **Hasty Attack**. An attack in which preparation time is traded for speed in order to exploit an opportunity. It seeks to take advantage of an enemy's unpreparedness and involves boldness, surprise and speed.	AAP-6	Used to be known as "Quick Attack" in British terminology. "Hasty" is now preferred.
		(6) **Deliberate Attack**. A deliberate attack is a type of offensive action characterized by preplanned coordinated employment of firepower and manoeuvre to close with an destroy or capture the enemy.	AAP-6	
		c. **Forms of Manoeuvre**. There are five forms of manoeuvre in offensive operations.		
		(1) **Frontal**. An offensive manoeuvre in which the main action is directed against the front of the enemy forces.	AAP-6	
		(2) **Penetration**. A form of offensive which seeks to break through the enemy's defence and disrupt the defensive system.	AAP-6	
		(3) **Envelopment**. An offensive manoeuvre in which the main attacking force passes around or over the enemy's principal defensive positions to secure objectives to the enemy's rear.		
		(4) **Turning Movement**. A variation of the envelopment in which the attacking force passes around or over the enemy's principal defensive	AAP-6	

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(a)	(b)	(c)	(d)	(e)

positions to secure objectives deep in the enemy's rear, to force the enemy to abandon his position or divert major forces to meet the threat.

(5) **Infiltration**. A technique and process in which a force moves as individuals or small groups over, through or around enemy positions without detection.

AAP-6

DEFENCE

a. **Definition**. The immediate purpose of defensive operations is to defeat or deter a threat in order to provide the right circumstances for offensive operations.

ADP-1

Defensive operations are normally undertaken when the enemy has the initiative, to prevent him from seizing terrain or breaking through into a defended area. The fundamental purpose of any defence is to defeat or deter a threat and, in so doing, to provide the right circumstances for regaining the initiative through offensive action.

b. **Types**. There are two types of defence:

(1) **Mobile Defence**. In mobile defence, the core functions combine to defeat the enemy rather than seize ground. A fixing force denies the enemy freedom of action while a striking force manoeuvres in order to hit the enemy.

ADP-1

(2) **Area Defence**. The purpose of area defence is to hold ground or to deny ground to the enemy. Unlike mobile defence, a force committed to area defence does not itself seek the outright destruction of the attacking force. Instead it relies upon a separate but coordinated attack by other dedicated forces to deliver a decisive victory.

ADP-1

(a)	(b)	(c)	(d)	(e)

DELAY

| | | **Definition**. An operation in which a force under pressure trades space for time by slowing enemy momentum and inflicting maximum damage on the enemy without, in principle, becoming decisively engaged. | AAP-6 | Delaying operations can be conducted independently or within other types of operation, principally as a prelude to a defensive operation. It is also possible that transitional phases will be involved. |

TRANSITIONAL PHASES

		a. **Definition**. Transitional phases link the primary operations of war.	AFM Vol 1 Part 1	
		b. **Types**. There are five transitional phases during operations:		
		(1) **Advance to Contact**. Designed to gain or re-establish contact with the enemy.	AAP-6	Always executed in preparation for a subsequent operation such as an attack.
		(2) **Meeting Engagement**. A combat action that may occur when both sides seek to fulfil their mission by offensive action. It will often occur during an advance to contact and can easily lead to a hasty attack.	AFM Vol 1 Part 1	
		(3) **Link-Up Operations**. Operations conducted to join two friendly forces in enemy controlled territory.	AFM Vol 1 Part 1	
		(4) **Withdrawal**. A withdrawal occurs when a force disengages from an enemy force in accordance with the will of its commander. The withdrawal will take place either in or out of contact with the enemy.	AFM Vol 1 Part 1	Seeks to disengage combat forces from the enemy although contact may be maintained through indirect fire, recce or surveillance.

(a)	(b)	(c)	(d)	(e)
		(5) **Relief of Troops in Combat**. Consists of:	AFM Vol 1 Part 1	
		(a) **Relief in Place**. All or part of a force is replaced in a sector by an incoming unit.		
		(b) **Forward Passage of Lines**. A force advances or attacks through another which is in contact with the enemy.		
		(c) **Rearward Passage of Lines**. A force effecting a movement to the rear passes through the sector of a unit occupying a defensive position.		
113.	OPSEC	Operations Security	AJP-1	The aim of OPSEC is to provide a military operation or exercise an additional degree of security, using active or passive means, to ensure that knowledge of friendly dispositions, capabilities, intentions and vulnerabilities are denied to an enemy. It concentrates on identifying and protecting those aspects of a plan which are considered vital to the success of an operation.
114.	OOTW	**Operations Other Than War**. OOTW are those military operations which are conducted in situations of conflict other than war. Such operations, in which military activities are likely to be firmly subordinated to political objectives throughout, will be designed to prevent conflict, restore peace by resolving or terminating conflict before further escalation, or assist with the rebuilding of stability after conflict or war.	ADP-1	
115.	Order	A communication, written, oral, or by signal, which conveys instructions from a superior to a subordinate.	AAP-6	

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(a)	(b)	(c)	(d)	(e)
116.	Overlapping Arcs of Fire	When one weapon or position is capable of engaging targets within the arc of fire of its neighbour.		Overlapping arcs of fire are necessary if mutual support is to be achieved.
117.	Passage of Lines	An operation in which a force moves through another force either to come into (forward) or move out of (rearward) contact with the enemy.	ATP-35 AAP-6	In forward passage of lines the incoming force attacks through a force which is itself in contact with the enemy. In rearward passage of lines the force in contact moves to the rear through the defensive positions of another force. See Relief of Troops in Combat (ATP-3.2).
118.	Patrol	A detachment sent out for the purpose of gathering information or carrying out a destructive, harassing, mopping-up or security mission.	AAP-6	A patrol is a formed unit of men and/or vehicles whose strength and composition will be dictated by the task. It will be sent out from the main body to carry out the following functions: standing patrol, fighting patrol. (See Fighting Patrol, Reconnaissance Patrol, Standing Patrol.
119.	Patrol Master	An officer who is responsible for the detailed organization and coordination of patrols.		At brigade level this should be the SO3 G3 (Ops) and at BG HQ level the Ops Offr. He is responsible for: a. Keeping all patrol reports for reference. b. Maintaining a patrol situation map showing exact positions of own troops, minefields, pre-planned DFs, information from earlier patrols, previous and proposed patrol routes. c. Passing briefing information at Sub-Para b above, plus air photographs and maps to patrol briefing officers. d. Drawing up an accurate description of each patrol task to avoid duplication. e. Adjusting patrol timings and routes to avoid repetition and clashes.

(a)	(b)	(c)	(d)	(e)
				f. Preparing and issuing the patrol task table.
120.	Peace Enforcement	Operations carried out to restore peace between belligerents who do not all consent to intervention and who may be engaged in combat activities.	JWP-3-50	
121.	Peace Keeping	Operations carried out with the consent of the belligerent parties in support of efforts to achieve or maintain peace in order to promote security and sustain life in areas of potential or actual conflict.	JWP 3-50	The wider aspects of peacekeeping operations carried out with the consent of the belligerent parties in an environment that may be highly volatile.
122.	Peace Making	Action to bring hostile parties to agreement, essentially through such peaceful means as those foreseen in Chapter VI of the UN Charter.	JWP 3-50	
123.	Periscope Up	A variation of turret down where the gunner can just see over the crest through his periscope.		
124.	Phase Line	A line utilized for control and coordination of military operations, usually a terrain feature extending across the zone of action.	AAP-6	Operations are sometimes divided into phases to concentrate combat power sufficiently to achieve the necessary force ratio and to make the maximum use of supporting fire. Phases will be necessary when regrouping or a re-allocation of resources has to take place or when fresh units have to be introduced. A phase should only be used where the action affects the whole unit or formation. A plan requiring many phases is likely to be complicated and may well result in excessive pauses and loss of momentum. This will give the enemy a chance to recover and seize the initiative.
125.	Primary Position	The main position from which a unit intends to fight.		
126.	Radio Silence	A condition in which all or certain radio equipment capable of radiation is kept inoperative.	AAP-6	

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(a)	(b)	(c)	(d)	(e)
127.	Recognition	The determination by any means of the friendly or enemy character or of the individuality of another, or of objects such as aircraft, ships, or tanks, or of phenomena such as communications-electronics patterns.	AAP-6	ie "It's an enemy tank". (See Detection, Identification).
128.	Reconnaissance	A mission undertaken to obtain, by visual observation or other detection methods, information about the activities and resources of an enemy or potential enemy; or to secure data concerning the meteorological, hydrographic, or geographic characteristics of a particular area.	AAP-6	Reconnaissance is divided into: **Combat Reconnaissance**. Carried out by elements of combat arms within battlegroups while observing or engaging the enemy in close combat. **Close Reconnaissance**. Carried out by the reconnaissance troops, platoons and flights of armoured, infantry, mechanized, armoured or aviation BGs to provide information of interest to the BG commander. **Medium Reconnaissance**. Carried out by reconnaissance and aviation regiments, providing information for the formation commander. Their primary role is to gather information, by stealth although they may be required to fight for it depending on their capability for offensive action. **Long Range Reconnaissance**. Reconnaissance of installations in enemy rear areas, routes, helicopter and parachute landing areas, and the surveillance of enemy deployment, supply routes and other activity carried out by special forces, satellites, aircraft, drones and RPV.
129.	Intelligence, Surveillance, Target Acquisition and Reconnaissance (ISTAR)	ISTAR is a joint operation to link sensors, acquisition systems and reconnaissance directly to offensive strike assets which can be used by them.	ADP-1	Surveillance is the continual collection of information, usually across a wide geographical spectrum; reconnaissance is directed at specific targets. Ground reconnaissance includes scouting and screening. ISTAR is a specifically focussed concept which directs offensive action.

(a)	(b)	(c)	(d)	(e)
130.	Reconnaissance Patrol	A small patrol used to gain information of the enemy, preferably without his knowledge.	AAP-6	A reconnaissance patrol is tasked to gain information by observation and stealth. Its composition is of the minimum strength required for the task, and if dismounted usually consists of a reconnaissance group and a cover group. The patrol avoids fighting except in self-defence.
131.	Reconstitution	Action to restore units that have suffered attrition to a level of combat effectiveness commensurate with their anticipated mission by the provision of the necessary resources.		Not yet agreed by NATO.
132.	Refurbishment	See Rehabilitation.		
133.	Rehabilitation	The processing, usually in a relatively quiet area, of units or individuals recently withdrawn from combat or arduous duty, during which units recondition equipment and are rested, furnished with special facilities, filled up with replacements, issued replacement supplies and equipment, given training and generally made ready for employment in future operations.		
134.	Regrouping	A change to task organization for a particular operation.		Regrouping normally takes place before an operation.
135.	Relief in Place	An operation in which, by direction of JSP 110 higher authority, all or part of a unit is replaced in an area by the incoming unit. The responsibilities of the replaced elements for the mission and the assigned zone of operations are transferred to the incoming unit. The incoming unit continues the operation as ordered.	AAP-6	The incoming force, which may be a formation or unit, normally assumes the mission of the relieved force, usually within the same boundaries and, at least initially, with a similar disposition of forces where possible.
136.	Rendezvous (RV)	A pre-arranged meeting at a given time and location from which to begin an action or phase of an operation, or to which to return after an operation.	AAP-6	**In Withdrawal Operations**. RVs are areas where squadron or company groups and platoons collect and reorganize as an entity before continuing the withdrawal on foot, in vehicles or by

(a)	(b)	(c)	(d)	(e)
				helicopter. RVs must be designated by the next higher commander to prevent friendly forces clashing during the withdrawal. RVs must:
				Be in a defiladed area which is not an obvious target for enemy harassing fire.
				Be Protected. In the case of a squadron or company group this may be done by the first platoon to arrive and at battlegroup level the depth squadron or company group might take on this responsibility. These protection parties must make a daylight reconnaissance of the area.
				Have radio communications.
137.	Report Line	A line at which troops, after having reached it, must report to their command echelon.	AAP-6	A report line is an easily recognizable feature, at right angles to the axis, which is used to report progress. It need have no tactical significance. It is given a nickname.
138.	Reserves	1. The quantities of stocks required to be held against emergency, unforeseen fluctuations and expenditure, delays in production and transit, misfortune etc. In peace they include provision for the requirements from the outbreak of war until adequate supplies become available from production.	JWP 0-01.1	A force held wholly uncommitted to exploit the unexpected. A formation commander requires to meet both anticipated and unexpected situations. The correct division of resources between forward and reserve troops, and deciding when to commit reserves, are amongst the most difficult decisions which a commander will have to make.
		2. Personnel, units or formations earmarked for future use on mobilization or against an operational requirement or withheld from action at the beginning of an engagement.		Without a reserve a force lacks flexibility and balance. Once a reserve has been committed a new one must be created. A reserve should include a balance of all combat arms and be capable of matching enemy mobility. In armoured or mechanized operations, IFVs or APCs will provide mobility for the infantry and ensure a quick response. In other types of operation the degree of mobility of the infantry element of a reserve will vary between marching, carriage on tanks and lift in support helicopters.

(a)	(b)	(c)	(d)	(e)

The size of reserves depends on the design for battle. There may be occasions when half a formation is initially held in reserve, but usually this will not be practicable.

In deciding when to commit reserves the following should be taken into account:

An attacker is more vulnerable when he is on the point of launching his assault or has just reached his objective. A quickly mounted counter attack may achieve results out of all proportion to its size.

The deployment of the reserve should be timed, if possible, to avoid the worst of any enemy preliminary fire. To be able to do this, particularly at night, positions including alternative positions and routes will have to be reconnoitred and prepared.

The ground and the enemy strength will indicate the advantage of counter attacking or of remaining in depth. If the ground being forfeited is not vital to the continued defence of the area, and if the aim is to inflict casualties on the enemy by attrition, reserves may be employed better by occupying positions in depth and gradually bringing the enemy to a halt.

It may be possible to destroy or compel the enemy to withdraw by bringing an increasing weight of fire to bear from the front, flank or rear, without using the reserve.

The possible roles for a reserve often conflict and may make the decision on its positioning one of priorities or compromise.

In all operations a reserve should be nominated and, if possible, constituted. A reserve is held in readiness to react to the unexpected. Likely tasks may be given, but a commander must

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(a)	(b)	(c)	(d)	(e)
				retain the ability to deploy his reserve to any area in order to maintain or regain the tactical balance.
139.	Reverse Slope	Any slope that descends away from the enemy.	AAP-6	A position on ground not exposed to direct fire or observation.
140.	Rolling Attack	Two or more successive attacks on the same enemy by armed helicopters.		
141.	Screen	A security element whose primary task is to observe, identify and report information and which fights only in self protection.	AAP-6	
142.	Scheme of Manoeuvre	At the tactical level, the superior commander's concept of operations should include both his intent and his design for operations, normally expressed as a scheme of manoeuvre.	ADP-2	
143.	Secondary Position	A completely new position, normally prepared but certainly at least reconnoitred, to which a sub-unit or unit will move once its primary position has become untenable or when its primary position has become ineffective because of the flow of battle.		A unit may remain in a hide until the main enemy thrust has been identified. It will then be called forward to man its primary or secondary position. (See Alternative Position, Hide, Primary Position.)
144.	Secure	To gain possession of a position or terrain feature, with or without force, and to make such disposition as will prevent, as far as possible, its destruction or loss by enemy action.	AAP-6	
145.	Simultaneity	Simultaneity seeks to overload the enemy commander. He is attacked or threatened from so many angles at once that he is denied the ability to concentrate on one problem at a time or even establish priorities between them.	ADP-1	

Authority
DGD&D

(a)	(b)	(c)	(d)	(e)
146.	Sniping Tanks	Individually sited tanks, normally forward of a main position, tasked with early attrition of enemy armour.		
147.	Squadron	An armoured or armoured reconnaissance or helicopter squadron with no attachments to its normal establishment.		
148.	Squadron Group	A squadron, or part of a squadron, including squadron HQ, with any attachments to its normal establishment.		
149.	Squadron and Company Group	The grouping of a complete armoured squadron and complete infantry company, operating together, under command of either the squadron leader or the company commander.		The group may be commanded by the BG comd, sqn ldr or coy comd, depending on the tactical situation, or whether the infantry are mounted or dismounted. It is inherently flexible and permits rapid regrouping should this be necessary. (Not to be confused with a Squadron or Company Group)
150.	Standing Operating Procedure (SOP)	A set of instructions covering those features of operations which lend themselves to a definite or standardized procedure without loss of effectiveness. The procedure is applicable unless prescribed otherwise in a particular case. Thus, the flexibility necessary in special situations is retained.	AAP-6	The purpose of SOPs is to lay down standard procedures for the conduct of operations. This saves constant repetition in orders and gives officers and soldiers a clear understanding of their individual responsibilities. SOPs also allow the Army to promulgate and follow agreed NATO procedures.
151.	Standing Patrol	A patrol which will be of a strength decided by the commander allotting the task. Its task may be reconnaissance, listening, fighting or a combination of these. It differs from a Reconnaissance, Fighting or Listening Patrol, in that, having taken up its allotted position, it is not free to manoeuvre in performance of its task without permission.	AAP-6	A standing patrol is established to give warning of enemy movements by watching likely approaches and covering dead ground. The patrol is kept as small as possible but could be up to section strength. It must have communications and be able to call for artillery or mortar fire.
152.	Stop Line	A line, selected on ground of tactical significance, on which the guard element of the covering force will halt the enemy and attempt to force him into a deliberate attack.		It would be inadvisable for the covering force to receive such an attack; by imposing delay they are achieving their aim.

(a)	(b)	(c)	(d)	(e)
153.	Strongpoint	A key point in a defensive position, usually strongly fortified and heavily armed with automatic weapons around which other positions are grouped for its protection.	AAP-6	**Strongpoint (General War)**. A strongpoint is a term used to describe a well prepared and strongly held infantry position, often a village or an area of dominating ground, which has been sited to 'shape' the axis of an enemy advance. A strongpoint contains a number of bastions and is normally held by a BG. A strongpoint must be prepared to hold firm even when outflanked or cut off by the enemy. The enemy may be expected to penetrate between strongpoints – they will then be destroyed by fire from bastions. **Strong Point (FIBUA)**. A key point within a defensive position, usually strongly fortified and heavily defended with automatic weapons, around which other positions are grouped for its protection. If it can be avoided, strong points should not be confined to one building so as to avoid their being isolated and destroyed in detail. Platoon strong points should usually be sited in 2 or 3 buildings so as to allow interlocking and mutually supporting fire.
154.	Suppressive Fire	Fire which neutralizes, destroys or temporarily degrades the capabilities of enemy forces within a specific area.	ATP-35	Fire aimed at the enemy position with the aim of reducing his volume of fire by, at the minimum, forcing him to keep his head down. It is used to cover the approach of an attacking or assaulting force.
155.	Surveillance and Target Acquisition (STA)	**Surveillance**. The systematic observation of aerospace, surface or sub-surface areas, places, persons or things, by visual, aural, electronic, photographic, or other means. **Target Acquisition**. The detection, identification and location of a target in sufficient detail to permit the effective employment of weapons.	AAP-6 AAP-6	The continuous all weather, day and night watch over the battlefield and the detection, recognition, identification and location of a target to permit the effective employment of weapons.

(a)	(b)	(c)	(d)	(e)
156.	Surveillance and Target Acquisition Plan (STAP)	The plan made by a commander to coordinate STA resources.		
157.	Synchronization	The focusing of resources and activities to produce maximum combat power at the decisive time and place.	ADP-2	
158.	Turret Down	The vehicle is hidden but the commander can just see over the crest.		
159.	Vital Area	A key point which is considered to merit special arrangements for air defence.	APP-6	Also known as Vital Point in UK.
160.	Vital Ground	Ground of such importance that it must be retained or controlled for the success of the mission.	AAP-6	Vital ground is normally identified by a superior commander and given out in his orders. Subordinate commanders would have to base their estimates accordingly. The definition of ground as 'vital' in defence will usually imply that counter attack plans must be made to regain it if it is lost to the enemy. Conversely the identification of the enemy's vital ground becomes a key element in any attack estimate. Care must be taken to differentiate between this term and Key Terrain, which now describes important ground.
161.	Vulnerable Point (VP)	In Military Home Defence, a facility which is vital to the operational function of a Key Point.		
162.	Withdrawal	A planned operation in which a force in contact disengages from an enemy force.	AAP-6	A withdrawal occurs when a force disengages from an enemy force in accordance with the will of its commander. It seeks to break contact with the enemy. This does not necessarily imply that reconnaissance and/or guard elements do not maintain surveillance over the enemy.

(a)	(b)	(c)	(d)	(e)
				Retirement. A retirement is different from a withdrawal in that it is a movement away from the enemy by a force **out of contact** with the enemy and is administrative in nature. (ATP-35).
163.	Zulu Muster	A position to which APCs not involved in giving fire support move, once fighting troops have dismounted.		

Sources:

JWP 0-01.1. Glossary of Joint and Multinational Terms and Definitions. This includes all the terms in AAP-6.

AAP-6 (NATO Glossary of Terms and Definitions – on limited distribution). This publication is revised annually. The current version is AAP-6 2003.

ATP-3.2 – A NATO agreed definition in ATP-3.2 (NATO Land Force Tactical Doctrine).

UK(NAT) – A UK National agreed definition.

AC 71565 – Army Doctrine Publication, Volume 1, *Operations*.

AC 71564 – Army Doctrine Publication, Volume 2, *Command*.

AC 71587 AFM Vol 1, Part 1, *Formation Tactics.*
AC 71648 AFM Vol 1, Part 2, *Battlegroup Tactics*.

AC 71437 – *Land Component Handbook (Formation SOPs).* This UK publication supersedes Army Formation SOPs Pt 1.
AC 71716 – *Land Component Handbook (Reports and Returns).* This UK publication supersedes Army Formation SOPs Pt 2.

SECTION 2 – GLOSSARY OF CIS TERMS

Term or Abbreviation	Meaning
ABCA	American, British, Canadian and Australian Armies Interoperability Organization.
Access Node	The comms eqpts which serve a community of users (eg a HQ) giving access to PTARMIGAN or other trunk communications systems.
ACCIS	ACE Command and Control Information Systems.
ACEC	Army Communications Equipment Committee.
ACEWS	Automated Computerised Electronic Warfare System (also known as VIXEN).
ACISSG	Army CIS Services Group.
ACSAS	Army Command Support Application Suite (GP3/QP24/AP3).
ADAMS	Allied Deployment and Movement System.
ADCIS	Air Defence Command and Information System.
ADDER	Expendable unmanned hand emplaced jammer being used for trials.
ADMIS	Army Department Management Information System.
ADPS	Automatic Data Processing System. A complete system based on the use of elect computers for the solution of problems and the storage of info.
ADSIA	Allied Data Systems Interoperability Agency.
ADX	Automatic Data Exchange.
AIG	Address Indicator Group. A single address gp (eg AIG 1300) which rep a specific set of action and/or info addressees (the ident of the originator may also be incl). Used to replace long list of addressees.
AII	Army Information Infrastructure. Incorporating CASH, UNICOM and LAND ISIS.
AIS	Advanced Information System course.
AM	Amplitude Modulation (see Modulation).
AOA	Army Operational Architecture.
APLNRS	Auto Posn Locating Nav & Reporting Sys.
ATA	Army Technical Architecture.

ATacCS	Army Tactical Computing System.
ATCCIS	Allied Tactical Command and Control Information System.
ATDDC	Army Tactical Command and Control System (US).
ATM	Asynchronous Transfer Mode.
AUTOKO Sp	German Trunk comms system.
BATES	Battlefield Artillery Target Engagement System.
BDMT	BOWMAN Digitization Military Team.
BETA	Battlefield Engineering and Terrain Analysis System.
BICES	Battlefield Information Collection and Exploitation System.
BGBMS	Battlegroup Battle Management System.
BISA	Battlefield Information Systems Application.
BOWMAN	Combat radio system to replace Clansman 2005-2007.
BRAHMS	A portable narrowband secure voice device that works over a civil telephone line. (Briefcase size).
BRENT	Wideband secure telephone (part of HOUSEMAN system).
BRERE	A desktop narrowband secure voice device that works over a civil telephone line.
C4I	Command, Control, Communications, Computers, Information.
CADSTAR	Imagery Report System linked to JARIC (Joint Air Recce Intelligence Centre).
CAIUS	Corps Area Integrated Unattended Sensors.
CALAIS	Command and Logistic Automated Information System.
CASH	CIS Assistance to HQs.
CCTA	Central Computer and Telecommunications Agency.
CESG	Communications Electronics Security Group.
CESP	Communications Electronic Support Plan.
CHOtS	Corporate Headquarters Office Technology System.
CIBIS	Common Infrastructure for Battlefield Information Systems.
Cipher, Off-Line	A method of encryption which takes place before transmission and is indep of the transmission system. The resulting encrypted msg can be sent by any (even unclas) means.

Cipher, On-Line	An automatic method of encryption which is part of a transmission system, whereby sigs are encrypted and passed all in one process.
CIS	Communications and Information Systems.
CNR	Combat Net Radios.
COE	Common Operating Environment.
COMSEC	Measures designed to prevent the en from gaining info and int from our use of comms systems; Communications Security.
COMPUSEC	Computer Security.
COPPERS	Computerised Police Programme and Electronic Reporting System.
CORMIS	Corps Management Information System.
CRIMES	Criminal Records Information Management Enquiry System.
CSS	Command Support System (New Maritime CCIS).
CSSH	Clansman Secure Speech Harness.
STAPS	Contingency Theatre Automated Planning System (Air Battle Planners C2 system).
DCIS(A)	Director Communications and Information Systems (Army).
DCISB	Defence CIS Board.
DCSA	Defence Communications Services Agency.
DEL	Direct Exchange Line. A local civ tel ext connected via a PUP to the civ system.
DEWCC	Divisional EW Coordinating Cell.
DFTS(UK)	Defence-wide Fixed Telecommunications System.
DGICS	Director General Information and Communication Services.
DICS	Desert Interim Computer System.
DII	Defence Information Infrastructure. A number of Centre/Sector/TLB and Equipment Programme procured systems.
DIMMS	Defence Intelligence Message Handling System.
DIS	Defence Information Systems course.
DPSN	Defence Packet Switched Network.
DUST	Dial Up Secure Telegraph.
EDDS	European Data Distribution System.
ELCROVOXA	NATO secure voice equipment used over AUTOKO.

Electronic Warfare (EW)	Military action involving the use of electromagnetic energy to determine, exploit, reduce, or prevent hostile use of the electromagnetic spectrum and action to retain its effective use by friendly forces. See also electronic protective measures; electronic countermeasures, electronic warfare support measures.
Electronic Countermeasures (ECM)	That division of electronic warfare involving actions taken to prevent or reduce an enemy's effective use of the electromagnetic spectrum.
Electronic Warfare Support Measures (ESM)	That division of electronic warfare involving action taken to search for, intercept, identify and locate radiated electromagnetic energy for the purpose of immediate threat recognition. It provides a source of information required for immediate decisions involving electronic countermeasures, electronic counter-countermeasures and other tactical actions such as avoidance, targeting and homing.
EMS	Electronic Messaging Service (formerly Army Mail).
Electronic Protective Measures (EPM)	That div of EW involving actions taken to ensure friendly eff use of the electromagnetic spectrum despite the en's use of EW.

EW = ESM (passive offensive) + ECM (active offensive) + EPM (defensive). |
| Electronic Silence | The deliberate prohibition of electronic radiations, normally applied for a stated period, to specific equipments or frequency bands. |
| Emission Control (EMCON) | Selective control of emitted electromagnetic or acoustic energy. The aim can be twofold:

- to minimize the enemy's detection of emissions and exploitation of the information so gained, or

- to improve the performance of friendly sensors. |
EMMHS	Electronic Mail and Message Handling System.
EUROMUX	Trunk communications system with similar capabilities to PTARMIGAN, often deployed in POD area.
EWCC	EW Coordinating Cell (at Corps/Theatre HQ Level).
FBMS	Formation Battle Mgnt System.
FASTNET	Future Army Strategic Telecomms Network.
FCS	Future Communications System.
FEMIS	Field Force Equipment Management Information System.
FLOS	First Line Operating System.
FOCSLE	FLEET Operational Command System Life Extension.
FM	Freq Modulation (see Modulation).

FRSS	Field Record Support System. Now replaced by AP3 (RYAN).
FSSG	Forward Systems Support Group.
GA	Goal Architecture.
GEMINI*	Concept for Joint Army/RAF G2 Cell.
GIFT	Generic Intelligence Fusion Terminal.
GIS	Geographic Information System.
GLOBAL	2nd Line Inventory Management System.
GRID*	Commercial laptop computer system.
HEROS*	German WAVELL equivalent.
HF	High Freq. Radio freqs between 3 and 30 MHz.
HOUSEMAN	UK Government secure speech system.
IARRCIS	Information ARCC CIS – now part of ATacCS.
ICON	RAF Imagery system.
IER	Information Exchange Requirement.
ILS	Integrated Logistic Support.
INMARSAT	International Maritime Satellite System. Fixed and portable systems extensively used for speech and data transmission in non-hostile operations eg. humanitarian relief ops.
Interface	The common bdry between a system or mode of op and a different system or mode.
IS	Information System(s).
ISIS	Integrated Staff Information System. LAND CIS infrastructure.
ISSO	Integrated Systems Support Organisation.
ISTAR	Intelligence, Surveillance, Target Acquisition and Reconnaissance.
IT	Information Technology.
IVSN	Integrated Voice Switching Network.
JBD	Joint Battlespace Digitization.
JBD(L)	Joint Battlespace Digitization (LAND).
JDISS	Joint Deployable Intelligence Support System.
JINTACCS	Joint Interoperable Tactical Command and Control System.
JLSS	Joint Logistics Support System.

JOCS	Joint Operational Command System.
JSTARS	Joint Surveillance and Target Attack Radar System.
JOTS	Joint Operational Tactical System (UK/UK Recognised Maritime Picture).
JTIDS	Joint Tactical Information Display System.
KHz	Kilohertz. 1000 cycles/sec.
LAIRS	Large Area Integrated Route Surveillance.
LAN	Local Area Network.
LANDSCAPE	Land Systems Controllerate Automation of Procurement Expenditure. (Project cancelled).
LOCE	Linked Opintel Centres Europe (NATO Int System).
LOGCIS	Logistic CIS?
LOGTRAKS	Logistic Tracking System.
LSRC	Land Systems Reference Centre.
LYCHGATE	RAF Intelligence System.
LAND CSS (MAPPER*)	HQ Land Command Support System.
MCE	Mobile Communications Equipment (US). American Trunk comms system.
MCE	1. Manoeuvre Control System – US WAVELL equivalent.
	2. Generic term for WAVELL replacement/upgrade.
MCSG	Manoeuvre Control Systems Group.
MENTOR	UK secure speech system extended over strategic comms links.
MERLIN	Management of Equipment Resource Liabilities and Information Network.
MHz	Megahertz. 1,000,000 cycles/sec.
MIP	Multinational Interoperability Programme.
MIS	Management Information System.
MMARS	The Movement Management and Air Reservations System.
Modulation	The process by which the amplitude, freq or phase of a carrier wave is varied with time in accordance with the wave form of superimposed info, eg speech.

Msg Centre	An agency responsible for acceptance, transmission, receipt and del of msgs.
MTF	Message Text Format.
NATO C3 A (NC3A)	NATO CIS Agency.
NAVAID	Navigation Aid.
NSTN (MHS)	RN msg handling system.
NTTS	NATO Terrestrial Transmission System.
OLIVER	On Line Inventory Enquiries and Retrieval Stores visibility system for log sp and ES staff.
OSC	Operational Systems Control. A C2 veh that is colloc with a trunk node. It normally con 3 or 4 trunk nodes, administers assets and manages trunk comms (incl SCRA within its TAOR).
OSI	Open Systems Interconnection.
PATRON	Secure speech system for District and above (Note: becomes MENTOR when extended outside UK).
PETASUS	Airborne EW System.
PHILHARMONIC	SF CIS Support System.
PhM	Phase Modulation. A system of modulation similar to FM.
PICCS	Platform Integrated C2 System.
PIVDB	Project Independent Virtual Data Base.
POSNAV	Position/Navigation Systems.
PPSN	Primary Packet Switched Network.
PRINCE	Projects In-Controlled Environments.
PTARMIGAN	Secure digital tactical area trunk communications system.
PUP	Pick-Up Point. Loc details supplied by civ tel company, incl tech details to allow connection to a DEL.
QACISIG	Quadrilateral Army CIS Interoperability Group.
QIC	Quadrilateral Interoperability Committee. (PTARMIGAN, HEROS, MCS, SACRA.)
QIP	Quadrilateral Interoperability Programme.
QSG	Quadripartide SME Group.
QWG CIS	Quadripartide Working Group on CIS.

Radio Silence	A condition in which all or certain radio equipment capable of radiation is kept inoperative.
RISTACOMM	Rationalisation of Inter-Service Tactical Communications.
RITA	French trunk comms system.
RLI	Restricted LAN Interconnect.
RSSST	Royal Signals System Support Team.
SACRA*	French WAVELL equivalent.
SAF	Store and Forward. A data device mounted in a comms veh capable of storing sig tfc for onward transmission once a route is open.
SCAN	A compendium of the fol sigs info relevant to a particular fmn or unit: Security codes (eg BATCO), Call signs, Address gps, Net ident signs.
SCRA	A SCRA terminal or radio tel associated with a subscriber (often mobile) gives him single channel radio access to the PTARMIGAN system through a SCRA Central.
SEESUPS	Accounting and reporting of combat supplies for operations and peacetime.
SEMA	Station Engineering Management Aid (RAF Eng Info System).
SHF	Super High Freq. Freqs between 3,000 and 30,000 MHz.
SIGMA*	US concept for battlefield CIS.
SIMS	Source Information Management System.
SLI	Secret LAN Interconnect.
SME	Subject Matter Expert.
SPIES	Secondary PHOENIX Imagery Exploitation System.
SSADM	Structured Systems Analysis and Design Methodology.
STAMINA	Standard Automated Message in NATO.
STARTS	Software Tools for Application of Real Time Systems.
STE	Staff Terminal Eqpt. A VDU and keyboard, such as WAVELL, to allow the input and retrieval of data and passage of orders.
Step Up	The process of opening up a sig stn or org at a new loc before similar facilities are discount at the present loc. Also describes the stn or org used for this purpose.

Store	In a data processing system. A device into which data can be inserted, in which it can be retained and from which it can be obtained when desired.
STU II/STU III	A narrowband secure voice terminal for use over civilian telephone line.
Subject Indicator Code (SIC)	A 3 letter group which idents the subject matter of a msg and provides del instrs for sig msgs.
System Con	A centre within a tels system at which tech con of facilities is exercised.
TCP/IP	Transmission Control Protocol/Internet Protocol.
TDED	Tactical Data Entry Device.
TERRAS	Terrain Analysis System.
Transmit Time	The time that elapses between the auth for the transmission of a msg and its receipt of addresses.
TROVE	Stores reference and procedure manuals.
Trunk Node	The gp of comms eqpts which provide a switching function within the trunk system.
TSB	Technical Stand By. Spare eqpt held ready for use in the event of eqpt failure.
TTT	Transportable Telegraph Terminal.
TWACN	Theatre Wide Area Communications Network.
UCS	Unified Communications System.
UHF	Ultra High Freq. Freqs between 300 and 3,000 MHz.
UKAIR CCIS	UK Air Command and Control Information System. Being replaced by RAFCCIS.
UKMSCS	UK Military Satellite Communications System.
UNICOM	Unit Computing.
USAS	Unit Supply ADP System (RAF Stock Control).
VERDI	Vehicle Electronics Research Defence Initiative.
VEDS	Vehicle Internal/External Distribution System.
VITAL	Visibility in Transit Asset Loggin.
VHF	Very High Freq. Freqs between 30 and 300 MHz.
VNWP	Voice Net within PTARMIGAN. A concept for a permanently estb secure voice net using subsets and loudspeaker ext.

WAN   Wide Area Network.

ZODIAC   Dutch trunk comms system.

PART C

MILITARY SYMBOLOGY

SECTION 1 – BASIC INFORMATION

101.   **Purpose**. APP-6[1] constitutes a single system of military symbology for land-based formations and units, which can be used for either automated map display systems or for manual map marking. It provides symbols to represent units, installations, weapons, other equipment, plans and control measures.

102.   **Scope**. The military symbols contained in APP-6 will be used on**:**

      a.   Situation maps, overlays, air photograph annotations and intelligence maps.

      b.   Maps used by Naval and Air Forces when involved in land-based operations.

      c.   Diagrams and tables in plans, orders and other documents.

103.   **Limitations**.   APP-6 does not attempt to produce a symbol for every military unit, activity or equipment. Instead it provides a number of basic symbols and elements which users can superimpose, one on another, to produce the required result. This publication gives guidance about how APP-6 should be used in the British Army.

104.   **Definitions**. 'Military symbol' is defined as:

      a.   A graphic sign used, usually on a map, display or diagram to represent a particular military unit, installation, activity or other item of military interest (AAP-6). It may be in colour and is normally accompanied by alphanumeric characters.

      b.   Section 4 gives a glossary of terms used in this Part.

105.   **Related Documents**. Reference is made in this publication to various STANAGs. There is no requirement for most users to refer to the actual STANAGs. However, for information the STANAGs are:

      STANAG 1059 - National Distinguishing Letters for use by NATO Forces.

      STANAG 2022 - Intelligence Reports

      STANAG 2077 - Order of Battle Non-NATO Forces

      STANAG 2356 - Comparative Formation/Unit Installations

106.   **Colour Representation**.

      a.   Ideally, different colours will be used to differentiate between enemy and friendly symbols. However, it is possible to use less than 4 colours if necessary. For many users, 3 will be adequate.

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[1] APP-6 is the NATO standard for military symbols. The current version is AAP-6(A), October 1998.

b.   **Multi-colour Representation**.

(1)   **Blue** (blue or black for manual systems). Friendly units, posts and installations, equipment, activities and ground environment symbols, not covered by the colours listed below.

(2)   **Red**. Enemy units, posts and installations, equipment, activities and ground environment symbols, not covered by the colours listed below.

(3)   **Yellow**. NBC events, such as chemical or radiological areas, biological areas and toxic industrial hazards.

(4)   **Green**. Man-made obstacles.

(5)   **Others**. Other colours are spare and if used, must be explained in a legend.

c.   **Limited-colour Representation**.

(1)   In cases where only a few colours are available, the following guidelines are to be used. When colours are limited, friendly forces should always be shown in black or blue.

(2)   **2 Colours**.

(i)   One colour (ideally blue, black or green) for friendly symbols.

(ii)   One colour (ideally red) for enemy symbols.

(3)   **3 Colours**.

(a)   One colour (ideally blue or black) for friendly symbols not listed below.

(b)   One colour (ideally red) for enemy symbols not listed below.

(c)   One colour (ideally yellow or green) for NBC events and/or man-made obstacles.

107.   **Fields**. Fields are a combination of words, numbers and/or abbreviations grouped around the basic symbol to provide additional information. The rules concerning the position, length and contents of fields are given in APP-6, but there is no need for users to know all the details: sufficient information is provided in this publication.

SECTION 2 – UNITS, POSTS AND INSTALLATIONS, AND EQUIPMENT

PART 1 - GUIDE TO USE

201. **Basic Symbols**. Symbols for units, installations, weapons and other equipment have 3 types of components: frame, fill and icon. The frame indicates affiliation (friendly, enemy, neutral or unknown), geospatial position[1] (air/space, surface or subsurface) and status (current or planned). The fill (which is optional) enhances affiliation. The icon represents the unit or object: it portrays the role or mission. Some icons must be framed, others unframed or have optional frames. The basic frame shapes are the circle and rectangle used for friendly installations and units, the diamond for hostile units, the square for neutral units, and the quatrefoil for unknown units. These basic shapes are modified to indicate their geospatial position: for air and space symbols, the bottom is left open, and for subsurface symbols the top is left open. Friendly ships are shown as circles rather than rectangles, ie they are treated as equipment.

	Air/Space	Land Units	Land Equipment	Sea Surface	Sea Subsurface
Unknown					
Friendly					
Neutral					
Hostile					

Table 1 - Frame Shapes

202. **Solid or Broken Lines**.

    a. A *solid* line will be used to indicate:

        (1) Present or actual locations.

        (2) Objectives.

        (3) Boundaries

    b. A *broken* line will be used to indicate a future or projected location:
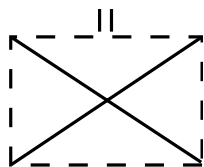
Future location of
infantry battalion
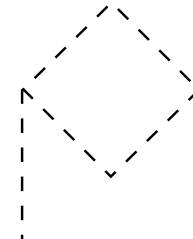
En unit HQ anticipated location

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[1] APP-6 refers to this aspect as "battle dimension".

203. **Colour**. If used, colour indicates affiliation, as described in paragraph 106. If framed symbols are filled with colour to make affiliation more clear, the frame and icon may be shown in black or a contrasting shade of the colour.

204. **Equipment**.

    a.   Weapons and equipment are indicated by the basic role icon in most cases, although there are special icons for some equipment. Frames are not normally used but may be required to show affiliation.

    b.   Icons can be built up in a similar way to unit roles eg:

        (1)   Light gun in anti-tank role: 105mm

        (2)   A gun in anti-aircraft role: 40mm

        (3)   Multi-barrel rocket launcher: MLRS

    c.   Unless otherwise stated, the exact location of the equipment is indicated by the centre of the base of the symbol.

Fields

205. **Mandatory Fields**. The following information is mandatory and must be completed if applicable. If the information is not known, a query mark must be shown in its place.

    a.   **Role Indicator**. A symbol is placed within the basic symbol to show the type of unit or installation; it may be a composite symbol combining two or more types:
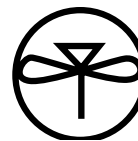
An armoured unit   A fuel installation for Air Force Fuel

    b.   **Size Indicator**. Size indicators are shown in Table 2 (after para 206g(4), mandatory for units only, but could be used also with some installations and/or equipment). A symbol is placed on top of the basic symbol to show the size:
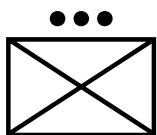
An infantry platoon   A Main Repair Group (MRG) manned by a company size unit

c. **Unconfirmed or Query Mark**.

(1)   When an aspect of a mandatory field is unknown, a query mark, "?", by itself, must appear in that field.

(2)   When one aspect of a mandatory field is doubtful, a query mark, "?", should be placed at the end of the information in that field.

d. **Unique Designation**.

(1)   Gives the title of the unit, etc. It must always match the size indicator:

23   Indicates No 23 Battalion

(2)   If a size indicator is not shown, for example with an item of equipment, then the unique designation should include an abbreviation, such as 'pl' (for platoon) to indicate size.

206.   **Conditional Fields**. The following fields are conditional, and must be completed if the conditions which they indicate are applicable.

a. **Special Indicator**. Must be displayed when applicable.

A special grouping, in this example predominantly mechanized infantry, such as a battle group

b. **Enemy (shown as 'ENY')**. Must be used for equipment if one-colour representation is used; if an arbitrary unit designator is shown also, 'ENY' will be shown before the arbitrary unit designator.

57mm   ENY   An enemy anti-aircraft gun of 57mm calibre

207.   **Optional Fields**. The following fields are optional and should be completed when required.

a.   **Quantity of Equipment**. To show numbers of an equipment. Where the quantity is unconfirmed a query mark may be added:
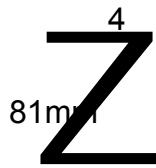
4 x 81mm mortars (see para 204.c.)

b.   **Reinforced or Detached**. Used to indicate if reinforced or if part is detached. Always shown in brackets:
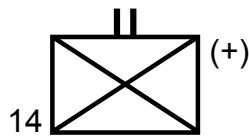
14 Infantry battalion reinforced
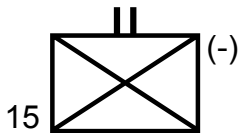
15 Infantry battalion with part detached

c.   **All Information Unknown**. When all the information contained in a symbol is doubtful or unconfirmed, a query mark, "?", must be placed at the top of the right-hand side, above the reinforced/detached symbol position.

d.   **Additional Information**. Space for the writer to make notes.
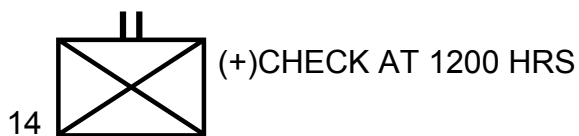
14 Infantry battalion, reinforced,but with note to check again at 1200 hrs

e.   **Free Text**. Space to write additional information.

NO DRINK

The water is not for human consumption

f.   **Combat Effectiveness**.

(1)   An indication of the effectiveness of the unit (friendly or enemy) may be shown as:

(a)   Combat effectiveness ('CE' plus %), or

(b)   Percentage effectiveness ('PE' plus %).

(c)   If Free Text is to be used also, put an oblique stroke after Combat Effectiveness.

CE 10

Combat effectiveness = 10% for a friendly unit

20%/BEING CHECKED
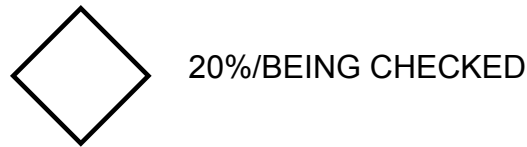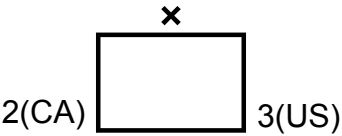
Percentage effectiveness = 20% for an enemy unit
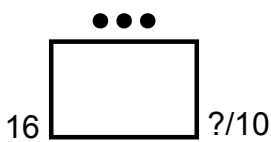
g.   **Higher Formation**.
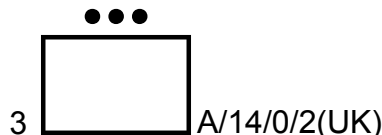
(1)   The unique designation gives the title of the unit or other symbol portrayed, and must always match any size indicator shown.

(2)   The higher formation field is to show some or all of its higher units or formations. They are shown with an oblique stroke between each one.

(3)   It should show their abbreviated title and it may include national distinguishing letters.

(4)   It must follow the sequence of size indicators given in STANAG 2356, which is as follows:

Group	Size Indicator	Generic Term
1	●	Section
2	●●	(Not used in British Army)
3	●●●	Platoon
4	●●●●	(not used in British Army)
5	I	Company
6	II	Battalion
7	III	Regiment/Group
8	X	Brigade
9	XX	Division
10	XXX	Corps
11	XXXX	Army
12	XXXXX	Army Group
13	XXXXXX	Region

If one of the sequence is unknown, a query mark must be shown. If one of the sequence is not used by a nation, '0' must be shown.

(5)

×

2(CA) ⌐‾‾‾‾¬ 3(US)

2 (Canadian) Brigade, which is part of 3 (US) Division

(6)

● ● ●

16 ⌐‾‾‾‾¬ ?/10

16 Platoon, which is part of an unknown company, which is part of 10 Battalion

(7)

● ● ●

3 ⌐‾‾‾‾¬ A/14/0/2(UK)

3 Platoon, A Company, 14 Battalion, part of 2 (UK) Brigade. UK does not use 'regiment (III), so this level is shown as '0'

h. **Direction-of-movement Arrow**. General indication of the direction of movement
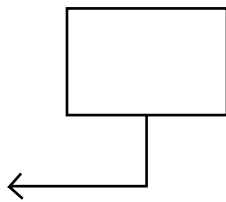
In these examples, north is at the top of the page.
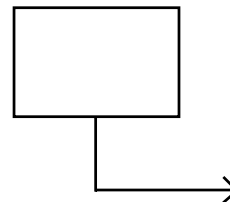
This unit is moving *west*   This Headquarters is moving *east*

i. **Mobility Indicator**. A pictorial representation of the type of mobility:
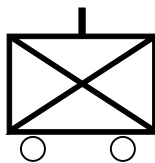
An infantry company in wheeled transport

j. **Headquarters Representation**.

(1) A 'flagstaff' is drawn on the left side of the symbol to indicate a headquarters.

(2) Underneath the symbol may be written an abbreviation to show the type of headquarters. The list of types is given in paragraph 215.
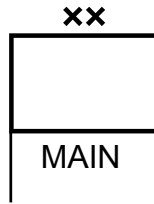
A divisional main headquarters

k.   **Name of Unit or Type of Equipment**.

(1)   The unique designation gives the unique title of the unit or installation portrayed.

(2)   The Name of Unit or Type of Equipment should show the class or type of the unit, installation or equipment rather than its unique title.

(3)   In cases where the name or type is unconfirmed, a query mark should be added.

A maintenance unit of Base Workshop type of battalion size

An anti-tank gun, thought to be 120mm but not confirmed

l.   **Date/time**.

(1)   These fields should contain all information relating to time.

(2)   Each field contains up to 15 characters.

(3)   Each line should contain figures to represent the date and/or time and *if required* an abbreviation to indicate the purpose of the time.

(4)   Two lines are available so as to be able to portray such items as 'from' and 'to' times.
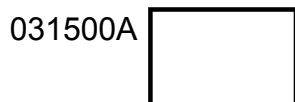
Information obtained on the 3rd day of the current month at 1500hrs ALFA time
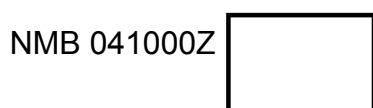
No Move Before (NMB) 1000 hrs ZULU time on the 4th day of the current month

FROM 1200Z ▢	Information effective from 1200 hrs
TO 2300Z	ZULU time to 2300 hrs ZULU time

208. **Optional Fields (Enemy Only)**. The following fields are optional also, but apply to enemy forces only.

a. **Evaluation Rating**. Indicates the source and information gradings (these gradings are explained in STANAG 2022). If Free Text is to be used also, an oblique stroke should follow the evaluation rating:

◇ A1

The information is graded as 'A1'

b. **Signature Equipment**. Indicate by '!' if the equipment emits a signature. If Free Text is to be used also, an oblique stroke should follow the signature symbol.

!
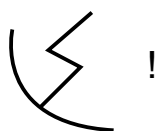
A radar emitting a clearly recognizable signal that will identify it

209. **Location of Symbol on the Map or the Display**.

a. Each symbol should be capable of being positively and accurately positioned when used on a map. This means that each symbol should contain at least one 'location point' that will fix its position.

b. As a *general guide*, the location point is likely to be positioned as follows:

(1) At the point of the 'flagstaff' for:
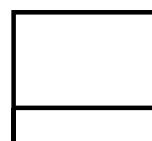
(2) At the center of the bottom for:

(3)　At the end of a 'location vector' which starts from one of the above location points, when it is necessary to offset the symbol from its current position:
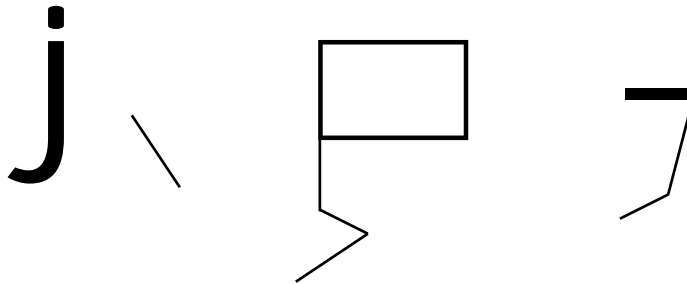
d.　When there are two or more staffs at the same location, the symbols can be placed on one location vector:
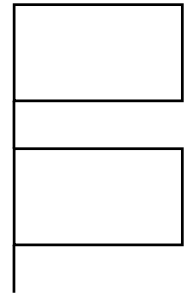
e.　When more than one unit, installation or equipment are located at the same location, they can be indicated by:
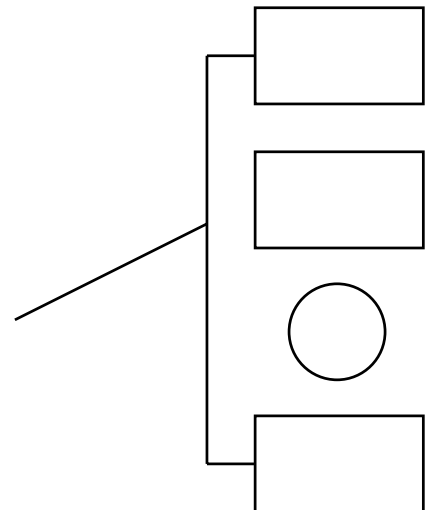
210.　**Examples**.

　　a.　**One-colour Representation**.

　　　(1)　**Friendly Forces**

　　　　(a)

NMB 031030Z
AT 031005Z
2

II

(-)
3/76/2(US)
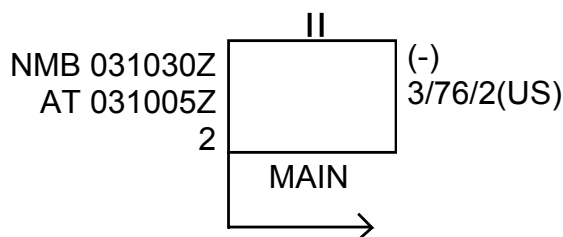
MAIN

Main Headquarters of the 2nd Battalion, 3rd Regiment, 76th Brigade, less a significant detachment. The unit is under command of 2 (US) Div. The information is valid at 1005Z on the 3rd of the month. The HQ is about to move *east*, no move before (NMB) 031030Z

(b)   **Units**
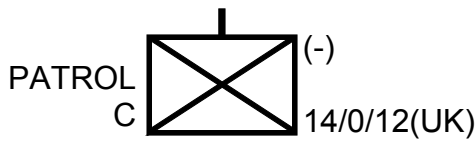
PATROL
C
14/0/12(UK)
(-)

Part of C Company, 14th Infantry Battalion of the 12th (UK) Brigade, (UK does not use 'regiment', so '0' is shown). The Company is being used as a patrol company

(c)   **Equipment**

4
070800Z
81MM
Mor Pl
1 COLDM GDS

4 x 81 mm mortars belonging to the Mortar Platoon (Mor Pl) of 1st Battalion Coldstream Guards (COLDM GDS). Information valid at 0800Z on the 7th of the month

(2)   **Enemy Forces**

(a)

?
AT 101500Z
HF RADIO
A1HF RADIO
2GE123
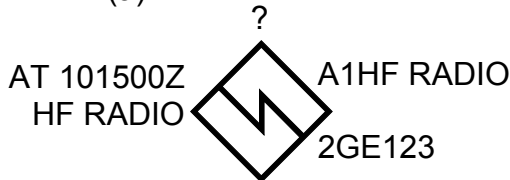
Enemy signal unit of unidentified size given an arbitrary unit designator of 123 by 2 (GE) Corps. Unit equipped with HF radio, information graded A1, seen at 101500Z

(b)

12?
AT 231600Z
T72
B1/GR246246
7US315
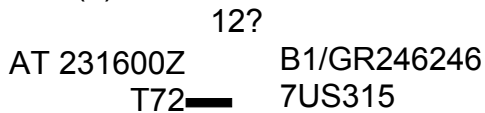
Enemy tanks of an unidentified unit seen at GR 246246 believed to be T72. Arbitrary unit designator 315 allotted by 7 (US) Corps. Quantity unconfirmed and graded B1

b.   **Multi-colour Representation**

(1)   **Electronic Activities**
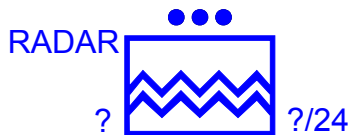
RADAR
?
?/24

A radar-jamming unit (platoon size), part of 24th Battalion, Company not known
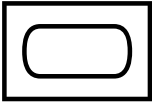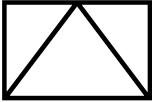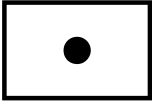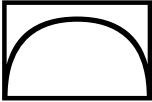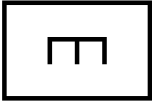
(2)   **Mobility**
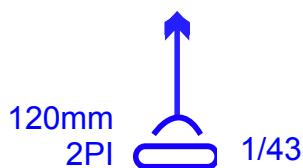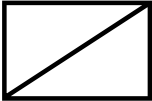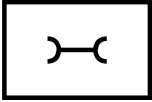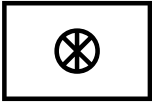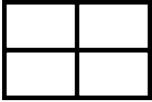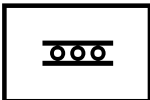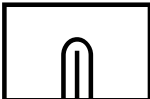
120mm
2Pl
1/43

A tracked anti-tank gun (120mm) from 2 Platoon, 1 Company, 43 Battalion

PART 2 - CATALOGUE OF SYMBOL ELEMENTS
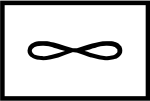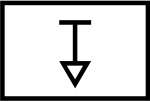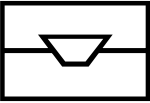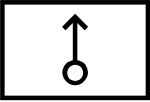
211.   **Basic Icons**. (All shown with friendly frame for clarity).
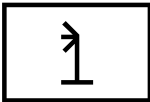
Icon	Meaning	Reminder
	Armour or tank unit	A tank track
	Anti-armour or anti-tank	The venturi at the back of a recoilless gun.
	Artillery	A cannon ball
	Air defence	A bow firing upwards
	Aviation (rotary wing)	Propeller
	Engineer	A bridge
	Infantry	Cross-straps (as worn in 18th and 19th centuries)

	Reconnaissance	A cavalry cross-belt
	Signal	A lightning bolt
	Quartermaster	A key to lock up the stores
	Supply	
	Recovery or repair	A spanner
	Transport & movement	A wheel
	Medical	Red cross
	Medical (Turkey)	Red crescent
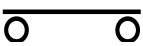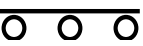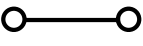
CS		Combat support	
CSS		Combat service support	
MP		Military Police	
EW		Electronic Warfare	
SF		Special Forces	
MI		Military Intelligence	
MET		Meteorological	
VET		Veterinary	
EOD		Explosive Ordnance Disposal	
PW		Prisoner of War	
CA		Civil affairs (CIMIC)	
PI		Public Information	
ooo		Pipeline	Bubbles in a pipe
∩		Missile	

(symbol)	Chemical / Biological	Laboratory Apparatus
(symbol)	Multiple Rocket Launcher Artillery	2 venturis added to artilley icon.
(symbol)	Land Mine	
(symbol)	Ammunition	A shell
(symbol)	Postal	
(symbol)	Finance	
(symbol)	Food	Pac-man
(symbol)	Radar	
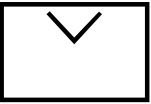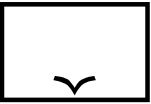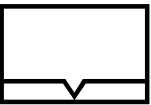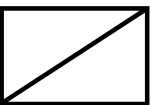
	Aircraft	A propeller
	Pioneer/Labour	A shovel
	Survey	Compasses
	Electronic Ranging	
	Psyop	A loudspeaker
	Sound Ranging	A microphone
	Fuel	A funnel
	Mortar	

	Water	A tap
	Bath Unit	A shower
	Jammer	
	Observation Post	
	Grave Registration	A coffin
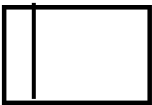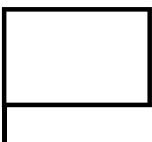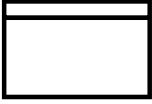
212.   **Mobility Indicators**. Mobility indicators may be added to equipment symbols to indicate their characteristics when these are not readily apparent. In this case the mobility indicator is added to the base of the frame, or to the base of the icon for an unframed symbol. The same signs are used as icon elements to provide more information about a unit than the basic role icon. They are:
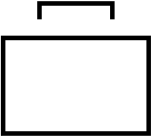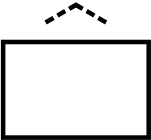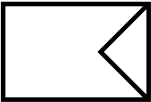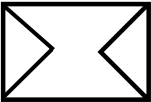
	Wheeled – limited cross-country		Over-snow (prime mover)
	Wheeled – cross-country		Sled
	Tracked		Pack animals
	Half-tracked		Barge
	Towed		Amphibious
	Railway		

213.   Sub-role indicators may be added to the icon to indicate additional information. The standard signs are:

∨ icon	Air assault	∨ icon	Airborne
air assault organic lift icon	Air assault with organic lift (NATO)	▲ icon	Mountain
reconnaissance icon	Reconnaissance (also used as a basic icon on its own)		

214.   Finally there are some miscellaneous signs that may also be added to icons:

motorized icon	A vertical line through the centre of the icon indicates 'motorized'.
gun system icon	A vertical line through the left side of the icon indicates a gun system is fitted.
HQ icon	A vertical line drawn down from the left side of the frame indicates an HQ.
HQ support icon	HQ Support Unit

	An installation is shown by a solid block where the size indicator normally appear.
	A bracket over the size indicator indicates an all-arms grouping.
	A dashed 'Chinese hat' over the size indicator shows a dummy position or feint.
	The UAV icon can be used to indicate that any type of air symbol is unmanned.
	The rotary wing icon can be used to indicate that any sort of air symbol represents a helicopter.
L	Light
M or a bar across the icon	Medium
H or a double bar across the icon	Heavy
	The maritime indicator may be used to distinguish maritime troops from others. Care is required to avoid using this symbol to imply specific capabilities such as mobility where these are not universally known.
	Indicates a corps-level unit
	Indicates a theatre-level unit.

215.   **Headquarters Representation**. Unit Headquarters and Command Posts may be specified by characters underneath the symbol. The following terms in abbreviated form may be used if required:

Description	Abbreviated form
a. Advanced	ADV
b. Alternative	ALTN
c. Main	MAIN
d. Mobile	MOB
e. Peacetime	PEACE
f. Rear	REAR
g. Reserve	RES
h. Static	STAT
i. Step-up	STEPUP
j. Tactical	TAC

216.   **Examples of Composite Icons**. In order to depict various types of composite units, the basic symbols should be superimposed upon each other. Both units and/or equipment can be treated in this way. Typical examples are as follows (shown in alphabetical order):

a.   Air defence artillery

b.   Air defence missile

c.   Anti-tank Army Aviation
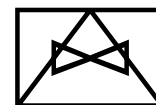
d.   Anti-tank missile
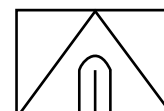
e. Armoured artillery
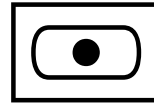
f. Armoured engineers
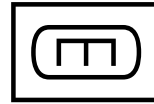
g. Armoured reconnaissance
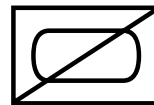
h. Mechanized/armoured
infantry in tracked APCs
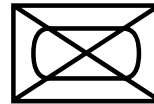
i. Mechanized/armoured
infantry in wheeled APCs
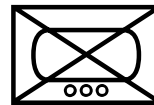
j. Rocket artillery
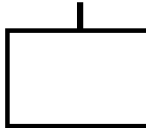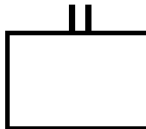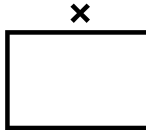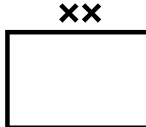
217. **Size Indicators**. The full range of size indicators are shown in para 205g. The most common in UK use are:

a. Section
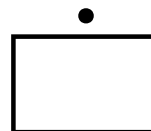
b. Platoon/ troop equivalent
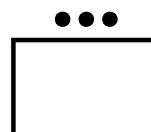
c. Company/Battery/Squadron
    equivalent

d. Battalion equivalent

e. Brigade equivalent

f. Division

218. **Examples of Composite Logistic Installation Icons**. In order to depict various types of composite logistic installations, the basic symbols should be superimposed upon each other. Unit, installation and/or equipment symbols can be used. Typical examples are as follows (shown in alphabetical order).

a. Air defence ammunition
    (gun)

b. Air defence ammunition
    (missiles)

c. Air Force ammunition

d. Air Force fuel (fixed wing
    or helicopter)

e. Army aviation ammunition

f.   Army aviation fuel (fixed
        wing or helicopter)
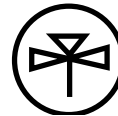
g.   Artillery ammunition (gun)

h.   Artillery ammunition
        (missile)

i.   Rocket ammunition
        (rocket)

j.   Mines and explosives

EQUIPMENT REPRESENTATION

219.   **Equipment Indicators**.   Unless otherwise stated, the exact location of the equipment is indicated by the center of the base of the symbol.   Equipment is shown grouped according to type.   Mobility indicators may be added to equipment symbols if required.

Equipment	Light	Medium	Heavy
1. Aircraft			
a. Air Force fixed wing aircraft size and type unspecified			
b. Air Force helicopter			

c.   Army fixed-wing aircraft

d.   Army helicopter

e.   Army attack helicopter

f.   Bomber, size unspecified
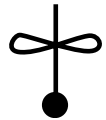
g.   Fighter, size unspecified

2. **Electronics**

Radar

3. **Ships**

a.   Naval ship, size unspecified
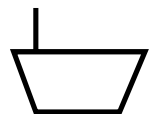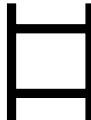
b.   Submarine, size unspecified
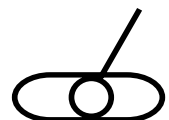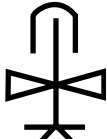
c.   Hovercraft, size unspecified

Equipment	Symbol
4. Weapons	
a. Anti-tank gun	
b. Anti-tank missile launcher	
c. Anti-tank rocket launcher	
d. Flame thrower	
e. Gun	
f. Howitzer	
g. Machine gun	
h. Mortar	
i. Surface-to-air missile launcher	

Equipment	Symbol
j.　　Surface-to-surface tactical missile launcher	

5.　**Vehicles**

Equipment	Symbol
a.　　Armoured Personnel Carrier (APC)	
b.　　General symbol for armoured vehicle	
c.　　General symbol for unprotected vehicle	
d.　　Mechanized Infantry Combat Vehicle (MICV)/Infantry Fighting Vehicle (IFV)	
e.　　Tank	

220.　**Examples of Composite Equipment Indicators**. In order to depict various types of composite equipment, the basic symbols should be superimposed upon each other. Typical examples are as follows (shown in alphabetical order).

Equipment	Symbol
a.　　Army anti-tank helicopter	

b.	Armoured vehicle laying bridge (AVLB)
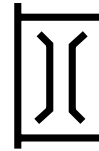
c.	Engineer vehicles

(1)	There are a wide variety of engineer vehicles and attachments, such as 'mine plough' or 'dozer blades', that can be fitted.

(2)	In order to simplify/reduce the number of symbols, the symbol ⊣ has been selected as the general indication of an engineer vehicle. This should be attached to the appropriate vehicle symbol and the Name of Unit/Type of Equipment field should then be used to say what attachment is fitted.

Examples are:

(a)	Tank with mine plough

MINE PLOUGH

(b)	Tracked vehicle armoured with dozer blade.

DOZER

(c)	Wheeled vehicle for load carrying

10 TON LOAD

4.	**Gun in anti-aircraft role**

5.	**Gun in anti-tank role**

6.	**Multi-barrel rocket launcher**

7. **Reconnaissance Air Force aircraft, size not specified**

8. **Air Force transport aircraft, size not specified**
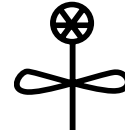
SECTION 3 – TERRAIN AND TACTICAL ACTIVITIES

PART 1 - GUIDE TO USE

301.   Because the symbols listed in this Section are each used differently, it is necessary to refer to Part 2 to find out precisely how each one is to be used. In Part 2, the symbols are listed under the following paragraphs:

a.	Points	Paragraph 303
b.	Military fortifications	Paragraph 304
c.	NBC events	Paragraph 305
d.	Lines	Paragraph 306
e.	Areas and positions	Paragraph 307
f.	Fire planning symbols	Paragraph 308
g.	Obstacles	Paragraph 309
h.	Movement	Paragraph 310

302.   **General Points**.

a.   **Location of Symbols**.

(1)   *'Areas'*. Symbols for areas are to be located by one of three ways:

(a)   *To scale* on the map or diagram concerned, following the representation of the area concerned

(b)   *Schematically drawn* on the map or diagram concerned, with its center on the area concerned.

(c)   *Schematically drawn and tied by a location vector*, to the center of the area on the map or diagram concerned, if this will improve clarity.

(2)   *'Lines'.* To follow the grid references of the feature they represent.

(3)   *'Movement'*.   To follow the grid references for the movement concerned.

(4)   *'Obstacles'*. Obstacle symbols should be drawn over the exact grid reference of the obstacles concerned. If this is not possible, the symbol may be drawn elsewhere and connected to the exact grid reference by means of a location vector.

(5) *'Points'*. Point symbols either rest their lower point on the spot concerned, or are tied to it by means of a location vector.

b. **Enemy Representation**. When one-colour representation is used, the letters 'ENY' should be repeated as often as necessary for clarity. Examples are:

(1) Enemy area

(2) Enemy front line

ENY ENY

ENY
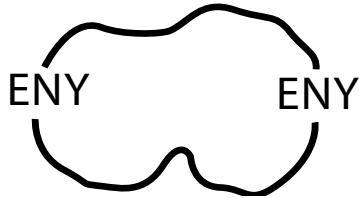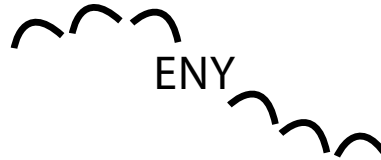
c. **Fields**. The position and use of 'Fields' in connection with the symbols given in this Section differ according to the symbol concerned. They are described in detail in paragraph 311.

d. **Use in Connection with a Unit or Equipment Symbol**. When a unit or equipment symbol is used in conjunction with a symbol from this Section, it must follow the rules set out in Section 2.

e. **Use of Query Mark**. The query mark may be used when:

(1) Part of the information is unknown. The query mark is to be placed in the field concerned.

(2) Part of the information is doubtful. The query mark is to be placed at the end of the appropriate field.

(3) All information is doubtful or unconfirmed. The query mark is to be placed in field E.

PART 2 - CATALOGUE OF SYMBOLS

303. **Points**. A point of military interest on a map or diagram is indicated by one of the following:

a. Contact or unspecified point

p

A special indicator may be added; the ones most commonly used are:

(1) Starting point

p

(2)   Release point

(3)   Check point (with number)
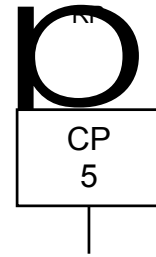
b.   Control point

c.   Coordinating point. For this symbol, the location point is the center of the symbol

d.   Decision Point (with number) (Centre is exact location)

e.   Point of Interest

304.   **Military Fortifications**.

a.   Earthwork/small trench/fortification

b.   Surface shelter

c.   Underground shelter

d.   Strong point

305. **Nuclear, Biological or Chemical Events**.

    a.   Nuclear strikes are indicated as follows:

        (1)   Actual strikes

        (2)   Suspected or planned strikes

ENY

Enemy suspected future strikes
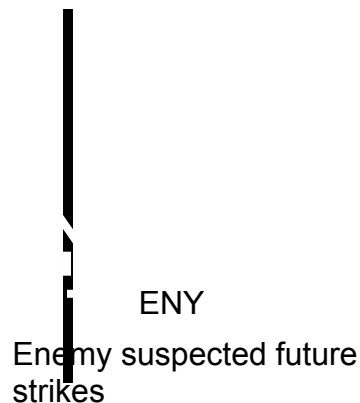
    b.   Biological and chemical events

BIO

        (1)   To differentiate between them, biological (BIO) or chemical (CHEM) will be written in the Equipment Type field.

CHEM

        (2)   If the exact type of contamination is not known, 'NBC' will be written in the Equipment Type field.

NBC
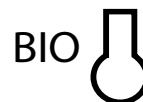
306. **Lines**.

    a.   **Boundaries**
    (1)   Boundaries are marked by a solid line with the size of the unit interposed at convenient intervals.

——————— XX —————   divisional boundary

    (2)   The numerical designation of units (supplemented if necessary by the National distinguishing letter in brackets) may be placed on either side of the size symbols to indicate which formations are separated by this boundary

4(UK)
——————— X —————
3(US)
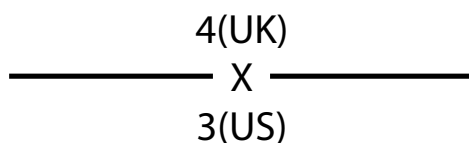
(3) (a) When a boundary separates units of unequal size, the symbol for the larger unit will normally be used. However, unit rear boundaries will show the size symbol of the unit concerned and not the size symbol of the formation commanding that unit. When the unit concerned does not correspond to the size symbol placed on its boundary, its numerical designation must be supplemented by its size designation:

1(US)
——— X ———
27(BE) BDE

2 DIV X 27
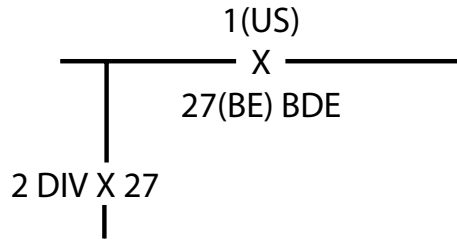
(b) If independent units of unequal size share a boundary, two size symbols will be shown, one on each side of the boundary.

II (NO)
————————————
X (BE)
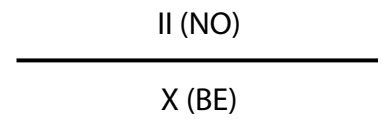
(4) The diagram below illustrates some of the different cases that may occur:
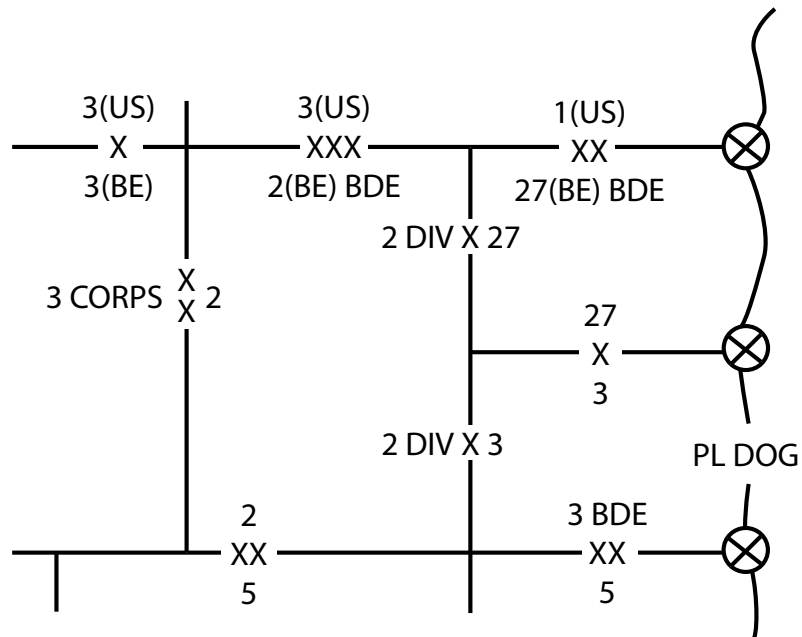
b. Phase lines or coordination lines:

(1) **FEBA**. The FEBA is marked by a series of curved lines:

(a) The position of each curve does not necessarily mark the location of a combat element.

(b) The convex side of the symbol is towards the enemy.

(2)   Other phase or coordination lines.

(a)   These are marked by the normal symbol for a 'Line', with a line indicator and supplementary information at appropriate intervals. Generally they follow grid references or some feature of the terrain.

(b)   The following line indicators may be used (shown in alphabetical order):

(i)	Bridgehead	- BRHD
(ii)	Communication zone	- COMZ
(iii)	Fire support coordination line	- FSCL
(iv)	Forward edge of the battle area	- FEBA
(v)	Forward line of enemy troops	- FLET
(vi)	Forward line of own troops	- FLOT
(vii)	Line of departure	- LD
(viii)	Main supply route	- MSR
(ix)	Fire support safety line	- FSSL
(x)	Objective	- OBJ
(xi)	Phase line or coordination line	- PL
(xii)	Restrictive fire line	- RFL

(3)   Examples are:

(a)

AT 221030Z ——————— PL ——— OAK
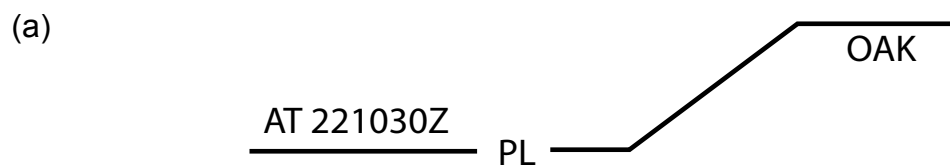
A phase line, nicknamed 'OAK' which is to be reached at 1030Z on the 22nd day of the current month

(b)

FROM 121500Z
TO 121800Z

——— FSCL
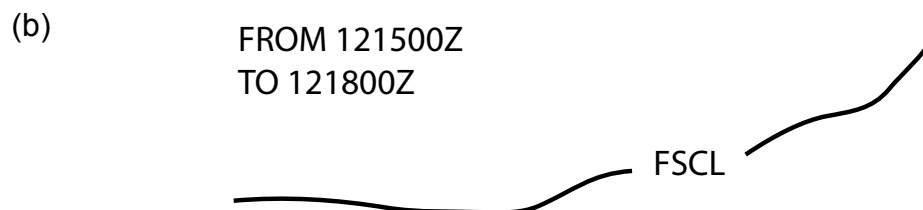
A fire support coordination line, following a terrain feature, effective from 121500Z to 121800Z.

(c)

AT 221030Z   BULL

                                                            LD
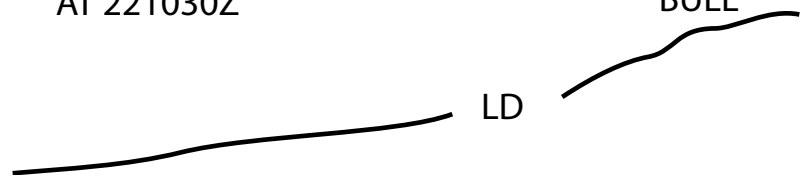
A line of departure, nicknamed 'BULL', which is to be crossed at 1030Z on the 22nd day of the current month

(4)   **Fortified Line**. A fortified line is represented by ⌐_Γ_ repeated at appropriate intervals. For example:

(5)   **Routes**. See paragraph 310 - Movements.

(6)   **Unspecified Obstacle Line**. An unspecified obstacle line is represented by ⌐Λ⌐ at appropriate intervals. For example:

307. **Areas and Positions**.

a.   (1)   An area is a delineated portion of terrain or space, having its own features by virtue of its nature or the activities going on within it.

(2)   A position is an area from which it is intended to fight.

b.   **Areas**.

(1)   The layout indicates the difference between the following types of area, which are explained below:

(a)   Concentric area.

(b)   Reconnaissance area.

(c)   Specified area.

(2)   **Concentric Area**:

(a)   This is used to depict radiological contamination.

(b)   It consists of one or more rings used to make up a concentric area. Each ring consists of a line interrupted by a letter/figure combination.

(c)   The minimum safe distances from ground zero of one or more nuclear explosions are shown as follows:

(i)   Minimum safety distance 1 MSD1
(ii)   Minimum safety distance 2 MSD2
(iii)   Minimum safety distance 3 MSD3

(d)   Levels of radioactivity are indicated by the rate in centigrays per hour, thus:

———————— 30 cGy ————————

(e)   The rings must always be drawn to scale. They may be circular or may not.
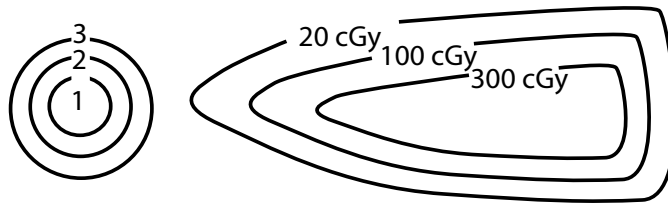
(3)   **Reconnaissance Area.**

(a)   Used to depict the area within which a unit or formation is responsible for reconnaissance.

(b)   The points of the arrow indicate the width of that area but *not* its forward edge:
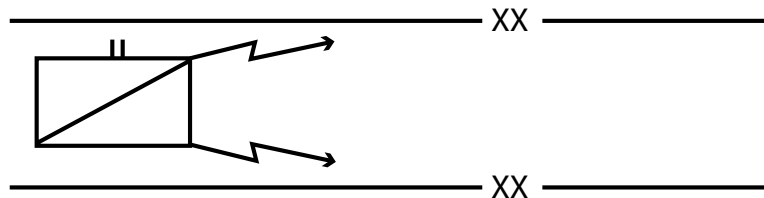
(4)   **Specified Area**.

(a)   (i)   An area assigned to or occupied by a unit for some specific purpose. An example would be a parachute dropping zone.

(ii)   An area that has been delineated for some specific purpose. An example would be an area of nuclear contamination.

(b)   These are depicted by a *continuous line plus an area indicator,* to denote the type of area represented.

(c)   A symbol depicting any unit or installation assigned to or occupying the area may be added, inside the area or attached to it by a vector.

(d)   The following area indicators may be used to denote the type of area represented:

(i)   *Limited access - denoted by wording.* This indicates by words, areas it is inadvisable to enter:

(aa)   Contaminated biologically   BIO

(bb)   Contaminated with chemical (that is

persistent agent in liquid or similar form   CHEM

(cc)   Contaminated with gas (vapour

hazard area)   GAS

(dd)   Impassable   IMPAS

(ee)   Inundation   INUND

(ff)   Minefield   MINE

(gg)   Obscured by smoke   SMOKE

(hh)   Radioactive   ATOM

(ii)   Shelled or bombed   SHELL

(ii)   *Limited access - denoted by symbols.*

(aa)   This indicates by a basic symbol that the area is impassable. The basic symbol is:

(bb)   Superimposed on the basic symbol are other symbols to indicate to what personnel/equipment the area is impassable. Some examples are:

Impassable to infantry
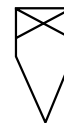
Impassable to wheeled vehicles

(cc)   Usage of area:

This indicates the use being made of that area.

The areas most commonly used are listed below. Others may be used, but if they are, they must be explained in a legend.

Area of Interest	AI
Assembly area	ASSY
Artillery reserved area	ARA
Artillery manoeuvre area	AMA
Concentration	CONC
Drop zone	DZ
Dump	DUMP
Free Fire Area	FFA
Hide area	HIDE
Intermediate objective	I/OBJ
Key terrain	KEY
Landing zone	LZ
Logistic area	LOG
No Fire Area	NFA
Objective	OBJ
Obscured by	SMOKE
Reserve	RES
Restricted Fire Area	RFA
Shelled or bombed	SHELL

Unoccupied by prepared for a purpose (to be used in conjunction with one of the other indicators)

(5) **Examples**:

(a)   Limited access denoted by wording - an area contaminated with chemicals (normally shown in yellow).
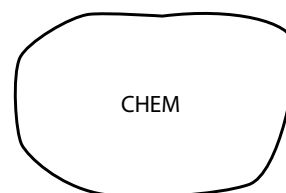
(b)   Limited access denoted by a symbol - an area impassable to tracked and wheeled vehicles, symbol outside the area and connected to it by a vector. Mobility indicators for wheeled and tracked vehicles inserted to show for which equipment the area is impassable.
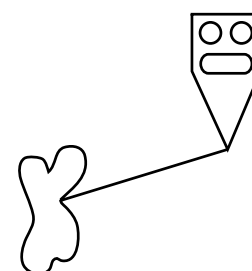
(c) **Use of Area**.

(i) An area to be used as an assembly area (ASSY) (broken line indicates future use).
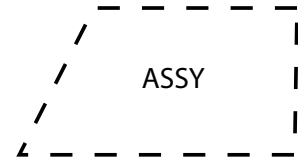
(ii) An area being used by 2nd Parachute Battalion as a drop zone (DZ).
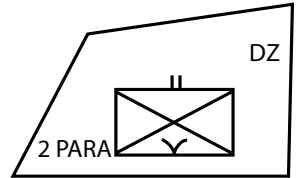
(iii) An area prepared for use as a maintenance installation, but not yet occupied.
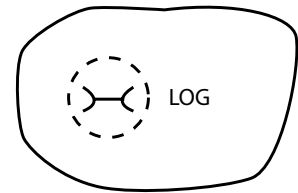
(iv) Area of Interest.
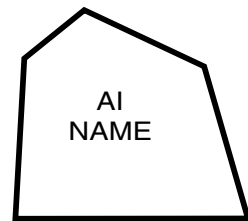
c. **Unspecified Area**.

(1) An area of ground that requires to be delineated for any reason, but does not show a specific purpose.

(2) This is depicted by a continuous line enclosing the area in question.

(3) A symbol depicting any unit or installation assigned to or occupying the area may be added; inside the area or attached to it by a vector.

(4) Examples are:

(a) An unspecified area
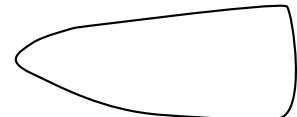
(b) An unspecified area occupied by 3rd Infantry Battalion
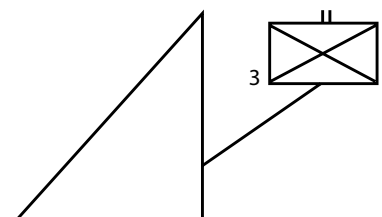
d. **Positions**.

(1) (a) A position is an area from which it is intended to fight. It may be drawn to scale (mainly used at lower levels of command) or shown schematically (mainly used at higher levels of command).

(b) A size indicator is inserted in the line delineating the position, to show that it is a 'Position' and not an 'Area'. This size indicator is to be inserted in the side nearest 'own' troops.

(c) A symbol depicting any unit or installation that is assigned to, or occupying, the position may be added, inside the position or attached to it by a vector. If desired, just the unique designation may be shown, but in this case, it must always match the size indicator inserted in the line.

(d) **Entrance to a Position**. Friendly troops should enter a position on the side away from the expected enemy advance. Entrance to a position is identified by placing the unit size symbol on the appropriate side of the position symbol.

(e) The following types of positions may be shown:

(i) Combat position.

(ii) Firing position.

(iii) Strong position.

(2) **Combat Position**.

(a) An area from which a unit intends to fight temporarily and which is not well fortified.

(b) Drawn to scale.

Combat position occupied by 2nd Battalion, The Chasseurs (2 Ch). Unique designation used with size indicator
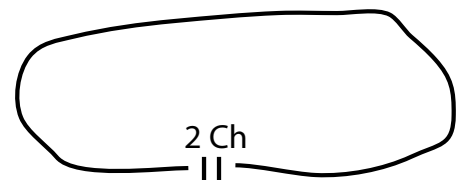
(Own troops this way)

(3) **Firing Positions**

(a) To be used in conjunction with a unit or an equipment symbol. To be orientated in the direction of firing.

(b)   Drawn to scale

(i)   Firing position occupied by B Squadron; position follows a line such as a terrain feature.
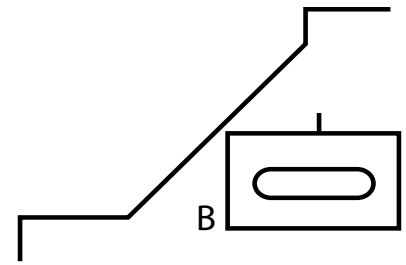
(ii)   Firing position occupied by two 175 mm anti-tank guns

175mm
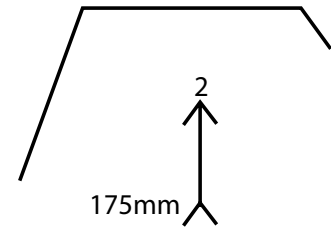
(c)   **Schematic**.

Firing position occupied by 13th Battalion, Light Infantry (13LI)

13 LI
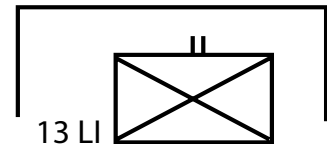
(1)   **Strong Point**

(a)   A well fortified position, usually of a defensive nature.

(b)   Drawn to scale

(i)   A strong point occupied by B Company

(Own troops this way)

B
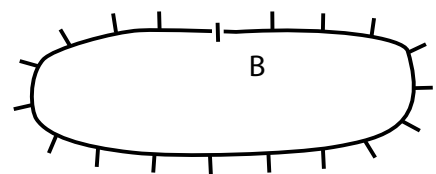
(ii)   A strong point to be occupied by an enemy tank battalion. Broken line shows future intention, size indicator shows direction of enemy's own troops. In one colour representation, 'ENY' displayed at intervals

ENY
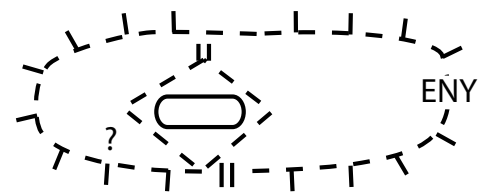
(Enemy's own troops this way)

(c) **Schematic**.

A strong point, occupied by the 1st Battalion, the Duke of Wellington's Regiment (1DWR), symbol attached by a vector, given the codeword 'HOOK'.

1 DWR

HOOK

(Own troops this way)
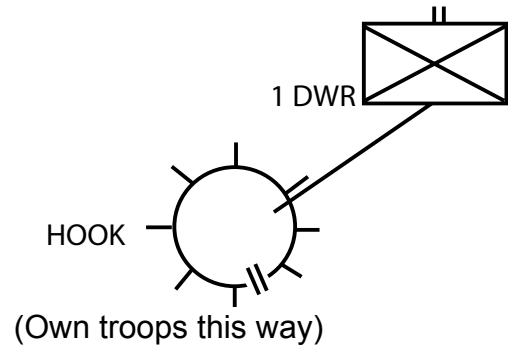
308. **Fire-planning Symbols**.

a. **Point Target**.
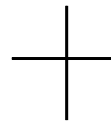
b. **Linear Target**.

c. **Nuclear Target (Point)**.
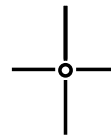
d. **Arc of Fire**.

(1) Broken lines should be used to indicate a proposed arc and solid lines to depict current status.

(2) If required, a 'hook' may be added at the end of the arc to indicate the maximum effective range of the weapon in that position.

(3) Examples are:

(a) Proposed arc of fire from the location point of an equipment symbol.
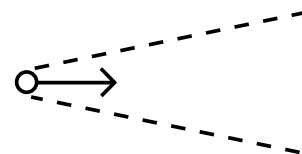
(b) Proposed arc of fire from the sides of a firing position. The optional 'hook' has been added to show the maximum effective range from this position (some obstruction limits the range on the right).
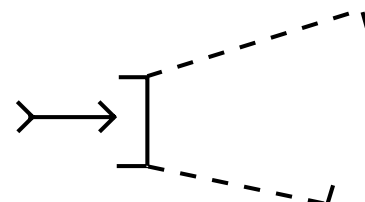
(c) Arc of fire from the sides of an artillery battalion position. Solid lines used to indicate the arc for clarity.
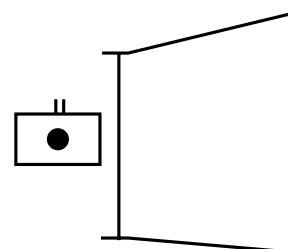
309. **Obstacles**.

    a.   Obstacles are divided into two categories as follows:

        (1)   *Point obstacles*, which use the following basic symbol, with an indicator superimposed to show the state:
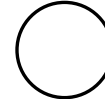
        (2)   *Linear obstacles*, which follow the shape of the obstacle.

            (a)   Linear obstacles will be identified normally by the actual outline of the obstacle being drawn to scale on the map or overlay.

            (b)   A minefield or anti-tank ditch will normally be drawn to scale at the precise location of the obstacle. Where this is not possible, a rectangle should be drawn away from the location and connected to it by a location vector.

    b.   The following types of obstacle may be shown:

        (1)   Point obstacles.

        (2)   Demolitions.

        (3)   Linear obstacles.

        (4)   Minefields.

    (For symbols depicting the crossing of an obstacle, see paragraph 310 - Movements.)

    c.   The following obstacle indicators can be superimposed on either point or linear obstacle symbols:

        (1)   Abatis or tree blowdown

        (2)   Booby trap

        (3)   Non-explosive anti-tank obstacle
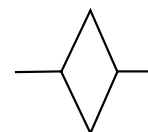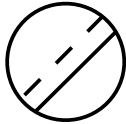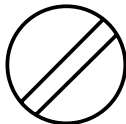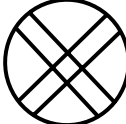
        (4)   Trip wire
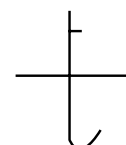
d.   **Demolitions**.

(1)   The symbol should be drawn over the precise grid reference of the obstacle, but where this is not possible, the symbol may be drawn away from the grid reference and connected to it by a vector.

(2)   The following demolition indicators will be used to show the status of the obstacle:

(a)   A planned point target

(b)   Prepared demolition State 1 (Safe)

(c)   Prepared demolition State 2 (Armed)

(d)   Executed or fired

(3)   If there is no need to distinguish between State 1 (Safe) and State 2 (Armed) or if the state is unknown, the symbol for State 2 will be used.

(4)   If there is a need to show that the demolition is 'Reserved', the word 'RESERVED' should be written in field H (free text), if possible with the target number or target nickname shown in field T (unique designation).

(5)   *Example.* A reserved bridge demolition, target number B32, which is at State 2, drawn away from the grid reference and connected to it by a location vector.

B 32   RESERVED
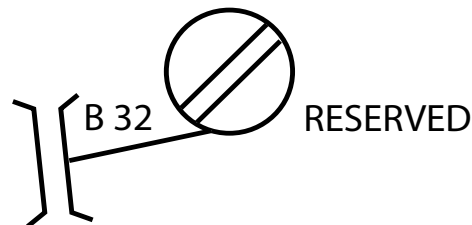
e.   **Linear Obstacles**.

(1)   **Anti-tank Ditch**.

(a)   A line with   repeated at intervals,   indicates
under preparation,   indicates completed.

(b) **Example**. A completed anti-tank ditch (drawn away from the location and connected by a vector).
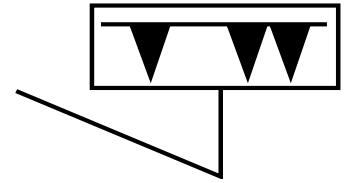
(2) **Wire Obstacles**.

(a) A line with 'X' repeated at intervals. If the obstacle is under preparation, a broken line will be used. If an enemy obstacle 'ENY' will be shown at intervals.

(b) **Example**. An enemy wire obstacle under preparation (following the actual line on the ground).
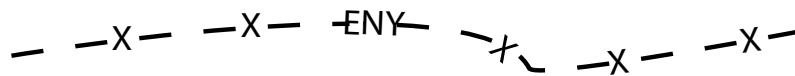
(c) The following may be used:

Unspecified	X X X X X X X X X X	
Single Fence	X———X———X	XXXXXXXXXX High Wire Fence
Double Fence	XX——XX——XX	O O O O O O O O O O O Single Concertina
Double Apron Fence	X X X X X X X X X X	O O O O O O O O O O Double Strand Concertina
Low Wire Fence	X X X X X X X X X X	O O O O O O O O O O O Triple Strand Concertina

(3) **Unspecified Linear Obstacle**.

f. **Minefields**.

(1) The following mine indicators will be used:

(a) Anti-personnel mine

(b) Anti-tank mine

(c) Anti-tank mine with anti-handling device

(d)   Directional mine (arrow points in direction of main effect)
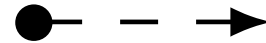
(e)   Mine cluster
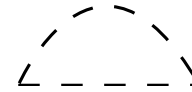
(f)   Mine, type unspecified

(g)   Scatterable mines:

    (i)   The letter 'S' above the symbol means the minefield has been laid with scatterable mines.

    (ii)   The letters '+S' above the symbol means the minefield has been thickened with scatterable mines.

(2)   Nuisance minefield
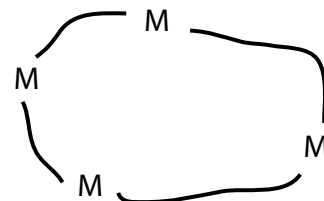
(3)   Phoney minefield
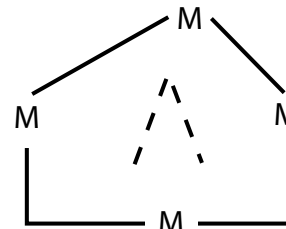
(4)   Protective minefield
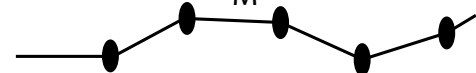
(Laid with anti-tank mines)

(5)   Tactical minefield

    (a)   Drawn to scale

A completed minefield, type of mine unspecified
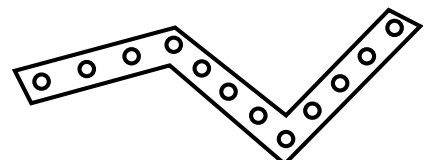
    (b)   Schematic

A completed anti-tank minefield (drawn away from the location and connected by a vector)
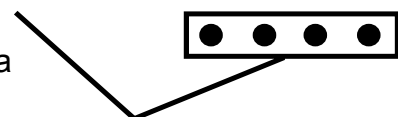
(c)   Scatterable mines

(1)   A completed scatterable anti-tank mine
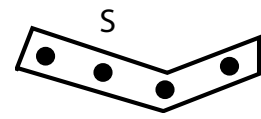
(2)   Planned anti-tank minefield thickened with scatterable mines
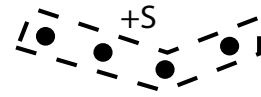
g.   Obstacle Effects.

(1)   Block

(2)   Fix

(3)   Turn

(4)   Disrupt
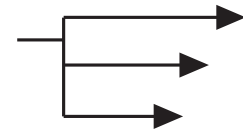
h.   Bypass.

(1)   Bypass Easy
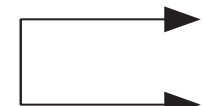
(2)   Bypass Difficult
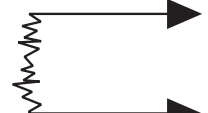
(3)   Bypass Impossible
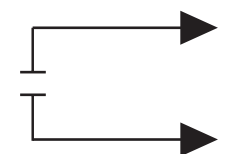
310.   **Movements**

a.   **Air Movement**.

(1)   The basic symbol for a route is used with the symbol for Air Force or army aviation repeated at convenient intervals, to show who is using it.

(2)   Examples are:

(a)   A one-direction route used by the Air Force.
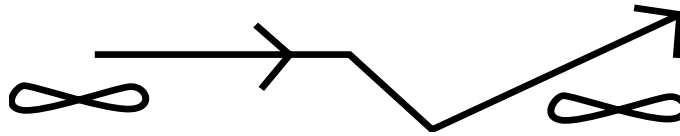
(b)   A two-direction route that army aviation plan to use.
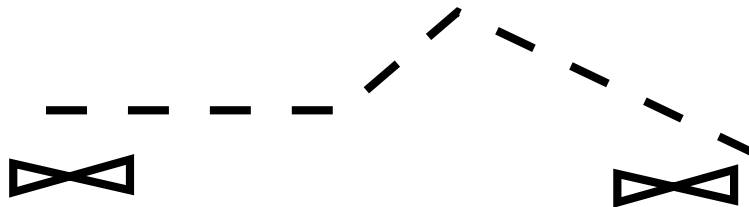
b.   **Bridge or Gap in an Obstacle**.
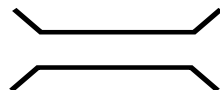
c.   **Delaying Action**. The symbol should follow the center line of the route to be used, the double bars indicate delaying actions to be undertaken, but not necessarily the location of those actions or number:

=2 Ch   =2 Ch
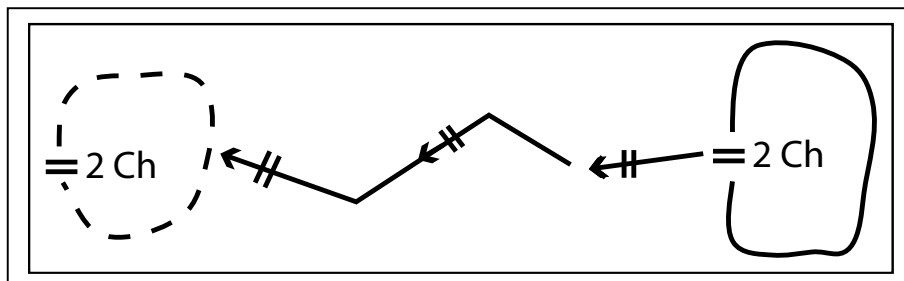
d.   **Directions**.

(1)   (a)   Broken lines indicate future movement.

(b)   Designations, such as unit symbols or code names, are optional.

(c)   Control measures such as boundaries may be included.

(2)   **Routes**. In land warfare, a specified direction or course which the movement will follow:

(Should mark the precise route, arrow at head only.)

(3) **Axis**. In land warfare, a general description, verbal or graphic, of the direction which movement will take (broken lines) or has taken (solid lines):
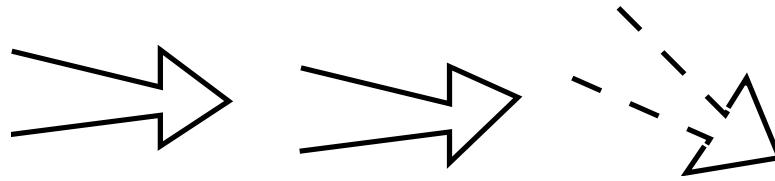
(see paragraphs 203.b and 312.j.)

e. **Ferry**.

f. **Minefield Lane**.

g. **Reconnaissance**. The symbol should follow the center line of the route to be used:

h. **Route**.

(1) The arrows show the direction of movement and should be repeated as often as necessary for clarity.

(2) If movement in both directions is allowed, no arrows should be shown.

(3) If the route has a codeword and/or a military load classification (MLC), it may be written beside the route at convenient intervals.

(4) Some examples are:

(a) Route, with MLC of 60, movement in one direction only

(b) Enemy route, codeword KING, movement in both directions, one-colour representation used

MLC 60

KING ENY KING

(c) Own planned route, codeword QUEEN, MLC 30, movement in one direction only

QUEEN/MLC 30
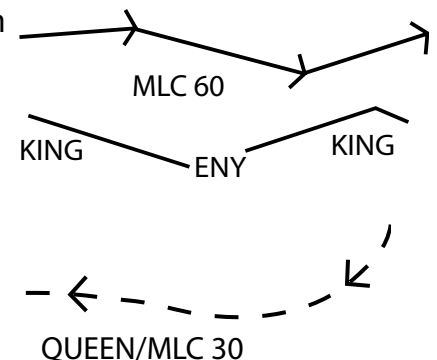
311. **Fields of Symbols**.

a. (1) Detailed information on the purpose and layout of fields is given in paragraph 108.

(2) As each of the main types of basic symbol described in this Section require a different display of information, it is necessary to have a

separate field diagram for each type: however, wherever possible, the layout and titles of fields remain the same.

b.   **Diagrams of Fields**. In the diagrams set out below, only the fields most likely to be used, are shown.

(1)   Points

| DTG To/From | A | Additional Info |

(2)   Military fortifications

| DTG To/From | ▮ | Additional Info |

(3)   NBC events

(a)   Nuclear

C = Yield
Q = Downwind direction
T = Delivery unit
V = Weapon type
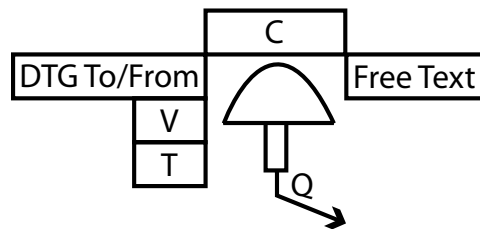
(b)   Biological

(c)   Chemical
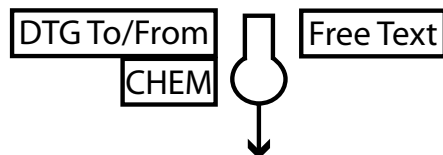
(4)   Lines

(a)   Phase lines/coordination lines
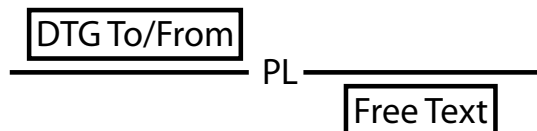
(b)   Boundaries
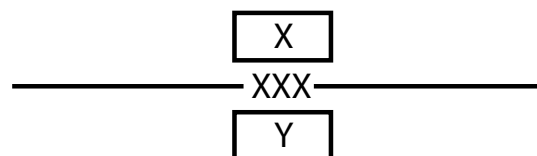
X and Y = Unit names

(5)   Areas

(a)   Concentric Area

DTG To/From

B
B
Free Text
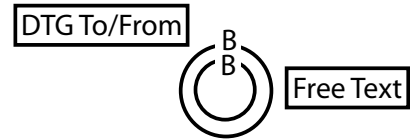
    (i)   Minimum safety distance   B = Radiation value

    (ii)   Levels of radioactivity

DTG To/From

C
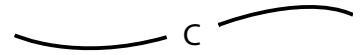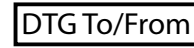
C = Level of radioactivity

(b)   Specified area

DTG To/From

T
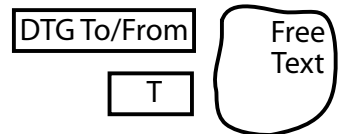
Free Text

Free Text = Usage of area

(c)   Unspecified area

DTG To/From

T
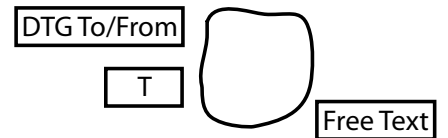
Free Text

(6)   Positions

(a)   Combat position

DTG To/From

Free Text

B
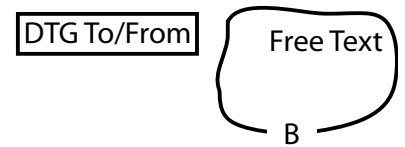
Free Text = Usage of area

Note: Field B (size indicator) to be shown on the side nearest own troops

(b)   Strong point

DTG To/From

T

B
Free Text
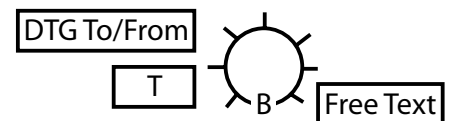
Note: Field B (size indicator) to be shown on the side nearest own troops

(7)   Fire planning symbols

S

B   Additional Info

OR

B   Additional Info

S
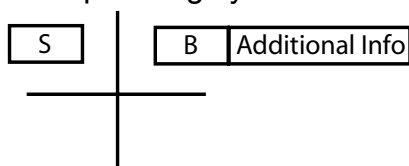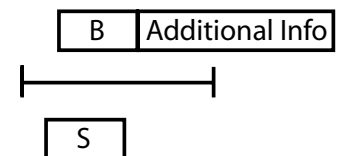
B = Target number   S = Time 'From/To' indicator

(8)   Obstacles

    (a)   Point Obstacle

| DTG To/From | ◯ | Free Text |

    (b)   Linear obstacle

DTG To/From ▼▼▼ Free Text

(9)   Movements

DTG To/From ──────▶ T Free Text
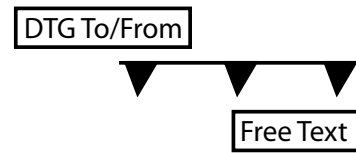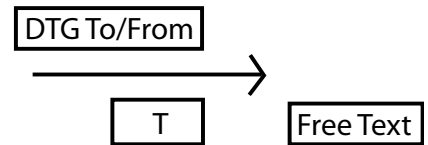
PART 3 - EXAMPLES OF SYMBOLS

312.

  a.   **Points**.

FROM 160900Z [SP] APPLE TO 161020Z [RP] PEAR

Start and Release points at
APPLE and PEAR. Start point
from 160900Z and Release
point until 161020Z

  b.   **Military Fortifications**

FROM 191320Z ⊤ OAK
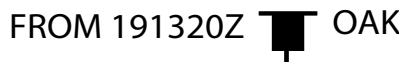
An underground shelter,
codeword 'OAK', to be ready
by 191320Z

  c.   **NBC Events**

    (1)   **Nuclear**

AT 201800Z   10 KT   2 KM
15 BN
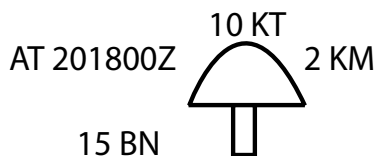
A nuclear strike at 201800Z at
an airburst height of 2 km, yield
10 KT, delivery unit 15
Battalion (15 BN)

    (2)   **Chemical**

010700Z

GAS   NERVE
ENY
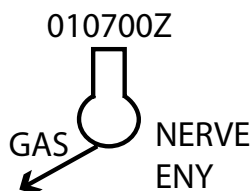
Enemy gas cloud (nerve) agent
traveling in the direction of the
arrow. Information received at
010700Z

  d.   **Lines**.

    (1)

1(US)
─────── XX ───────
2 (GE)
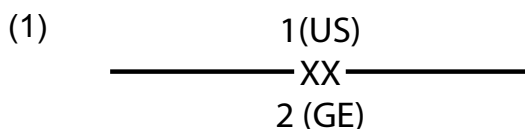
Boundary line between 1st US
Division and 2nd GE Division

(2)

AT 101400Z
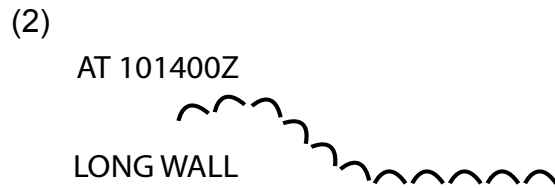
LONG WALL

FEBA nicknamed LONG WALL at 101400Z

(3)

FROM 121500Z
TO 121800Z
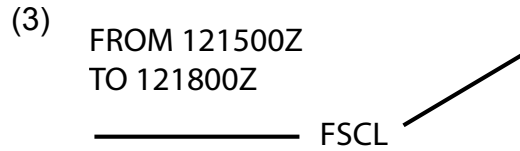
——————— FSCL

Fire support coordination line (FSCL) effective from 121500Z to 121800Z

e.   **Areas and Positions**.

(1)   Concentric area

100 cGy

ATOM
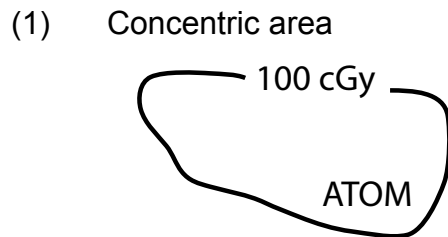
An area with radiation contamination of 100 cGy at 111000Z

(2)   Reconnaissance area

X

X
X
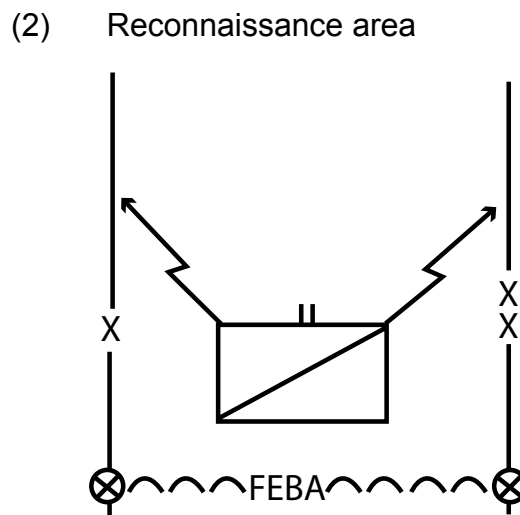
FEBA

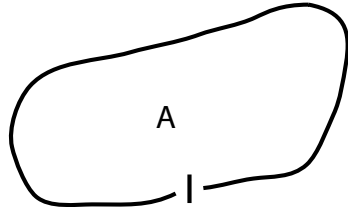Battalion responsible for reconnaissance of the whole area in front of the FEBA, within the boundaries shown

(3)   Specified area

FROM 031000Z
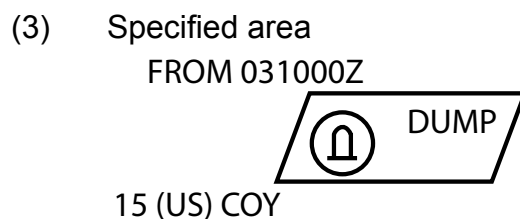
DUMP

15 (US) COY

Ammunition dump effective from 031000Z, manned by 15 (US) Company

(4)   Unspecified area

UNTIL
042300Z

16
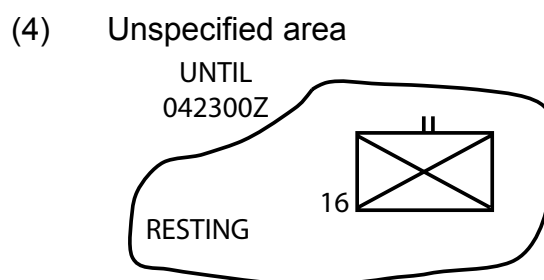
RESTING

An area in which 16 Infantry Battalion are resting until 042300Z

(5)   Combat position

Combat position, drawn to scale, occupied by A Company, own troops in direction indicated by the size indicator
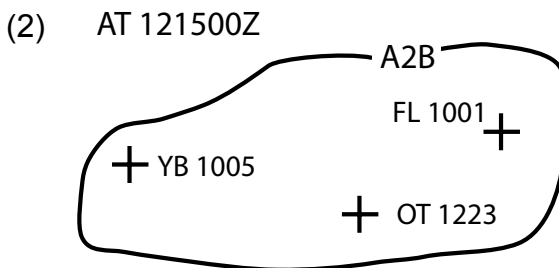
(6)   Strong point
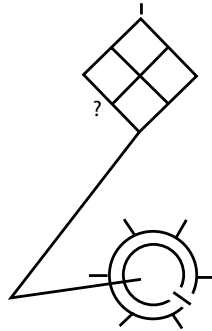
Enemy strong point, schematic, occupied by an Infantry Company (which one not known), their own troops in direction indicated by the size indicator
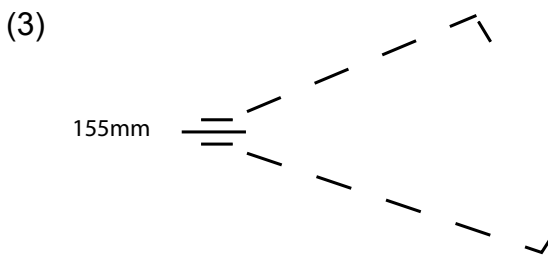
f.   **Fire Planning Symbols**.
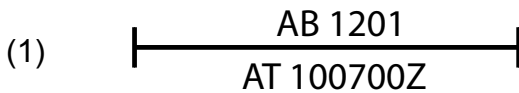
(1)   AB 1201
        AT 100700Z

A linear concentration, target number AB1201, on a target effective at 100700Z

(2)   AT 121500Z

A2B

FL 1001

YB 1005

OT 1223

A group of targets, under the code name A2B effective at 121500Z

(3)

155mm

A medium gun with its arc of fire, maximum effective range from that position shown by the optional 'hooks', site of gun is at the center bottom of the symbol.Arcs may be shown as solid lines if required
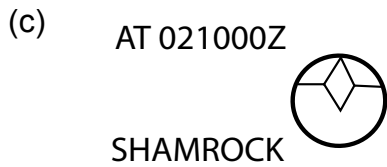
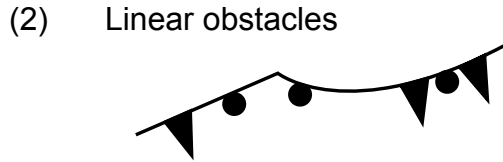g.   **Obstacles**.

(1)   Point obstacles and demolitions

(a)

Planned abitis reinforced with anti-personnel mines

(b)

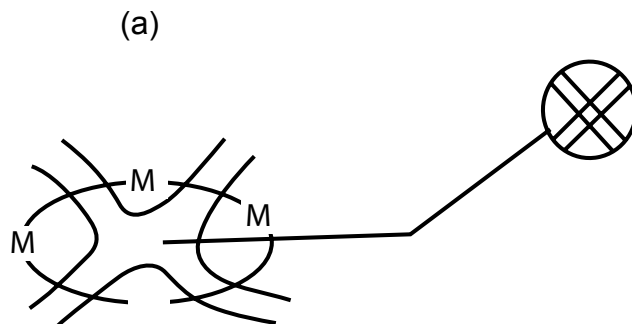Executed or fired demolition reinforced with anti-tank mines

(c) AT 021000Z

SHAMROCK

Booby-trapped non-explosive anti-tank obstacle, made by the enemy. Information at 021000Z, given the unique designation SHAMROCK

(2) Linear obstacles

Completed anti-tank ditch reinforced with anti-tank mines
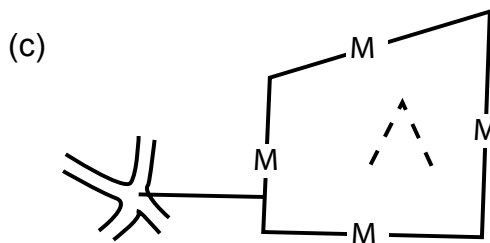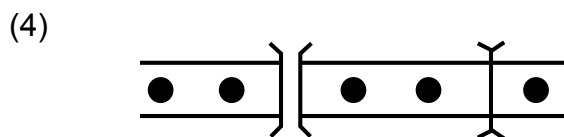
(3) Minefields

(a)

Demolished cross-roads surrounded by nuisance mines

(b) S

UNTIL 101200Z

Tactical minefield (drawn to scale) of scatterable anti-tank mines effective until 101200Z
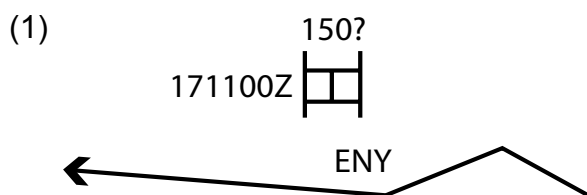
(c)

M   M   M   M

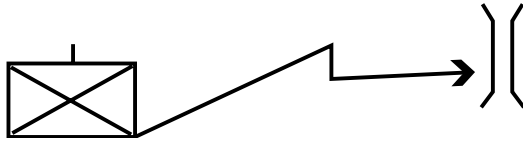Phoney minefield at a cross-roads (symbol offset and connected by a location vector)

(4)

Conventionally laid anti-tank minefield with gap suitable for heavy vehicles, and lane for infantry. Minefield (but not gap) drawn to scale)

h. **Movements**.

(1) 150?

171100Z

ENY

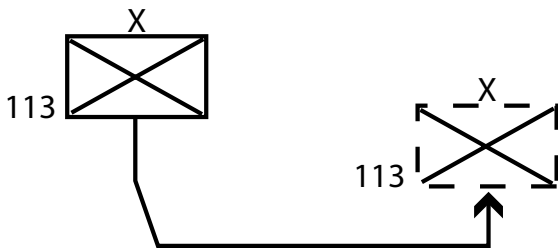150? enemy tanks spotted at 171100Z moving along the route indicated

(2)

An infantry company (A Company) doing a reconnaissance towards a bridge

(3)

20

20 enemy army aviation helicopters flying along the route indicated

(4)

113 Infantry Brigade moving to a new location. The line indicates the approximate route to be followed

(5)

FROM 101430Z
TO 101500Z

RAVEN

A minefield lane, codeword RAVEN, effective from 101430Z to 101500Z in a minefield laid with anti-personnel and anti-tank mines

i.   **Attack Route**. The attack route to be taken by A Company, 1st Battalion, Royal Irish, at 271430Z. (Shows the precise course the movement is to take.

AT 271430Z

A   1 R IRISH

j.   **Axis**.

XX

STARTED
261100Z

XX

2

XX
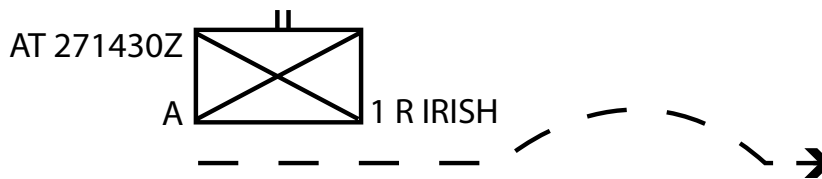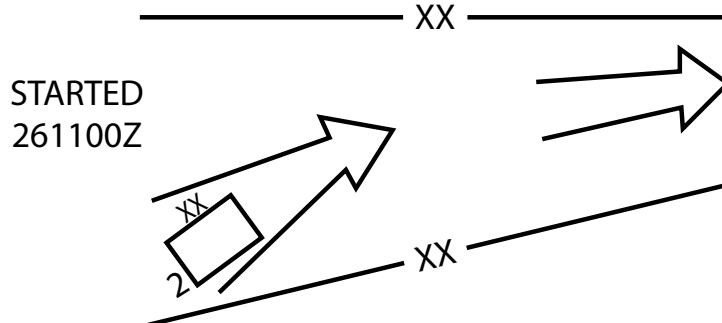
Axis followed by 2 Division which started to move at 261100Z. Boundaries have limited the freedom to manoeuvre.

SECTION 4 – GLOSSARY OF TERMS

501. **Symbols**.

Ser	Term	Definition
(a)	(b)	(c)
1.	Military symbol	A graphic sign used, usually on a map, display or diagram, to represent a particular military unit, installation, activity or other item of military interest (APP-6). It may be in colour and is normally accompanied by alphanumeric characters.
2.	Symbol element	A part of a military symbol that, with other parts, make up a complete military symbol
3.	Indicator	A symbol element that further describes the item represented. An indicator can be symbolic or alphanumeric in form
4.	Point indicator	A symbolic representation of something at a point on a map
5.	Line indicator	A symbolic representation of something along a line on a map
6.	Area indicator	A symbolic representation of something over an area on a map

502. **Fields**.

Ser	Term	Definition
(a)	(b)	(c)
1.	Field	A set position about the basic symbol where further information must or may be displayed
2.	Mandatory field	A field that must always have something in it
3.	Conditional field	A field that must have something in it under certain conditions. When the specified conditions are not applicable it is optional
4.	Optional field	A field that need not always have something in it. It may be left blank

503.   **Field Titles**. Field letter shown after title.

Ser	Term	Definition
(a)	(b)	(c)
1.	Role indicator (A)	The symbol element that describes the role, it may be a composite of two or more types
2.	Size indicator (B)	The symbol element that indicates the size of the item displayed
3.	Quantity of equipment (C)	The symbol element that indicates the number of items displayed
4.	Special indicator (D)	The symbol element that indicates a caveat to the size indicator
5.	Unconfirmed, or query mark (E)	The symbol element that indicates that *all* the information displayed is unconfirmed or doubtful
6.	Reinforced, or detached (F)	The symbol element that indicates whether the size indicator is substantial reinforced or reduced
7.	Additional information (G)	A space beside the symbol that can be used for making notes. Information recorded here is not necessarily forwarded by ADP
8.	Free text (H)	The symbol element that allows additional information to be recorded *and transmitted*
9.	Evaluation rating (J)	The symbol element that shows the source and grading of the information displayed. The gradings are set out in STANAG 2022
10.	Combat effectiveness (K)	The symbol element that indicates the effectiveness of the unit or formation (friendly or enemy) displayed
11.	Signature equipment (L)	The symbol element that warns if an equipment is liable to emit a clearly recognizable signal
12.	Higher formation (M)	The symbol element that lists, if required, some *or* all of the units/formations senior to the one displayed. These must be shown in strict order of seniority
13.	Enemy (N)	The symbol element that indicates a symbol is 'Enemy' if colour representation or double lines are not used
14.	Arbitrary unit designator (P)	A number, letters or combination of both used to designate a unit or formation whose correct title is unknown
15.	Direction-of-movement arrow (Q)	A pictorial representation of the direction in which the symbol is moving or will move

16.	Mobility indicator (R)	A pictorial representation of the various types of mobility, wheels, tracks, etc
17.	Headquarters representation (S)	The symbol element that indicates what type or portion of a headquarters is being displayed
18.	Unique designation (T)	The symbol element that uniquely identifies a particular symbol. If a size indicator is shown, it must match it
19.	Name of unit or type of equipment (V)	The symbol element that shows the class or type of the unit, installation or equipment, rather than its unique designation
20.	Date time group(W)	a. The symbol element that contains all information relating to time b. A 7 character group comprising 6 numeric characteris followed by one alphabetic character, denoting date, time and time zone c. Preceded by space for a further 7 characteris to show 'FROM' or 'TO', etc d. Repeated twice to allow for 'FROM/To' or similar entries
21.	Location point (-)	A place on each symbol used to position positively and accurately that symbol on the map, display or diagram. The position of the location point may vary according to the type of ADP system being used
22.	Location vector (-)	A line joining the location point of a symbol to the following: a. *For symbols at a point indicator* to the point on the map where the item the symbol represents is located; used when there would be too many symbols near the point for each to be correctly located. b. *For symbols associated with a line indicator* to the line representation. c. *For symbols associated with an area indicator* to the boundary line or a specific point within it.