

# FM 1-02.2

## MILITARY SYMBOLS



**NOVEMBER 2020**

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**HEADQUARTERS, DEPARTMENT OF THE ARMY**

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# Military Symbols

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## Preface

FM 1-02.2 constitutes approved Army military symbols for general use to depict land operations. The principal audience for FM 1-02.2 is all members of the profession of arms. Commanders and staffs of Army headquarters serving as joint task force or multinational headquarters should also refer to applicable joint or multinational doctrine concerning the range of military operations and joint or multinational forces. Trainers and educators throughout the Army will also use this publication.

Commanders, staffs, and subordinates ensure their decisions and actions comply with applicable U.S., international, and, in some cases, host-nation laws and regulations. Commanders at all echelons ensure their Soldiers operate in accordance with the law of war and the rules of engagement. (See FM 6-27.)

This publication implements the following international agreements:

STANAG 1059 (ED. 8). *Letter Codes for Geographical Entities*. 1 April 2004.

STANAG 1241 (ED. 5). *NATO Standard Identity Description Structure for Tactical Use*. 7 April 2005.

STANAG 2019 (ED. 7)/APP-6 (D). *NATO Joint Military Symbology*. 16 October 2017.

FM 1-02.2 applies to the Active Army, Army National Guard/Army National Guard of the United States, and United States Army Reserve unless otherwise stated.

The proponent of FM 1-02.2 is the United States Army Combined Arms Center. The preparing agency is the Combined Arms Doctrine Directorate, United States Army Combined Arms Center. Send written comments and recommendations on Department of the Army (DA) Form 2028 (*Recommended Changes to Publications and Blank Forms*) to Commander, U.S. Army Combined Arms Center and Fort Leavenworth, ATTN: ATZL MCD (FM 1-02.2), 300 McPherson Avenue, Fort Leavenworth, KS 66027 2337; by email to [usarmy.leavenworth.mccoe.mbx.cadd-org-mailbox@mail.mil](mailto:usarmy.leavenworth.mccoe.mbx.cadd-org-mailbox@mail.mil); or submit an electronic DA Form 2028.

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# Introduction

This publication compiles Department of Defense (DOD) *Military Standard* (MIL-STD) 2525D approved military symbols applicable to land operations for use in U.S. Army doctrinal publications and command and control systems. FM 1-02.2 is the proponent for all U.S. Army military symbols in use or that apply to doctrine that are not currently included in MIL-STD 2525D. MIL-STD 2525D establishes the single standard for developing and depicting hand-drawn and computer-generated military symbols for situation maps, overlays, and annotated aerial photographs for all types of military operations. When communicating instructions to subordinate units, commanders and staffs from company through corps echelons use this publication as the standard for properly constructing land operations associated military symbols.

This publication is augmented by FM 1-02.1, *Operational Terms*, and *Army Dictionary* online. Changes to military symbols occur more frequently than traditional publication media can be updated. The terminology and military symbol database, known as the *Army Dictionary*, is updated monthly to reflect the latest editions of Army publications. (To access the database, go to <https://jdeis.js.mil/jdeis/index.jsp?pinde=207>, and log in with a common access card.) This database is an official DOD website, maintained by the Combined Arms Doctrine Directorate in collaboration with the Joint Staff Directorate for Joint Force Development. The site is part of the Joint Doctrine, Education, and Training Electronic Information System. It includes all Army doctrinal terms and all military symbols in MIL-STD 2525D, including air, land, maritime, space, activities, and control measures.

FM 1-02.2 is organized as follows:

Chapter 1 introduces military symbol fundamentals.

Chapters 2 through 4 provide icons for units, individuals, organizations, equipment, installations, and activities.

Chapter 5 introduces control measure symbols.

Chapter 6 discusses tactical mission tasks.

Chapter 7 discusses the course of action sketch.

These chapters provide detailed requirements for composing and constructing military symbols. The rules for building a set of military symbols allow enough flexibility for users to create any symbol to meet their operational needs. All military symbols construct standards are governed by MIL-STD 2525D, and this publication serves as the compendium of land related military symbols used in U.S. Army doctrine and training manuals.

FM 1-02.2 is now the proponent of military symbols which were included in ADP 1-02 as the preceding proponent.

The introductory table on page x provides a listing of new and modified military symbol changes published in this manual.

Introductory Table 1. New and modified military symbol changes

<b>Symbol</b>	<b>Status</b>	<b>Symbol category</b>
Alaskan Command	New	Main icon
Battalion (echelon of support)	New	Sector 1 modifier for units
Battalion (echelon of support)	New	Sector 1 modifier for equipment
Blood support	New	Sector 2 modifier for units
Combat and operational stress control	New	Sector 2 modifier for units
Company (echelon of support)	New	Sector 1 modifier for units
Corps support area	New	Control measure
Dental services	Modified	Sector 2 modifier for units
Detainee holding area	Modified	Control measure
Grenade	New	Main icon for installations
Grenade	New	Sector 1 modifier for activities
Jamming	New	Sector 2 modifier for units
Key terrain	Modified	Control measure
Medical bed	New	Sector 2 modifier for units
Mobile gun system	New	Main icon for units
Mortuary affairs collection point	New	Main icon for point control measure
Mountain	Modified	Sector 2 modifier for units
Multifunctional	New	Sector 2 modifier for units
Optometry	New	Sector 2 modifier for units
Preventive medicine	New	Sector 2 modifier for units
Route (generic)	New	Control measure
Route one-way traffic	New	Control measure
Route alternating traffic	New	Control measure
United States Forces Korea	New	Main icon
United States Army, Cyber Command	New	Main icon
United States Army, Military Surface Deployment and Distribution Command	New	Main icon
United States Cyber Command	New	Main icon
United States Indo-Pacific Command	Modified	Main icon
United States Space Command	New	Main icon
United States Special Operations Command	New	Main icon
United States Strategic Command	New	Main icon
United States Transportation Command	New	Main icon

## Chapter 1

# Military Symbol Fundamentals

Military symbols are logograms that represent words or phrases that are used to depict abstract graphic representations of a unit, equipment, installation, activity, control measure, or tactical mission task relevant to military operations. They are used for course of action sketches, visualizing operations orders, planning, or to represent a current common operational picture on a map, display, or overlay. This chapter discusses the MIL-STD 2525D military symbol construct standards for framed and unframed symbol standard identity, physical domain, color usage, and the placement of main icons, modifiers, and amplifiers.

### FRAMED SYMBOLS

1-1. Framed symbols are used to depict units, equipment, installations, and activities by using a combination of main icon, modifiers amplifiers, and color (optional) to complete the military symbol construct. The frame is the border of the symbol, and it serves as the base to which other symbol components are added, and indicates the standard identity, physical domain, and status of the object being represented. Framed symbol may use standard identity colors to enhance depiction, or can be black and white depending on display. (See table 1-4 on page 1-5.)

### STANDARD IDENTITY

1-2. The framed symbol standard identity is identified by the design of the frame, and the categories are unknown, pending, assumed friend, friend, neutral, suspect, and hostile. Table 1-1, on page 1-2, depicts the standard identity frame shapes categorized by physical domains.

### PHYSICAL DOMAIN

1-3. The physical domain defines the primary mission area above the earth's surface (in the air domain or space domain), on the earth's surface (land domain or maritime domain), or below the earth's surface (subsurface domain). Frame shapes differ by surface (land and sea), sea subsurface, air, and space physical domains. Table 1-1, on page 1-2, lists and depicts the frame shapes usage for each of these physical domains by land unit, installation, activity, land and sea surface equipment, air equipment (inflight), space equipment (in space), and sea subsurface equipment.

1-4. Frame shape symbol use is dependent on the object's current physical domain. An aircraft, regardless of Service ownership, can be depicted in either the air domain (in flight) or land domain (on the ground), while aviation units are depicted as land units and facilities as a land installations. The exception is surface equipment (land and sea) frames that do not change between land and maritime physical domains. An example is an amphibious vehicle that uses the same frame shape regardless of current physical domain because it can operate in both land and maritime domains.















Table 1-1. Standard identities and physical domain frame shapes

<i>Standard Identities / Physical Domain</i>	<i>Friendly</i>	<i>Hostile</i>	<i>Neutral</i>	<i>Unknown</i>
	<i>Assumed Friend</i>	<i>Suspect</i>		<i>Pending</i>
Land unit				
Land and sea surface equipment				
Air equipment (inflight)				
Space equipment (in space)				
Activity				
Installation				
Sea subsurface equipment				

**STATUS**

1-5. Status depicts whether an object exists at the location identified (status is “present” or “confirmed”), will in the future reside at that location (status is “planned” or “anticipated”), or is thought to reside at that location (“suspected”). (See table 1-2 for a depiction of friendly frames.)

**Table 1-2. Friendly frame status examples in present, planned, or suspected**

<i>Domain</i>	<i>Space Equipment</i>	<i>Air Equipment</i>	<i>Land Unit</i>	<i>Land Equipment and Sea Surface</i>	<i>Land Installation</i>	<i>Sea Subsurface Equipment</i>	<i>Activity or Event</i>
<i>Status</i>							
Present or confirmed position							
Anticipated, planned, or suspected position							

**OCTAGON PLACEMENT DIAGRAM**

1-6. The octagon serves as a reference for placement of main and modifier icons for units, equipment, installations, or activities symbol constructs, and it is not part of the visible symbol. The octagon divides into 3 areas the innermost part of the symbol construct to standardize the usage of Field A/AA. These 3 areas are composed of the center area that is reserved for the main function area (main icon), the upper area (left area if vertical) reserved for sector 1 capability modifier, and lower area (right area if vertical) reserved for sector 2 capability modifier. The octagon may be used horizontally or vertically to allow for effective use of the space when placing main and modifier icons. Table 1-3, on page 1-4, provides examples showing the horizontal and vertical bounding octagons examples.

**Table 1-3. Horizontal and vertical octagon placement diagram examples**

<i>Horizontal Octagon</i>			
<i>Vertical Octagon</i>			

**MAIN ICON FOR UNITS, EQUIPMENT, INSTALLATIONS, OR ACTIVITIES**

1-7. The main icon for units, equipment, installations, or activities provides the main function of the military symbol construct. It is placed in the innermost part of the symbol construct, and is represented as the center area of Field A/AA. In general, main icons should not be so large as to exceed the dimensions of the main sector of the placement octagon or touch the interior border when framed. There are exceptions to the framed size rule because some main icons occupy the entire frame, and they must exceed the dimensions of the placement octagon and touch the interior border of the frame. These symbols are called full-frame main icons and occur only in land domain symbols. Figure 1-1 shows an example of a full-frame main icon for all frame shapes.



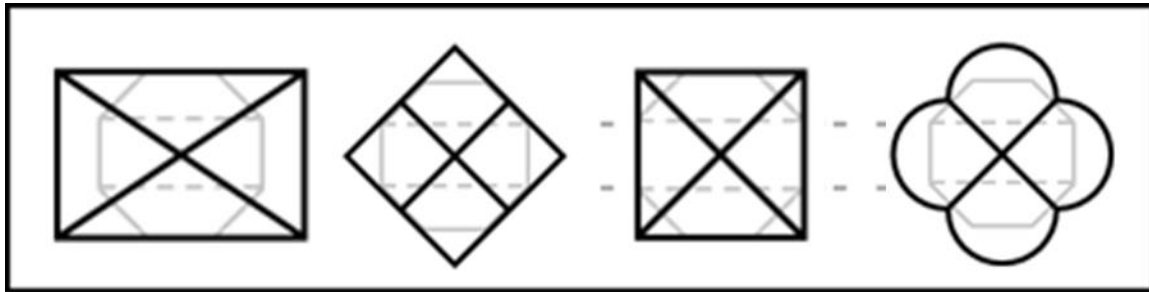


Figure 1-1. Example of full-frame main icons

**MODIFIER ICON FOR UNITS, EQUIPMENT, INSTALLATIONS, OR ACTIVITIES**

1-8. A modifier provides additional capability information when portraying a symbol. Modifiers conform to the octagon and are placed either above (sector 1) or below (sector 2) the main function icon, and a modifier is represented as part of Field A/AA. Some modifiers are interchangeable (multiple usage) and may be used as a sector 1 and sector 2 modifier with the same meaning. This publication defines various types of modifiers and indicates their placement in relation to the main function icon.

**Standard Identity Colors**

1-9. Standard identity colors are used as the fill areas for framed military symbols, and line colors for unframed and framed military symbols. Unframed symbols require color as the standard identity indicator if text amplifiers are not used to categorize the symbol. Fill and line color are optional for framed symbols because the frame design provides the standard identity, and color is only a redundant identity indicator used to enhance the framed symbol. The framed symbol fill is normally white or transparent when color is not used in the depiction. Table 1-4 provides the approved standard identity color variants for military symbol construct fill and line colors.

Table 1-4. Standard identity colors

<i>Description</i>	<i>Hand-Drawn</i>	<i>Computer Generated Colors</i>	
		<i>ICON</i> (RGB Value)	<i>FILL</i> (RGB Value)
Friend, assumed friend	Blue	Cyan (0, 255, 255)	Crystal Blue (128, 224, 255)
Unknown, pending	Yellow	Yellow (255, 255, 0)	Light Yellow (255, 255, 128)
Neutral	Green	Neon Green (0, 255, 0)	Bamboo Green (170, 255, 170)
Hostile, suspect, joker, faker	Red	Red (255, 0, 0)	Salmon (255, 128, 128)
Boundaries, lines, areas, text, icons, and frames	Black	Black (0, 0, 0)	Black (0, 0, 0)
Boundaries, lines, areas, text, icons, and frames	White	White (255, 255, 255)	Off-White (6% Gray) (239, 239, 239)

## **AMPLIFIERS**

1-10. Amplifiers are optional fields that provide the capability to include additional information about the symbol being portrayed. Not all military symbols use amplifiers, and each symbol construct has its own unique amplifier applicability or placement location that is displayed in accordance with the appropriate military symbol construct standard. Each respective chapter provides the applicable amplifier placement template and amplifier field listing for all military symbol construct that have the option to use amplifiers.

## **SYMBOL LETTERING**

1-11. The lettering for all military symbols will always be upper case, sans serif font, right aligned on the left of side, left aligned on the right, and centered on top. In some cases the lettering may be tilted slightly to follow the contour of a line, but must be oriented for left-to-right legibility and avoid tilting so much that readers must tilt their heads to read it.

## **UNFRAMED SYMBOLS**

1-12. Equipment symbols may be depicted with frame or unframed. Control measure symbols and mission task symbols are unframed symbols that conform to special rules for their own elements.

## **UNFRAMED EQUIPMENT SYMBOLS**

1-13. The military symbol construct standard permits the depiction of equipment symbols with or without a frame. Unframed equipment symbol constructs follow that same icon and amplifier placement rules as framed equipment symbols. The only difference is that the main icon of the symbol construct serves as the base for adding modifiers and amplifiers, and it must use standard identity colors (blue, red, green, or yellow) to effectively depict and distinguish friendly or assumed friend, hostile or suspect, neutral, and unknown or pending units. Chapter 3 provides the equipment symbol icon and amplifier guidelines.

## **TACTICAL MISSION TASK SYMBOLS**

1-14. Tactical mission task symbols are used in course of action sketches, synchronization matrices, and maneuver sketches. Tactical mission task symbols are sized to accommodate the scale of the display or map, and they may be used with other framed and unframed symbols, but they do not use modifiers or amplifiers. Chapter 6 provides tactical mission task symbol listings and construct examples.

## **CONTROL MEASURE SYMBOLS**

1-15. A control measure is a means of regulating forces or warfighting functions, and are boundaries, special area designations, or other unique markings related to an operational environment's geometry and necessary for planning and managing operations. Control measure symbols have different unique construct templates patterns for each type of control measure, but they use similar standard identity colors and amplifiers as other military symbols. They can be black or white, depending on their display background. Display backgrounds can be blue (for friendly), red (for hostile), green (for obstacles), or yellow (for a chemical, biological, radiological, and nuclear contaminated area fill). Description, placement, and further details of control measure symbols are addressed in chapter 5.

## **MAIN ICONS FOR CONTROL MEASURES**

1-16. Similar to frame symbols, the main icons for control measures are represented as Field A. The main icon provides the ability to depict the main or supporting function within the construct composition of a control measure to effectively translate the intent of the symbol. Some control measures symbol constructs permit the use of Field A to embed a completed framed symbol construct. Not all control measures have this placement field, and the control measure templates in chapter 5 indicate if the construct composition provides the capability to add a main icon to the symbol.

**MODIFIERS FOR CONTROL MEASURES**

1-17. Minefields and limited access areas have modifiers that can only be used within their unique military symbol construct. (See chapter 5 for appropriate modifier listing and usage construct.)





























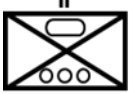
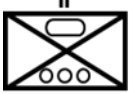
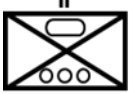
**Military Symbol Construct Process**

1-18. Military symbol construct is a logographic writing system that when the elements are correctly merged they translate into a common language. Similar to words in written language, each symbol has a specific meaning that when combined with other symbols provides legible information that can be used to quickly identify units, organizations, and capabilities and to understand current or future actions. The military symbol construct process can construct sentences and paragraphs or translate written words into military symbols using the MIL-STD 2525D symbol construct standard used by command and control systems. The symbols in this publication are adequate for depicting a variety of military symbol constructs, but if a user determines that there is a gap in the symbol construct language, that user must inform the U.S. Army symbologist so collaboration can begin on creating a new military symbol.

**CONSTRUCT PROCESS FOR FRAMED SYMBOLS**

1-19. Chapters 2 through 4 provide icons and modifiers for building a wide variety of framed symbols. Table 1-5 on page 1-8 provides a step-by-step framed symbol building process example for an infantry unit with armored high mobility vehicle capability, echelon of command level, and its unit designation.

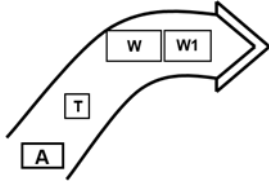
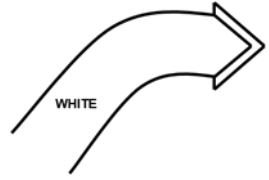

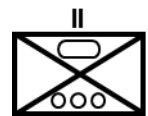
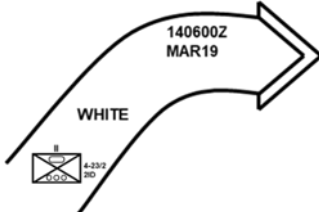
**Table 1-5. Construct process for framed symbols**

<b>Steps</b>		<b>Construct example and symbol translation</b>			
1	Choose appropriate frame shape from table 3-1 on page 3-3. <b>Note.</b> This example uses the friendly unit frame.	 Friendly unit			
2	Choose appropriate main icon from chapters 2 through 5 and combine it with frame. <b>Note.</b> This example selects the infantry main icon which is a full frame icon found in chapter 2.	<table border="1" style="width: 100%;"> <tr> <td style="text-align: center;"> Infantry</td> <td style="text-align: center;"></td> </tr> </table> <table border="1" style="width: 100%;"> <tr> <td style="text-align: center;"> Friendly infantry unit</td> </tr> </table>	 Infantry		 Friendly infantry unit
 Infantry					
 Friendly infantry unit					
3	Choose appropriate sector 1 modifier from chapters 2 through 5. <b>Note.</b> This example uses the armored protected sector 1 modifier found in chapter 2.	<table border="1" style="width: 100%;"> <tr> <td style="text-align: center;"> Armored (protection)</td> <td style="text-align: center;"></td> </tr> </table> <table border="1" style="width: 100%;"> <tr> <td style="text-align: center;"> Friendly infantry unit with armored (protection) capability</td> </tr> </table>	 Armored (protection)		 Friendly infantry unit with armored (protection) capability
 Armored (protection)					
 Friendly infantry unit with armored (protection) capability					
4	Choose appropriate sector 2 modifier from chapters 2 through 5. <b>Note.</b> This example selects the wheeled high mobility sector 2 modifier found in Chapter 2.	<table border="1" style="width: 100%;"> <tr> <td style="text-align: center;"> Wheeled high mobility</td> <td style="text-align: center;"></td> </tr> </table> <table border="1" style="width: 100%;"> <tr> <td style="text-align: center;"> Friendly infantry unit with armored high mobility vehicle capability</td> </tr> </table>	 Wheeled high mobility		 Friendly infantry unit with armored high mobility vehicle capability
 Wheeled high mobility					
 Friendly infantry unit with armored high mobility vehicle capability					
5	Choose essential amplifier field from those listed in table 3-3 on page 3-7. <b>Note.</b> This example uses Fields B, H, M to add echelon and unit designator information to complete the desired military symbol. These specific amplifier symbols and construct usage can be found in chapter 2.	<table border="1" style="width: 100%;"> <tr> <td style="text-align: center;"> 4-23/2 2ID</td> </tr> </table> <p>Infantry battalion with armored high mobility vehicle capability, 4th battalion, 23rd Infantry Regiment, 2nd Brigade, 2nd Infantry Division</p>	 4-23/2 2ID		
 4-23/2 2ID					

**CONSTRUCT PROCESS FOR CONTROL MEASURES**

1-20. As part of the military symbol construct process, many control measure symbols can be combined with amplifiers and main icons to display operational information in one symbol. Table 1-6 depicts the steps in the building process example for one of these types of control measures.

Table 1-6. Construct process for control measure symbol

Steps		Construct example and symbol translation				
1	Choose an appropriate control measure template with amplifier fields from chapter 5. <b>Note.</b> This example uses the main axis of advance template.	 <p>Main axis of advance with amplifier fields</p>				
2	Choose the appropriate amplifier information by field. <b>Note.</b> This example uses unique designation field T to name the axis of advance.	<table border="1" data-bbox="893 504 1404 535"> <tr> <td>T</td> <td>WHITE</td> </tr> </table>  <p>Main axis of advance "White"</p>	T	WHITE		
T	WHITE					
3	Choose the next appropriate amplifier information by field. <b>Note.</b> This example uses Field W to add a date-time group to axis of advance.	<table border="1" data-bbox="893 756 1404 829"> <tr> <td>W</td> <td>140600Z MAR2019</td> </tr> <tr> <td>W1</td> <td>If needed</td> </tr> </table>  <p>Main axis of advance "White" movement begins at 0600 Zulu hour, 14 MAR 2019</p>	W	140600Z MAR2019	W1	If needed
W	140600Z MAR2019					
W1	If needed					
4	Add a main icon construct to complete the intent of the symbol. <b>Note.</b> This example uses Field A to add a completed unit symbol construct.	<table border="1" data-bbox="893 1102 1404 1134"> <tr> <td>A</td> <td></td> </tr> </table>  <p>4-23/2 2ID</p> <p>Infantry battalion with armored high mobility vehicle capability, 4th Battalion, 23d Infantry Regiment, 2d Brigade, 2nd Infantry Division</p>	A			
A						
5	Completed construct of control measure.	 <p>4th Infantry Battalion (Stryker), 23d Infantry Regiment, 2d Brigade, 2nd Infantry Division, moves at 0600 Zulu hour, 14 MAR 2019 on main axis of advance White</p>				

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## Chapter 2

# Military Unit and Organizational Symbols

This chapter discusses symbols for units and organizations.


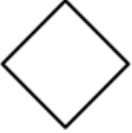





### UNIT AND ORGANIZATION SYMBOLS

2-1. A *unit* is any military element whose structure is prescribed by a competent authority (JP 3-33). This section includes the lists of amplifiers, main icons, and modifiers for constructing unit and organization symbols.

### UNIT AND ORGANIZATION FRAME SHAPES

2-2. Unit and organization frame shapes are used to identify friendly, enemy, neutral, or unknown affiliation units in an area of interest or operation that may affect unified land operations. Table 2-1 provides the standard identity frame shapes for units and organizations. The frame shape construct guidelines for main and modifier icons, and amplifier placement locations are provided in paragraph 2-3.

**Table 2-1. Unit and organization standard identity frame shapes**

<i>Friendly</i>	<i>Hostile</i>	<i>Neutral</i>	<i>Unknown</i>
			
<i>Assumed Friend</i>	<i>Suspect</i>		<i>Pending</i>
			

### MAIN AND MODIFIER ICONS AND AMPLIFIER FIELDS FOR UNITS

2-3. The main and modifier icons and amplifier fields standardize the display of alphanumerical information that graphically describes a unit, its capabilities, status, and location. The field placement is the same for all unit standard identity frames (including friend and assumed friend, hostile and suspect, neutral, pending, and unknown). Figure 2-1, on page 2-2, shows the placement fields for land unit symbols using a friend symbol frame as an example. Table 2-2 on page 2-3 provides descriptions and formats for each amplifier.

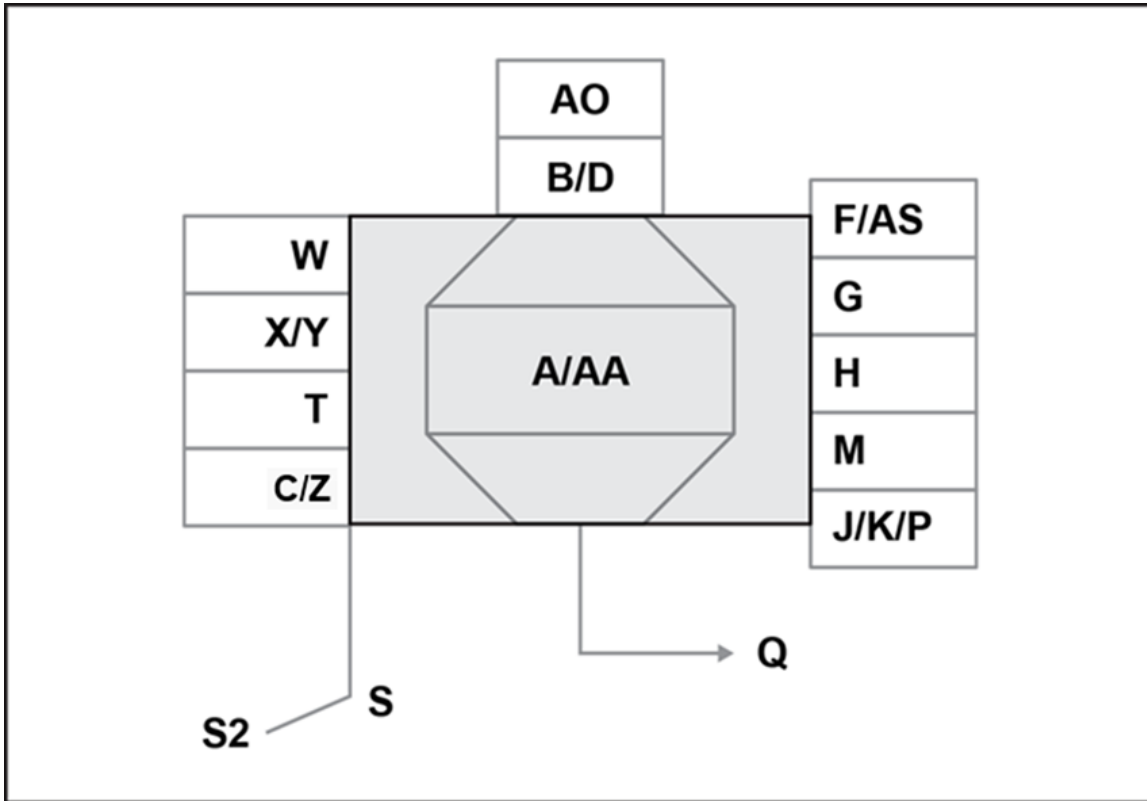


Figure 2-1. Main and modifier icon and amplifier placement locations



**Table 2-2. Descriptions of main icon and amplifier fields for unit frames**

<b>Field</b>	<b>Field Title</b>	<b>Description</b>
A	Main and modifier icons	The innermost part of a symbol that represents the main function (main icon) and its capabilities (modifiers 1 and 2).
B	Echelon	A graphic amplifier in a unit symbol that identifies command level.
C	Quantity	A text amplifier that identifies a specific number and type of items.
D	Task organization indicator	A graphic amplifier that identifies a unit or an activities symbol as a task force.
F	Attached and detached (reinforced or reduced)	A text amplifier in a unit symbol that displays (+) for reinforced, (-) for reduced, (+) reinforced and reduced. <b>Note.</b> A maximum of 3 characters are allowed in this field.
G	Staff comments	A text amplifier for units, equipment, and installations. Content is implementation specific. <b>Note.</b> A maximum of 20 characters are allowed in this field.
H	Additional information	A unique alphanumeric designation that identifies the unit being displayed. <b>Note.</b> A maximum of 20 characters are allowed in this field.
J	Evaluation rating	A text amplifier for units, equipment and installations that consists of a single-letter reliability rating and a single digit credibility rating. <b>Reliability Ratings:</b> A-completely reliable. B-usually reliable. C-fairly reliable. D-not usually reliable. E-unreliable. F-reliability cannot be judged. <b>Credibility Ratings:</b> 1-confirmed by other sources. 2-probably true. 3-possibly true. 4-doubtfully true. 5-improbable. 6-truth cannot be judged. <b>Note.</b> A maximum of 2 characters are allowed in this field.
K	Combat effectiveness	A text amplifier for units and installations that indicates effectiveness. The entries are— Fully operational (FO). Substantially operational (SO). Marginally operational (MO). Not operational (NO). Unknown (UNK). <b>Note.</b> A maximum of 5 characters are allowed in this field.
M	Higher echelon formation	A text amplifier for units that indicates number or title of higher echelon command (corps are designated by Roman numerals). <b>Note.</b> A maximum of 21 characters are allowed in this field.

Table 2-2. Descriptions of main icon and amplifier fields for unit frames (continued)

Field	Field Title	Description
P	Identification, friend or foe Selective identification feature	A text amplifier displaying one or more identification, friend or foe, or selective identification feature identification modes and codes. Display priority is mode 5, mode 4, mode 3, and mode 2. <b>Note.</b> A maximum of 15 characters are allowed in this field.
Q	Direction of movement indicator	A graphic amplifier for units and equipment that identifies the direction of movement or intended movement of an object.
S S <sup>2</sup>	Offset location indicator	A graphic amplifier used to indicate the offset or precise location.
T	Unique identifier	1. An amplifier field reserved for command and control systems that uniquely identifies a particular symbol with a track number. Prefix = TN: #####. Example: TN: 13579. 2. May also be used for unit designation. <b>Note.</b> A maximum of 30 characters are allowed in this field.
W	Date-time group	An alphanumeric designator for displaying a date-time group (DDHHMMSSZMONYYYY) or "O/O" for on order. The date-time group is composed of a group of six numeric digits with a time zone suffix and the standardized three-letter abbreviation for the month followed by four digits representing the year. The first pair of digits represents the day; the second pair, the hour; the third pair, the minutes. For automated systems, two digits may be added before the time zone suffix and after the minutes to designate seconds. <b>Note.</b> A maximum of 16 characters are allowed in this field.
X	Altitude or depth	A text amplifier that displays either altitude, flight level, depth for submerged objects, or height of equipment or structures on the ground. Measurement units shall be displayed in the string. Examples: 1500MSL FL150 <b>Note.</b> A maximum of 14 characters are allowed in this field.
Y	Location	A text amplifier that displays a symbol's location in degrees, minutes, and decimal minutes (or in military grid reference system, global area reference system, or other applicable display formats). <b>Note.</b> A maximum of 22 characters are allowed in this field.
Z	Speed	A text amplifier for units and equipment that displays velocity. <b>Note.</b> A maximum of 8 characters are allowed in this field.
AA	Special headquarters	A text modifier for units. The indicator is contained inside the frame. A named command such as Supreme Headquarters Allied Powers, Europe, United States Southern Command, United States Central Command, and joint, multinational, or coalition commands such as combined joint task forces or joint task forces. <b>Note.</b> A maximum of 9 characters are allowed in this field.
AO	Engagement bar	A graphic amplifier placed immediately atop the symbol. May denote 1) local/remote status, 2) engagement status, and 3) weapon type. Format: A:BBC-CC, where A = remote/local BBB = engagement status CC = weapon asset
AS	Country	A three-letter code that indicates the country of origin of the organization. In stability activities, this field can be used for factions or groups. <b>Note.</b> A maximum of 3 characters are allowed in this field.

2-4. **Echelon and Non-Echelon Amplifiers (Field B).** An echelon is a separate level of command. In addition, there is also a separate echelon known as a non-echelon command. A non-echelon command is a unit or units, an organization, or an area under the command of one individual. It does not correspond to any of the other echelons. Figure 2-2 shows the template for an echelon amplifier. The height of the echelon amplifier is one-fourth of the size of the height of the frame. Table 2-3, on page 2-6, shows the Field B amplifiers for Army echelons and non-echelon commands.

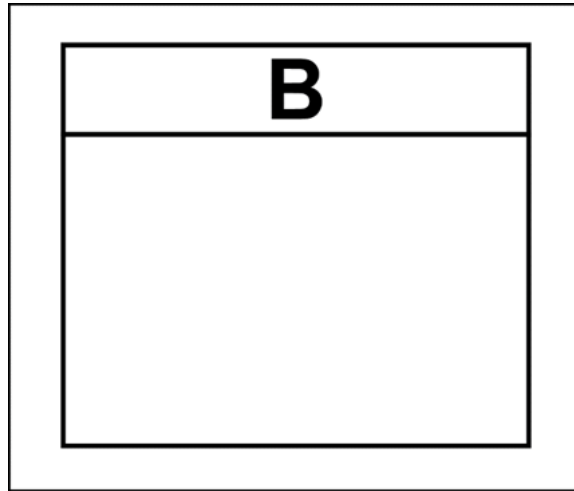


Figure 2-2. Template for an echelon amplifier

Table 2-3. Echelon and non-echelon amplifiers


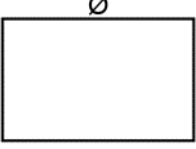



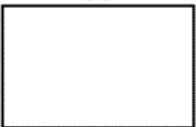

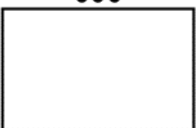

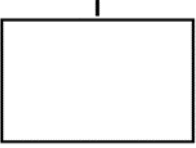

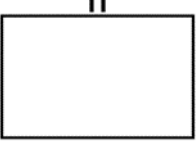
<b>Echelon</b>	<b>Amplifier</b>	<b>Amplifier Usage Construct Example</b>
<p><b>Crew</b>—A small military unit that consists of all personnel operating a particular system. (ADP 3-90)  <b>Note.</b> This is the smallest echelon and should not be confused with company team and brigade combat team.</p>		
<p><b>Squad</b>—A small military unit typically containing two or more fire teams. (ADP 3-90)</p>		
<p><b>Section</b>—A tactical unit of the Army and Marine Corps smaller than a platoon and larger than a squad. (ADP 3-90)</p>		
<p><b>Platoon</b>—A subdivision of a company or troop consisting of two or more squads or sections. (ADP 3-90)   <b>Detachment</b>—A tactical element organized on either a temporary or permanent basis for special duties. (ADP 3-90)</p>		
<p><b>Company</b>—A unit consisting of two or more platoons, usually of the same type, with a headquarters and a limited capacity for self-support. (ADP 3-90)  <b>Battery</b>—A company-size unit in a field artillery or air defense artillery battalion. (ADP 3-90)  <b>Troop</b>—A company-size unit in a cavalry organization. (ADP 3-90)</p>		
<p><b>Battalion</b>—A unit consisting of two or more company-, battery-, or troop-size units and a headquarters. (ADP 3-90)   <b>Squadron</b>—A unit consisting of two or more troop-size units and a headquarters in a cavalry organization. (See ATP 3-20.96 for more information on the squadron.)</p>		

Table 2-3. Echelon and non-echelon amplifiers (continued)



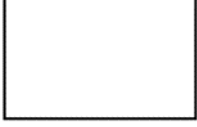
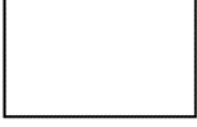
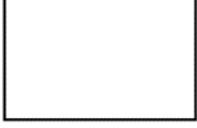


<b>Echelon</b>	<b>Amplifier</b>	<b>Amplifier Usage Construct Example</b>
<b>Regiment or group</b> —A unit consisting of 2 or more battalions.	<b>III</b>	<div style="text-align: center;">III</div> 
<b>Brigade</b> —A unit consisting of two or more battalions and a headquarters company or detachment. (ADP 3-90)	<b>X</b>	<div style="text-align: center;">X</div> 
<b>Division</b> —An echelon of command and tactical formation that employs brigade combat teams, multi-functional brigades, and functional brigades to achieve objectives on land. (ADP 3-90)	<b>XX</b>	<div style="text-align: center;">XX</div> 
<b>Corps</b> —An echelon of command and tactical formation that employs divisions, multi-functional brigades, and functional brigades to achieve objectives on land. (ADP 3-90)	<b>XXX</b>	<div style="text-align: center;">XXX</div> 
<b>Theater army</b> —An echelon of command designated as the Army Service component command responsible for recommendations of allocations and employment of Army forces to the geographic combatant commander. (JP 3-31)	<b>XXXX</b>	<div style="text-align: center;">XXXX</div> 
<b>Army group</b> <i>Note.</i> Used in North Atlantic Treaty Organization or multinational military operations.	<b>XXXXXX</b>	<div style="text-align: center;">XXXXXX</div> 
<b>Theater</b> —The geographical area for which a commander of a geographic combatant command has been assigned responsibility. (JP 1)	<b>XXXXXXX</b>	<div style="text-align: center;">XXXXXXX</div> 

Table 2-3. Echelon and non-echelon amplifiers (continued)

Non-Echelon	Amplifier	Amplifier Usage Construct Example
<p><b>Command</b> (independent support command)—A unit specifically supporting a theater or corps command.</p>	<p>++</p>	<p style="text-align: center;">++  <div style="border: 1px solid black; padding: 5px; display: inline-block;">                     XXX                      SUST                 </div>                 ESC</p> <p>Sustainment command supporting a corps (expeditionary sustainment command)</p>
		<p style="text-align: center;">++  <div style="border: 1px solid black; padding: 5px; display: inline-block;">                     XXXX  <hr style="border: 0; border-top: 1px solid black;"/> </div> </p> <p>Medical command supporting a theater army (theater medical command)</p>

2-5. **Quantity Amplifiers (Field C).** A text amplifier used to identify the number of type items or individuals. Figure 2-3 shows the template for a quantity amplifier and figure 2-4 provides a usage example of a medical augmentation detachment with a 32 hospital bed capability.

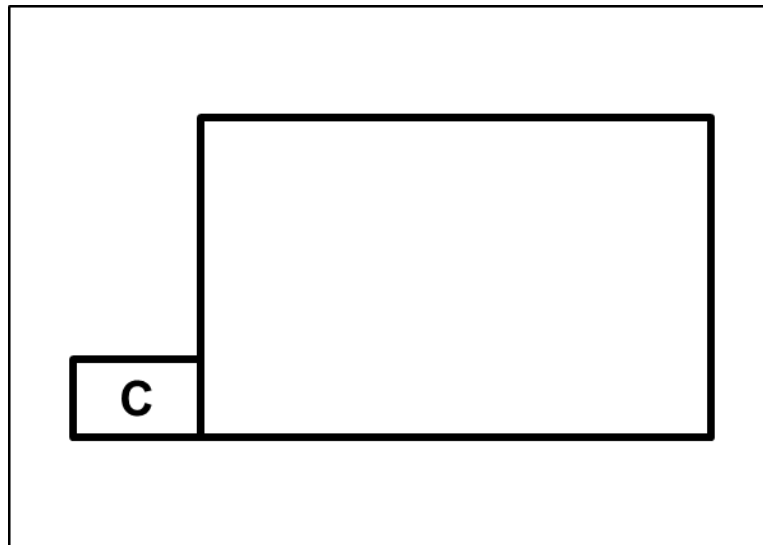


Figure 2-3. Template for quantity amplifier

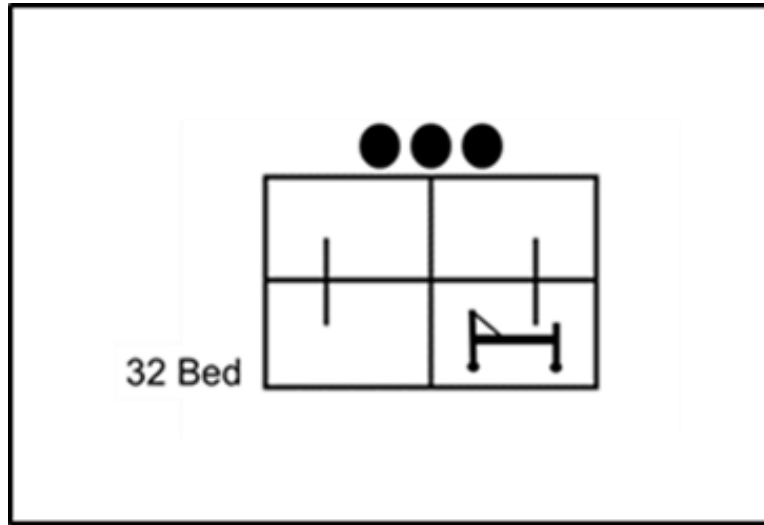


Figure 2-4. Quantity amplifier usage example

2-6. **Task organization indicator amplifier (Field D).** This amplifier is used with a battalion task force, or company team. A battalion task force is a maneuver battalion-size unit consisting of a battalion headquarters, at least one assigned company size-element, and at least one attached company-size element from another maneuver or support unit (functional or multifunctional). A company team is a combined arms organization formed by attaching one or more nonorganic armor, mechanized infantry, Stryker infantry, or infantry platoons to a tank, mechanized infantry, Stryker, or infantry company, either in exchange for, or in addition to, its organic platoons. (See ADP 3-90 for more information on company teams.) Figure 2-5 provides the template for a task organization amplifier, and table 2-4, on page 2-10, shows the task organization amplifier and construct examples.

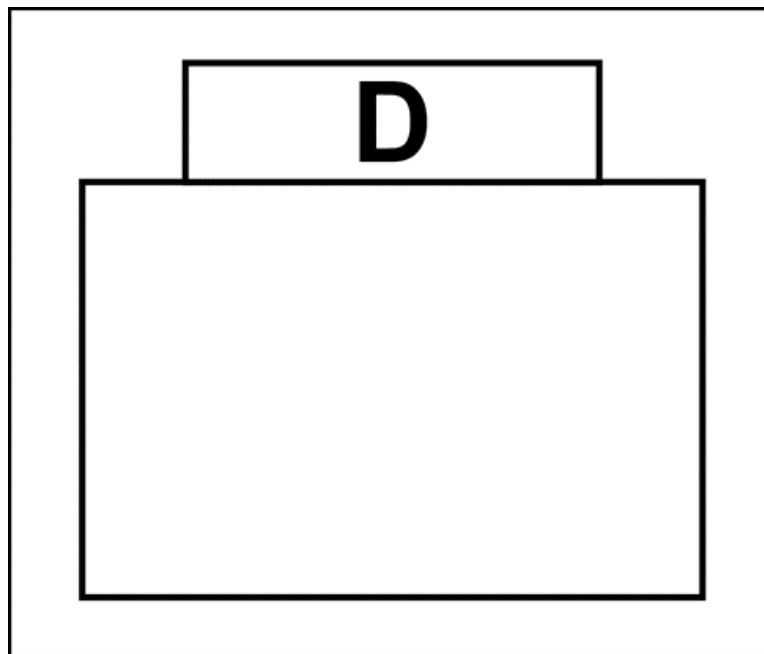
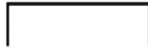
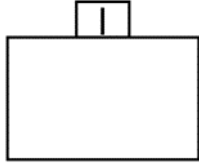
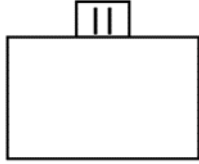



Figure 2-5. Template for task force or team amplifier

Table 2-4. Task organization indicator amplifier

Amplifier	Symbol	Example
<p><b>Task organization</b>—A temporary grouping of forces designed to accomplish a particular mission. (ADP 5-0)</p> <p><b>Note.</b> This amplifier is sized to correspond with the echelon amplifiers being used. The height of the amplifier is one-third of the size of the height of the frame.</p>		 Company team
		 Battalion task force
		 Marine expeditionary force

2-7. **Attached and Detached Amplifiers (Field F).** This amplifier is used at brigade echelons and below. Use a plus (+) symbol when reinforcing (attaching) one or more sub-elements of a similar function to a headquarters. (See JP 3-0 for more information on attached sub-elements.) Use a minus symbol (–) when reducing (detaching) one or more sub-elements of a similar function to a headquarters. Use a plus and minus symbol (+) when reinforcing (attaching) and reducing (detaching) one or more sub-elements of a similar function to a headquarters. Figure 2-6 shows a template for attached and detached amplifiers. Table 2-5 lists the amplifiers and usage examples. (See FM 6-0 for additional information on attachment and detachment)

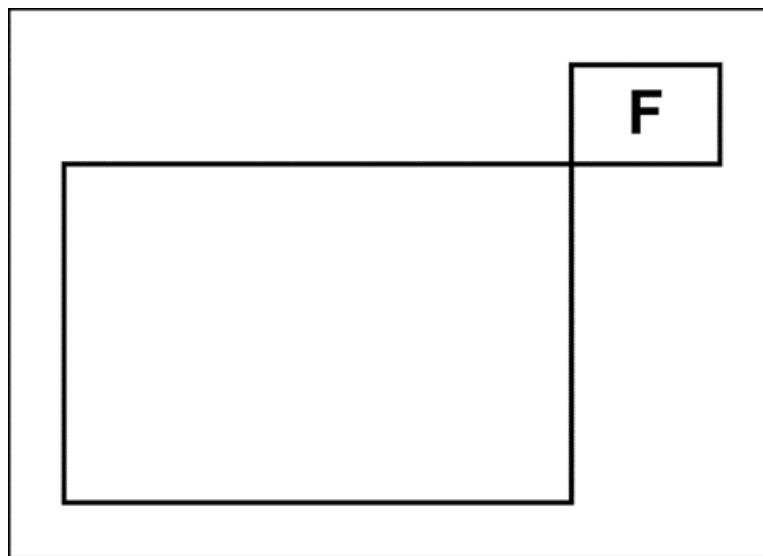


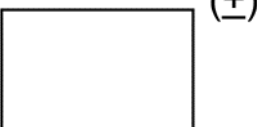


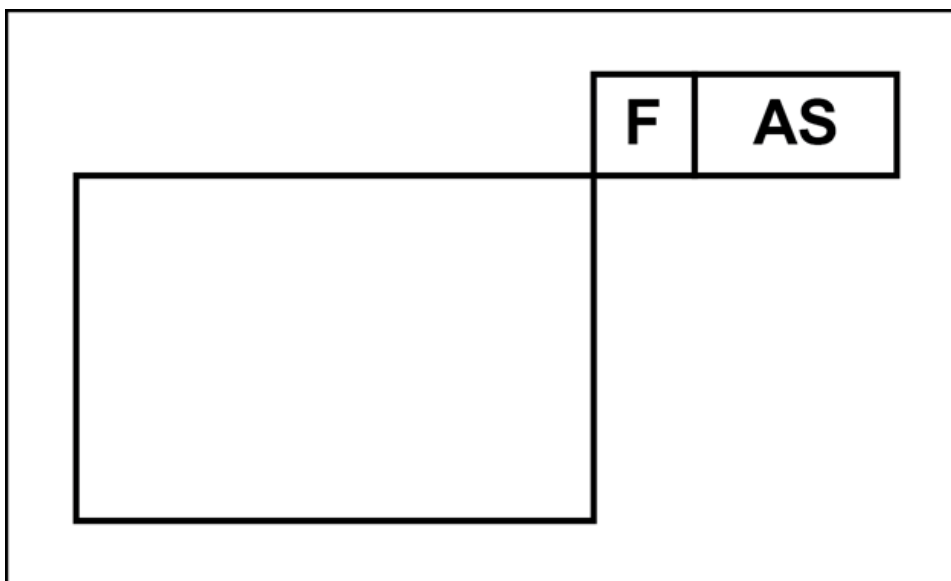
Figure 2-6. Template for attached and detached amplifier



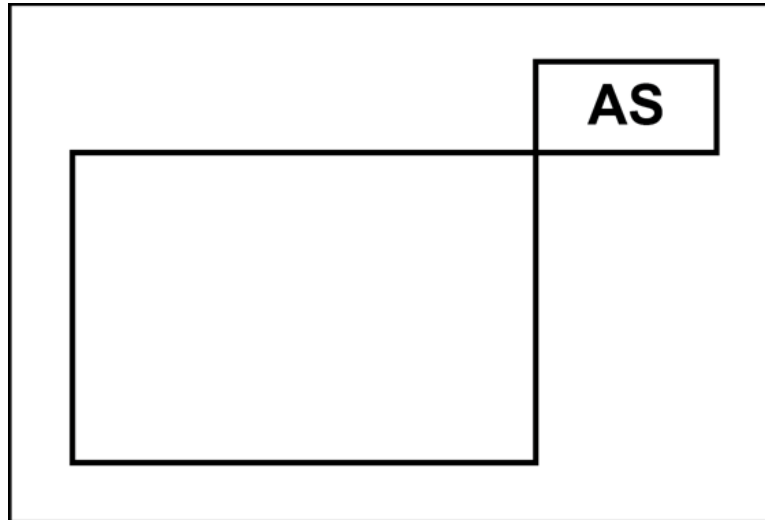
**Table 2-5. Attached and detached amplifiers**

<i>Function</i>	<i>Amplifier</i>	<i>Amplifier usage construct example</i>
Reinforced (attached)	<b>(+)</b>	
Reduced (detached)	<b>(-)</b>	
Reinforced and reduced (attached and detached)	<b>(±)</b>	

2-8. **Country code amplifier (Field AS).** The country code is a three-letter code that indicates the country of origin. FM 1-02.1, in chapter 2, section II, includes a complete listing of geographical entity codes (country codes) that can be used in Field AS. Field AS is located at right corner of the frame and shares this space with Field F (attached and detached amplifiers). When Field F is being used, the Field AS country code will be placed to the right of Field F as shown in figure 2-7. If Field F is not being used, the AS field can occupy the entire space as shown in figure 2-8, on page 2-12.

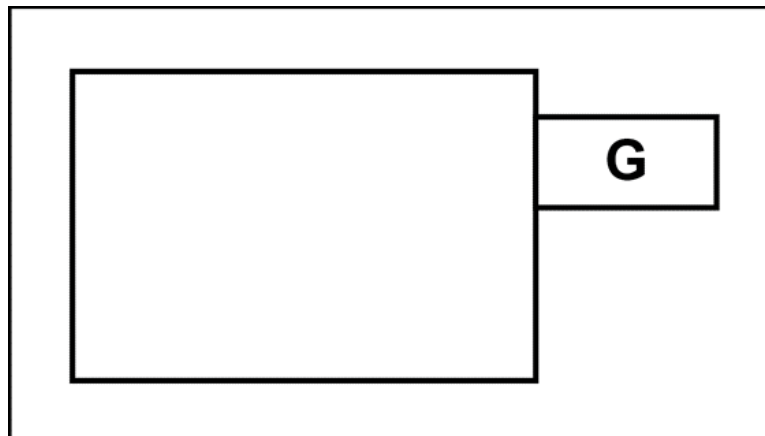


**Figure 2-7. Template for country code amplifier Field AS with Field F in use.**




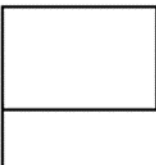



**Figure 2-8. Template for country code amplifier Field AS without Field F usage.**

2-9. **Command post using staff comments amplifier (Field G).** A command post is a unit headquarters where the commander and staff perform their activities. The headquarters staff indicator (Field S) is always used in conjunction with the command post and command group amplifiers. Figure 2-9 shows the template for the command post using amplifier Field G, and table 2-6 provides amplifier usage examples.

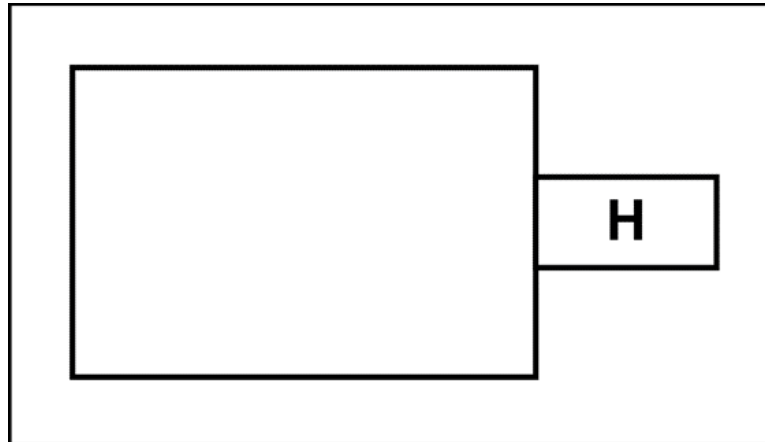


**Figure 2-9. Template for command post using amplifier Field G**

Table 2-6. Command post amplifier Field G usage examples

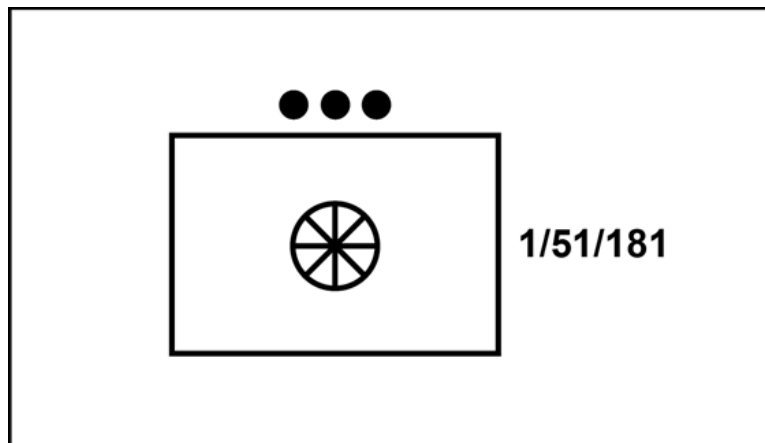
Description	Amplifier	Amplifier Usage Example
<p><b>Combat trains command post</b>—controls and coordinates administrative and logistic support. (See ATP 6-0.5 for more information on combat trains.)</p>	<p><b>CTCP</b></p>	 <p>CTCP</p>
<p><b>Early-entry command post</b>—A lead element of a headquarters designed to control operations until the remaining portions of the headquarters are deployed and operational. (FM 6-0)</p>	<p><b>EECP</b></p>	 <p>EECP</p>
<p><b>Field trains command post</b>—A facility containing a personnel administration center, elements of the S-4 (battalion or brigade logistics staff officer) sustainment staff section, elements of company supply sections, and elements of the forward support company. (See ATP 6-0.5 for more information on field trains.)</p>	<p><b>FTCP</b></p>	 <p>FTCP</p>
<p><b>Main command post</b>—A facility containing the majority of the staff designed to control current operations, conduct detailed analysis, and plan future operations. (FM 6-0)</p>	<p><b>MAIN</b></p>	 <p>MAIN</p>
<p><b>Tactical command post</b>—A facility containing a tailored portion of a unit headquarters designed to control portions of an operation for a limited time. (FM 6-0)</p>	<p><b>TAC</b></p>	 <p>TAC</p>

2-10. **Alphanumeric unit designations using additional information amplifier (Field H).** The alphanumeric unit designation identifies the unit being displayed, and it may consist of a number consistent with the unit designation, function, and a higher echelon chain of command. The unit designation construct begins with the unit’s own designation (number, or letter, or acronym), followed by a higher echelon command designation. Figure 2-10, on page 2-14, shows the template.



**Figure 2-10. Template for additional information amplifier**

2-11. A unit designation construct uses the solidus (/) between echelons to identify a continuous hierarchy of command. Figure 2-11 provides an example of the solidus being used in a military symbol construct for 1st Platoon, 51st Transportation Company, 181 Transportation Battalion.



**Figure 2-11. Solidus usage example**

2-12. Hyphens (-) are only used to depict combat units that maintain regimental affiliations but have no regimental headquarters and are organized as part of a brigade. The use of the hyphen in the unit designation construct retains the units' traditional regimental affiliation and avoids confusing units that do not have a regimental commander from regiments which have remained organized with a regimental headquarters. Figure 2-12 provides an example of a hyphen being used in a military symbol construct for A Battery, 6th Battalion, 37th Field Artillery Regiment.

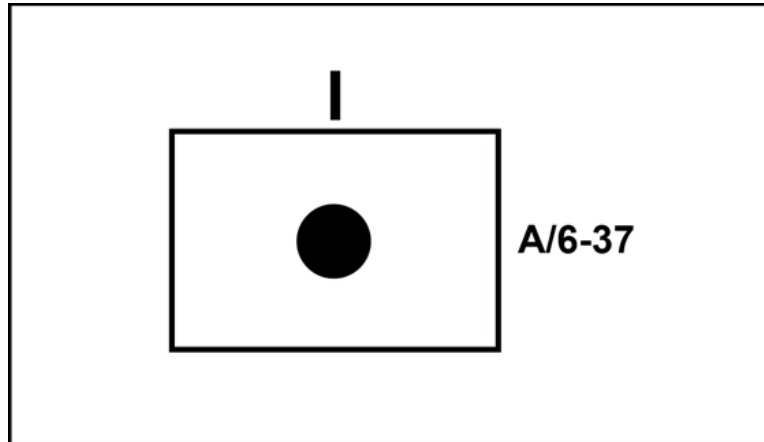


Figure 2-12. Hyphen usage example.

2-13. **Higher echelon command using higher information amplifier (Field M).** This is an additional text amplifier that provides unit symbols a space for the title or number of the higher echelon command (corps are designated by Roman numerals). Figure 2-13 shows the template and figure 2-14 provides a construct example for A Battery, 6th Battalion, 37th Field Artillery Regiment, 2ID, III Corps.

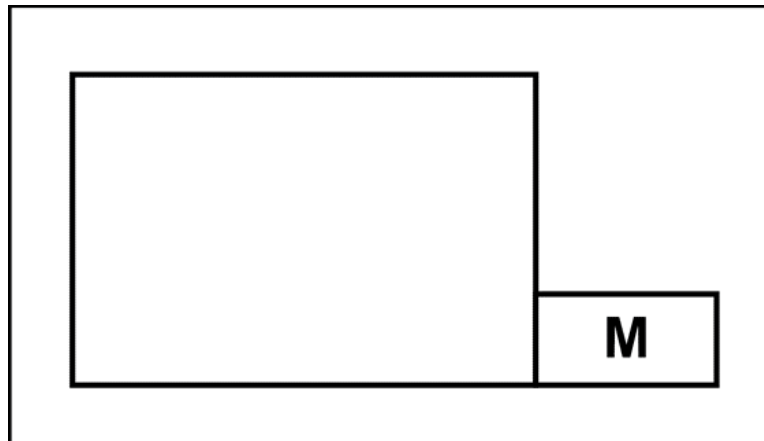


Figure 2-13. Template for higher echelon amplifier

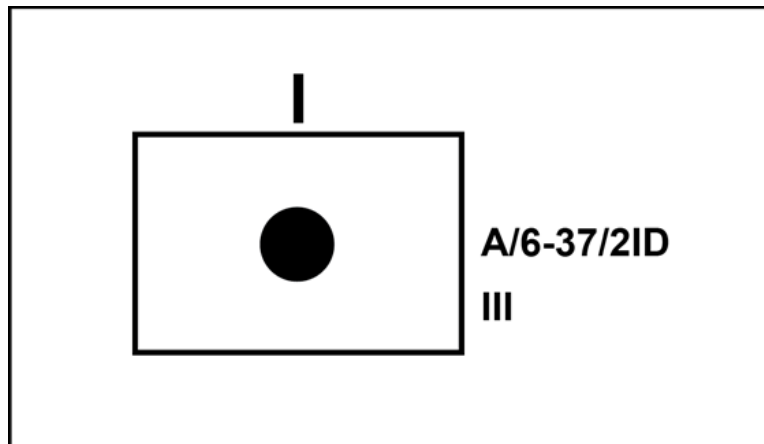


Figure 2-14. Higher echelon amplifier usage example

2-14. **Direction of movement amplifier (Field Q).** The direction of movement amplifier is an arrow or staff identifying the direction of movement or intended movement of an object. For unit and equipment symbols, the amplifier is an angled arrow extending downward from the bottom center of the frame or icon and pointing in the direction of movement. Figure 2-15 shows the template, and figure 2-16 is an enemy guerrilla infantry company direction of movement usage construct example.

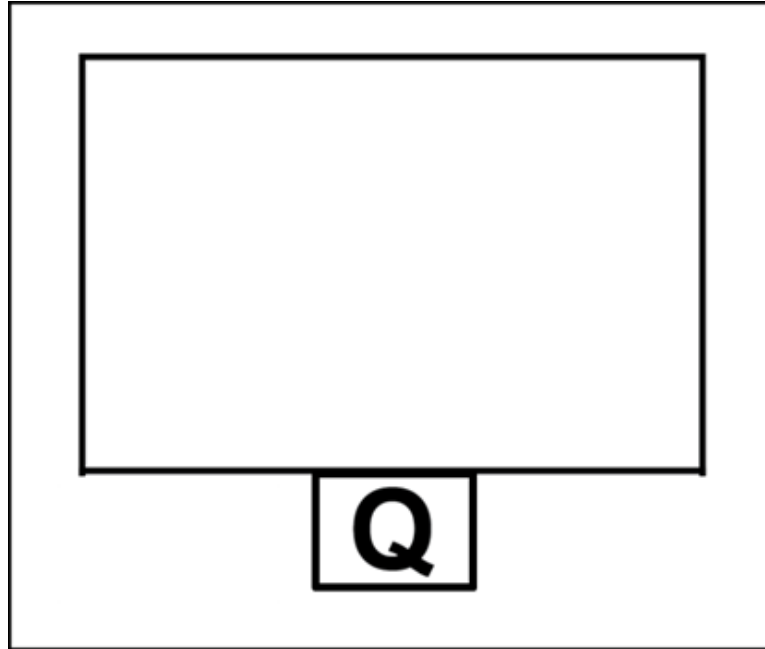


Figure 2-15. Template for direction of movement amplifier

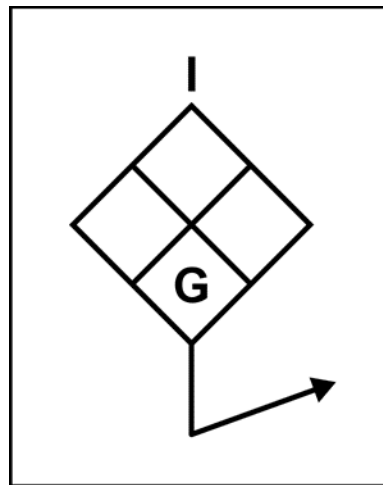


Figure 2-16. Direction of movement amplifier usage example

2-15. **Combat Effectiveness Amplifiers (Field K).** Combat effectiveness is the ability of a unit to perform its mission, and Field K is used to display the level of combat effectiveness of the unit. Figure 2-17 shows the template for the combat effectiveness amplifier. Factors such as ammunition, personnel, fuel status, and weapons systems are evaluated and rated. The ratings are—

- Fully operational (FO) – (85 percent or greater).
- Substantially operational (SO) – (70 to 84 percent).
- Marginally operational (MO) – (50 to 69 percent).

- Not operational (NO) – (less than 50 percent).
- Unknown (UNK).

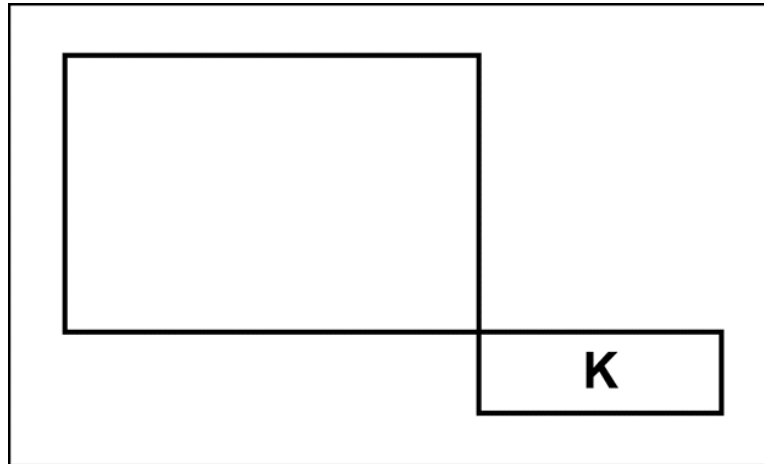


Figure 2-17. Template for combat effectiveness amplifier

2-16. **Headquarters Staff Location Indicator Amplifier (Field S).** To indicate a precise location or reduce the clutter of headquarters unit symbols, a staff extends from the bottom left hand corner to the headquarters location displayed as Field S. If several headquarters are at one location, more than one headquarters can be on a single staff. The highest echelon headquarters is placed on top, followed by the next echelons in descending order. Figure 2-18 shows examples of how the headquarters locator indicator is used.

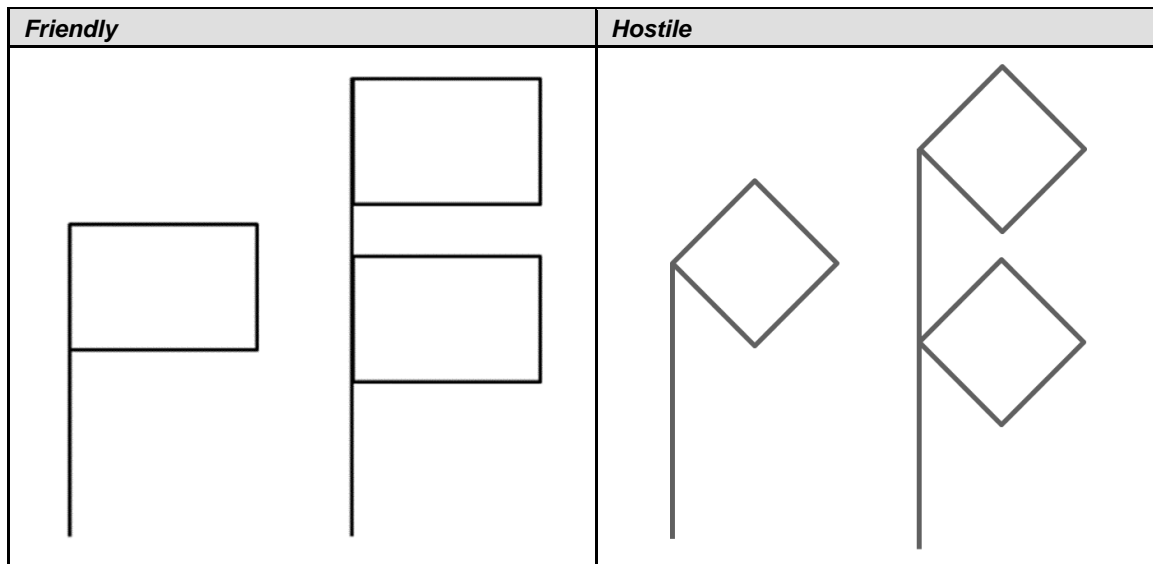


Figure 2-18. Headquarters staff location indicators

2-17. **Offset Location Indicator Amplifier (Field S<sup>2</sup>).** Field S<sup>2</sup> is a bent line (without an arrow) that extends from the end of the headquarters staff location indicator amplifier (Field S) to the desired location. The offset location indicator amplifier field is used to indicate precise location or reduce clutter in an area with multiple units. Figure 2-19, on page 2-18, shows examples of how to use the offset locator indicator.

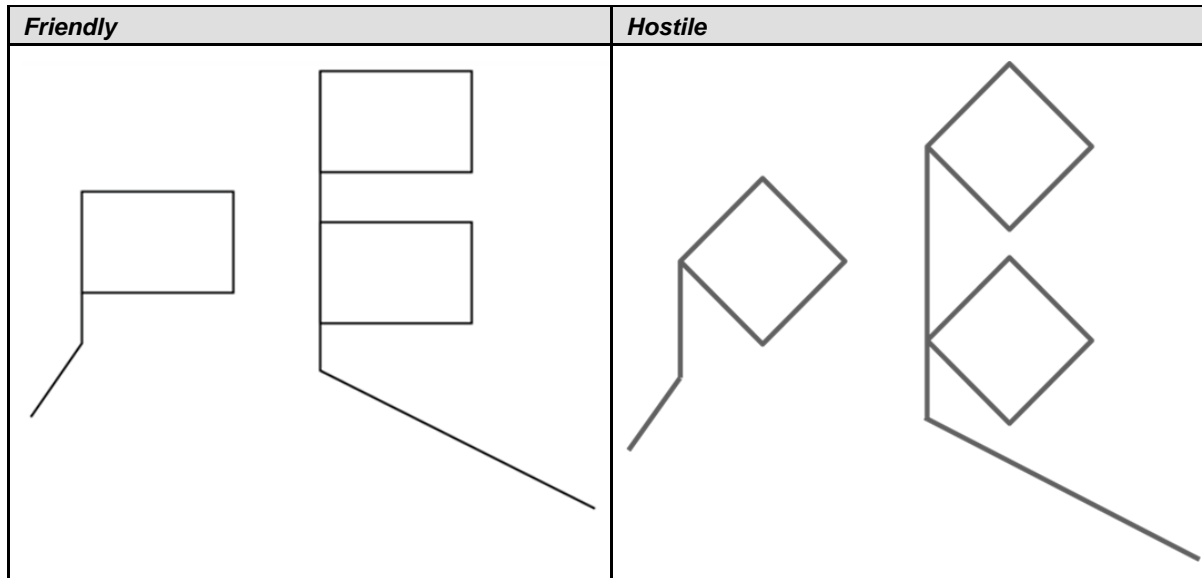


Figure 2-19. Offset location indicators

## MAIN ICONS FOR UNITS

2-18. Most U.S. Army main icons for units were determined by table of organization and equipment and modified table of organization and equipment descriptions in the Force Management System of the U.S. Army Force Management Support Agency. This section also includes a limited number of North Atlantic Treaty Organization (NATO) and civil authority main icons.

2-19. **Main icon (Field A).** The main icon is located in the center sector of the octagon and reflects the main function of the symbol. (See table 1-5 on page 1-8.) Table 2-7, on pages 2-19 through 2-32, shows the main icons for units.



Table 2-7. Main icons for units


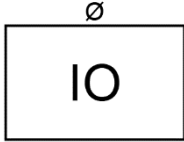

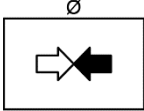

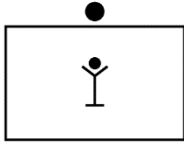

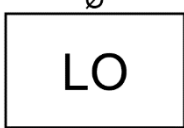



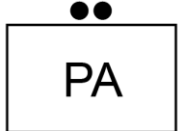
Function	Icon	Main Icon Usage Construct Example and Symbol Translation
<b>Command and Control</b>		
<p><b>Information operations</b>—The integrated employment, during military operations, of information-related capabilities in concert with other lines of operation to influence, disrupt, corrupt, or usurp the decision-making of adversaries and potential adversaries while protecting our own. (JP 3-13)</p>		<p>∅</p>  <p>Information operations team</p>
<p><b>Interpreter or translator</b>—The capability to translate orally for parties conversing in different languages, and turn documents into one's own or other language.</p>		<p>∅</p>  <p>Interpreter or translator team</p>
<p><b>Isolated personnel</b>—United States military, Department of Defense civilians and contractor personnel (and others designated by the President or Secretary of Defense) who are separated from their unit (as an individual or a group) while participating in a United States sponsored military activity or mission and are, or may be, in a situation where they must survive, evade, resist, or escape. (JP 3-50)</p>		 <p>Isolated squad</p>
<p><b>Liaison</b>—That contact or intercommunication maintained between elements of military forces or other agencies to ensure mutual understanding and unity of purpose and action. (See JP 3-08 for more information on liaison.)</p>		<p>∅</p>  <p>Liaison team</p>
<p><b>Multinational</b>—Between two or more forces or agencies of two or more nations or coalition partners. (JP 5-0)</p>		<p>XXX</p>  <p>Multinational corps</p>
<p><b>Public affairs</b>—Communication activities with external and internal audiences. (JP 3-61)</p>		 <p>Public affairs section</p>

Table 2-7. Main icons for units (continued)


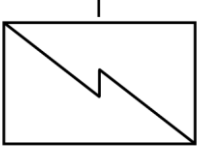



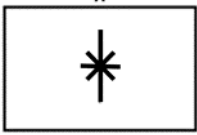





Function	Icon	Main Icon Usage Construct Example and Symbol Translation
<b>Command and Control</b>		
<p><b>Signal</b>—Provides and secures the network for commanders to conduct command and control and integrate the other warfighting functions across the range of military operations. (See FM 6-02 for more information on signal.)</p>		<p style="text-align: center;">I</p>  <p style="text-align: center;">Signal company</p>
<p><b>Space forces</b>—The space and terrestrial systems, equipment, facilities, organizations, and personnel necessary to access, use and, if directed, control space for national security. (JP 3-14)</p>		<p style="text-align: center;">II</p>  <p style="text-align: center;">Space battalion</p>
	<p style="text-align: center;">                       Alternate hand-drawn version                 </p>	<p style="text-align: center;">II</p> 
<p><b>Special troops</b> – An organic unit of a modular brigade, division (or equivalent), corps or higher echelon responsible for planning, preparing, executing, and assessing internal support requirements. Typically has a headquarters and headquarters and a signal company, but may include other functional supporting units. (See FM 4-0 and FM 3-96 for more information on special troops.)</p>	<p style="text-align: center;"><b>ST</b></p>	<p style="text-align: center;">II</p>  <p style="text-align: center;">Special troops battalion</p>
<b>Fires</b>		
<p><b>Air defense</b>— Defensive measures designed to destroy attacking enemy aircraft or aerodynamic missiles, or to nullify or reduce the effectiveness of such attack. (JP 3-01)</p>		<p style="text-align: center;">II</p>  <p style="text-align: center;">Air defense battalion</p>
<p><b>Air and missile defense</b>— Direct [active and passive] defensive actions taken to destroy, nullify, or reduce the effectiveness of hostile air and ballistic missile threats against friendly forces and assets. (JP 3-01)</p>	<p style="text-align: center;"><b>MD</b></p> 	<p style="text-align: center;">II</p>  <p style="text-align: center;">Air and missile defense battalion</p>

Table 2-7. Main icons for units (continued)


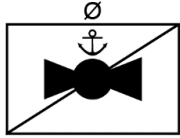

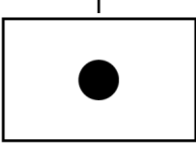

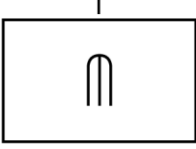
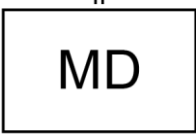
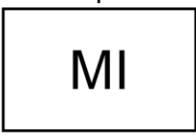

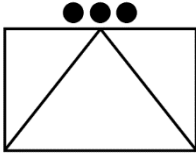
Function	Icon	Main Icon Usage Construct Example and Symbol Translation
<p><b>Air-naval gunfire liaison</b> (ANGLICO)</p>		 ANGLICO team
<p><b>Field artillery</b>—Equipment, supplies, ammunition, and personnel involved in the use of cannon, rocket, or surface-to-surface missile launchers. (JP 3-09)</p>		 Field artillery battery
<p><b>Missile</b></p>		 Missile battery
<p><b>Missile defense</b>—Defense measures designed to destroy attacking enemy missiles, or to nullify or reduce the effectiveness of such attack. (JP 3-01)</p>	<p style="text-align: center;"><b>MD</b></p>	 Missile defense battalion
<b>Intelligence</b>		
<p><b>Military intelligence</b>—Conducts intelligence operations as part of information collection across the Army's strategic roles. (See FM 2-0 for more information on military intelligence.)</p>	<p style="text-align: center;"><b>MI</b></p>	 Military intelligence company
<b>Movement and Maneuver</b>		
<p><b>Anti-armor (anti-tank)</b>— Provides long range direct fires with TOW missiles and 105mm (millimeter) main gun rounds respectively. (See ATP 3-21.91 for information on anti-armor.)</p>		 Anti-armor platoon

Table 2-7. Main icons for units (continued)


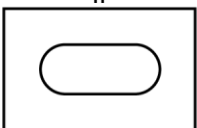
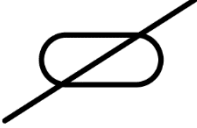
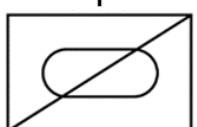







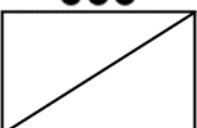
Function	Icon	Main Icon Usage Construct Example and Symbol Translation
<p><b>Armor (tracked)</b>—Provides main battle tank weapon system with 120mm smoothbore cannon and increased armor protection. (See ATP 3-90.1 and ATP 3-20.15 for more information on armor.)</p>		<p style="text-align: center;">II</p>  <p style="text-align: center;">Armor battalion</p>
<p><b>Armored (tracked) cavalry</b>—Conducts reconnaissance and security with armored tracked fighting vehicles to support the brigade's awareness and knowledge in the area of operations. (See ATP 3-20.96 for more information on cavalry.)</p>		<p style="text-align: center;">I</p>  <p style="text-align: center;">Armored cavalry troop</p>
<p><b>Army aviation or rotary-wing aviation</b>—Conducts attack and air movement functions in support of ground maneuver in the area of operations or area of interest. (See FM 3-04 for more information on aviation.)</p>		<p style="text-align: center;">II</p>  <p style="text-align: center;">Aviation (rotary-wing) squadron</p>
<p><b>Aviation (rotary -wing) reconnaissance</b>—Conducts aerial reconnaissance and security tasks in close coordination with the brigades cavalry squadrons. (See FM 3-04 and FM 3-98 for information on aviation reconnaissance.)</p>		<p style="text-align: center;">II A</p>  <p style="text-align: center;">Attack reconnaissance squadron</p>
<p><b>Aviation fixed-wing</b>—Conducts air movement of personnel, leaders, critical supplies, equipment and systems during the conduct of offensive, defensive, stability, and defense support of civilian authorities operations throughout the depth and breadth of the area of operations or are of interest. (See FM 3-04 for more information on aviation fixed wing.)</p>		<p style="text-align: center;">II</p>  <p style="text-align: center;">Aviation (fixed-wing) battalion</p>
<p><b>Cavalry (reconnaissance)</b>—Conducts reconnaissance and security to support friendly forces awareness and knowledge in the area of operations. (See FM 3-98 and ATP 3-20.96 for more information on cavalry reconnaissance.)</p>		<p style="text-align: center;">● ● ●</p>  <p style="text-align: center;">Cavalry platoon</p>

Table 2-7. Main icons for units (continued)

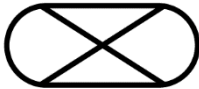
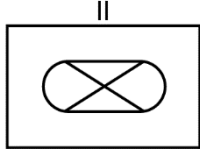
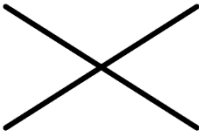
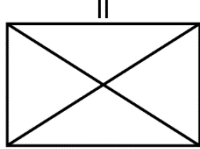
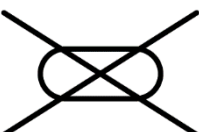
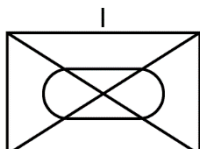

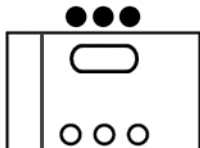

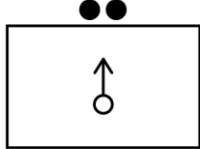

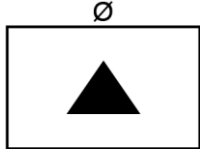
Function	Icon	Main Icon Usage Construct Example and Symbol Translation
<p><b>Combined arms</b>—Combines the efforts of armor units and mechanized infantry units to execute tactical missions as part of a combined arms operation. (See ATP 3-90.5 and ATP 3-90.1 for more information on combined arms.)</p>		 <p>Combined arms battalion</p>
<p><b>Infantry</b>—Provides Soldiers trained, armed, and equipped to fight dismounted by means of fire and movement in order to destroy, defeat, capture, or repel an enemy assault. (See ATP 3-21.20 for more information on infantry.)</p>		 <p>Infantry battalion</p>
<p><b>Mechanized armored (tracked) infantry</b>—Provides armored tracked fighting vehicles to transport and support Soldiers trained, armed, and equipped to fight dismounted by means of fire and movement. (See ATP 3-90.5 and ATP 3-90.1 for more information on mechanized infantry.)</p>		 <p>Mechanized armored Infantry company</p>
<p><b>Mobile gun system</b>—A Stryker brigade combat team asset that provides precise long range direct fire in support of infantry and cavalry units. (See ATP 3-21.21 and ATP 3-21.91 for more information on mobile gun system.) <b>Note.</b> This main icon is placed about 1/8 from the left edge of the inside of the frame.</p>		 <p>Mobile gun system platoon with armored high mobility vehicle capability.</p>
<p><b>Mortar</b>—Organic fire support to battalions, squadrons, companies, and troops, and are available to a commander when other indirect fire support is not available. (See ATP 3-21.90 for more information on mortars.)</p>		 <p>Mortar section</p>
<p><b>Surveillance</b>—The systematic observation of aerospace, cyberspace, surface or subsurface areas, places, person, or things by visual, aural, electronic, photographic, or other means. (JP 3-0)</p>		 <p>Surveillance team</p>
<p><b>Protection</b></p>		

Table 2-7. Main icons for units (continued)




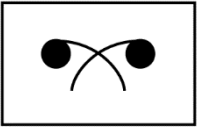



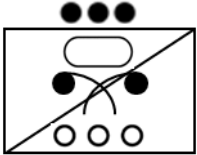


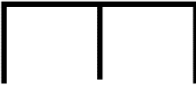
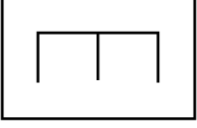
Function	Icon	Main Icon Usage Construct Example and Symbol Translation
<p><b>Bureau of Alcohol, Tobacco, Firearms, and Explosives (ATF)</b>—civil authority</p>		<p>∅</p>  <p>ATF team</p>
<p><b>Chemical, biological, radiological, and nuclear (CBRN)</b>—Recognizes vulnerabilities, identifies and understands CBRN hazards, and their consequences when they appear, and responds appropriately to protect the force. (See ADP 3-37 for more information on CBRN.)</p>		<p>I</p>  <p>CBRN company</p>
<p><b>Chemical, biological, radiological, nuclear, and explosives</b>—Recognizes components that are threats or potential hazards with adverse effects in the operational environment. (See ATP 3-37.11 for more information on CBRN team.)</p>		<p>∅</p>  <p>CBRN explosives team</p>
<p><b>Chemical, biological, radiological, nuclear, reconnaissance</b>—Executes operations to obtain by visual observation or other detection methods, information on the potential or actual CBRN hazards and threats in an area of operations. (See ATP 3-11.37 for more information on nuclear reconnaissance.)</p>		 <p>CBRN reconnaissance platoon</p>
<p><b>Drug Enforcement Agency (DEA)</b>—civil authority</p>		<p>∅</p>  <p>DEA team</p>
<p><b>Engineer</b>—Provides Soldiers with technical skills and equipment to provide freedom of action or land power by mitigating the effects of terrain. (See FM 3-34 for more information on engineers.)</p>		<p>II</p>  <p>Engineer battalion</p>

Table 2-7. Main icons for units (continued)




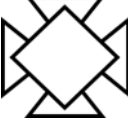







Function	Icon	Main Icon Usage Construct Example and Symbol Translation
<b>Federal Bureau of Investigation (FBI)</b> —civil authority		<p style="text-align: center;">∅</p> <div style="border: 1px solid black; width: 100px; height: 100px; margin: 0 auto; display: flex; align-items: center; justify-content: center;"> <span style="font-size: 2em; font-weight: bold;">FBI</span> </div> <p style="text-align: center;">FBI team</p>
<b>Fire department</b> —civil authority		<p style="text-align: center;">II</p> <div style="border: 1px solid black; width: 100px; height: 100px; margin: 0 auto; display: flex; align-items: center; justify-content: center;">  </div> <p style="text-align: center;">Fire department battalion</p>
	 Alternate hand-drawn version	<p style="text-align: center;">II</p> <div style="border: 1px solid black; width: 100px; height: 100px; margin: 0 auto; display: flex; align-items: center; justify-content: center;">  </div>
<b>Internal security force</b> —civil authority		<p style="text-align: center;">∅</p> <div style="border: 1px solid black; width: 100px; height: 100px; margin: 0 auto; display: flex; align-items: center; justify-content: center;"> <span style="font-size: 2em; font-weight: bold;">ISF</span> </div> <p style="text-align: center;">Internal security force team</p>
<b>Law enforcement</b> —civil authority		<div style="border: 1px solid black; width: 100px; height: 100px; margin: 0 auto; display: flex; align-items: center; justify-content: center;">  </div> <p style="text-align: center;">Law enforcement unit</p>
<b>Maneuver enhancement</b> — Provides command and control of forces from multiple branches, but especially those that conduct support area and maneuver support operations for the force. (See FM 3-81 for more information on maneuver enhancement.)		<p style="text-align: center;">X</p> <div style="border: 1px solid black; width: 100px; height: 100px; margin: 0 auto; display: flex; align-items: center; justify-content: center;">  </div> <p style="text-align: center;">Maneuver enhancement brigade</p>
<b>Military police</b> —Provides law enforcement activities to control and protect populations and resources to facilitate the existence of a lawful and orderly environment. (See FM 3-39 for more information on military police.)		<p style="text-align: center;">II</p> <div style="border: 1px solid black; width: 100px; height: 100px; margin: 0 auto; display: flex; align-items: center; justify-content: center;"> <span style="font-size: 2em; font-weight: bold;">MP</span> </div> <p style="text-align: center;">Military police battalion</p>

Table 2-7. Main icons for units (continued)








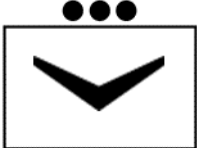

Function	Icon	Main Icon Usage Construct Example and Symbol Translation
<p><b>Police department</b>—civil authority</p>		 <p>Police unit with pack animal capability</p>
<p><b>Security</b>—Measures taken by a military unit, activity, or installation to protect itself against all acts designed to, or which may, impair its effectiveness. (JP 3-10)</p>	<p><b>SEC</b></p>	<p>∅</p>  <p>Security team with working dog capability</p>
<p><b>United States Marshall Service</b>—civil authority</p>		 <p>Marshall service unit</p>
<p><b>United States Secret Service</b>—civil authority</p>	<p><b>USSS</b></p>	<p>∅</p>  <p>Secret Service team</p>
<p><b>Unmanned aircraft system</b>—That system whose components include the necessary equipment, network, and personnel to control an unmanned aircraft. (JP 3-30)</p>		 <p>Unmanned aircraft system platoon</p>
<p><b>Sustainment</b></p>		
<p><b>Army field support</b>—Integrates and synchronizes delivery of U.S. Army Materiel Command strategic capabilities and enablers to the operational and tactical points of need in support of Army Service component commands and corps during large-scale combat operations. (See FM 4-0 and ATP 4-91 for more information on Army field support.)</p>	<p><b>AFS</b></p>	<p>X</p>  <p>Army field support brigade</p>



Table 2-7. Main icons for units (continued)


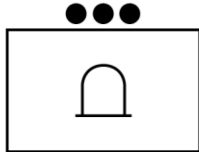
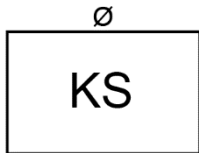
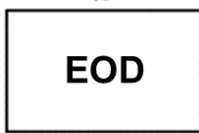
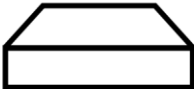
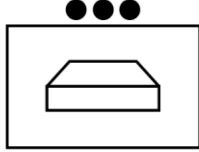


Function	Icon	Main Icon Usage Construct Example and Symbol Translation
<p><b>Ammunition</b>—Provides effective and efficient handling, storing, securing, distributing, and accounting for munitions while ensuring adequate explosives safety guidelines are met. (See FM 4-30 for more information on ammunition.)</p>		 <p>Ammunition platoon</p>
<p><b>Contracting support</b>—Provides support contracting services, along with contracting advice and assistance, primarily to Army forces and to joint forces when directed, and is organized along functional lines. (See ATP 4-92 for more information on contracting support.)</p>	<p>KS</p>	 <p>Contracting support team</p>
<p><b>Explosive ordnance disposal</b>—The detection, identification, on-site evaluation, rendering safe, recovery, and final disposal of unexploded explosive ordnance. (JP 3-34)</p>	<p>EOD</p>	 <p>Explosive ordnance disposal (EOD) team.</p>
<p><b>Finance</b>—Provides timely commercial vendor services and contractual payments, various pay and disbursing services, and oversight and management of the Army's banking program. (See FM 1-06 and FM 4-0 for more information on finance.)</p>		 <p>Finance platoon</p>
<p><b>Human resources</b>—Provides operational effectiveness of the Army by anticipating, manning, and sustaining military operations. (See FM 1-0 for more information on human resources.)</p>	<p>HR</p>	 <p>Human resources platoon supporting the Army theater (Human Resources Sustainment Center)</p>
<p><b>Judge advocate general</b>—Provides subject matter experts in all of the core legal disciplines and are counselors, advocates, and trusted advisors to commanders and Soldiers. (See FM 1-04 for more information on the judge advocate general.)</p>	<p>JAG</p>	 <p>Judge advocate general section</p>

Table 2-7. Main icons for units (continued)

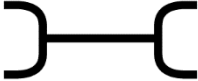
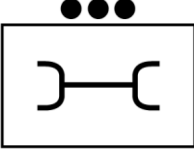
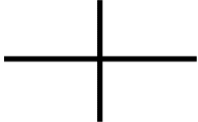
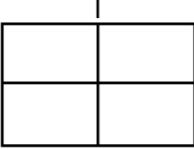
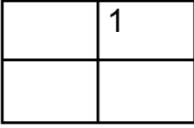
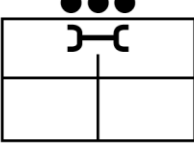
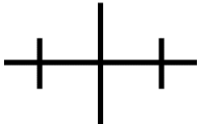
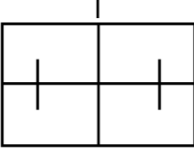
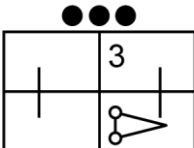
Function	Icon	Main Icon Usage Construct Example and Symbol Translation
<p><b>Maintenance</b>—Ensures unit readiness by maintaining weapons systems and equipment in a fully mission-capable status for immediate and continuous employment in complex and highly lethal environments. (See FM 4-0, FM 4-30, and ATP 4-33 for more information on maintenance.)</p>		 Maintenance platoon
<p><b>Medical</b>—Promotes, improves, conserves, or restores the behavioral and physical well-being of personnel in the Army, and as directed in other Services, agencies, and organizations. (See FM 4-02 for more information on medical.)</p> <p><b>Note.</b> To avoid overlapping main icon with modifiers:</p> <ol style="list-style-type: none"> <li>1. Some modifiers offset to the right.</li> <li>2. When modifiers cannot offset to the right, shorten the vertical center line to allow space for the modifier.</li> </ol>		 Medical company
		 Medical unit with role 1 capability
		 Medical platoon with maintenance capability
<p><b>Medical treatment facility</b> Any facility established for the purpose of providing medical treatment. This includes battalion aid stations, Role 2 facilities, dispensaries, clinics, and hospitals. (FM 4-02)</p> <p><b>Note.</b> To avoid overlapping main icon with modifiers:</p> <ol style="list-style-type: none"> <li>1. Some modifiers offset to the right.</li> <li>2. When modifiers cannot offset to the right, shorten the vertical center line to allow space for the modifier.</li> </ol>		 Medical treatment facility company
		 Medical treatment facility platoon with role 3 surgical capability

Table 2-7. Main icons for units (continued)

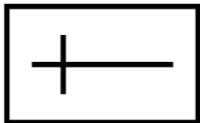
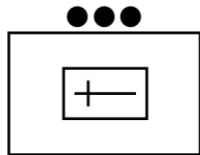





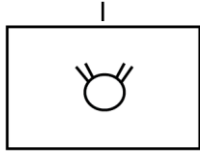
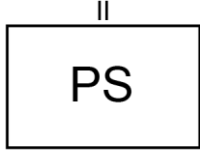

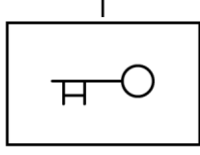
Function	Icon	Main Icon Usage Construct Example and Symbol Translation
<p><b>Mortuary affairs</b>—Provides for the search, recovery, identification, preparation, and disposition of human remains of persons for whom the Services are responsible by status and executive order. (JP 4-0)</p>		 <p>Mortuary affairs platoon</p>
<p><b>Band</b>—Serves as a combat multiplier and plays an integral part in the sustainment of forces engaged in unified land operations. (See ATP 1-19 for more information on the band.)</p>		 <p>Band performance headquarters detachment</p>
	<p>Alternate hand-drawn version</p> 	
<p><b>Ordnance</b>—Provides munitions, maintenance, and explosive ordnance disposal support to generate and maintain combat power and to provide protection to Army, joint, intergovernmental, interagency and multinational forces. (See FM 4-30 for more information on ordnance.)</p>		 <p>Ordnance company</p>
<p><b>Personnel services</b>—Sustainment functions that man and fund the force, maintain Soldier and family readiness, promote the moral and ethical values of the nation, and enable the fighting qualities of the Army. (ADP 4-0)</p>	<p>PS</p>	 <p>Personnel services battalion</p>
<p><b>Quartermaster</b>—Provides supply and field services to enable freedom of action, extend operational reach, and prolong endurance. (See FM 4-40 for more information on quartermasters.)</p>		 <p>Quartermaster company</p>

Table 2-7. Main icons for units (continued)




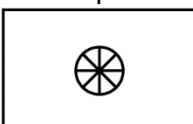
Function	Icon	Main Icon Usage Construct Example and Symbol Translation
<p><b>Religious support</b>—Provides for the free exercise of religion and religious, moral, and ethical advisement and leadership. (See FM 1-05 for more information on religious support.)</p>	<p><b>REL</b></p>	<p style="text-align: center;">●●</p> <div style="border: 1px solid black; width: 100px; height: 50px; margin: 0 auto; display: flex; align-items: center; justify-content: center;"> <p>REL</p> </div> <p style="text-align: center;">Religious support section</p>
<p><b>Aerial delivery or rigger</b>—Support that includes parachute packing, aerial delivery equipment repair, external sling load, rigging equipment and supplies for airdrop, as well as the provision of aerial delivery equipment and systems. (See FM 4-0 and ATP 4-48 for information on aerial delivery and riggers.)</p>		<p style="text-align: center;">●●●</p> <div style="border: 1px solid black; width: 100px; height: 50px; margin: 0 auto; display: flex; align-items: center; justify-content: center;">  </div> <p style="text-align: center;">Rigger platoon</p>
<p><b>Support</b>—1. The action of a force that aids, protects, complements, or sustains another force in accordance with the directive requiring such action. 3. An element of a command that assists, protects, or supplies other forces in combat. (JP 1)</p>	<p><b>SPT</b></p>	<p style="text-align: center;"> </p> <div style="border: 1px solid black; width: 100px; height: 50px; margin: 0 auto; display: flex; align-items: center; justify-content: center;"> <p>FWD SPT</p> </div> <p style="text-align: center;">Forward support company</p>
<p><b>Sustainment</b>—The provision of logistics, financial management, personnel services, and health service support necessary to maintain operations until successful mission completion. (ADP 4-0)</p>	<p><b>SUST</b></p>	<p style="text-align: center;">X</p> <div style="border: 1px solid black; width: 100px; height: 50px; margin: 0 auto; display: flex; align-items: center; justify-content: center;"> <p>SUST</p> </div> <p style="text-align: center;">Sustainment brigade</p>
<p><b>Transportation</b>—A logistics function that includes movement control and associated activities to incorporate military, commercial, and multinational motor, rail, air, and water mode assets in the movement of units, personnel, equipment, and supplies in support the concept of operations. (FM 1-02.1)</p>		<p style="text-align: center;"> </p> <div style="border: 1px solid black; width: 100px; height: 50px; margin: 0 auto; display: flex; align-items: center; justify-content: center;">  </div> <p style="text-align: center;">Transportation company</p>
<b>Special Operations</b>		
<p><b>Civil affairs</b>—Designated Active and Reserve Component forces and units organized, trained, and equipped specifically to conduct civil affairs operations and to support civil-military operations. (JP 3-57)</p>	<p><b>CA</b></p>	<p style="text-align: center;">∅</p> <div style="border: 1px solid black; width: 100px; height: 50px; margin: 0 auto; display: flex; align-items: center; justify-content: center;"> <p>CA</p> </div> <p style="text-align: center;">Civil affairs team</p>

Table 2-7. Main icons for units (continued)


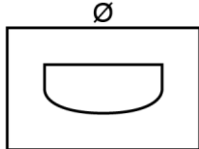
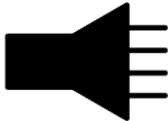
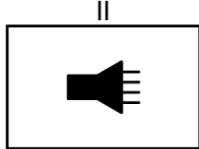

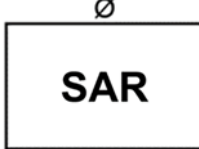
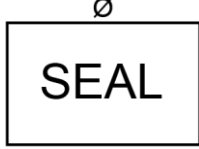

Function	Icon	Main Icon Usage Construct Example and Symbol Translation
<p><b>Civil-military cooperation</b>— (North Atlantic Treaty Organization [NATO]) A joint function comprising a set of capabilities integral to supporting the achievement of mission objectives and enabling NATO commands to participate effectively in a broad spectrum of civil-military interaction with diverse non-military actors. (STANAG 2019 (ED. 7)/APP 6(D).)</p>		 <p>Civil-military cooperation team</p>
<p><b>Military information support</b>— Provides robust capabilities to effectively conduct military information support operations. (See FM 3-53 for more information on military information support operations.)</p>		 <p>Military information support battalion</p>
<p><b>Rangers</b>— Rapidly deployable airborne light infantry organized and trained to conduct highly complex joint direct action operations in coordination with or in support of other special operations units of all Services. (JP 3-05)</p>	<p><b>RGR</b></p>	 <p>Ranger battalion</p>
<p><b>Search and rescue</b>—The use of aircraft, surface craft, submarines, and specialized rescue teams and equipment to search for and rescue distressed persons on land or at sea in a permissive environment. (JP 3-50)</p>	<p><b>SAR</b></p>	 <p>Search and rescue team</p>
<p><b>SEAL team</b>—United States Navy forces organized, trained, and equipped to conduct special operations with an emphasis on maritime, coastal, and riverine environments. (JP 3-05) <b>Note.</b> SEAL stands for sea, air, and land.</p>	<p><b>SEAL</b></p>	 <p>SEAL team</p>
<p><b>Special forces</b>—United States Army forces organized, trained, and equipped to conduct special operations with an emphasis on unconventional warfare capabilities. (JP 3-05)</p>	<p><b>SF</b></p>	 <p>Special forces company</p>

Table 2-7. Main icons for units (continued)

<i>Function</i>	<i>Icon</i>	<i>Main Icon Usage Construct Example and Symbol Translation</i>
<p><b>Special operations forces—</b> Those Active and Reserve Component forces of the Military Service designated by the Secretary of Defense and specifically organized, trained, and equipped to conduct and support special operations. (JP 3-05)</p>	<p><b>SOF</b></p>	<p>III</p> <div style="border: 1px solid black; width: 100px; height: 40px; margin: 0 auto; display: flex; align-items: center; justify-content: center;"> <p>SOF</p> </div> <p>Special operations forces group</p>

2-20. **Main icon for named units (Field AA).** This a text amplifier field for all special command and control type headquarter-named units, and it allows the placement of a maximum of 9 characters inside the frame. Table 2-8 (on pages 2-33 through 2-35) lists some examples of special command and control type headquarter-named unit main icons.

**Table 2-8. Main icons for named units**

<i>Named Unit</i>	<i>Icon</i>	<i>Icon Usage Construct Example</i>
<b>Combatant Command</b>		
A unified or specified command with a broad continuing mission under a single commander established and so designated by the President, through the Secretary of Defense and with the advice and assistance of the Chairman of the Joint Chiefs of Staff. (JP 1)		
United States Africa Command	<b>AFRICOM</b>	AFRICOM
United States Central Command	<b>CENTCOM</b>	CENTCOM
United States Cyber Command	<b>CYBERCOM</b>	CYBERCOM
United States European Command	<b>EUCOM</b>	EUCOM
United States Indo-Pacific Command	<b>INPACOM</b>	INPACOM
United States Northern Command	<b>NORTHCOM</b>	NORTHCOM
United States Southern Command	<b>SOUTHCOM</b>	SOUTHCOM

Table 2-8. Main icons for named units (continued)



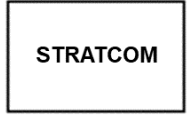






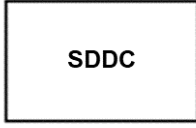




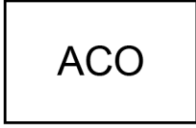
<i>Named Unit</i>	<i>Icon</i>	<i>Icon Usage Construct Example</i>
<b>Combatant Command</b>		
United States Space Command	<b>SPACECOM</b>	
<b>Functional Combatant Command</b> Responsible for a large functional area requiring single responsibility for effective coordination of the operations therein. (See JP 1 for more information on a functional combatant command.)		
United States Special Operations Command	<b>SOCOM</b>	
United States Strategic Command	<b>STRATCOM</b>	
United States Transportation Command	<b>TRANSCOM</b>	
<b>Sub-unified Command</b> Sub-unified commands (subordinate unified commands) may be established by geographical area or functional basis by a combatant commander when authorized to do so by the Secretary of Defense through the the Chiarmen Joint Chief of Staff. (See JP 1 for more information on sub-unified commands.)		
Alaskan Command	<b>ALCOM</b>	
United States Forces Korea	<b>USFK</b>	
United States Army, Africa Command	<b>USARAF</b>	



Table 2-8. Main icons for named units (continued)

<i>Named Unit</i>	<i>Icon</i>	<i>Icon Usage Construct Example</i>
United States Army, Central Command	<b>USARCENT</b>	
United States Army, Cyber Command	<b>ARCYBER</b>	
United States Army, Military Surface Deployment and Distribution Command	<b>SDDC</b>	
United States Army, North	<b>USANORTH</b>	
United States Army, Pacific Command	<b>USARPAC</b>	
United States Army, Southern Command	<b>USARSO</b>	
United States Army, Special Operations Command	<b>USASOC</b>	
North Atlantic Treaty Organization		
Allied Command Operations	<b>ACO</b>	

**SECTOR 1 MODIFIERS FOR UNITS (FIELD A)**

2-21. This indicator is represented as the upper part of Field A as shown in table 1-4, on page 1-5. Table 2-9, on pages 2-37 through 2-57, shows sector 1 modifiers for unit capabilities. These modifiers assist in providing additional information specific to the capabilities that the unit is organized and equipped to perform.

Table 2-9. Sector 1 modifiers for units

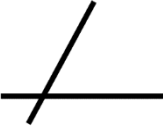
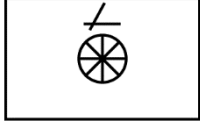

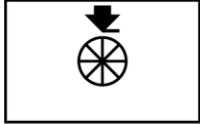
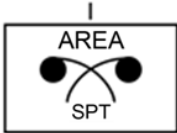

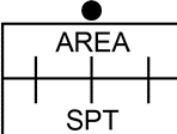
<i>Function</i>	<i>Modifier</i>	<i>Main Icon Usage Construct Example and Symbol Translation</i>
<p><b>Air terminals and aerial ports support</b>—the capability to provide airfield functions that may include port clearance, movement control, onward movement, liaison, coordination, operation of holding areas, postal operations, personnel replacement processing, and life and logistic support. (See JP 4-01.5 for more information on aerial ports and terminals.)</p>		 <p>Transportation unit with airfield terminal operations capability</p>
<p><b>Amphibious warfare ship</b>—A combatant ship having organic capability to embark, land, and support landing forces in amphibious operations and which has characteristics enabling long-duration operations on the high seas. (JP 3-02)</p>		 <p>Transportation unit with amphibious warfare ship (generic vessel) capability</p>
<p><b>Area</b>—A specified geographic surface included within a delineated set of lines (boundaries) used for the purpose of facilitating coordination and deconfliction between adjacent units, formations, or other specific geographical surfaces.</p>	<p style="text-align: center; font-size: 2em;"><b>AREA</b></p>	 <p>chemical, biological, radiological, and nuclear (CBRN) company with area support capability</p>
		 <p>Area support unit</p>
		 <p>Medical treatment facility squad with area support capability</p> <p><b>Note.</b> To avoid overlapping of symbols, shorten the vertical center line of main icon to allow space for the modifiers.</p>

Table 2-9. Sector 1 modifiers for units (continued)


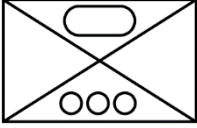

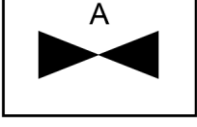

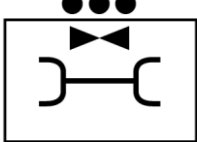
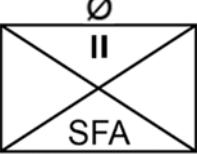
Function	Modifier	Main Icon Usage Construct Example and Symbol Translation
<p><b>Armored (protection)</b>—A vehicle hull equipped or protected with armor.</p> <p><b>Note.</b> 1. As a sector 1 modifier, this symbol represents armored protected and requires a sector 2 wheeled vehicle modifier (provided in table 2-9) to complete a non-tracked vehicle type capability. 2. If this sector 1 is used without a sector 2 wheeled vehicle modifier present, it means the unit has armored tracked capability.</p>		 <p>Infantry armor wheeled vehicle capability (Stryker) unit</p>
<p><b>Assault</b>—A rapid military attack capability that usually involves direct combat to destroy enemy forces, or to seize or hold terrain.</p>	<p style="text-align: center;"><b>ASLT</b></p>	 <p>Aviation unit with assault aviation capability</p>
<p><b>Attack</b>—A type of offensive operation that destroys or defeats enemy forces, seizes and secures terrain, or both. (ADP 3-90)</p>	<p style="text-align: center;"><b>A</b></p>	 <p>Aviation unit with attack helicopter capability</p>
<p><b>Army aviation or rotary-wing aviation</b>—Conducts attack and air movement functions in support of ground maneuver in the area of operations or area of interest. (See FM 3-04 for more information on Army aviation.)</p>		 <p>Maintenance platoon with aviation maintenance capability</p>
<p><b>Battalion (echelon of support)</b>—Provides support to a battalion. (See ATP 3-96.1 for more information on battalion echelon of support.)</p>	<p style="text-align: center;"><b>II</b></p>	 <p>Infantry security force assistance team supporting a battalion</p>

Table 2-9. Sector 1 modifiers for units (continued)

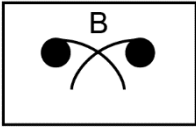
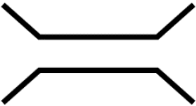
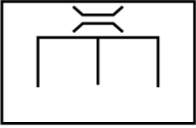
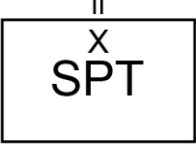
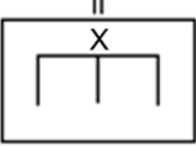
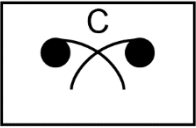
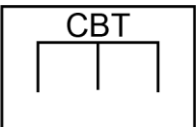
Function	Modifier	Main Icon Usage Construct Example and Symbol Translation
<p><b>Biological</b>—Capability to detect biological warfare agent employment as a measure to provide medical treatment (See FM 3-11 for more information on biological.) A <i>biological agent</i> is a microorganism (or a toxin derived from it) that causes disease in personnel, plants, or animals or causes the deterioration of materiel. (JP 3-11)</p>	<p><b>B</b></p>	<div style="text-align: center;">  </div> <p>CBRN unit with biological capability</p>
<p><b>Bridging</b>—Assets used to cross a gap; the two types of bridging are standard and nonstandard bridging. (See ATP 3-90.4 for more information on bridging.)</p>		<div style="text-align: center;">  </div> <p>Engineer unit with bridging capability</p>
<p><b>Brigade (echelon of support)</b>—Provides support to a brigade.</p>	<p><b>X</b></p>	<div style="text-align: center;">  </div> <p>Brigade support battalion</p>
		<div style="text-align: center;">  </div> <p>Brigade engineer battalion</p>
<p><b>Chemical</b>—Capability to non-intrusively assess chemical munitions. A <i>chemical agent</i> is a chemical substance that is intended for use in military operations to kill, seriously injure, or incapacitate, mainly through physiological effects. (JP 3-11)</p>	<p><b>C</b></p>	<div style="text-align: center;">  </div> <p>CBRN unit with chemical capability</p>
<p><b>Combat</b>—Can conduct mobility, countermobility, and survivability. (See ATP 3-34.23 for more information on combat.)</p>	<p><b>CBT</b></p>	<div style="text-align: center;">  </div> <p>Engineer unit with combat capability</p>

Table 2-9. Sector 1 modifiers for units (continued)

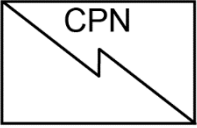
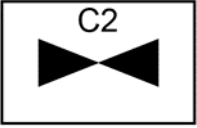
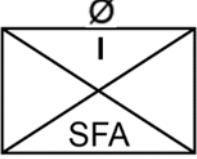
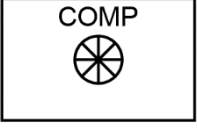
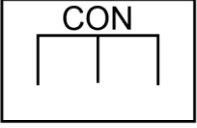
Function	Modifier	Main Icon Usage Construct Example and Symbol Translation
<p><b>Command post node</b>—Provides SECRET Internet Protocol Router Network (also known as SIPRNET), Non-classified Internet Protocol Router Network (also known as NIPRNET), secure and non-secure voice over internet protocol (also known as VoIP), and battlefield video teleconferencing services. (See ATP 6-02.60 for more information on command post node.)</p>	<p><b>CPN</b></p>	<div style="text-align: center;">  </div> <p>Signal unit with command post node capability</p>
<p><b>Command and control</b>—The exercise of authority and direction by a properly designated commander over assigned and attached forces in the accomplishment of the mission. (JP 1)</p>	<p><b>C2</b></p>	<div style="text-align: center;">  </div> <p>Aviation unit with command and control capability</p>
<p><b>Company (echelon of support)</b>—Provides support to a company. (See ATP 3-96.1 for more information on company echelon of support.)</p>	<p><b>I</b></p>	<div style="text-align: center;">  </div> <p>Infantry security force assistance team supporting a company</p>
<p><b>Composite</b>—A combination of different capabilities and equipment assigned or attached to a unit with a common function or purpose. (See FM 4-0 for more information on composite.) <b>Note.</b> This modifier symbol is interchangeable. Symbol may be used as a sector 1 or sector 2 modifier with the same meaning.</p>	<p><b>COMP</b></p>	<div style="text-align: center;">  </div> <p>Transportation unit with multiple variations of vehicles</p>
<p><b>Construction support</b>—A general engineering capability focused on improving or repairing austere conditions, infrastructure, and building base camps and new lines of communications. (See FM 3-34 for more information on construction support.)</p>	<p><b>CON</b></p>	<div style="text-align: center;">  </div> <p>Engineer unit with construction construction</p>

Table 2-9. Sector 1 modifiers for units (continued)

Function	Modifier	Main Icon Usage Construct Example and Symbol Translation
<p><b>Corps (echelon of support)</b> —Provides support to a corps.</p>	<p><b>XXX</b></p>	<div style="text-align: center;"> <p>++</p> <div style="border: 1px solid black; padding: 5px; display: inline-block;"> <p>XXX SUST</p> </div> <p>ESC</p> </div> <p>Expeditionary sustainment command supporting a corps</p>
		<div style="text-align: center;"> <p>II</p> <div style="border: 1px solid black; padding: 5px; display: inline-block;"> <p>XXX ST</p> </div> </div> <p>Special troops battalion supporting a corps</p>
<p><b>Counterintelligence—</b> Capability to gather information and conduct activities to identify, deceive, exploit, disrupt, or protect against espionage, other intelligence activities, sabotage, or assassinations conducted for or on behalf of foreign powers, organizations or persons or their agents, or international terrorist organizations or activities. (See JP 2-01.2 for more information on counterintelligence.)</p>	<p><b>CI</b></p>	<div style="text-align: center;"> <div style="border: 1px solid black; padding: 10px; display: inline-block;"> <p>CI MI</p> </div> </div> <p>Military intelligence unit with counterintelligence capability</p>
<p><b>Criminal investigation division—</b>Capabilities are particularly relevant in site exploitation and other evidence collection requirements on the battlefield, training and assistance to host-nation law enforcement organizations, and collection of police information and analysis and production of police and specific criminal intelligence critical in identifying, understanding, and attacking criminal networks operating against U.S. interests. (See ATP 3-39.12 for more information on criminal investigation division.)</p>	<p><b>CID</b></p>	<div style="text-align: center;"> <div style="border: 1px solid black; padding: 10px; display: inline-block;"> <p>CID MP</p> </div> </div> <p>Military police unit with criminal investigation division capability</p>

Table 2-9. Sector 1 modifiers for units (continued)




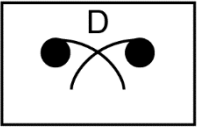

<i>Function</i>	<i>Modifier</i>	<i>Main Icon Usage Construct Example and Symbol Translation</i>
<p><b>Cross cultural communication</b>—The capability to communicate with individuals who have differences in culture (including nationality, ethnicity, race, gender). (See FM 3-18 for more information on cross cultural communication.)</p>	<b>CCC</b>	<div style="text-align: center;">  </div> <p>Civil affairs unit with cross cultural communications capability</p>
<p><b>Crowd and riot control</b>—Capability to use chemical compounds that are developed, in part, for military use (riot control agents and obscurants), but not as weapons. (See FM 3-11 for more information on crowd and riot control.)</p>	<b>CRC</b>	<div style="text-align: center;">  </div> <p>Military police unit with crowd and riot control capability</p>
<p><b>Cyberspace operations</b>—The employment of cyberspace capabilities where the primary purpose is to achieve objectives in or through cyberspace. (JP 3-0)</p>	<b>CYB</b>	<div style="text-align: center;">  </div> <p>Military intelligence unit with Cyberspace operations capability</p>
<p><b>Decontamination</b>—The process of making any person, object, or area safe by destroying, neutralizing, making harmless, or absorbing and removing chemical or biological agents, or by removing radioactive material clinging to or around it. (JP 3-11)</p> <p><b>Note.</b> This modifier symbol is interchangeable, and can be used as a sector 1 or sector 2 modifier with the same meaning.</p>	<b>D</b>	<div style="text-align: center;">  </div> <p>CBRN unit with decontamination capability</p>
<p><b>Detention</b>—Capability to shelter, sustain, guard, protect, and account for populations or groups (detainees or U.S. military prisoners) as a result of military or civil conflict or to facilitate criminal prosecution. (See FM 3-63 for more information on detention.)</p>	<b>DET</b>	<div style="text-align: center;">  </div> <p>Military police unit with detention capability</p>



Table 2-9. Sector 1 modifiers for units (continued)

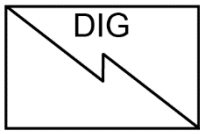

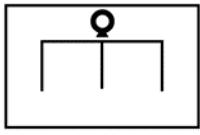
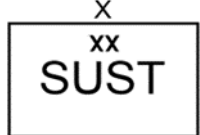



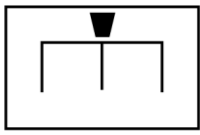
Function	Modifier	Main Icon Usage Construct Example and Symbol Translation
Digital	<b>DIG</b>	 <p>Signal unit with digital capability</p>
<p><b>Diving</b>—Capability to conduct scuba and surface diving operations to a depth of 190 feet in a maritime environment in support of combat, general, and geospatial engineering. (See FM 3-34 for more information on diving.)</p>		 <p>Engineer unit with diving capability</p>
<p><b>Division (echelon of support)</b>—Provides support to a division.</p>	<b>XX</b>	 <p>Sustainment brigade supporting a division</p>
<p><b>Dog (working dog)</b>—A canine capability that enhances security, police operations, and force protection missions (including counter improvised explosive device operations and assured mobility). (See ATP 3-39.34 for more information on working dogs.)</p>	<b>DOG</b>	 <p>Military police unit with working dog capability</p>
		 <p>Special forces company with working dog capability</p>
<p><b>Drilling</b>—Capability to detect and assess water sources and drilling water wells. (See FM 3-34 for more information on drilling.)</p>		 <p>Engineer unit with drilling capability</p>

Table 2-9. Sector 1 modifiers for units (continued)


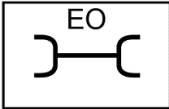

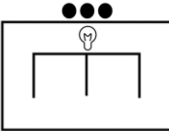

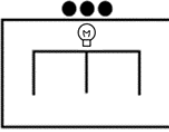
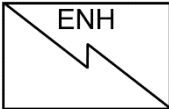
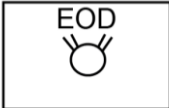
Function	Modifier	Main Icon Usage Construct Example and Symbol Translation
<p><b>Electronic warfare</b>—Military action involving the use of electromagnetic and directed energy to control the electromagnetic spectrum or to attack the enemy. (See ADP 3-0 for more information on electronic warfare [EW].)</p>	<p><b>EW</b></p>	<div style="text-align: center;">  </div> <p>Military intelligence unit with electronic warfare capability</p>
<p>Electro-optical</p>	<p><b>EO</b></p>	<div style="text-align: center;">  </div> <p>Maintenance unit with electro-optical capability</p>
<p><b>Electric power production</b>—Capability to produce electrical power by converting fuels or other energy sources to electricity. (See ATP 3-34.45 for more information on electric power production.)</p>		<div style="text-align: center;">  </div> <p>Engineer platoon with electric generation capability</p>
	 <p>Alternate hand-drawn version</p>	<div style="text-align: center;">  </div>
<p><b>Enhanced</b>—provides network installation, troubleshooting, quality assurance testing, and handoff coordination to enable the transition from tactical to semi-permanent automation support. (See FM 6-02 for more information on enhanced.)</p>	<p><b>ENH</b></p>	<div style="text-align: center;">  </div> <p>Signal unit with enhanced capability</p>
<p><b>Explosive ordnance disposal</b>—The detection, identification, on-site evaluation, rendering safe, recovery, and final disposal of unexploded explosive ordnance. (JP 3-42)</p>	<p><b>EOD</b></p>	<div style="text-align: center;">  </div> <p>Ordnance unit with explosive ordnance disposal (EOD) capability</p>

Table 2-9. Sector 1 modifiers for units (continued)

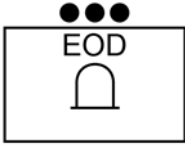
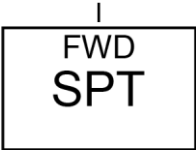
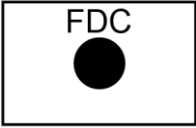
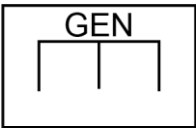

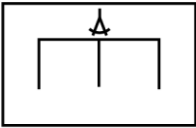
Function	Modifier	Main Icon Usage Construct Example and Symbol Translation
		 <p>Ammunition platoon with explosive ordnance disposal capability</p>
<p><b>Forward</b>—An inherent designed capability to function effectively in positions located in geographic proximity of an objective.</p>	<p><b>FWD</b></p>	 <p>Forward support company</p>
<p><b>Fire direction center</b>— That element of a command post, consisting of gunnery and communications personnel and equipment, by means of which the commander exercises fire direction and/or fire control. (JP 3-09.3)</p>	<p><b>FDC</b></p>	 <p>Artillery fire direction center unit</p>
<p><b>General engineering</b>— Those engineering capabilities and activities, other than combat engineering, that provide infrastructure and modify, maintain, or protect the physical environment. (JP 3-34)</p>	<p><b>GEN</b></p>	 <p>Engineer unit with general engineering capability</p>
<p><b>Geospatial information</b>— Information that identifies the geographic location and characteristics of natural or constructed features and boundaries on the Earth, including: statistical data and information derived from, among other things, remote sensing, mapping, and surveying technologies; and mapping, charting, geodetic data and related products. (JP 2-03)</p>		 <p>Engineer unit with geospatial capability</p>

Table 2-9. Sector 1 modifiers for units (continued)


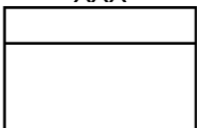
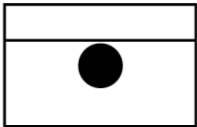



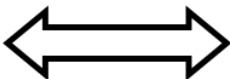
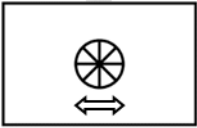
Function	Modifier	Main Icon Usage Construct Example and Symbol Translation
<p><b>Headquarters or headquarters element</b>—A place from which a commander performs the functions of command.</p>		<p>XXX</p>  <p>Corps headquarters</p>
		<p>X</p>  <p>Artillery brigade headquarters</p>
		<p>II</p>  <p>Medical battalion headquarters, Multifunctional</p> <p><b>Note.</b> To avoid overlapping of symbols, shorten the vertical center line of main icon to allow space for the modifiers.</p>
<p><b>Independent support command (echelon of support)</b>—Provides support to an independent support command.</p>		<p>X</p>  <p>Sustainment brigade supporting an independent support command</p>
<p><b>Intermodal</b>—Type of international freight system that permits transshipping among sea, highway, rail, and air modes of transportation through use of American National Standards Institute and International Organization for Standardization containers, linehaul assets, and handling equipment. (JP 4-09)</p> <p><b>Note.</b> This modifier symbol is interchangeable. Symbol may be used as a sector 1 or sector 2 modifier with the same meaning.</p>		<p>II</p>  <p>Transportation battalion with intermodal capability</p>

Table 2-9. Sector 1 modifiers for units (continued)



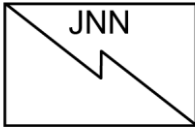

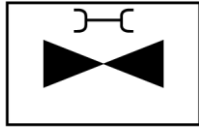
Function	Modifier	Main Icon Usage Construct Example and Symbol Translation
<p><b>Jamming</b>—Capability to broadcast a signal tuned to frequencies with enough power to override signals at the receivers (spot jamming or barrage jamming). (See ATP 6-02.70 for more information on jamming.)</p> <p><b>Note.</b> This modifier symbol is interchangeable. Symbol may be used as a sector 1 or sector 2 modifier with the same meaning.</p>		 <p>Signal unit with jamming capability</p> <p><b>Note.</b> To avoid overlapping of symbols, shorten the line of main icon to allow space for the modifiers.</p>
<p><b>Joint node network</b>—Provides connection to the regional hub node uses a dedicated frequency division multiple access satellite communications link, and shares bandwidth among command post nodes using network centric waveform satellite communications. (See ATP 6-02.60 for more information on the joint node network.)</p>	<p style="text-align: center;"><b>JNN</b></p>	 <p>Signal unit with joint node network capability</p>
<p><b>Maintenance</b>—Ensures unit readiness by maintaining weapons systems and equipment in a fully mission-capable status for immediate and continuous employment in complex and highly lethal environments. (See FM 4-0 and ATP 4-33 for more information on maintenance.)</p> <p><b>Note.</b> This modifier symbol is interchangeable. Symbol may be used as a sector 1 or sector 2 modifier with the same meaning.</p>		 <p>Aviation unit with organic maintenance capability</p>

Table 2-9. Sector 1 modifiers for units (continued)



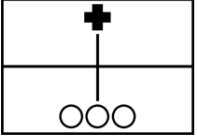
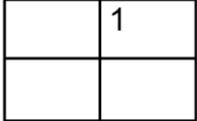
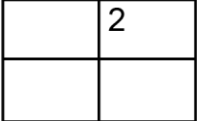
<i>Function</i>	<i>Modifier</i>	<i>Main Icon Usage Construct Example and Symbol Translation</i>
<p><b>Medical evacuation</b>—The timely and effective movement of the wounded, injured, or ill to and between medical treatment facilities on dedicated and properly marked medical platforms with en route care provided by medical personnel. (ATP 4-02.2)</p>		 Aviation unit with medical evacuation capability
		 Medical unit with wheeled high mobility vehicle medical evacuation capability
<p><b>Medical Role 1</b>—Unit-level medical care capability provided by the combat medic or medical treatment provided by the battalion aid station. (See FM 4-02 for more information on medical Role 1.)  <b>Note.</b> This modifier offsets to the right to avoid overlapping with the main icon.</p>	<p style="font-size: 2em;">1</p>	 Medical unit with Role 1 capability
<p><b>Medical Role 2</b>—Capability to provide care by area support squads or medical treatment platoons of medical companies with greater medical capabilities available than Role 1. (See FM 4-02 for more information on medical role 2.)  <b>Note.</b> This modifier offsets to the right to avoid overlapping with the main icon.</p>	<p style="font-size: 2em;">2</p>	 Medical unit with Role 2 capability

Table 2-9. Sector 1 modifiers for units (continued)

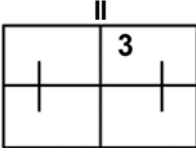
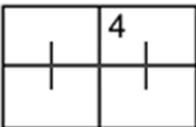
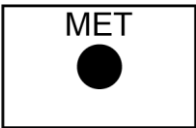

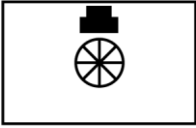
Function	Modifier	Main Icon Usage Construct Example and Symbol Translation
<p><b>Medical Role 3</b>—Capability to provide care to all categories of patients, to include resuscitation, initial wound surgery, damage control surgery, and postoperative treatment. (See FM 4-02 for more information on medical Role 3)</p> <p><b>Note.</b> This modifier offsets to the right to avoid overlapping with the main icon.</p>	<p><b>3</b></p>	<div style="text-align: center;">  </div> <p>Medical treatment facility battalion with Role 3 capability</p>
<p><b>Medical Role 4</b>—Medical care capability found in continental United States (CONUS)-based medical treatment facilities, robust OCONUS medical treatment facilities, and other safe havens. (See FM 4-02 for more information on medical Role 4.)</p> <p><b>Note.</b> This modifier offsets to the right to avoid overlapping with the main icon.</p>	<p><b>4</b></p>	<div style="text-align: center;">  </div> <p>Medical treatment facility with Role 4 capability</p>
<p><b>Meteorological</b>—Capability to provide weather and weather forecasting data. (See ATP 2-22.7 and ATP 3-34.80 for more information on meteorological.)</p>	<p><b>MET</b></p>	<div style="text-align: center;">  </div> <p>Artillery unit with meteorological capability</p>
<p><b>Watercraft (generic vessel)</b>—Capability to conduct heavy lifting associated with water transport operational maneuver and intra-theater lift of units, equipment and supplies. (See ATP 4-15 for more information on watercraft.)</p> <p><b>Note.</b> This modifier symbol is interchangeable. Symbol may be used as a sector 1 or sector 2 modifier with the same meaning.</p>		<div style="text-align: center;">  </div> <p>Transportation unit with watercraft capability</p>

Table 2-9. Sector 1 modifiers for units (continued)

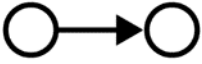
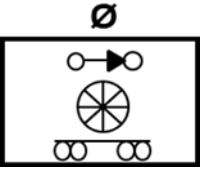
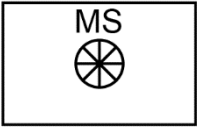

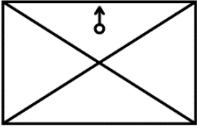
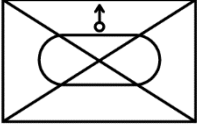

Function	Modifier	Main Icon Usage Construct Example and Symbol Translation
<p><b>Mobile advisor and support</b>—Capability to assess, plan, and coordinate with host-nation and local population. (See FM 4-0 for more information on mobile advisor and support.)</p>		 <p>Transportation rail unit with mobile advisor and support capability</p>
<p><b>Mobility support</b>—Capability to support, breaching operations, clearing operations, gap-crossing operations, traffic control plan development, main and alternate supply route regulation and enforcement, passage of lines, straggler movement control. (See ATP 3-39.30 for more information on mobility support.)</p>	<p style="text-align: center;"><b>MS</b></p>	 <p>Transportation unit with mobility support capability</p>
<p><b>Mortar</b>—Organic fire support to battalions, squadrons, companies, and troops that is available to a commander when other indirect fire support is not available. (See ATP 3-21.90 for more information on mortars.)</p>		 <p>Infantry unit with mortar capability</p>
		 <p>Mechanized armored infantry unit with mortar capability</p>
<p><b>Multinational</b>—Between two or more forces or agencies of two or more nations or coalition partners. (JP 5-0)</p>	<p style="text-align: center;"><b>MN</b></p>	 <p>Multinational transportation unit with multiple variations of vehicles</p>



Table 2-9. Sector 1 modifiers for units (continued)


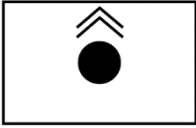

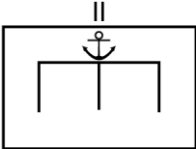

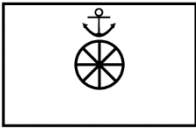
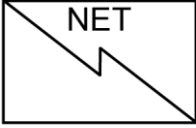
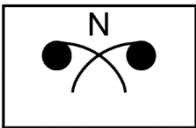
Function	Modifier	Main Icon Usage Construct Example and Symbol Translation
<p><b>Multiple rocket launcher</b>—Multiple Launch Rocket System or High Mobility Artillery Rocket System capability (See ATP 3-09.60 for more information on the Multiple Launch Rocket System or High Mobility Artillery Rocket System.)</p>		 <p>Artillery unit with multiple rocket launcher capability</p>
<p><b>Maritime terminal support</b>—capability to provide support functions to fixed, unimproved, bare beach, and/or degraded port facilities, and at off-shore anchorages. (See JP 4-01.5 for more information on maritime terminal support.)</p>		 <p>Engineer battalion with maritime terminal support construction capability</p>
	<p>Alternate hand-drawn version</p> 	 <p>Transportation unit with maritime terminal support capability</p>
<p><b>Network operations</b>—Activities conducted to operate and defend the Global Information Grid. (See JP 6-0 for more information on network operations.)</p>	<p><b>NET</b></p>	 <p>Signal unit with network operations capability</p>
<p><b>Nuclear</b>—Capability of assessing, exploiting, characterizing, and disabling facilities associated with the nuclear fuel cycle in semi-permissive or permissive environments. Advises commanders on the risks associated with these facilities, provide detailed information related to potential material proliferation, and make recommendations on how to dispose of nuclear material. (See FM 3-11 for more information on nuclear.)</p>	<p><b>N</b></p>	 <p>CBRN unit with nuclear capability</p>

Table 2-9. Sector 1 modifiers for units (continued)





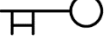


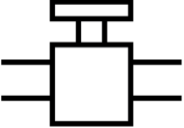

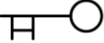
Function	Modifier	Main Icon Usage Construct Example and Symbol Translation
<p><b>Operations</b>—Capability to execute the principal planning and operating functions of a unit.</p>	<p><b>OPS</b></p>	<div style="border: 1px solid black; padding: 10px; text-align: center;"> <p>OPS SPT</p> </div> <p style="text-align: center;">Support operations unit</p>
		<div style="border: 1px solid black; padding: 10px; text-align: center;"> <p>OPS  SPT</p> </div> <p style="text-align: center;">Transportation support operations unit</p>
<p><b>Palletized load system</b>—A fitted integral self-loading and unloading cargo system capability. (See FM 4-01 for more information on the palletized load system.)</p>	<p><b>PLS</b></p>	<div style="border: 1px solid black; padding: 10px; text-align: center;"> <p>PLS </p> </div> <p style="text-align: center;">Transportation unit with palletized load system capability</p>
<p><b>Petroleum, oil, and lubricants</b>—Capability to receive, stock, or distribute petroleum, oil, and lubricants (POL) products. (See ATP 4-43 for more information on POL.)</p>		<div style="border: 1px solid black; padding: 10px; text-align: center;"> <p> </p> </div> <p style="text-align: center;">Quartermaster unit with POL storage capability</p>
		<div style="border: 1px solid black; padding: 10px; text-align: center;"> <p> </p> </div> <p style="text-align: center;">Transportation unit with POL transport capability</p>
<p><b>Pipeline</b>—A capability that consists of pipeline sets, pipeline pump stations, and pipeline support equipment. Its primary function is to transport fuel from one area to another. (See ATP 4-43 for more information on pipeline.)</p>		<div style="border: 1px solid black; padding: 10px; text-align: center;"> <p> </p> </div> <p style="text-align: center;">Quartermaster unit with pipeline capability</p>

Table 2-9. Sector 1 modifiers for units (continued)

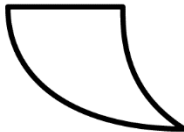


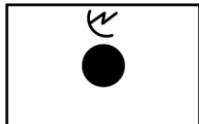
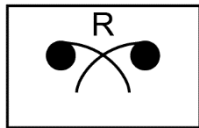

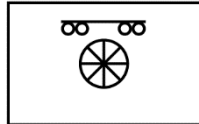
<i>Function</i>	<i>Modifier</i>	<i>Main Icon Usage Construct Example and Symbol Translation</i>
<p><b>Postal service</b>—Capability to operate as an extension of the United States Postal Service consistent with public law and federal regulations beyond the boundaries of U.S. sovereignty and provides postal services for all DOD personnel where there is no United States Postal Service available during normal and contingency operations. (See FM 1-0 and FM 4-0 for more information on postal service.)</p>		<div style="text-align: center;">  </div> <p>Personnel services unit with postal service capability</p>
<p><b>Radar</b>—A device or system consisting usually of a synchronized radio transmitter and receiver that emits radio waves and processes their reflections for display and is used especially for detecting and locating objects or surface features. (See ATP 3-09.12 and ATP 3-27.5 for more information on radar.)</p>		<div style="text-align: center;">  </div> <p>Artillery unit with radar capability</p>
<p><b>Radiological</b>—Capability to coordinate radiological survey missions. (See FM 3-11 for more information on radiological.)</p>	<p style="text-align: center; font-size: 2em;"><b>R</b></p>	<div style="text-align: center;">  </div> <p>Chemical unit with radiological capability</p>
<p><b>Railway</b>—Provides rail network capability and infrastructure assessments, and coordinates contracts. (See FM 4-0, FM 4-01, and ATP 4-14 for more information on railway.) <b>Note.</b> This modifier symbol is interchangeable. Symbol may be used as a sector 1 or sector 2 modifier with the same meaning.</p>		<div style="text-align: center;">  </div> <p>Transportation unit with railway capability</p>

Table 2-9. Sector 1 modifiers for units (continued)

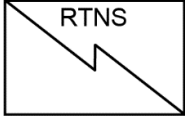
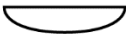
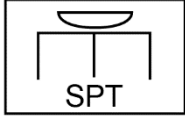






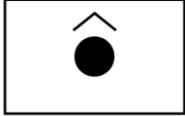
Function	Modifier	Main Icon Usage Construct Example and Symbol Translation
<p><b>Retransmission</b>—Capability to extend the range of single-channel radio networks to support command and control in retrograde operations. (See FM 6-02 for more information on retransmission.)</p>	<p><b>RTNS</b></p>	<div style="text-align: center;">  </div> <p>Signal unit with retransmission capability</p>
<p><b>Riverine</b>—Provides water transport to move troops and equipment. (See ATP 4-15 for more information on riverine.)</p>		<div style="text-align: center;">  </div> <p>Engineer unit with riverine support capability</p>
<p><b>Search and rescue</b>—The use of aircraft, surface craft, submarines, and specialized rescue teams and equipment to search for and rescue distressed persons on land or at sea in a permissive environment. (JP 3-50)</p>	<p><b>SAR</b></p>	<div style="text-align: center;">  </div> <p>Aviation (rotary) unit with search and rescue capability</p>
<p><b>Sensor</b>—Capability to observe or receive a signal or observable from a person or object. (See FM 2-0 for more information on sensors.)</p>		<div style="text-align: center;">  </div> <p>Military intelligence unit with sensor capability</p>
<p><b>Signals intelligence</b>—Intelligence derived from communications, electronic, and foreign instrumentation signals. (JP 2-0)</p>		<div style="text-align: center;">  </div> <p>Military intelligence unit with signals intelligence capability</p>
<p><b>Single rocket launcher (shoulder-launched munitions)</b>—unguided free-flight rocket and a launcher that contains all features and controls necessary to aim, fire, and engage targets. (See TM 3-23.25 for more information on single rocket launchers.)</p>		<div style="text-align: center;">  </div> <p>Artillery unit with single rocket launcher capability</p>

Table 2-9. Sector 1 modifiers for units (continued)


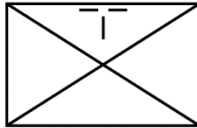

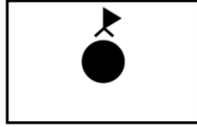

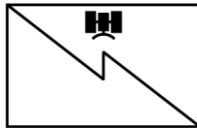

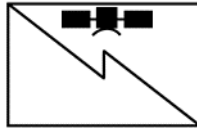
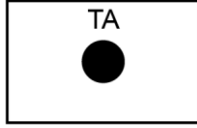
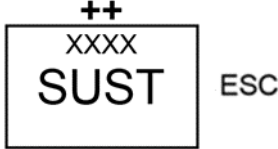
Function	Modifier	Main Icon Usage Construct Example and Symbol Translation
<p><b>Sniper</b>—A specialized trained marksman with tactical skills and techniques who is highly capable at conducting detailed surveillance and shooting at exposed enemy's forces from a concealed vantage point. (See TC 3-22.10 for more information on snipers.)</p>		 <p>Infantry unit with sniper capability</p>
<p><b>Survey</b>—Provides position and azimuth determining global positioning system capability. (See ATP 3-09.12 for more information on surveys.)</p>		 <p>Artillery unit with survey capability</p>
<p><b>Tactical satellite communications</b>—(See ATP 3-05.60 and ATP 6-02.54 for more information on tactical satellite communications.)</p>		 <p>Signal unit with tactical satellite communications capability</p>
	 <p>Alternate hand-drawn version</p>	
<p><b>Target acquisition</b>—The detection, identification, and location of a target in sufficient detail to permit the effective employment of capabilities that create the required effects. (JP 3-60)</p>	<p>TA</p>	 <p>Artillery unit with target acquisition capability</p>
<p><b>Theater army (echelon of support)</b>—Provides support to a theater army.</p>	<p>XXXX</p>	 <p>Expeditionary sustainment command supporting a theater army</p>

Table 2-9. Sector 1 modifiers for units (continued)





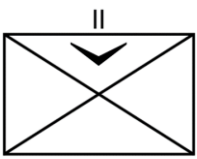


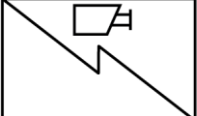

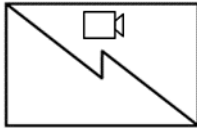

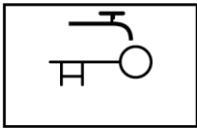
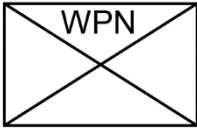
Function	Modifier	Main Icon Usage Construct Example and Symbol Translation
<p><b>Theater of operations (echelon of support)</b>—Provides support to a theater.</p>	<p>XXXXXX</p>	<div style="text-align: center;">  </div> <p>Theater sustainment command supporting a theater of operations</p>
<p><b>Unmanned aircraft system</b>—That system whose components include the necessary equipment, network, and personnel to control an unmanned aircraft. (JP 3-30)</p>		<div style="text-align: center;">  </div> <p>Aviation (fixed-wing) unit with unmanned aircraft system (UAS) capability</p>
		<div style="text-align: center;">  </div> <p>Military Intelligence unit with UAS capability</p>
		<div style="text-align: center;">  </div> <p>Infantry battalion with UAS capability</p>
<p><b>Utility</b>—Equipment designed or adapted for general purpose use.</p>	<p>U</p>	<div style="text-align: center;">  </div> <p>Aviation (rotary-wing) unit with utility helicopter capability</p>
<p><b>Combat camera</b>—Specially-trained expeditionary forces from Service-designated units capable of providing high-quality directed visual information during military operations. (See JP 3-61 for more information on combat camera.)</p>		<div style="text-align: center;">  </div> <p>Signal unit with combat camera capability</p>

Table 2-9. Sector 1 modifiers for units (continued)

<i>Function</i>	<i>Modifier</i>	<i>Main Icon Usage Construct Example and Symbol Translation</i>
	 Alternate hand-drawn version	
<p><b>Water</b>—Capability to receive, stock, produce, or distribute water. (See FM 4-0 and ATP 4-44 for more information on water.)</p>		 Quartermaster unit with water production capability
<p><b>Weapons</b>—Heavy weapons systems capability (machine guns and anti-armor weapons) to provide additional combat power. (See ATP 3-21.10 and ATP 3-21.20 for more information on weapons.)</p>	<p><b>WPN</b></p>	 Infantry unit with machine gun and anti-armor capability

**SECTOR 2 MODIFIERS FOR UNITS (FIELD A)**

2-22. This indicator is represented as the lower part of Field A as shown in table 1-4, on page 1-5. Table 2-10, on pages 2-58 through 2-71, shows sector 2 icons. Sector 2 modifiers provide additional information specific to the capabilities of a unit.

Table 2-10. Sector 2 modifiers for units




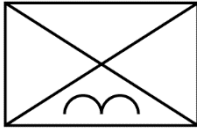
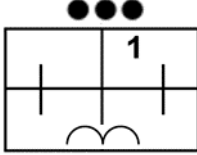

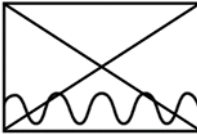


Function	Modifier	Modifier Usage Construct Example and Symbol Translation
<p><b>Air assault</b>—The movement of friendly assault forces by rotary-wing or tiltrotor aircraft to engage and destroy enemy forces or to seize and hold key terrain. (JP 3-18)</p>		 <p>Aviation unit with air assault capability</p>
<p><b>Airborne</b>—Capability to parachute into an objective area. (See JP 3-18 and FM 3-99 for more information on airborne.)</p>		 <p>Infantry unit with airborne capability</p>
		 <p>Medical treatment facility platoon with Role 1 and airborne capability</p>
<p><b>Amphibious</b>—capability to conduct amphibious operations within the littorals. (See JP 3-02 for more information on amphibious.)</p>		 <p>Infantry unit with amphibious capability</p>
<p><b>Analysis</b>—Capability to conduct a detailed examination of anything complex in order to understand its nature or to determine its essential features.</p>		 <p>Military intelligence unit with electronic warfare analysis capability</p>



Table 2-10. Sector 2 modifiers for units (continued)


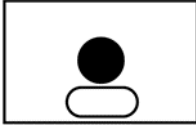


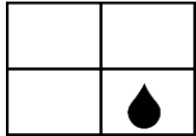
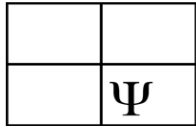
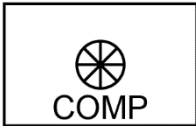
<i>Function</i>	<i>Modifier</i>	<i>Modifier Usage Construct Example and Symbol Translation</i>
<p><b>Armored tracked</b>—A vehicle equipped or protected with armor, and with a continuous band of treads or track plates for self-propelled mobility.  <b>Note.</b> As a sector 2 modifier, this symbol represents an armored self-propelled tracked vehicle capability.</p>		 <p>Artillery unit with armored self-propelled (tracked) capability</p>
<p><b>Barge, not self-propelled</b>—Class C vessel that are usually subject to wind, tide, and, sea state. When afloat, they have a constant requirement for tending, even when not being actively employed for their designed purpose. (See ATP 4-15 for more information on barges.)</p>	<p>YB</p>	 <p>Transportation unit with barge (not self-propelled) capability</p>
<p><b>Blood Support</b>—A capability to receive, account, store, and distribute blood and blood products. (See ATP 4-02.1 for information on blood support.)</p>		 <p>Medical unit with blood support capability</p>
<p><b>Combat and operational stress control</b>—A capability that provides behavioral health services such as consultation and combat and operational stress control. (See FM 4-02 for more information on combat and operational stress control.)</p>	<p>Ψ</p>	 <p>Medical unit with combat and operational stress control capability</p>
<p><b>Composite</b>—A combination of different capabilities and equipment assigned or attached to a unit with a common function or purpose. (See FM 4-0 for more information on composite.)  <b>Note.</b> This modifier symbol is interchangeable. Symbol may be used as a sector 1 or sector 2 modifier with the same meaning.</p>	<p>COMP</p>	 <p>Transportation unit with multiple variations of vehicles</p>

Table 2-10. Sector 2 modifiers for units (continued)

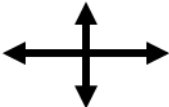
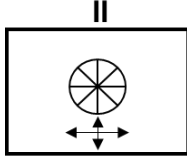
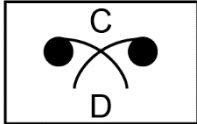

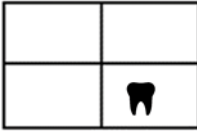


<b>Function</b>	<b>Modifier</b>	<b>Modifier Usage Construct Example and Symbol Translation</b>
<p><b>Control</b>—An action taken to eliminate a hazard or reduce its risk. (ATP 5-19)  <b>Note.</b> This symbol demonstrates the capability and authority to exercise restraining or directing influence (regulating) over a specific function.</p>		 <p>Transportation battalion with capability control (movement control)</p>
<p><b>Decontamination</b>—The process of making any person, object, or area safe by absorbing, destroying, neutralizing, making harmless, or removing chemical or biological agents, or by removing radioactive material clinging to or around it. (JP 3-11)  <b>Note.</b> This modifier symbol is interchangeable, and can be used as a sector 1 or sector 2 modifier with the same meaning.</p>	<p style="text-align: center;"><b>D</b></p>	 <p>chemical, biological, radiological, and nuclear (CBRN) unit with chemical decontamination capability</p>
<p><b>Dental services</b>—to provide consultation, early treatment of severe oral and maxillofacial injuries; and augment medical personnel (as necessary) during mass casualty operations. (See FM 4-02 and ATP 4-02.19 for more information on dental services.)  <b>Note.</b> This modifier offsets to the right to avoid overlapping with the main icon.</p>		 <p>Medical unit with dental service capability</p>
<p><b>Direction finding</b>—A procedure for obtaining bearings of radio frequency emitters by using a highly directional antenna and a display unit on an intercept receiver or ancillary equipment. (JP 3-85)</p>		 <p>Military intelligence unit with electronic warfare direction finding capability</p>

Table 2-10. Sector 2 modifiers for units (continued)

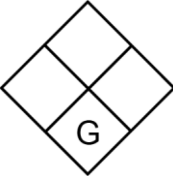
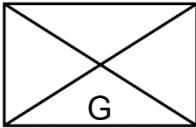
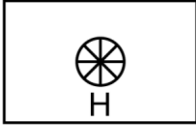
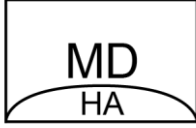


<b>Function</b>	<b>Modifier</b>	<b>Modifier Usage Construct Example and Symbol Translation</b>
<p><b>Guerrilla</b>—An irregular, predominantly indigenous member of a guerrilla force organized similar to military concepts and structure in order to conduct military and paramilitary operations in enemy-held, hostile, or denied territory. Although a guerrilla and guerrilla forces can exist independent of an insurgency, guerrillas normally operate in covert and overt resistance operations of an insurgency. (ATP 3-05.1)</p>	<p><b>G</b></p>	<div style="text-align: center;">  </div> <p>Enemy guerrilla infantry unit</p>
		<div style="text-align: center;">  </div> <p>Frendly guerrilla infantry unit</p>
<p>Heavy</p>	<p><b>H</b></p>	<div style="text-align: center;">  </div> <p>Transportation unit with heavy vehicle capability</p>
<p>High altitude</p>	<p><b>HA</b></p>	<div style="text-align: center;">  </div> <p>Air and missile defense unit with high altitude capability</p>
<p><b>Intercept</b>—To receive (a communication or signal directed elsewhere) usually secretly. (See FM 2-0 and FM 6-02 for more information on intercept.)</p>		<div style="text-align: center;">  </div> <p>Military intelligence unit with electronic warfare intercept capability</p>

Table 2-10. Sector 2 modifiers for units (continued)

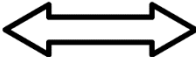
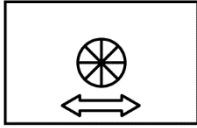


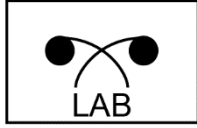

Function	Modifier	Modifier Usage Construct Example and Symbol Translation
<p><b>Intermodal</b>—Type of international freight system that permits transshipping among sea, highway, rail, and air modes of transportation through use of American National Standards Institute and International Organization for Standardization containers, line haul assets, and handling equipment. (JP 4-09)</p> <p><b>Note.</b> This modifier symbol is interchangeable. Symbol may be used as a sector 1 or sector 2 modifier with the same meaning.</p>		 Transportation unit with intermodal capability
<p><b>Jamming</b>—Capability to broadcast a signal tuned to frequencies with enough power to override signals at the receivers (spot jamming or barrage jamming). (See ATP 6-02.70 for more information on jamming.)</p> <p><b>Note.</b> This modifier symbol is interchangeable. Symbol may be used as a sector 1 or sector 2 modifier with the same meaning.</p>		 Military intelligence unit with electronic warfare jamming capability
<p><b>Laboratory</b>—A place equipped for experimental study in a science or for testing and analysis. (See FM 4-02 for more information on laboratories.)</p>	<p><b>LAB</b></p>	<div style="text-align: center;">                       CBRN unit with laboratory capability                 </div> <hr/> <div style="text-align: center;">                       Medical unit with laboratory capability  <b>Note.</b> To avoid overlapping of symbols, shorten the vertical center line of main icon to allow space for the modifier.                 </div>

Table 2-10. Sector 2 modifiers for units (continued)

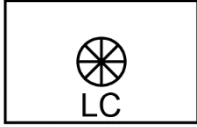
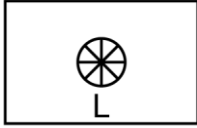
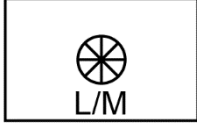


<i>Function</i>	<i>Modifier</i>	<i>Modifier Usage Construct Example and Symbol Translation</i>
<p><b>Landing craft</b>—Provides vessels (Landing Craft Utility 2000 or Landing Craft Mechanized-8) to increase access to austere points on the littorals that are unavailable to land forces, and to link ship and shore operations centers. (See ATP 4-15 for more information on landing craft.)</p>	<p><b>LC</b></p>	<div style="text-align: center;">  </div> <p>Transportation unit with landing craft capability</p>
<p>Light</p>	<p><b>L</b></p>	<div style="text-align: center;">  </div> <p>Transportation unit with light vehicle capability</p>
<p>Light and medium</p>	<p><b>L/M</b></p>	<div style="text-align: center;">  </div> <p>Transportation unit with light and medium vehicle capability</p>
<p>Long range</p>	<p><b>LR</b></p>	<div style="text-align: center;">  </div> <p>Military intelligence unit with long range unmanned aircraft system capability</p>
<p>Low altitude</p>	<p><b>LA</b></p>	<div style="text-align: center;">  </div> <p>Air defense unit with low altitude capability</p>

Table 2-10. Sector 2 modifiers for units (continued)

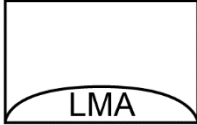

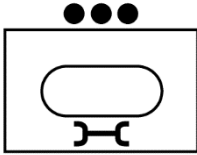
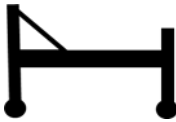
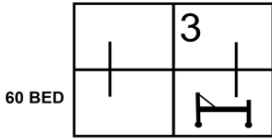
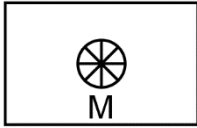

Function	Modifier	Modifier Usage Construct Example and Symbol Translation
Low to medium altitude	<b>LMA</b>	 <p>Air defense unit with low to medium altitude capability</p>
<p><b>Maintenance</b>—Ensures unit readiness by maintaining weapons systems and equipment in a fully mission-capable status for immediate and continuous employment in complex and highly lethal environments. (See FM 4-0, FM 4-30, and ATP 4-33 for more information on maintenance.)</p> <p><b>Note.</b> This modifier symbol is interchangeable. Symbol may be used as a sector 1 or sector 2 modifier with the same meaning.</p>		 <p>Armor (tracked) platoon with organic maintenance capability</p>
<p><b>Medical bed</b>—A capability to identify and locate available adequate bed assets for current and anticipated needs. (See FM 4-02, ATP 4-02.5, and ATP 4-02.55 for more information on medical beds.)</p>		 <p>Medical unit with Role 3 and 60 medical bed capability</p>
Medium	<b>M</b>	 <p>Transportation unit with medium vehicle capability</p>
Medium altitude	<b>MA</b>	 <p>Air defense unit with medium altitude capability</p>

Table 2-10. Sector 2 modifiers for units (continued)





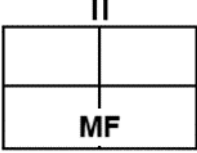
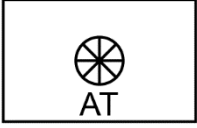


Function	Modifier	Modifier Usage Construct Example and Symbol Translation
Medium range	<b>MR</b>	<div style="text-align: center;">  </div> <p>Military intelligence unit with medium range unmanned aircraft system capability</p>
Medium to high altitude	<b>MHA</b>	<div style="text-align: center;">  </div> <p>Air defense unit with medium to high altitude capability</p>
<p><b>Mountain</b>—Capability to conduct mountain warfare. (See ATP 3-90.97 for more information on mountains.)</p>		<div style="text-align: center;">  </div> <p>Infantry unit with mountain capability</p>
Multifunctional	<b>MF</b>	<div style="text-align: center;">  </div> <p>Medical battalion, multifunctional</p>
<p><b>Ocean-going tug boat</b>—Class A 128-foot large tug capable of coastal and ocean towing and docking and undocking operations with large ocean vessels. (See ATP 4-15 for more information on tug boats.)</p>	<b>AT</b>	<div style="text-align: center;">  </div> <p>Transportation unit with tug (ocean-going) capability</p>
<p><b>Optometry</b>—A capability to provide optometry care, optical fabrication, and repair support. (See FM 4-02 for more information on optometry.)</p>		<div style="text-align: center;">  </div> <p>Medical unit with optometry capability.</p>

Table 2-10. Sector 2 modifiers for units (continued)


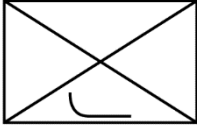







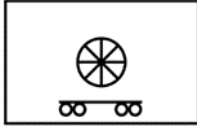
Function	Modifier	Modifier Usage Construct Example and Symbol Translation
Over-snow (prime mover)		 <p data-bbox="1027 520 1320 575">Infantry unit with over-snow capability</p>
<p><b>Pack animal</b>—An animal transport system capability that enhances mobility when the area of operations restricts normal methods of transport or resupply. (See ATP 3-18.13 for more information on pack animals.)</p>		 <p data-bbox="1019 774 1333 833">Infantry unit with pack animal capability</p>
<p><b>Preventive medicine</b>—Capability that provides consultation and conducts medical surveillance which includes health risk communication, education, field sanitation, pest and vector control, disease risk assessment, environmental and occupational monitoring and health surveillance, preventive medicine measures, health threat controls for waste (human, hazardous, and medical) disposal, food safety inspection, and potable water surveillance. (See FM 4-02 for more information on preventive medicine.)</p>		 <p data-bbox="1027 1026 1320 1083">Medical unit with preventive medicine capability</p>
	 <p data-bbox="586 1325 894 1350">Alternate hand-drawn version</p>	
<p><b>Railway</b>—Provides rail network capability and infrastructure assessments, and coordinates contracts. (See FM 4-0, FM 4-01, and ATP 4-14 for more information on railways.)  <b>Note.</b> This modifier symbol is interchangeable. Symbol may be used as a sector 1 or sector 2 modifier with the same meaning.</p>		 <p data-bbox="1011 1654 1336 1711">Transportation unit with railway capability</p>



Table 2-10. Sector 2 modifiers for units (continued)


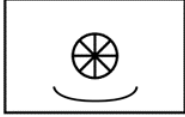

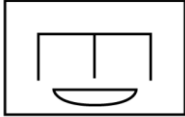


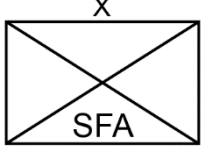
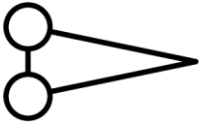
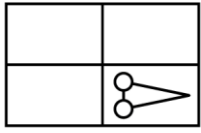

Function	Modifier	Modifier Usage Construct Example and Symbol Translation
<p><b>Recovery</b>—Actions taken to extricate damaged or disabled equipment for return to friendly control or repair at another location. (JP 3-34)</p>		 <p>Transportation unit with recovery capability</p>
<p><b>Riverine</b>—Provides water transport to move troops and equipment. (See ATP 4-15 for more information on riverine.)</p>		 <p>Engineer unit with riverine capability</p>
<p><b>Search</b>—A systematic reconnaissance of a defined area, so that all parts of the area have passed within visibility. (JP 3-50)</p>		 <p>Military intelligence unit with electronic warfare search capability</p>
<p><b>Security force assistance</b>—The Department of Defense activities that support the development of the capacity and capability of foreign security forces and their supporting institutions. (JP 3-20)</p>	<p style="text-align: center;"><b>SFA</b></p>	 <p>Infantry security force assistance brigade</p>
<p><b>Surgical</b>—Capability to provide life or limb saving operative treatment using specialized instruments to repair or stabilize a patient. (See FM 4-02 for more information on surgical.)</p> <p><b>Note.</b> This modifier offsets to the right to avoid overlapping with the main icon.</p>		 <p>Medical unit with surgical capability</p>
<p>Service craft yard</p>	<p style="text-align: center;"><b>YY</b></p>	 <p>Transportation unit with seaport service craft yard capability</p>

Table 2-10. Sector 2 modifiers for units (continued)

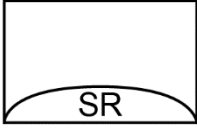

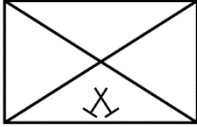

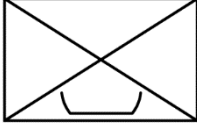

Function	Modifier	Modifier Usage Construct Example and Symbol Translation
Short range	<p><b>SR</b></p>	<div style="text-align: center;">  </div> <p>Air defense unit with short range capability</p>
<p><b>Ski</b>—Provides specialized equipment used by trained individuals with skills to negotiate arduous snow-covered terrain. (See ATP 3-90.97 for more information on ski.)</p>		<div style="text-align: center;">  </div> <p>Infantry unit with ski capability</p>
Sled		<div style="text-align: center;">  </div> <p>Infantry unit with sled capability</p>
<p><b>Surface deployment and distribution command</b>—global ocean and inland waterway port manager and surface transportation service provider as part of U.S. transportation command's Joint Deployment and Distribution Enterprise. (See FM 4-0 for more information on the surface deployment and distribution command.)</p>	<p><b>SDDC</b></p>	<div style="text-align: center;">  </div> <p>Transportation seaport unit with deployment support capability</p>

Table 2-10. Sector 2 modifiers for units (continued)


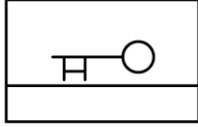
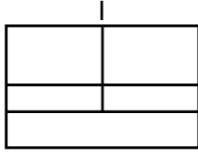
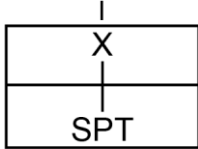
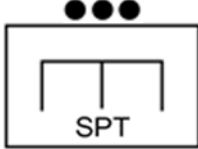
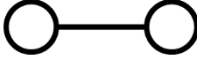
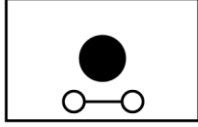
Function	Modifier	Modifier Usage Construct Example and Symbol Translation
<p><b>Supply</b>—The process of providing all items necessary to equip, maintain, and operate a military command. (FM 1-02.1)</p>		 <p>Quartermaster unit with supply capability</p>
		 <p>Medical company with supply capability</p> <p><b>Note.</b> To avoid overlapping of symbols, shorten the vertical center line of main icon to allow space for the modifier.</p>
<p><b>Support</b>—1. The action of a force that aids, protects, complements, or sustains another force in accordance with the directive requiring such action. 2. A unit that helps another unit in battle. 3. An element of a command that assists, protects, or supplies other forces in combat. (JP 1)</p> <p><b>Note.</b> This modifier symbol is interchangeable. Symbol may be used as a sector 1 or sector 2 modifier with the same meaning.</p>	<p style="text-align: center;"><b>SPT</b></p>	 <p>Medical company with brigade support capability</p> <p><b>Note.</b> To avoid overlapping of symbols, shorten the vertical center line of main icon to allow space for the modifiers.</p>
		 <p>Engineer platoon with support capability</p>
<p><b>Towed</b>—Prime mover capability to pull a piece of equipment unable to move on its own.</p>		 <p>Artillery unit with towed capability (towed howitzer)</p>

Table 2-10. Sector 2 modifiers for units (continued)



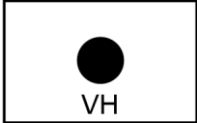
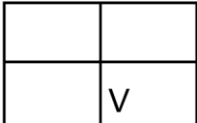

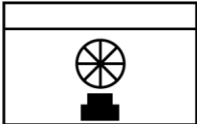

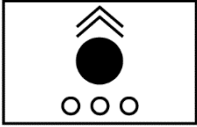
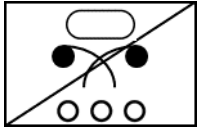
<i>Function</i>	<i>Modifier</i>	<i>Modifier Usage Construct Example and Symbol Translation</i>
<p><b>Tug, harbor</b>—Tug 900 Class B vessel that supports movement of barges and lighterage of various types in harbors, port areas and during logistics over-the-shore anchorage. (See ATP 4-15 for more information on harbor tugs.)</p>	<p><b>YT</b></p>	<div style="text-align: center;">  </div> <p>Transportation unit with tug (harbor) capability</p>
<p><b>Vertical take-off and landing</b>—Capability to take off and land vertically.</p>	<p><b>VTOL</b></p>	<div style="text-align: center;">  </div> <p>Fixed-wing unit with vertical take-off and landing capability</p>
<p>Very heavy</p> <p><b>Note.</b> Applies to field artillery only.</p>	<p><b>VH</b></p>	<div style="text-align: center;">  </div> <p>Artillery unit with very heavy artillery capability</p>
<p><b>Veterinary service</b>—A capability that provides consultation, animal care, food protection, and veterinary public health services. (See FM 4-02 for more information on veterinary service.)</p> <p><b>Note.</b> This modifier offsets to the right to avoid overlapping with the main icon.</p>	<p><b>V</b></p>	<div style="text-align: center;">  </div> <p>Medical unit with veterinary service capability</p>
<p><b>Watercraft (generic vessel)</b>—Capability to conduct heavy lifting associated with water transport operational maneuver and intra-theater lift of units, equipment and supplies. (See ATP 4-15 for more information on watercraft.)</p> <p><b>Note.</b> This modifier symbol is interchangeable. Symbol may be used as a sector 1 or sector 2 modifier with the same meaning.</p>		<div style="text-align: center;">  </div> <p>Transportation headquarters unit with watercraft capability</p>

Table 2-10. Sector 2 modifiers for units (continued)

<i>Function</i>	<i>Modifier</i>	<i>Modifier Usage Construct Example and Symbol Translation</i>
<p><b>Wheeled (high mobility)</b> —A wheeled capability that can traverse various types of off-road terrain, unimproved routes, and paved road networks</p>		 <p>Artillery unit with wheeled (high mobility) and multiple launch rocket system capability</p>
		 <p>CBRN reconnaissance unit with armored wheeled (high mobility) vehicle capability</p>

2-23. Table 2-11, on pages 2-72 through 2-73, provides unit symbol construct examples and their translations.

**Table 2-11. Unit symbol construct examples and translations**

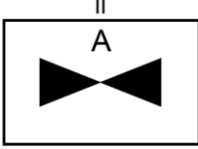



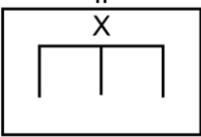
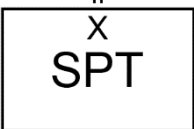
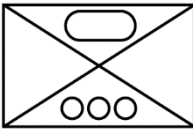
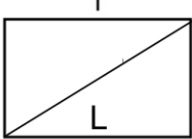
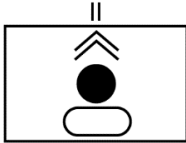
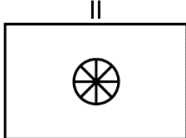
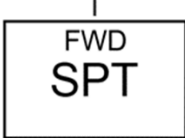
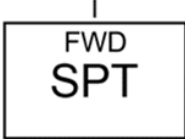
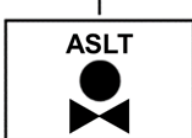
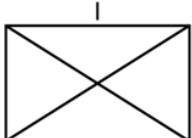

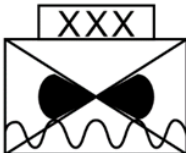
Unique Unit Designation	Symbol Construct
1 <sup>st</sup> Aviation Battalion (attack), 25 <sup>th</sup> Regiment, 25 <sup>th</sup> Combat Aviation Brigade, 25 <sup>th</sup> Infantry Division	 <p>1-25/25CAB 25ID</p>
2 <sup>nd</sup> Infantry Battalion (mountain capability), 1 <sup>st</sup> Regiment, 2 <sup>nd</sup> Brigade Combat Team, 10 <sup>th</sup> Mountain Division, 3 <sup>rd</sup> Corps	 <p>2-1/2BCT/10 III</p>
2 <sup>nd</sup> Military Intelligence Battalion (unmanned aircraft system [UAS] capability), 66 <sup>th</sup> Military Intelligence Brigade	 <p>2/66</p>
2 <sup>nd</sup> Ranger Battalion, 75 <sup>th</sup> Ranger Regiment	 <p>2/75</p>
14 <sup>th</sup> Brigade Engineer Battalion, 2 <sup>nd</sup> Stryker Brigade Combat Team, 2 <sup>nd</sup> Infantry Division	 <p>14/2SBCT 2ID</p>
299 <sup>th</sup> Brigade Support Battalion, 2 <sup>nd</sup> Brigade Combat Team, 1 <sup>st</sup> Infantry Division	 <p>299/2BCT 1ID</p>
4 <sup>th</sup> Infantry Battalion (armored high mobility vehicle capability), 23 <sup>rd</sup> Infantry Regiment, 2 <sup>nd</sup> Stryker Brigade Combat Team, 2 <sup>nd</sup> Infantry Division	 <p>4-23/2BCT 2ID</p>
B Troop, 6 <sup>th</sup> Squadron, 4 <sup>th</sup> Cavalry Regiment, 3 <sup>rd</sup> Infantry Brigade Combat Team, 1 <sup>st</sup> Infantry Division	 <p>B/6-4/3IBCT 1ID</p>

Table 2-11. Unit symbol construct examples and translations (continued)

Unique Unit Designation	Symbol Construct
6 <sup>th</sup> Field Artillery Battalion (self-propelled multiple rocket launcher capability), 37 <sup>th</sup> Field Artillery Regiment, 2 <sup>nd</sup> Infantry Division	 <p>6-37 2ID</p>
181 Transportation Battalion, 3 <sup>rd</sup> Expeditionary Sustainment Command, 3 <sup>rd</sup> Corps	 <p>181/3ESC III</p>
67 <sup>th</sup> Forward Support Company, 201 <sup>st</sup> Brigade Support Battalion, 3 <sup>rd</sup> Infantry Brigade Combat Team, 1st Infantry Division	 <p>67/201/3IBCT 1ID</p>
67 <sup>th</sup> Forward Support Company, 201 <sup>st</sup> Brigade Support Battalion, 3 <sup>rd</sup> Infantry Brigade Combat Team, 1st Infantry Division	 <p>67/201/3IBCT 1ID</p>
C Field Artillery Battery (air assault capability), 3 <sup>rd</sup> Battalion, 319 Field Artillery Regiment	 <p>C/3-319</p>
F Company, 1st Battalion, 61st Infantry Regiment, 65th Infantry Brigade	 <p>F/1-61/65</p>
Operational Detachment Alpha 595 (pack animal capability), C Company, 3 <sup>rd</sup> Battalion, 5th Special Forces Group	 <p>ODA 595/C/3 5 SFG</p>
III Marine Expeditionary Force	 <p>III</p>

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## Chapter 3

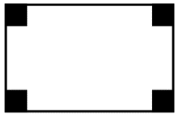


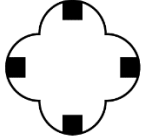


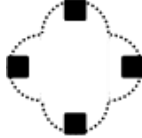
# Activity and Installation Symbols

This chapter discusses main icons and sector 1 and 2 modifiers used with activities and installation frames.

### ACTIVITY FRAME SHAPES

3-1. This frame is used to identify friendly, enemy, or criminal actions that can reveal civic, ethnic, religious, social, or other grouping activities in an area of interest or operation that may affect unified land operations. The frame shape follows the construct guidelines in chapter 1, main and modifier icons, the activities frame shapes for standard identities in figure 3-1 and amplifier placement locations in figure 3-2.

**Figure 3-1. Activity standard identity frame shapes**

	<i>Friendly</i>	<i>Hostile</i>	<i>Neutral</i>	<i>Unknown</i>
Activity				
	<i>Assumed Friend</i>	<i>Suspect</i>		<i>Pending</i>
				

3-2. **Activity main and modifier icons and amplifiers.** Figure 3-2, on page 3-2, shows the placement of main and modifier icons within the frame and amplifiers around the friendly symbol frame. Table 3-1, on page 3-3, provides descriptions and formats of each amplifier.

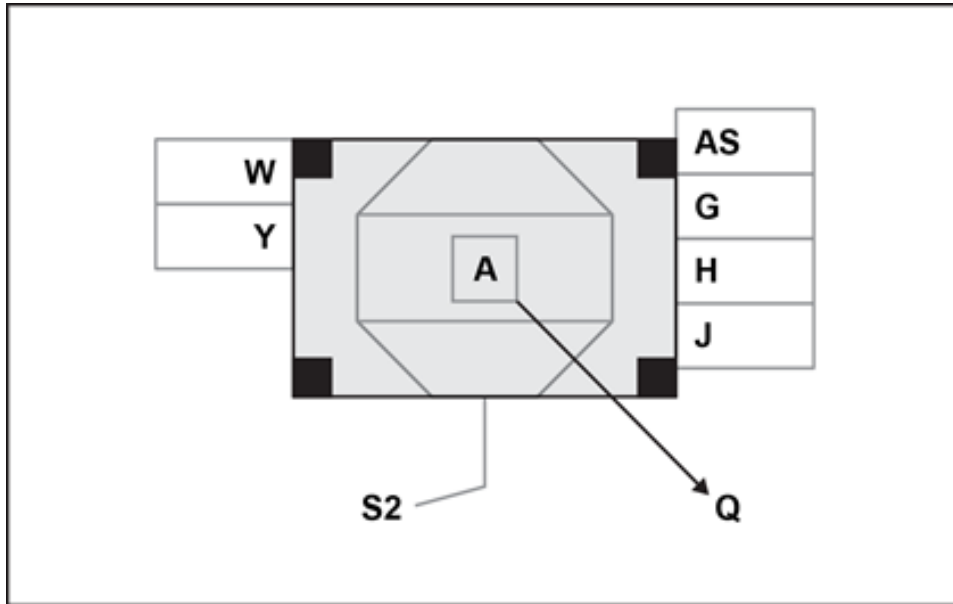


Figure 3-2. Placement of activity main and modifier icons and amplifiers

Table 3-1. Descriptions of main and modifier icons and amplifier fields for activity frames

<i>Field</i>	<i>Field Title</i>	<i>Description</i>
A	Main and modifier icons	The innermost part of a symbol that represents the main function and its capabilities (modifiers 1 and 2).
G	Staff comments	A text amplifier content is implementation specific. <b>Note.</b> A maximum of 20 characters are allowed in this field.
H	Additional information	A text amplifier content is implementation specific. <b>Note.</b> A maximum of 20 characters are allowed in this field.
J	Evaluation rating	A text amplifier that consists of a single-letter reliability rating and a single digit credibility rating. <b>Reliability Ratings:</b> A-completely reliable. B-usually reliable. C-fairly reliable. D-not usually reliable. E-unreliable. F-reliability cannot be judged. <b>Credibility Ratings:</b> 1-confirmed by other sources. 2-probably true. 3-possibly true. 4-doubtfully true. 5-improbable. 6-truth cannot be judged. <b>Note.</b> A maximum of 2 characters are allowed in this field.
Q	Direction of movement	A graphic amplifier for that identifies the direction of movement or intended movement of an object.
S <sup>2</sup>	Offset location indicator	A graphic amplifier used to indicate the offset or precise location of a single symbol.
W	Date-time group	An alphanumeric designator for displaying a date-time group (DDHHMMSSZMONYYYY) or "O/O" for on order. The date-time group is composed of a group of six numeric digits with a time zone suffix and the standardized three-letter abbreviation for the month followed by four digits representing the year. The first pair of digits represents the day; the second pair, the hour; the third pair, the minutes. For automated systems, two digits may be added before the time zone suffix and after the minutes to designate seconds. <b>Note.</b> A maximum of 16 characters are allowed in this field.
Y	Location	A text amplifier that displays a symbol's location in degrees, minutes, and decimal minutes (or in military grid reference system, global area reference system, or other applicable display formats). <b>Note.</b> A maximum of 22 characters are allowed in this field.
AS	Country	A three-letter code that indicates the country of origin of the organization. In stability activities, this field can be used for factions or groups. <b>Note.</b> A maximum of 3 characters are allowed in this field.

3-3. **Evaluation rating amplifier (Field J).** The evaluation rating amplifier is a 2 digit alphanumeric code that allows for adding reliability and credibility rating. The reliability levels are A through F, and the credibility levels are 1 through 6. Table 3-1 provides the meaning of each letter and number code for this

amplifier field. Figure 3-3 provides an example of an evaluation rating amplifier usage construct of an enemy leader activity that is completely reliable and confirmed by other sources.

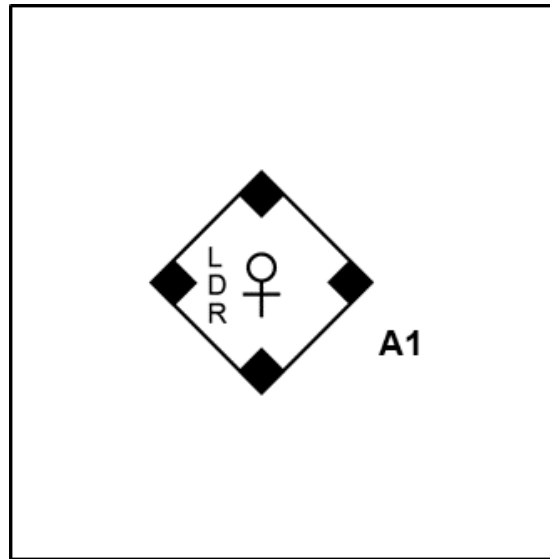


Figure 3-3. Evaluation rating amplifier usage construct

3-4. **Activity direction of movement amplifier (Field Q).** The activity direction of movement amplifier is an arrow extending from the center of the frame or main icon. The arrow extends in the direction of movement or intended movement of activity symbol. Figure 3-4 is an example of the usage construct.

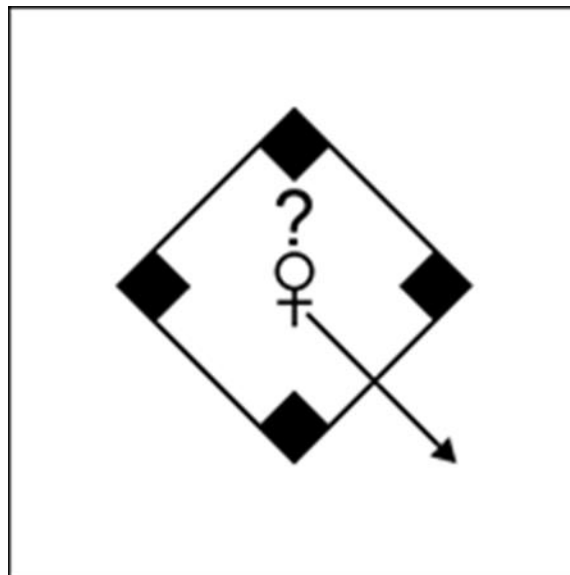


Figure 3-4. Activity direction of movement amplifier usage construct

3-5. **Activity Offset Location Indicator Amplifier (Field S<sup>2</sup>).** The offset location amplifier for activities is placed differently from units and installations. Field S<sup>2</sup> is located at the center of the bottom of the activity frame and the offset location indicator line protrudes from this point (without an arrow) to the desired location. The line may be extended or bent as needed. Figure 3-5 is an example of the usage construct of a friendly organized group meeting activity.

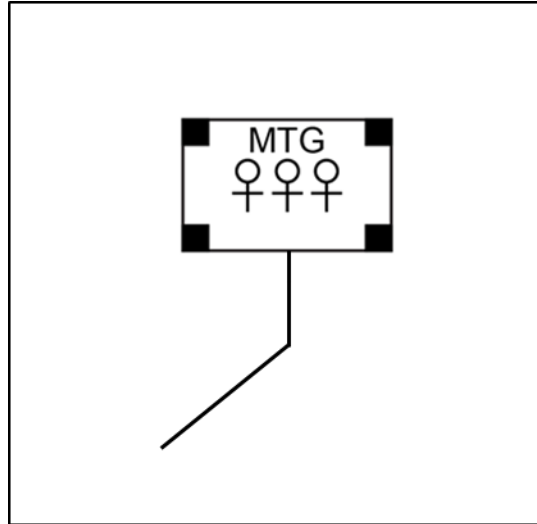


Figure 3-5. Activities offset location indicator amplifier usage construct

### INSTALLATION FRAME SHAPES

3-6. This frame shape is used to identify friendly military, civilian, or enemy installations, facilities, campuses, terminals, depots, caches, and specific buildings in an area of interest or operation that supports or may support a common interest during unified land operations. The frame shape follows the construct guidelines in chapter 1 and the activities frame shapes for standard identities in table 3-2.

Table 3-2. Installation standard identity frame shapes

<i>Standard Identity</i>	<i>Friendly</i>	<i>Hostile</i>	<i>Neutral</i>	<i>Unknown</i>
<i>Installation</i>				
	<i>Assumed Friend</i>	<i>Suspect</i>		<i>Pending</i>

3-7. **Installation amplifiers.** Figure 3-6, on page 3-6, shows the placement of the main and modifier icons in the frame and amplifiers around the land installation or facility frame. Table 3-3, on pages 3-7 through 3-8, provides descriptions and formats of each amplifier.

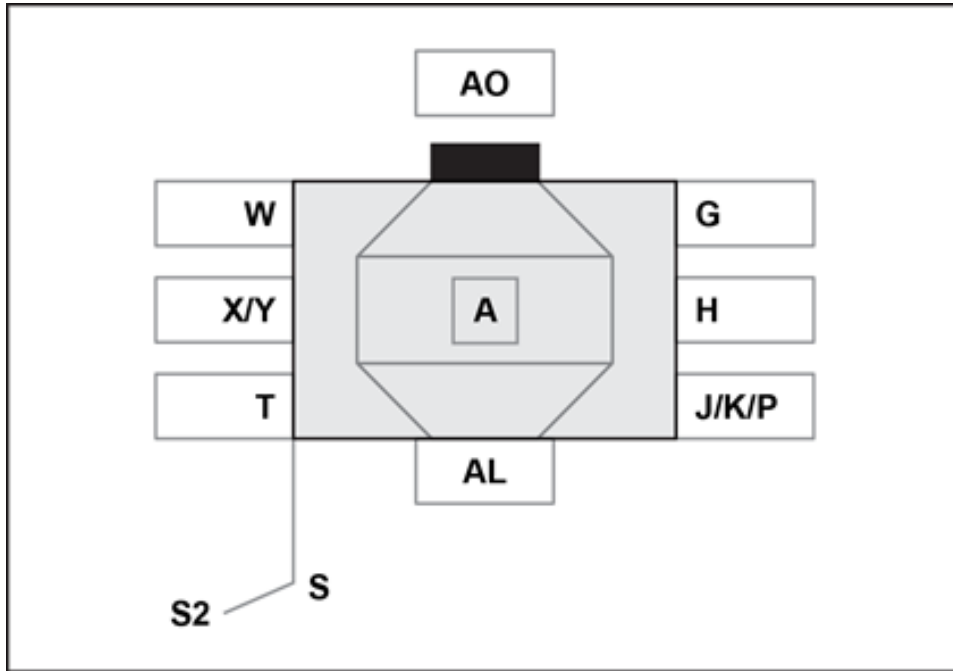


Figure 3-6. Placement of Installation main and modifier icon and amplifiers

Table 3-3. Descriptions of main and modifier icon and amplifier fields for installation frames

<b>Field</b>	<b>Field Title</b>	<b>Description</b>
A	Main and modifier icons	The innermost part of a symbol that represents the main function and its capabilities (modifiers 1 and 2).
G	Staff comments	A text amplifier content is implementation specific. <b>Note.</b> A maximum of 20 characters are allowed in this field.
H	Additional information	A text amplifier content is implementation specific. <b>Note.</b> A maximum of 20 characters are allowed in this field.
J	Evaluation rating	A text amplifier that consists of a single-letter reliability rating and a single digit credibility rating. <b>Reliability Ratings:</b> A-completely reliable. B-usually reliable. C-fairly reliable. D-not usually reliable. E-unreliable. F-reliability cannot be judged. <b>Credibility Ratings:</b> 1-confirmed by other sources. 2-probably true. 3-possibly true. 4-doubtfully true. 5-improbable. 6-truth cannot be judged. <b>Note.</b> A maximum of 2 characters are allowed in this field.
K	Combat effectiveness	A text amplifier that indicates effectiveness. The entries are— Fully operational (FO). Substantially operational (SO). Marginally operational (MO). Not operational (NO). Unknown (UNK). <b>Note.</b> A maximum of 5 characters are allowed in this field.
P	Identification, friend or foe Selective identification feature	A text amplifier displaying one or more identification, friend or foe, or selective identification feature identification modes and codes. Display priority is mode 5, mode 4, mode 3, and mode 2. <b>Note.</b> A maximum of 15 characters are allowed in this field.
S	Headquarters staff indicator	A graphic amplifier that identifies a headquarters.
S <sup>2</sup>	Offset location indicator	A graphic amplifier used to indicate the offset or precise location of a single point symbol.
T	Unique identifier	An amplifier field reserved for command and control systems that uniquely identifies a particular symbol with a track number. Prefix = TN: #####. Example: TN: 13579. <b>Note.</b> A maximum of 30 characters are allowed in this field.

**Table 3-3. Descriptions of main and modifier icon and amplifier fields for installation frames (continued)**

<b>Field</b>	<b>Field Title</b>	<b>Description</b>
W	Date-time group	An alphanumeric designator for displaying a date-time group (DDHHMMSSZMONYYYY) or "O/O" for on order. The date-time group is composed of a group of six numeric digits with a time zone suffix and the standardized three-letter abbreviation for the month followed by four digits representing the year. The first pair of digits represents the day; the second pair, the hour; the third pair, the minutes. For automated systems, two digits may be added before the time zone suffix and after the minutes to designate seconds. <b>Note.</b> A maximum of 16 characters are allowed in this field.
X	Altitude or depth	A text amplifier that displays either altitude, flight level, depth for submerged objects, or height of equipment or structures on the ground. Measurement units shall be displayed in the string. Examples: 1500MSL FL150 <b>Note.</b> A maximum of 14 characters are allowed in this field.
Y	Location	A text amplifier that displays a symbol's location in degrees, minutes, and decimal minutes (or in military grid reference system, global area reference system, or other applicable display formats). <b>Note.</b> A maximum of 22 characters are allowed in this field.
AL	Operational condition	A graphic amplifier that indicates operational condition or capacity. Operational condition amplifier, if used, shall be comprised of only one color. Example: Aircraft: Red—damaged, Green—fully capable Example: Missile: Red—imminent threat, Green—no threat
AO	Engagement bar	A graphic amplifier placed immediately atop the symbol. May denote 1) local/remote status, 2) engagement status, and 3) weapon type. Format: A:BBC-CC, where A = remote/local BBB = engagement status CC = weapon asset

3-8. **Operational condition amplifier (AL).** An AL is used to display the level of operational condition of an installation symbol. Figure 3-7 shows the template for the combat effectiveness amplifier. Table 3-4, on page 3-10, shows operational condition amplifiers and construct examples.



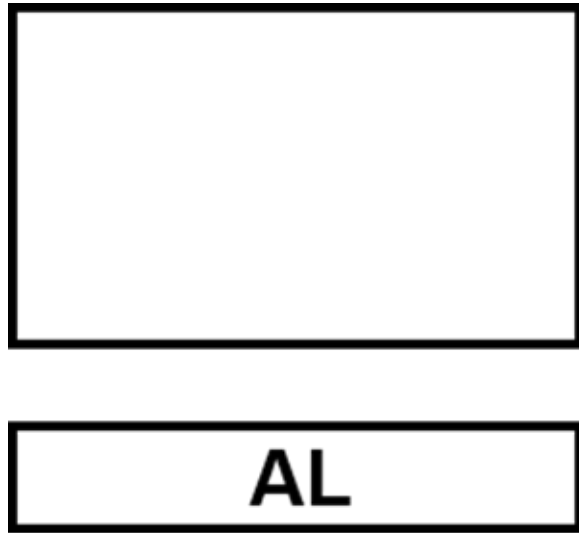



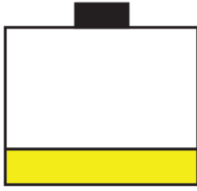

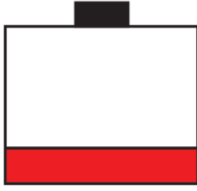




Figure 3-7. Template for operational condition amplifier

Table 3-4. Operational condition amplifiers and construct examples

<i>Function</i>	<i>Amplifier</i>	<i>Example of amplifier construct usage</i>
Fully operational		
Damaged but substantially operational		
Destroyed		
Full to capacity		

## MAIN ICONS FOR ACTIVITIES AND INSTALLATIONS

3-9. Main icons (Field A) reflect the primary function of the symbol. The main icons for activities and installation include some military symbols used in chapter 2 and unique civilian symbols used in defense support of civil authorities and stability operations. Activity symbols provide the means to construct military and civilian symbols to identify individual and group activities (including isolated personnel, civic, religious, social, and other groups), and installation symbols identify military and civilian infrastructure. The use of unique civilian symbols is a recognition of the larger role of military forces beyond war fighting and reflect stability and support to civil authority activities around the world. (See FM 3-57 for more information on civil authorities.) Table 3-5, on pages 3-11 through 3-21, shows the main icons for civilian individuals, organizations, events, installations, and facilities.

Table 3-5. Main icons for activities and installations


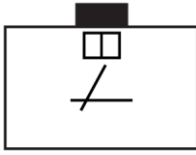

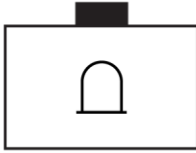

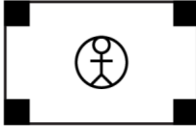


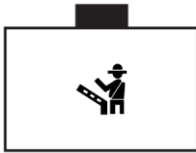


Function	Icon	Main Icon Usage Construct Example and Symbol Translation
Airport		 Airport cargo terminal
Ammunition		 Ammunition facility
Arrest		 Arrest activity
Black market	<p style="text-align: center;"><b>BM</b></p>	 Black market activity
Border patrol		 Border patrol installation
	 Alternate hand-drawn version	

Table 3-5. Main icons for activities and installations (continued)








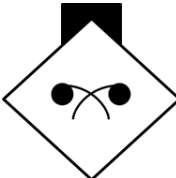

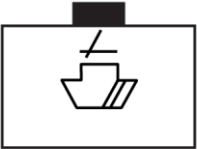
Function	Icon	Main Icon Usage Construct Example and Symbol Translation
Bomb	<b>BOMB</b>	 Enemy bombing activity
Booby trap		 Enemy booby trap activity
Broadcast transmitter antenna		 Broadcast transmitter antenna installation
Bureau of Alcohol, Tobacco, Firearms, and Explosives (ATF)	<b>ATF</b>	 ATF targeted activity
Chemical, biological, radiological, or nuclear (CBRN)		 Enemy CBRN facility
Coast Guard		 Coast Guard air station installation

Table 3-5. Main icons for activities and installations (continued)










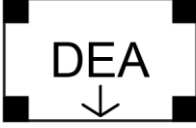
Function	Icon	Main Icon Usage Construct Example and Symbol Translation
Customs service		 Custom service storage facility
	 Alternate hand-drawn version	 STOR
Department of Justice		 Department of justice facility
	 Alternate hand-drawn version	
Drugs	<p><b>DRUG</b></p>	 Illegal drug activity
Drug Enforcement Agency (DEA)	<p><b>DEA</b></p>	 DEA search activity

Table 3-5. Main icons for activities and installations (continued)









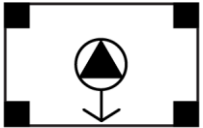
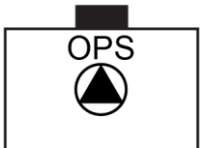
<i>Function</i>	<i>Icon</i>	<i>Main Icon Usage Construct Example and Symbol Translation</i>
Economic center	<b>ECON</b>	 Economic center facility
Electric generation		 Electric generation facility
	 Alternate hand-drawn version	
Food		 Food storage facility
Emergency management		 Emergency management search activity
		 Emergency management operations facility

Table 3-5. Main icons for activities and installations (continued)


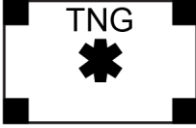







Function	Icon	Main Icon Usage Construct Example and Symbol Translation	
Emergency medical services (EMS)		 EMS training activity	
		 EMS facility	
Environmental protection		 Environmental protection leadership meeting activity	
Exfiltration	<b>EXFL</b>	 Exfiltration of government organization leader activity	
Explosion		 Enemy explosion activity	
Extortion	\$ Dollars	€ Euros	 Enemy extortion activity
	£ Pounds	¥ Yuan	

Table 3-5. Main icons for activities and installations (continued)





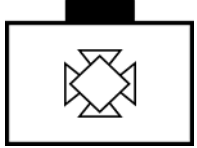




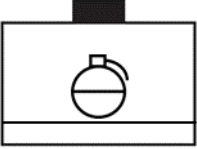
<i>Function</i>	<i>Icon</i>	<i>Main Icon Usage Construct Example and Symbol Translation</i>
Federal Bureau of Investigation (FBI)	<b>FBI</b>	 FBI raid activity
Firefighter or firefighting		 Firefighting activity
	 Alternate hand-drawn version	 Firefighter installation
Governmental organization	<b>GO</b>	 Governmental organization facility
Graffiti		 Enemy graffiti activity
Grenade		 Grenade cache



Table 3-5. Main icons for activities and installations (continued)


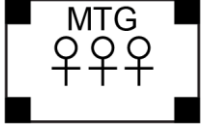
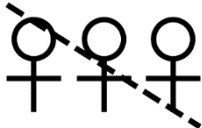

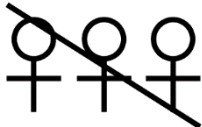
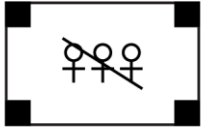





Function	Icon	Main Icon Usage Construct Example and Symbol Translation
Group (organized)		 <p>Group (organized) meeting activity</p>
Group of victims - attempted criminal activity		 <p>Attempted criminal activity on a group of individuals</p>
Group of victims - criminal activity		 <p>Friendly group of victims criminal activity</p>
Improvised explosive device (IED)	<p><b>IED</b></p>	 <p>Enemy IED activity</p>
Individual		 <p>Individual suspicious activity</p>
Individual victim - attempted criminal activity		 <p>Attempted criminal activity on individual</p>

Table 3-5. Main icons for activities and installations (continued)




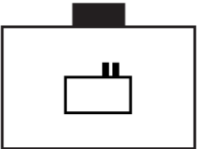



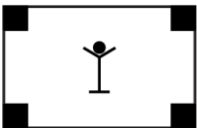

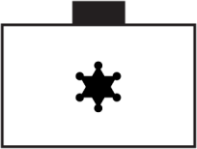
<i>Function</i>	<i>Icon</i>	<i>Main Icon Usage Construct Example and Symbol Translation</i>
Individual victim - criminal activity		 <p>Enemy individual victim criminal activity</p>
Industrial building		 <p>Industrial building facility</p>
Infiltration	<p><b>INFL</b></p>	 <p>Infiltration activity</p>
Internal security force	<p><b>ISF</b></p>	 <p>Internal security force activity</p>
Isolated personnel		 <p>14</p> <p>14 isolated individuals activity</p>
Law enforcement		 <p>Law enforcement facility</p>

Table 3-5. Main icons for activities and installations (continued)







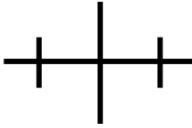



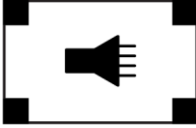
Function	Icon	Main Icon Usage Construct Example and Symbol Translation
Maritime terminal		 Maritime terminal facility
	 Alternate hand-drawn version	
Mass demonstration (protest)	<p><b>MASS</b></p>	 Mass demonstration activity
Mass grave		 Mass grave facility
Medical treatment		 Medical treatment facility (hospital)
Meeting	<p><b>MTG</b></p>	 Meeting activity
Military information support operations (MISO)		 MISO activity

Table 3-5. Main icons for activities and installations (continued)


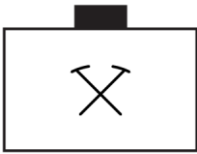




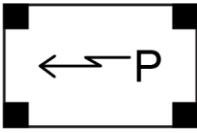





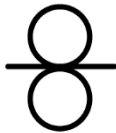
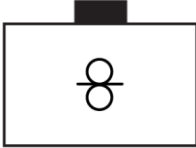
Function	Icon	Main Icon Usage Construct Example and Symbol Translation
Mine		 Mining facility
		 Illegal mining activity
Nongovernmental	<b>NGO</b>	 Nongovernmental facility
		 Nongovernmental activity
Patrolling		 Patrolling activity
Poisoning		 Poisoning activity

Table 3-5. Main icons for activities and installations (continued)

Function	Icon	Main Icon Usage Construct Example and Symbol Translation
Police		 <p>Police special weapons and tactics (SWAT) activity</p>
		 <p>Police facility</p>
Print media		 <p>Print media center facility</p>

**SECTOR 1 MODIFIERS FOR ACTIVITIES AND INSTALLATIONS**

3-10. Table 3-6, on pages 3-22 through 3-30, shows sector 1 modifiers (Field A). Sector 1 modifiers further identify affiliation, capability, special characteristic, or specialty.

Table 3-6. Sector 1 modifiers for activities and installations


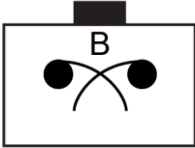

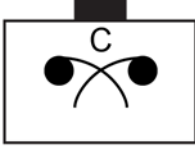
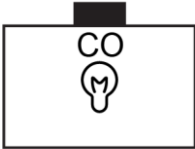
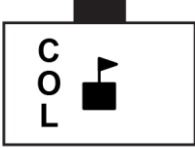



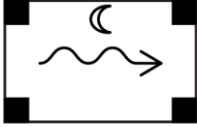
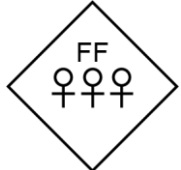

<i>Function</i>	<i>Modifier</i>	<i>Modifier Icon Usage Construct Example and Symbol Translation</i>
Assassinated	<b>AS</b>	 Individual assassination victim activity
Biological	<b>B</b>	 Biological facility
Bomb	<b>BOMB</b>	 Explosion bomb activity
Chemical	<b>C</b>	 Chemical, biological, radiological, and nuclear (CBRN) chemical facility
Coal	<b>CO</b>	 Electric generation coal powered facility
College or university	<b>COL</b>	 College campus

Table 3-6. Sector 1 modifiers for activities and installations (continued)

<i>Function</i>	<i>Modifier</i>	<i>Modifier Icon Usage Construct Example and Symbol Translation</i>
Displaced persons, refugees, or evacuees	<b>DPRE</b>	 <p>Displaced persons, refugees, or evacuees tented camp facility</p>
Execution	<b>EX</b>	 <p>Individual execution victim activity</p>
Food		 <p>Food searching (foraging) activity</p>
Foreign fighters	<b>FF</b>	 <p>Foreign fighter unit</p>
Gang	<b>GANG</b>	 <p>Organized gang activity</p>

**Table 3-6. Sector 1 modifiers for activities and installations (continued)**








<i>Function</i>	<i>Modifier</i>	<i>Modifier Icon Usage Construct Example and Symbol Translation</i>
Geothermal	<b>GT</b>	 <p>Electric generation geothermal powered facility</p>
Grenade		 <p>Explosion grenade activity</p>
Hydroelectric	<b>HY</b>	 <p>Electric generation hydroelectric powered facility</p>
Improvised explosive device	<b>IED</b>	 <p>Explosion improvised explosive device activity</p>
Incendiary device	<b>IN</b>	 <p>Explosion incendiary device activity</p>
Kidnapping	<b>K</b>	 <p>Kidnapping activity</p>



Table 3-6. Sector 1 modifiers for activities and installations (continued)


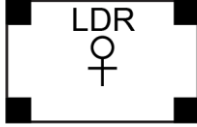

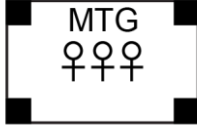


Function	Modifier	Modifier Icon Usage Construct Example and Symbol Translation
Laboratory	<b>LAB</b>	 Illegal drug laboratory
Leader <b>Note.</b> This modifier symbol is interchangeable. Symbol may be used as a sector 1 or sector 2 modifier with the same meaning.	<b>LDR</b>	 Friendly individual leader activity
		 Enemy individual leader activity
Meeting	<b>MTG</b>	 Group meeting activity
Mine		 Explosion mine activity

Table 3-6. Sector 1 modifiers for activities and installations (continued)




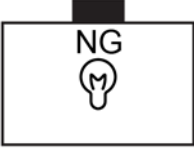
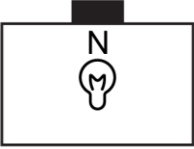
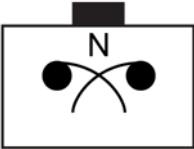

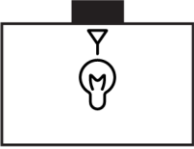
<i>Function</i>	<i>Modifier</i>	<i>Modifier Icon Usage Construct Example and Symbol Translation</i>
Mortar		 <p>Explosion mortar activity</p>
Murdered	<p><b>MU</b></p>	 <p>Group murder victims activity</p>
Natural gas	<p><b>NG</b></p>	 <p>Electric generation natural gas powered facility</p>
Nuclear	<p><b>N</b></p>	 <p>Electric generation nuclear powered facility</p>
		 <p>Nuclear facility</p>
Petroleum		 <p>Electric generation petroleum powered plant facility</p>

Table 3-6. Sector 1 modifiers for activities and installations (continued)



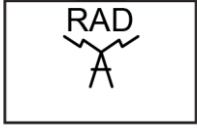
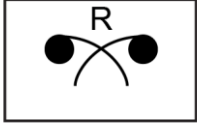

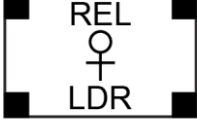
<i>Function</i>	<i>Modifier</i>	<i>Modifier Icon Usage Construct Example and Symbol Translation</i>
Purification	<b>PURE</b>	 <p>Water purification facility</p>
Raid	<b>RAID</b>	 <p>Bureau of Alcohol, Tobacco, Firearms, and Explosives raid activity</p>
Radio	<b>RAD</b>	 <p>Telecommunications radio facility</p>
Radiological	<b>R</b>	 <p>Radiological facility</p>
Rape	<b>R A</b>	 <p>Rape</p>
Religious	<b>REL</b>	 <p>Individual religious leader activity</p>

Table 3-6. Sector 1 modifiers for activities and installations (continued)

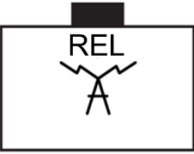
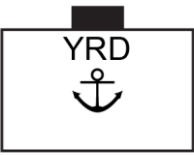


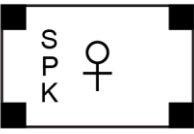


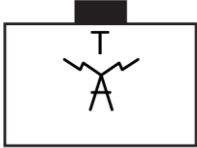
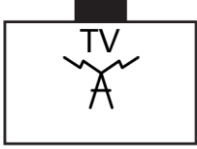


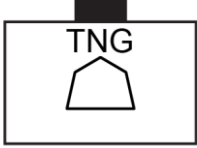

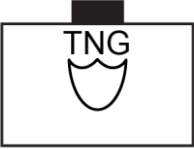



<i>Function</i>	<i>Modifier</i>	<i>Modifier Icon Usage Construct Example and Symbol Translation</i>
		 <p>Telecommunications religious facility</p>
Yard	<b>YRD</b>	 <p>Maritime yard facility</p>
Rocket		 <p>Explosion rocket activity</p>
Speaker	<b>S P K</b>	 <p>Individual speaker activity</p>
Suspicious	<b>?</b>	 <p>Individual suspicious activity</p>
Targeted	<b>TGT</b>	 <p>Individual targeted activity</p>

Table 3-6. Sector 1 modifiers for activities and installations (continued)

Function	Modifier	Modifier Icon Usage Construct Example and Symbol Translation
Telephone	<b>T</b>	 <p>Telecommunications telephone facility</p>
Television	<b>TV</b>	 <p>Telecommunications television facility</p>
Terrorist	<b>TER</b>	 <p>Organized group terrorist activity</p>
		 <p>Individual terrorist activity</p>
Training	<b>TNG</b>	 <p>Tented camp training facility</p>
		 <p>Shooting training facility</p>

**Table 3-6. Sector 1 modifiers for activities and installations (continued)**

<i>Function</i>	<i>Modifier</i>	<i>Modifier Icon Usage Construct Example and Symbol Translation</i>
		 Police training facility
Trafficking	<b>TFK</b>	 Drug trafficking activity
Coerced recruitment <i>Note.</i> This modifier symbol is interchangeable. Symbol may be used as a sector 1 or sector 2 modifier with the same meaning.	<b>CR</b>	 Group coerced recruitment activity
Willing recruitment <i>Note.</i> This modifier symbol is interchangeable. Symbol may be used as a sector 1 or sector 2 modifier with the same meaning.	<b>WR</b>	 Organized willing recruitment activity

**SECTOR 2 MODIFIERS FOR ACTIVITIES AND INSTALLATIONS**

3-11. Table 3-7, on pages 3-31 through 3-32, shows sector 2 modifiers (Field A). Sector 2 modifiers further identify affiliation, capability, special characteristic, or specialty.

Table 3-7. Sector 2 modifiers for individuals and organizations



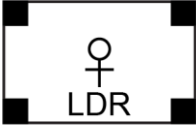



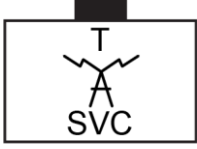
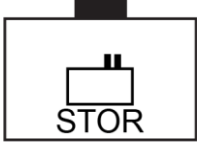
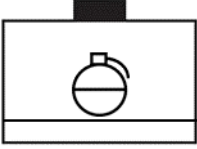
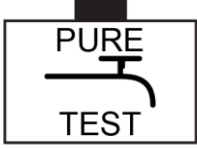


Function	Modifier	Modifier Icon Usage Construct Example and Symbol Translation
<p>Coerced recruitment  <b>Note.</b> This modifier symbol is interchangeable. Symbol may be used as a sector 1 or sector 2 modifier with the same meaning.</p>	<p><b>CR</b></p>	 Organized coerced terrorist recruitment activity
		 Border patrol coerced recruitment activity
<p>Leader  <b>Note.</b> This modifier symbol is interchangeable. Symbol may be used as a sector 1 or sector 2 modifier with the same meaning.</p>	<p><b>LDR</b></p>	 Friendly individual leader activity
		 Enemy individual leader activity
<p>Production</p>	<p><b>PROD</b></p>	 Ammunition production facility
<p>Repair</p>	<p><b>RPR</b></p>	 Shipyard repair facility

Table 3-7. Sector 2 modifiers for individuals and organizations (continued)

Function	Modifier	Modifier Icon Usage Construct Example and Symbol Translation
Service	<b>SVC</b>	 <p>Telecommunications telephone service facility</p>
Storage	<b>STOR</b>	 <p>Storage (warehouse) facility</p>
<p><b>Supply</b>—The process of providing all items necessary to equip, maintain, and operate a military command. (FM 1-02.1)</p>	—	 <p>Grenade cache</p>
Test	<b>TEST</b>	 <p>Water purification test facility</p>
<p>Willing recruitment <b>Note.</b> This modifier symbol is interchangeable. Symbol may be used as a sector 1 or sector 2 modifier with the same meaning.</p>	<b>WR</b>	 <p>Organized willing recruitment activity</p>
		 <p>Organized group willing terrorist recruitment activity</p>



## Chapter 4

# Equipment Symbols

This chapter discusses main icons, sector 1 modifiers, and mobility indicator amplifiers for equipment. Equipment is nonexpendable items needed to outfit or equip an individual or organization. This section includes the lists of main and modifier icons, and amplifiers for building land equipment symbols.


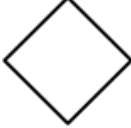



















### **FRAMED AND UNFRAMED EQUIPMENT SYMBOLS**

4-1. The equipment symbol construct standard permits the option to depict the symbol with frame or unframed. As discussed in chapter 1, the frame shape is what indicates the standard identity (friendly, enemy, neutral, and unknown) of a symbol. The unframed equipment symbol constructs must use colors (including blue, red, green, and yellow) in order to indicate the standard identity depiction of friendly, enemy, neutral, or unknown items (See paragraph 1-9 for more information on standard identity colors.)

### **EQUIPMENT SYMBOL FRAME SHAPES**

4-2. This symbol frame shape is used to identify friendly, enemy, neutral, and unknown equipment affiliation in or supporting an area of interest or operations. Table 4-1, on page 4-2, provides the standard identity frame shapes for units and organizations. The frame shape construct guidelines for main and modifier icons and amplifier placement locations are provided in paragraph 4-4.

Table 4-1. Equipment standard identity frame shapes

<i>Domaine</i>	<i>Friendly</i>	<i>Hostile</i>	<i>Neutral</i>	<i>Unknown</i>
Land and sea surface				
	<i>Assumed Friend</i>	<i>Suspect</i>		<i>Pending</i>
				
Air (inflight)				
	<i>Assumed Friend</i>	<i>Suspect</i>		<i>Unknown</i>
				
Space (in space)				
	<i>Assumed Friend</i>	<i>Suspect</i>		<i>Unknown</i>
				

### MAIN AND MODIFIER ICONS AND AMPLIFIERS FOR EQUIPMENT

4-3. The purpose of main and modifier icons and amplifier fields is to standardize the display of optional alphanumeric information that graphically describes the equipment and provides additional information on capabilities, status, and location. Figure 4-1 shows the placement of land equipment symbol amplifiers around the equipment symbol using a friendly frame example for the purpose of reference location. Table 4-2, on pages 4-4 through 4-6, provides the descriptions and formats of each amplifier.

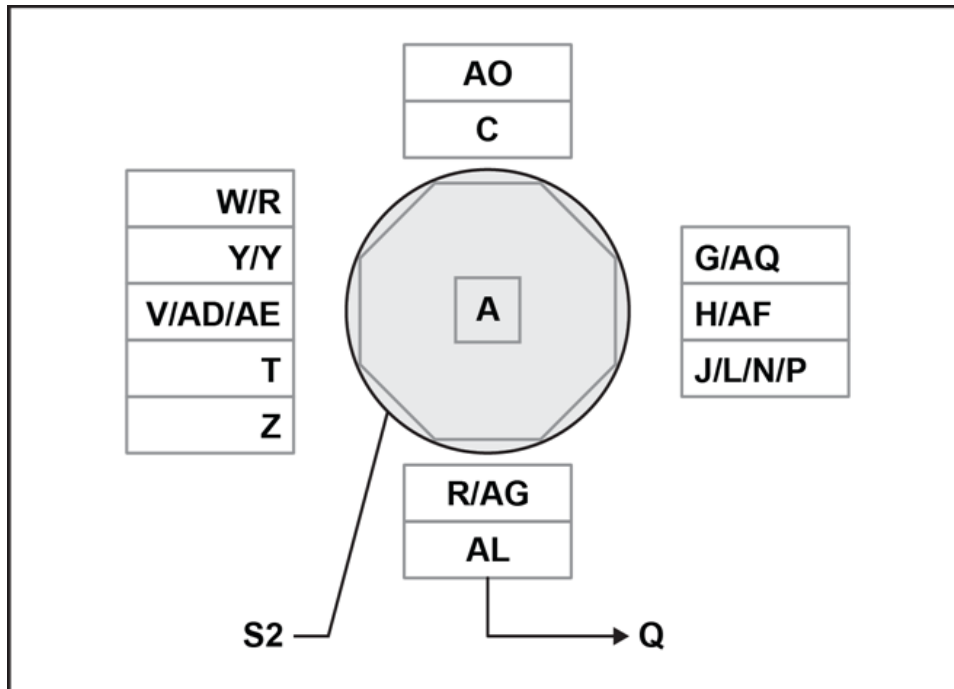


Figure 4-1. Placement of land equipment symbol main and modifier icons and amplifiers

Table 4-2. Descriptions of main and modifier icon and amplifier fields

<b>Field</b>	<b>Field Title</b>	<b>Description</b>
A	Symbol icon and modifiers	The innermost part of a symbol that represents the main function and its capabilities (modifiers 1 and 2).
C	Quantity	A text amplifier identifies the number of items present. <b>Note.</b> A maximum of 9 characters are allowed in this field.
G	Staff comments	A text amplifier content is implementation specific. <b>Note.</b> A maximum of 20 characters are allowed in this field.
H	Additional information	A text amplifier content is implementation specific. <b>Note.</b> A maximum of 20 characters are allowed in this field.
J	Evaluation rating	A text amplifier that consists of a one-letter reliability rating and a one-number credibility rating: <b>Reliability ratings:</b> A-completely reliable. B-usually reliable. C-fairly reliable. D-not usually reliable. E-unreliable. F-reliability cannot be judged. <b>Credibility ratings:</b> 1-confirmed by other sources. 2-probably true. 3-possibly true. 4-doubtfully true. 5-improbable. 6-truth cannot be judged. <b>Note.</b> A maximum of 2 characters are allowed in this field.
L	Signature equipment	A text amplifier for hostile equipment; “!” indicates detectable electronic signatures. <b>Note.</b> A maximum of 1 characters are allowed in this field.
N	Hostile (enemy)	A text amplifier for unframed equipment; letters “ENY” denote hostile symbols. <b>Note.</b> A maximum of 3 characters are allowed in this field.
P	Identification, friend or foe Selective identification feature	A text amplifier displaying one or more identification, friend or foe (IFF) or selective identification feature (SIF) identification modes and codes. Display priority: Mode 5, Mode S, Mode 4, Mode 3, Mode 2. <b>Note.</b> A maximum of 15 characters are allowed in this field.
Q	Direction of movement indicator	A graphic amplifier that identifies the direction of movement or intended movement of an object.
R	Mobility mode indicator	A graphic amplifier that depicts the mobility mode of transportation of an object.
S2	Offset location indicator	A graphic amplifier used to indicate the offset or precise location of a single point symbol.
T	Unique identifier <b>Note.</b> A maximum of 30 characters are allowed in this field.	An amplifier field reserved for command and control systems that uniquely identifies a particular symbol with a track number. Prefix = TN: #####. Example: TN: 13579. <b>Note.</b> A maximum of 30 characters are allowed in this field.
V	Type	A text amplifier for equipment that indicates types of equipment. <b>Note.</b> A maximum of 24 characters are allowed in this field.

Table 4-2. Descriptions of amplifier fields (continued)

<i>Field</i>	<i>Field Title</i>	<i>Description</i>
W	Date-time group	An alphanumeric designator for displaying a date-time group (DDHHMMSSZMONYYYY) or "O/O" for on order. The date-time group is composed of a group of six numeric digits with a time zone suffix and the standardized three-letter abbreviation for the month followed by four digits representing the year. The first pair of digits represents the day; the second pair, the hour; the third pair, the minutes. For automated systems, two digits may be added before the time zone suffix and after the minutes to designate seconds. <b>Note.</b> A maximum of 16 characters are allowed in this field.
X	Altitude or depth	A text amplifier that displays either altitude, flight level, depth for submerged objects; or height of equipment or structures on the ground. Measurement units shall be displayed in the string. Examples: 1500MSL. FL150. <b>Note.</b> A maximum of 14 characters are allowed in this field.
Y	Location	A text amplifier that displays a symbol's location in degrees, minutes and decimal minutes (or in military grid reference system, global area reference system, or other applicable display formats). Examples— military grid reference system: 38SMB2649083145 global area reference system: 3317.0921N 04412.6332E <b>Note.</b> A maximum of 22 characters are allowed in this field.
Z	Speed	A text amplifier that displays velocity. <b>Note.</b> A maximum of 8 characters are allowed in this field.
AD	Platform type	Electronic intelligence notation or communications intelligence notation. <b>Note.</b> A maximum of 6 characters are allowed in this field.
AE	Equipment teardown time	Equipment teardown time in minutes. <b>Note.</b> A maximum of 3 characters are allowed in this field.
AF	Common identifier	Example: "Hawk" for Hawk surface-to-air missile system. <b>Note.</b> A maximum of 12 characters are allowed in this field.
AG	Auxiliary equipment indicator	Towed sonar array indicator: A graphic modifier for equipment that indicates the presence of a towed sonar array.
AL	Operational condition	A graphic amplifier that indicates operational condition or capacity. If used, it shall be comprised of only one color. Example. Aircraft: Red—destroyed, Green—fully capable. Example: Missile: Red—imminent threat, Green—no threat.
AO	Engagement bar	A graphic amplifier placed immediately atop the symbol. May denote 1) local/remote status, 2) engagement status, and 3) weapon type. Format: A:BBC-CC, where A = remote/local BBB = engagement status CC = weapon asset

Table 4-2. Descriptions of amplifier fields (continued)

<i>Field</i>	<i>Field Title</i>	<i>Description</i>
AQ	Guarded Unit	During ballistic missile defense, some tracks are designated as guarded by a particular unit. <b>Note.</b> A maximum of 2 characters are allowed in this field.
AR	Special designator	Special track designators such as non-real time and tactically significant tracks are denoted here. <b>Note.</b> A maximum of 3 characters are allowed in this field.

4-4. **Equipment direction of movement amplifier (Field Q).** The equipment direction of movement amplifier is an arrow or staff identifying the direction of movement or intended movement of an object. For equipment symbols, the amplifier is an angled arrow extending downward from the bottom center of the frame or icon and pointing in the direction of movement. Figure 4-2 provides a direction of movement example for an armored high mobility vehicle with medium gun system.

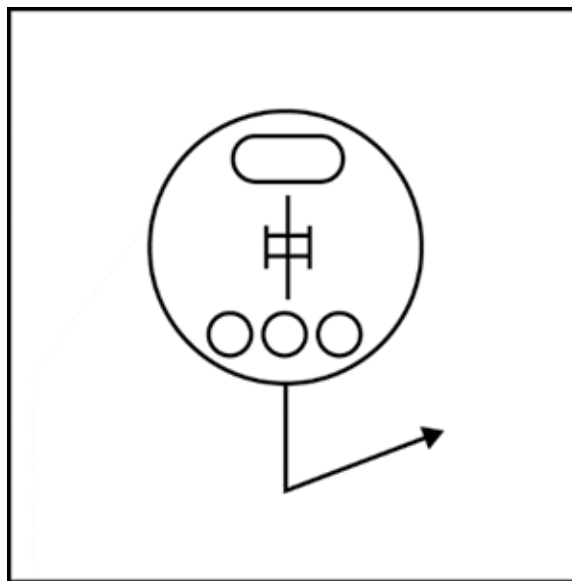

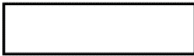


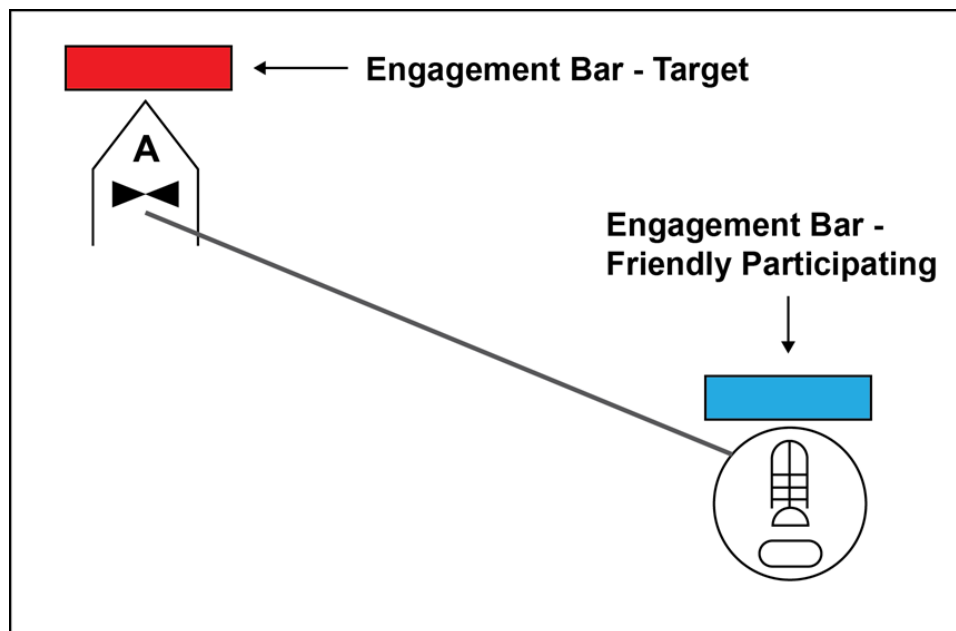


Figure 4-2. Equipment direction of movement usage construct example of an armored high mobility vehicle with medium gun system

4-5. **Engagement bar amplifier (Field AO).** The engagement amplifier bar may be used to designate engagements and to indicate targets. Both may be done in conjunction where depicted targets contain engagement information. The engagement bar may contain information on 1) remote or local engagement; 2) stage of the engagement (for example, assign, cover, engage, hold fire, cease fire, cease engagement, or missile in flight); and 3) type of weapon assignment (for example, missile, gun, or torpedo). Engagement bars use four colors; red, white, and orange for a hostile targets, and blue for friendly participating. (See table 4-3.) Figure 4-3 depicts an example of a friendly self-propelled (tracked) long range surface to air missile launcher engaging an enemy attack rotary aircraft. (See MIL-STD-2525 for more detailed technical information concerning expanded usage of the engagement bar.)

**Table 4-3. Engagement bar designation colors**

Hostile target	
Hostile non-target	
Hostile expired target	
Friendly participating (engaging target)	



**Figure 4-3. Example of armored self-propelled (tracked) long range surface to air missile launcher engaging an enemy attack rotary aircraft**

4-6. **Mobility (transportation) mode indicator (Field R).** The mobility (transportation) mode indicator is only used to depict the mode of transport of equipment. For example, a symbol for an armored self-propelled howitzer transported by train would include a railway mobility mode indicator in Field R (See figure 4-4.) Table 4-4 provides a list of mobility (transportation) mode indicators with construct examples of the transporting of a howitzer.

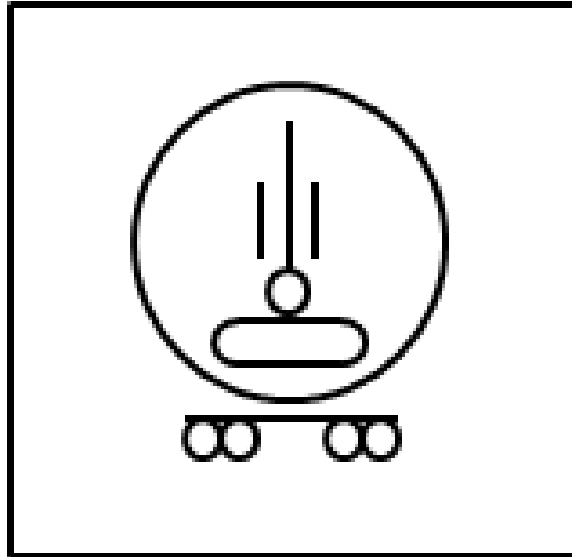


Figure 4-4. Example of armored self-propelled howitzer moving by train

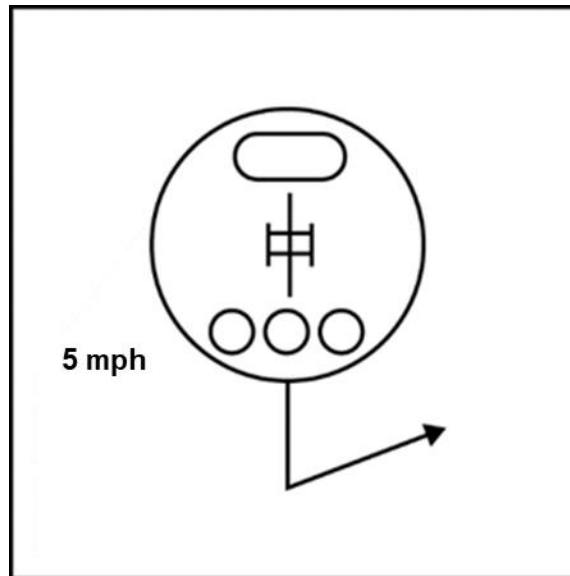


Table 4-4. Equipment mobility (transportation) mode indicators (Field R)

Description	Mobility Symbol	Construct examples with howitzer				
		Unframed	Unknown	Friend	Neutral	Hostile
Wheeled (limited to improved roads)						
Wheeled (cross-country)						
Tracked						
Wheeled and tracked combination						
Towed						
Railway						
Over-snow (prime mover)						
Sled						
Pack animals						
Barge						
Amphibious						

4-7. **Speed (Field Z).** This field is used to display equipment velocity. (See figure 4-5 on page 4-10.) The first part of this eight-character (its maximum length) amplifier shall be a numeric value (quantity), and the second part shall be the speed or velocity unit of measure. Legal entries for this portion of the amplifier shall be “kph” (kilometers per hour), “mps” (meters per second), “kts” (knots per hour), or “mph” (miles per hour). Examples include—


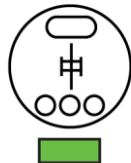

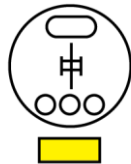

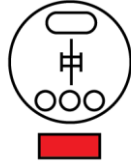


- 220kph = 220 kilometers per hour.
- 974.5mps = 974.5 meters per second.
- 18.75kts = 18.75 knots per hour.
- 5mph = 5 miles per hour.



**Figure 4-5. Speed usage construct example with direction of movement of an armored high mobility vehicle with medium gun system**

4-8. **Operational condition amplifiers (Field AL)** are used to display the level of operational condition of equipment symbols. Table 4-5 shows operational condition amplifiers and construct examples.

**Table 4-5. Operational condition amplifiers and construct examples**

<i>Function</i>	<i>Amplifier</i>	<i>Example of Amplifier Construct Usage</i>
Fully operational		 <p>Fully operational armored high-mobility wheeled vehicle with medium direct fire gun system</p>
Damaged but substantially operational		 <p>Damaged armored high-mobility vehicle wheeled with medium direct fire gun system</p>
Destroyed		 <p>Destroyed armored high-mobility wheeled vehicle with medium direct fire gun system</p>
Full to capacity		 <p>Full to capacity medium tractor trailer</p>

## MAIN ICONS FOR EQUIPMENT

4-9. Main icons (Field A) reflect the main function of the symbol. Equipment can use either the horizontal or vertical bounding octagon depending on the icon. Table 4-6, on pages 4-12 through 4-32, shows the main icons for equipment.

Table 4-6. Main icons for equipment



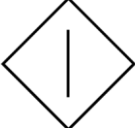

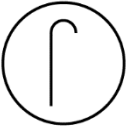










Function	Icon	Main Icon Usage Construct Example	
		Friendly	Enemy
Weapons Systems			
<p><b>Notes.</b></p> <p>1. Weapons systems, missile launchers, and nonlethal weapons use a unique method for indicating size, altitude, or range.</p> <p>2. Weapon size and capability is indicated by a horizontal line or lines perpendicular to the weapon icon.</p> <p>a. No line - basic equipment symbol (generic).</p> <p>b. One line - designates light, low altitude, or short-range.</p> <p>c. Two lines designates medium, medium altitude, or medium-range.</p> <p>d. Three lines designates heavy, high altitude, or long-range.</p> <p>3. Use amplifier Field H (see figure 4-1 on page 4-3 and table 4-2 on page 4-4.) for weapon systems designated as greater than heavy, high altitude, or long-range.)</p> <p>4. Land equipment symbols can be displayed without a frame, and color may be used to differentiate friend (blue), enemy (red), and neutral (green).</p>			
Unspecified weapon			
Flame thrower			
Grenade launcher	 Generic		
	 Short-range		
	 Medium-range		

Table 4-6. Main icons for equipment (continued)





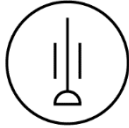


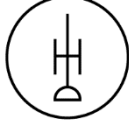
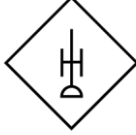
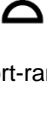






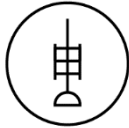

Function	Icon	Main Icon Usage Construct Example	
		Friendly	Enemy
Weapons Systems			
Grenade launcher	 Long-range		
Guns			
Air defense gun <b>Note.</b> The use of the air defense dome similar to the unit icon at the base of the shaft indicates that it is primarily an air defense weapon.	 Generic		
	 Short-range		
	 Self-propelled (tracked) short-range air defense gun		
	 Medium-range		
	 Long-range		

Table 4-6. Main icons for equipment (continued)














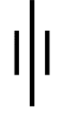

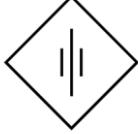



Function	Icon	Main Icon Usage Construct Example	
		Friendly	Enemy
Anti-tank gun <b>Note.</b> The use of the inverted V similar to the unit icon at the base of the shaft indicates that it is primarily an antitank weapon.	 Generic		
		 Armored high-mobility wheeled vehicle with anti-tank gun	
	 Light		
	 Medium		
	 Heavy		
Direct fire gun	 Generic		
	 Light		

Table 4-6. Main icons for equipment (continued)







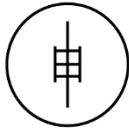







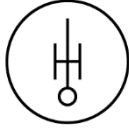

Function	Icon	Main Icon Usage Construct Example	
		Friendly	Enemy
			
		Armored high-mobility wheeled vehicle with light direct fire gun	
			
			
Howitzer <b>Note.</b> The use of the circle similar to the unit icon for field artillery at the base of the shaft indicates that it is primarily a high trajectory.			
			
		Howitzer towed	
			
	120 millimeters or less		

Table 4-6. Main icons for equipment (continued)





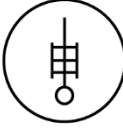

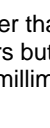



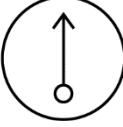


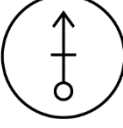
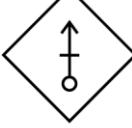

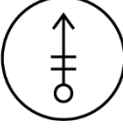

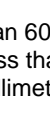


Function	Icon	Main Icon Usage Construct Example	
		Friendly	Enemy
	 Greater than 120 millimeters but less than 160 millimeters		
			
			
	Howitzer armored self-propelled (tracked)		
Mortar	 Generic		
	 60 millimeters or less		
			
	 Greater than 60 millimeters but less than 107 millimeters		



Table 4-6. Main icons for equipment (continued)


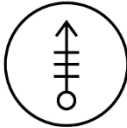


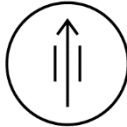
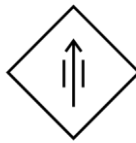


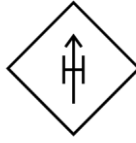

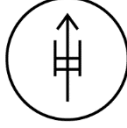




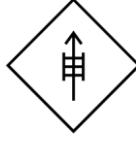
Function	Icon	Main Icon Usage Construct Example		
		Friendly	Enemy	
		Armored high-mobility wheeled vehicle with medium mortar		
	 Greater than 107 millimeters			
Recoilless gun	 Generic			
	 Light			
	 Medium			
		High-mobility wheeled vehicle with medium recoilless gun		
	 Heavy			

Table 4-6. Main icons for equipment (continued)



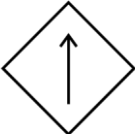


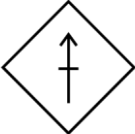







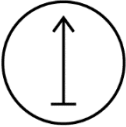
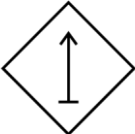




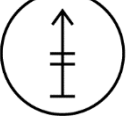
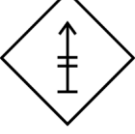
Function	Icon	Main Icon Usage Construct Example	
		Friendly	Enemy
Rifle	 Generic		
	 Single		
	 Semi-automatic		
	 Automatic		
Machine gun	 Generic		
	 Light		
	 Medium		

Table 4-6. Main icons for equipment (continued)

Function	Icon	Main Icon Usage Construct Example	
		Friendly	Enemy
		High-mobility wheeled vehicle with medium machine gun	
	 Heavy		
Missiles			
Missile launcher <b>Note.</b> The use of the dome covering most or the entire shaft similar to the unit icon indicates that it is a missile launcher.	 Generic		
	Armored high-mobility wheeled vehicle with missile launcher		
	 Short-range		
 Medium-range			

Table 4-6. Main icons for equipment (continued)





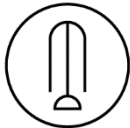


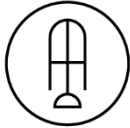












Function	Icon	Main Icon Usage Construct Example		
		Friendly	Enemy	
	 Long-range			
Air defense missile launcher or surface to air missile launcher	 Generic			
	 Short-range			
	 Medium-range			
	 Long-range			
				
			Self-propelled (tracked) long-range surface-to-air missile launcher	
Antitank missile launcher				

Table 4-6. Main icons for equipment (continued)




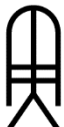




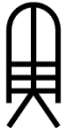



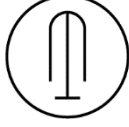



Function	Icon	Main Icon Usage Construct Example	
		Friendly	Enemy
	Generic		
	 Short-range		
	 Medium-range		
			
	Armored high-mobility wheeled vehicle with medium-range antitank missile launcher		
 Long-range			
Surface-to-surface missile launcher	 Generic		
			
	High-mobility wheeled vehicle with generic surface-to-surface missile launcher		

Table 4-6. Main icons for equipment (continued)





















Function	Icon	Main Icon Usage Construct Example	
		Friendly	Enemy
	 Short-range		
	 Medium-range		
	 Long-range		
Rockets			
Antitank rocket launcher	 Generic		
	 Short-range		
	 Medium-range		
			

Table 4-6. Main icons for equipment (continued)



















Function	Icon	Main Icon Usage Construct Example	
		Friendly	Enemy
		Armored tracked vehicle with medium antitank rocket launcher	
	 Long-range		
Single rocket launcher <b>Note.</b> The use of the double inverted V's similar to the multiple rocket launcher unit icon indicates that it is a rocket launcher.	 Generic		
	 Short-range		
	 Medium-range		
	 Long-range		
	 Generic		

Table 4-6. Main icons for equipment (continued)





















Function	Icon	Main Icon Usage Construct Example	
		Friendly	Enemy
	 Short-range		
	 Medium-range		
	 Long-range		
			
			
Armored tracked vehicle with heavy multiple rocket launcher			
Nonlethal Weapons			
Nonlethal weapon			
Taser			
Water cannon			



Table 4-6. Main icons for equipment (continued)








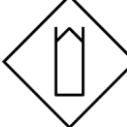
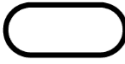
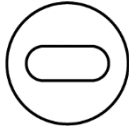

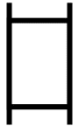


Function	Icon	Main Icon Usage Construct Example	
		Friendly	Enemy
			
Armored low-mobility wheeled vehicle with water cannon			
<b>Vehicles</b>			
Armored			
Armored fighting vehicle			
Armored personnel carrier			
Armored protected <b>Note.</b> 1. This symbol represents armored protected and requires a sector 2 wheeled vehicle modifier (provided in table 4-8) to complete a non-tracked vehicle type capability. 2. If used without a sector 2 wheeled vehicle modifier present, it represents an armored tracked vehicle.			
Tank <b>Note.</b> 1. This vehicle symbol construct indicates size by using the same method as	 Generic		

Table 4-6. Main icons for equipment (continued)


















Function	Icon	Main Icon Usage Construct Example	
		Friendly	Enemy
weapons systems symbols. 2. Size is indicated by a vertical line or lines within the icon. a. No line - basic equipment symbol (generic). b. One line - designates light. c. Two lines designates medium. d. Three lines designates heavy. 3. Land equipment symbols can be displayed without a frame, and color may be used to differentiate friend (blue), enemy (red), and neutral (green).	 Light		
	 Medium		
	 Heavy		
Vehicle Platforms			
<b>Notes.</b> 1. Land equipment symbols can be displayed without a frame, and color may be used to differentiate friend (blue), enemy (red) and neutral (green). 2. The addition of a mobility modifier to the icon is the key to construct the identified symbol.			
Engine			
		Engine (locomotive) railway	
Flatbed			
		Flatbed railway car	
			
		Flatbed tractor trailer	

Table 4-6. Main icons for equipment (continued)

Function	Icon	Main Icon Usage Construct Example	
		Friendly	Enemy
Vehicle			
		railway boxcar	
		High-mobility wheeled petroleum, oils, and lubricants vehicle	
Low-mobility wheeled armored vehicle (armored car)			
Medium tractor trailer			
Engineer equipment			
Bridge			
		Rail bridge	

Table 4-6. Main icons for equipment (continued)

Function	Icon	Main Icon Usage Construct Example	
		Friendly	Enemy
Fixed bridge			
Folding girder bridge			
Hollow deck bridge			
Drill			
		Medium drill	
Earthmover			
		Heavy earthmover	

Table 4-6. Main icons for equipment (continued)

Function	Icon	Main Icon Usage Construct Example	
		Friendly	Enemy
Mine clearing			
		Armored (tracked) robotic mine clearing vehicle	
Mine laying			
		Tracked mine laying vehicle	
Aircraft			
Fixed-wing			
		Fixed-wing aircraft on ground	
Fixed-wing aircraft in-flight			
Rotary-wing (helicopter)			

Table 4-6. Main icons for equipment (continued)








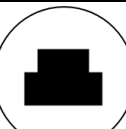
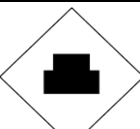

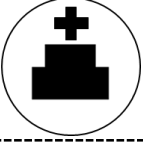
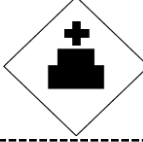
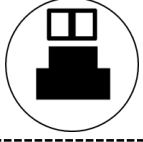
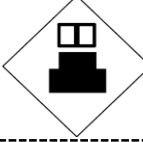
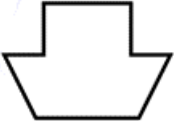
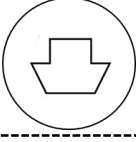
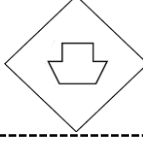
Function	Icon	Main Icon Usage Construct Example	
		Friendly	Enemy
		Rotary-wing aircraft on ground	
			
		Rotary-wing aircraft in-flight	
			
Unmanned aircraft system		Unmanned aircraft system on ground	
			
		Unmanned aircraft system in-flight	
			
Maritime			
Military noncombatant ship (generic)		Military noncombatant ship (generic)	
			
		Military noncombatant cargo ship	
			
Civilian merchant ship (generic)		Civilian merchant ship (generic)	
			

Table 4-6. Main icons for equipment (continued)

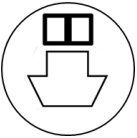
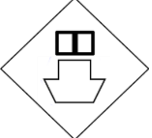















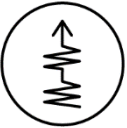






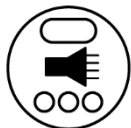




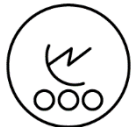




Function	Icon	Main Icon Usage Construct Example	
		Friendly	Enemy
			
Civilian merchant cargo ship			
Other Equipment			
Antenna			
			
High-mobility vehicle with mounted antenna			
Chemical, biological, radiological, or nuclear (CBRN)			
		CBRN armored high-mobility wheeled vehicle	
Communications satellite			
		Space communications satellite	
Computer			
Laser			

Table 4-6. Main icons for equipment (continued)

Function	Icon	Main Icon Usage Construct Example	
		Friendly	Enemy
			
Laser mounted on high-mobility wheeled vehicle			
Psychological operations or military information support operations			
			
Psychological operations armored high-mobility wheeled vehicle			
Radar			
			
High-mobility wheeled radar vehicle			
Sensor			

## SECTOR 1 MODIFIERS FOR EQUIPMENT

4-10. Table 4-7, on pages 4-33 through 4-37, shows sector 1 modifiers (Field A) for equipment.



Table 4-7. Sector 1 modifiers for equipment












Function	Modifier	Modifier Icon Usage Construct Example and Symbol Translation	
		Friendly	Enemy
Attack	<b>A</b>		
		Attack helicopter in-flight	
<b>Battalion (echelon of support)</b> — Provides support to a battalion. (See ATP 3-96.1 for more information on battalion echelon of support.)	<b>II</b>	 CBT	 CBT
		High-mobility vehicle supporting battalion (combat trains)	
		 FLD	 FLD
		High-mobility vehicle supporting battalion (field trains)	
Cargo			
		Cargo helicopter in-flight	
			
High-mobility wheeled cargo vehicle			

Table 4-7. Sector 1 modifiers for equipment (continued)













Function	Modifier	Modifier Icon Usage Construct Example and Symbol Translation	
		Friendly	Enemy
Heavy  <i>Note.</i> This modifier symbol is interchangeable or symbol may be used as a sector 1 or sector 2 modifier with the same meaning.	<b>H</b>		
		Heavy helicopter in-flight	
			
Heavy tractor trailer			
Light  <i>Note.</i> This modifier symbol is interchangeable or symbol may be used as a sector 1 or sector 2 modifier with the same meaning.	<b>L</b>		
		Light helicopter in-flight	
			
Light high-mobility wheeled vehicle			
Medium  <i>Note.</i> This modifier symbol is interchangeable or symbol may be used as a sector 1 or sector 2 modifier with the same meaning.	<b>M</b>		
		Medium helicopter in-flight	
			
Medium low-mobility wheeled vehicle			

Table 4-7. Sector 1 modifiers for equipment (continued)









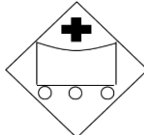

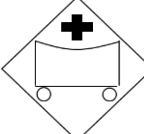

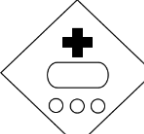
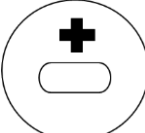
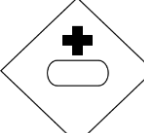
Function	Modifier	Modifier Icon Usage Construct Example and Symbol Translation	
		Friendly	Enemy
Medical evacuation			
		Medical evacuation helicopter on ground	
			
		Medical evacuation helicopter in-flight	
			
		Medical evacuation fixed wing in-flight	
			
		Medical evacuation wheeled high-mobility vehicle	
			
Medical evacuation wheeled low-mobility vehicle			
			
Medical evacuation armored wheeled high-mobility vehicle			
			
Medical evacuation armored tracked vehicle			

Table 4-7. Sector 1 modifiers for equipment (continued)








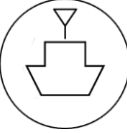
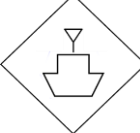
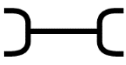



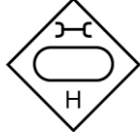












Function	Modifier	Modifier Icon Usage Construct Example and Symbol Translation	
		Friendly	Enemy
Multifunctional	<b>MF</b>		
		Multifunctional high-mobility wheeled vehicle	
			
		Multifunctional earthmover vehicle	
Petroleum, oils, and lubricants (POL)			
		POL transport high mobility wheeled vehicle	
			
		Civilian merchant POL ship	
Recovery and maintenance			
		High-mobility wheeled recovery vehicle	
			
		Armored tracked heavy recovery vehicle	
Robotic (guided and automatic)			

Table 4-7. Sector 1 modifiers for equipment (continued)

Function	Modifier	Modifier Icon Usage Construct Example and Symbol Translation	
		Friendly	Enemy
		Robotic armored tracked vehicle with heavy antitank gun	
			
		Robotic rotary wing aircraft in-flight	
Utility	U		
		Utility helicopter on ground	
			
		High-mobility wheeled utility vehicle	
Water			
		Water transport high-mobility wheeled vehicle	

## SECTOR 2 MODIFIERS FOR EQUIPMENT

4-11. Table 4-8, on pages 4-38 through 4-39, shows sector 2 modifiers (Field A) for equipment.

Table 4-8. Sector 2 modifiers for equipment


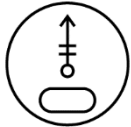
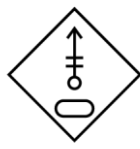

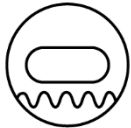
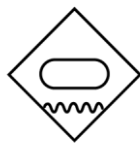

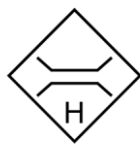


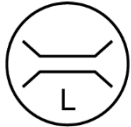
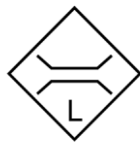












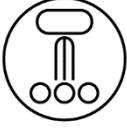




Function	Modifier	Modifier Icon Usage Construct Example and Symbol Translation	
		Friendly	Enemy
Armored tracked			
		Armored tracked vehicle with heavy mortar	
Amphibious			
		Amphibious armored tracked vehicle	
Heavy <b>Note.</b> This modifier symbol is interchangeable or symbol may be used as a sector 1 or sector 2 modifier with the same meaning.	<b>H</b>		
		Heavy bridge	
Launcher	<b>-</b>		
		Mine laying launcher	
Light <b>Note.</b> This modifier symbol is interchangeable or symbol may be used as a sector 1 or sector 2 modifier with the same meaning.	<b>L</b>		
		Light bridge	

Table 4-8. Sector 2 modifiers for equipment (continued)

Function	Modifier	Modifier Icon Usage Construct Example and Symbol Translation	
		Friendly	Enemy
Medium <b>Note.</b> This modifier symbol is interchangeable or symbol may be used as a sector 1 or sector 2 modifier with the same meaning.	M		
		Medium cargo helicopter on ground	
Pack animal			
		Cargo pack animal	
Rail			
		Rail boxcar	
Tractor trailer			
		Heavy tractor trailer vehicle	
Wheeled high-mobility (cross-country)			
		Armored high-mobility wheeled vehicle with missile launcher	
Wheeled limited-mobility			
		Medium limited-mobility vehicle	

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## Chapter 5

# Control Measure Symbols

This chapter discusses fundamentals; points, lines, and areas. It also discusses abbreviations and acronyms for use with control measure symbols.

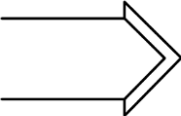
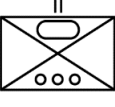
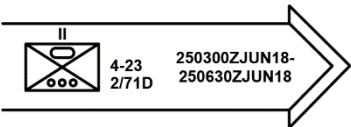
### FUNDAMENTALS OF CONTROL MEASURE SYMBOLS

5-1. **Amplifiers.** An amplifier provides optional additional information about a tactical symbol. The field identification, field title, description, and maximum allowable display lengths of tactical symbol amplifiers are presented in table 5-2, on pages 5-4 through 5-5. An example of each amplifier (including both text and graphic indicators) is included in figure 5-2, on page 5-4. Amplifiers can be defined as either static or dynamic:

- Static amplifiers are amplifiers whose size and placement are fixed and remain constant.
- Dynamic amplifiers are amplifiers whose size and placement are based on the attributes of an object, and change as these attributes change.

### COMPOSITION OF CONTROL MEASURE SYMBOLS

5-2. Control measure symbols can be combined with other symbols, icons and amplifiers to display operational information. They do not follow the same building rules as the icon-based symbols, but they shall be built in accordance with the draw rules specified in the symbol tables. (See figure 5-1.)

<i>Control Measure Components</i>			<i>Completed Control Measure Symbol</i>
 Control measure	 4-23 2/71D  Icon-based symbol with amplifiers	250300ZJUN18- 250630ZJUN18  Additional information amplifier	

**Figure 5-1. Composition of control measure symbol**

### STANDARD IDENTITY COLORING CONTROL MEASURES

5-3. Friendly graphic control measures are shown in black or blue when drawn manually or on a color computer-generated display. Hostile graphic control measures are shown in red. If red is not available, they are drawn in black with the abbreviation “ENY” placed on the graphic in at least two places. Obstacles as shown in this chapter (friendly, hostile, neutral, unknown or factional) are drawn using the color green. If the color green is not available, obstacles should be drawn using black. The color yellow will be used for the hatching for CBRN contaminated areas.

### CONTROL MEASURE ACRONYMS AND ABBREVIATIONS USAGE

5-4. The acronyms and abbreviations in this chapter are considered symbols that are part of the military symbol construct for use with Army control measure symbols. No acronyms or abbreviations other than those

provided in this publication may be used. When acronyms or abbreviations are approved for use with military symbols they become part of the military symbol lexicon.


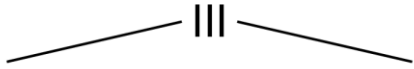


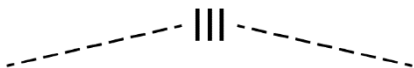

## LABELING CONTROL MEASURES

5-5. Symbol makers make all text labeling in upper case letters. The reader should be able to read the labels for all text labels of modifier or amplifier fields for control measure symbols when the bottom of the overlay is closest to the reader. Labeling written on an angle should be readable to viewers so they do not have to turn their heads.

## STATUS

5-6. Status refers to whether a control measure exists at the location identified (status is “present”) or will in the future reside at that location (status is “planned”, “anticipated”, “suspected”, or “on order”). If a control measure is on order, the status code shall be specified “A - anticipated or planned” and field amplifier “W” shall be present and specified “O/O”. In general, linear control measures (including boundary lines) and area control measures shall be a solid line when indicating present status and a dashed line when indicating anticipated or planned status, as depicted in table 5-1. There are certain control measures such as counterattack which are drawn in the “present” status with dashed lines.

**Table 5-1. Present and planned status for control measure symbols**

	<i>Point Graphics</i>	<i>Boundary Line Graphics</i>	<i>Area Graphics</i>
Present position	 <p>Isolated personnel pickup point</p>	 <p>Regiment boundary</p>	<p>22040000ZJAN99 24040000ZJAN99</p>  <p>Assembly area green</p>
Planned, on order, or suspected			<p>22040000ZJAN99 24040000ZJAN99</p> 

## MAIN AND MODIFIER ICONS AND AMPLIFIERS

5-7. **Main Icons.** The main icon for control measures indicators is represented as Field A, and it provides the ability to depict the main or supporting function within the construct composition. Main icons for control measures are framed or unframed symbol constructs, or they are unique approved symbols that can be embedded within the symbol to effectively translate the intent or function. Not all control measures have this placement field, and the control measure template will indicate if the construct composition provides the capability to add a main icon to the symbol.

5-8. **Sector 1 Modifier icons.** Only limited access areas and minefields use modifiers in their symbol construct. Each of these constructs have unique sector 1 modifier placement templates that are displayed in their military symbol construct sections. (See table 5-5, on page 5-12, for limited access area modifiers usage constructs, and tables 5-23, on page 5-89, and 5-24, on page 5-93, for minefield modifier usage constructs.)

5-9. **Amplifiers.** An amplifier provides optional additional information about a tactical symbol. The field identification, field title, description, and maximum allowable display lengths of tactical symbol amplifiers are presented in table 5-2, on pages 5-4 through 5-5. An example of each amplifier (including both text and graphic indicators) is included in figure 5-2, on page 5-5. Amplifiers can be defined as either static or dynamic:

- Static amplifiers are amplifiers whose size and placement are fixed and remain constant.
- Dynamic amplifiers are amplifiers whose size and placement are based on the attributes of an object, and they can change as these attributes and the scale of the background change.

Table 5-2. Main and modifier icon and amplifier descriptions for control measure symbols

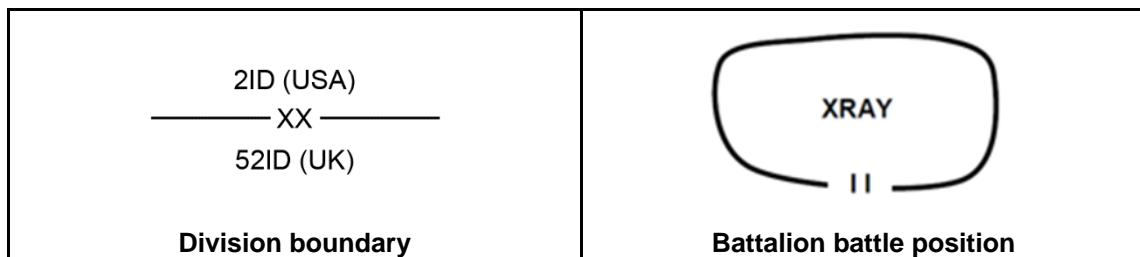
<b>Field Identification</b>	<b>Field Title</b>	<b>Description</b>
A or sector 1 modifier	Main icon or modifier	The part of a symbol that represents main function, capability, type, or classification.
B	Echelon	A unit symbol that identifies command level.
H	Additional information	Content is implementation specific. <b>Note.</b> A maximum of 20 characters are allowed in this field.
N	Hostile (enemy)	The letters “ENY” denote hostile control measure symbols. <b>Note.</b> A maximum of 3 characters are allowed in this field.
Q	Direction of movement indicator	Identifies the direction of movement or intended movement of an object.
S <sup>2</sup>	Offset location indicator	Used for points and chemical, biological and radiological (CBRN) events to display a symbol away from its position while retaining its actual location.
T, T1	Unique identifier	A text amplifier used to differentiate a symbol by numbering, lettering or a combination of both, and or may be used to include the unit designation. <b>Notes.</b> 1. In some cases, this tactical symbol may require multiple instances of a “T” amplifier to fully create or represent an object. 2. “T1” may be used if field used displayed more than once in a tactical symbol. 3. A maximum of 30 characters are allowed in this field.
W, W1	Date and time group (DTG)	“W” identifies the start DTG, and can be displayed alone or in conjunction with “W1” to identify the projected DTG end date. The “W” represents an alphanumeric designator for displaying a date-time group (DDHHMMSSZMONYYYY) or “O/O” for on order. When “W” and “W1” are used in conjunction they identify the time control measure in effect. The date-time group is composed of a group of six numeric digits with a time zone suffix and the standardized three-letter abbreviation for the month followed by four digits. The first pair of digits represents the day; the second pair, the hour; and the third pair, the minutes. The last four digits after the month are the year. For automated systems, two digits may be added before the time zone suffix and after the minutes to designate seconds. <b>Note.</b> A maximum of 16 characters are allowed in this field.
X	Altitude or depth	Displays the minimum, maximum or specific altitude (in feet or meters in relation to a reference datum), flight level, or depth (for submerged objects in feet below sea level). <b>Note.</b> A maximum of 15 characters are allowed in this field.
Y	Location	Displays a symbol’s location in degrees, minutes, and decimal minutes. <b>Note.</b> A maximum of 22 characters are allowed in this field.
AM	Distance	A numeric amplifier that displays a minimum, maximum, or specific distance (range, radius, width, or length) in meters. <b>Note.</b> A maximum of 7 characters are allowed in this field.
AN	Azimuth	A numeric amplifier that displays an angle measured from true north to any other line in degrees. <b>Note.</b> A maximum of 3 characters are allowed in this field.
AP	Target number	A six character text modifier used in fire support operations to uniquely designate targets where characters 1 and 2 are alphabetic, and characters 3-6 are numeric (for example, AANNNN). <b>Note.</b> A maximum of 6 characters are allowed in this field.

**Table 5-2. Main and modifier icon and amplifier descriptions for control measure symbols (continued)**

<i>Field Identification</i>	<i>Field Title</i>	<i>Description</i>
AP1	Target number extension	A target number extension is a sequentially assigned number identifying the individual elements in a target, where character 1 is a dash and characters 2 and 3 are numeric, from 1 through 15. It is applicable only to the "point or single target" symbol, is conditional upon the presence of the target designator amplifier, and is visually displayed appended to the target number amplifier. <b>Note.</b> A maximum of 3 characters are allowed in this field.
AS	Country	A 3-letter code representing geographical entity. <b>Note.</b> A maximum of 3 characters are allowed in this field.

### **ECHELON INDICATOR (B)**

5-10. The echelon indicator provides a graphic representation of command level and is used to show the element echelon on lines and areas. The indicator is positioned as shown in figure 5-2 and Field B is defined in table 5-1, on page 5-2.



**Figure 5-2. Echelon indicator usage construct examples**

### **DIRECTION OF MOVEMENT INDICATOR (Q)**

5-11. The direction of movement indicator is an arrow identifying the direction of movement of events. The arrow extends downward from the center of the icon and points in the direction of movement. The indicator is positioned as shown in figure 5-3 on page 5-6 and Field Q is defined in table 5-1, on page 5-2.

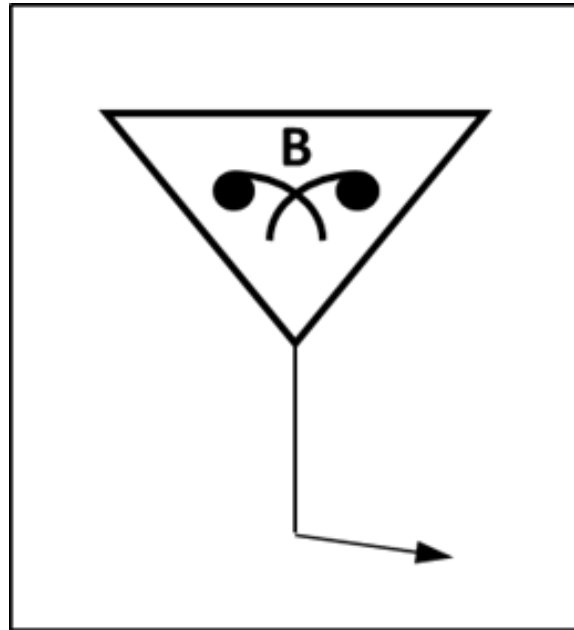


Figure 5-3. Direction of movement usage construct example

### OFFSET LOCATION INDICATOR (S<sup>2</sup>)

5-12. The offset location indicator is used when placing an object away from its actual location. The indicator is a line extending downward from an appropriate anchor point on an icon. This amplifier permits including the actual location in latitude and longitude between the anchor point of the symbol and the line extending downward. The indicator is positioned as shown in figure 5-4 and Field S<sup>2</sup> is defined in table 5-1, on page 5-2.

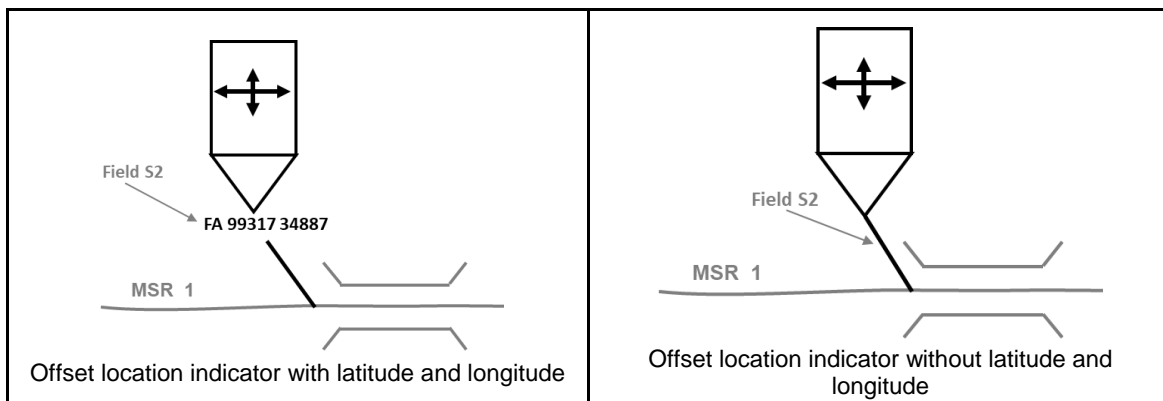


Figure 5-4. Offset location indicator usage construct examples

### ADDITIONAL INFORMATION AMPLIFIER (H)

5-13. The additional information amplifier field is used to add content that is implementation specific, provided it does not exceed the allowed 20 maximum number of characters. This amplifier is positioned differently based on the symbol used. Figure 5-5 provides 2 different position variation constructs for this field.

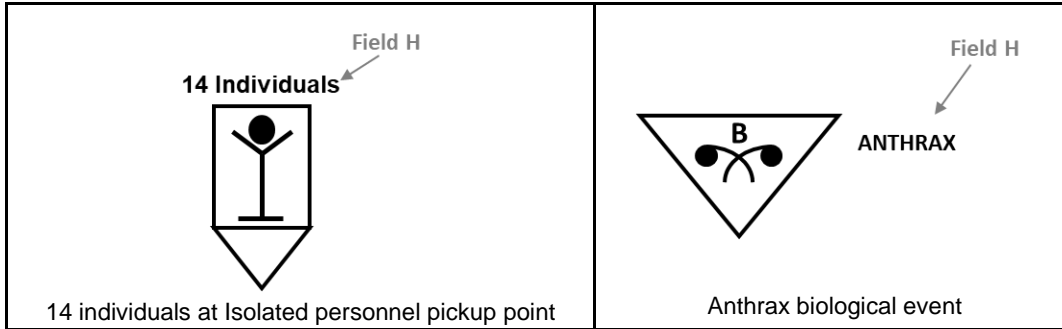


Figure 5-5. Additional information usage construct exam

## BOUNDARIES

5-14. A *boundary* is a line that delineates surface areas for the purpose of facilitating coordination and deconfliction of operations between adjacent units, formations, or areas (JP 3-0). Figure 5-6 provides a boundary composition template that includes orientation of optional amplifier field labels for horizontal (east—west) and vertical (north—south) boundaries. (See table 5-3 on pages 5-8 through 5-9 for depictions of boundary control measures.) The following are the optional amplifiers that may be used with this control measure construct:

- Country code Field “AS” to identify the units’ three-letter geographical entity country code.
- Echelon indication Field “B” to identify the boundary echelon.
- Hostile (enemy) Field “N” to identify enemy boundaries.
- Unique identifier Field “T” to identify designations of adjacent units.

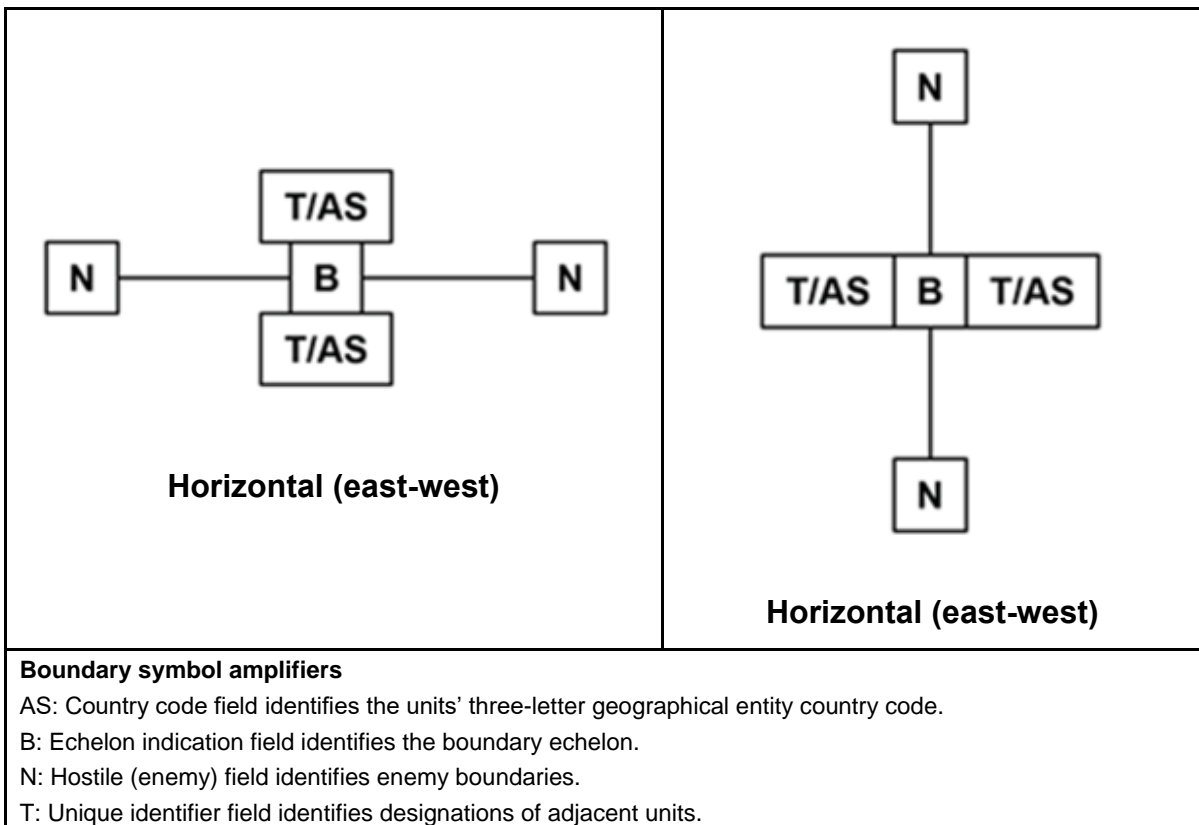


Figure 5-6. Boundary composition template

Table 5-3. Boundaries

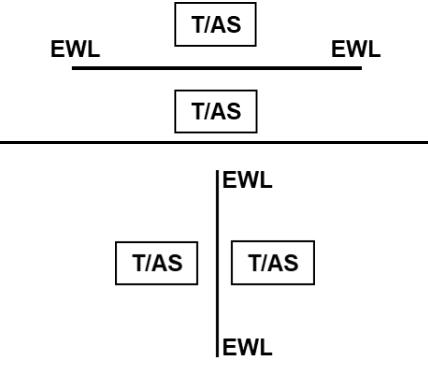
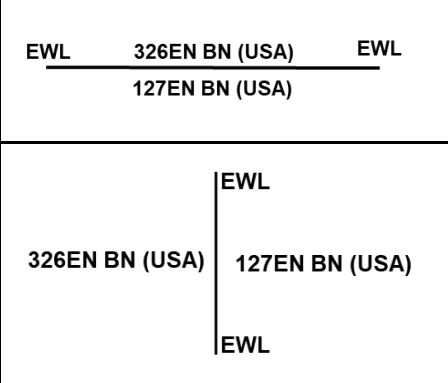
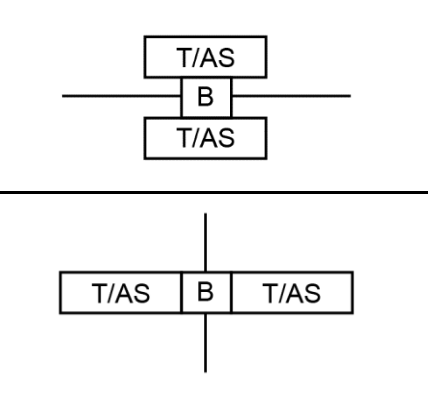
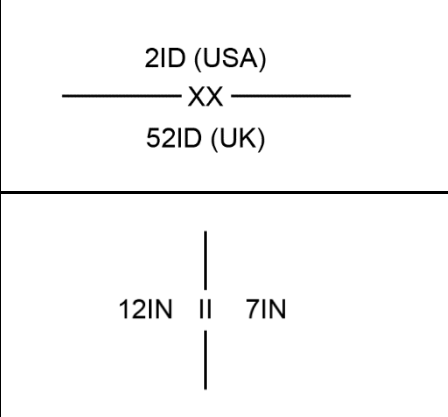
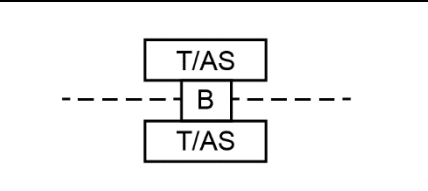
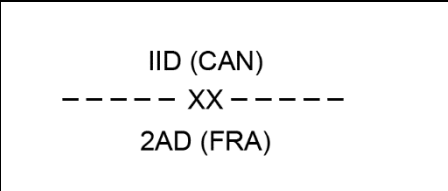
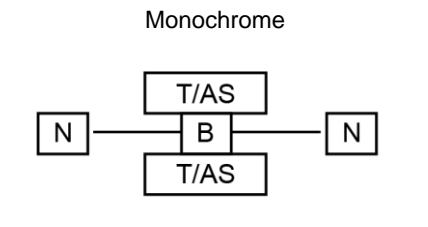
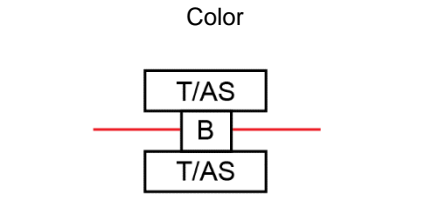
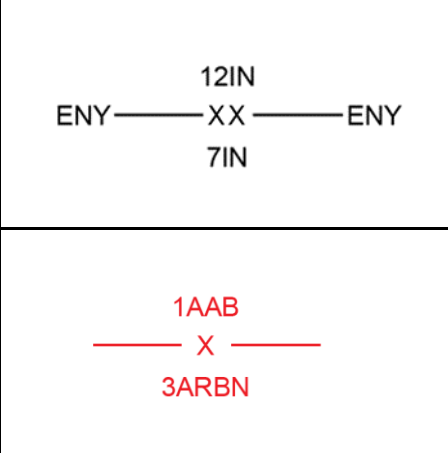
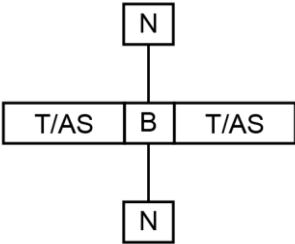
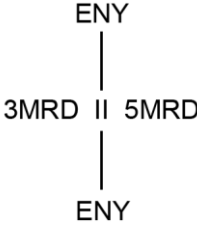
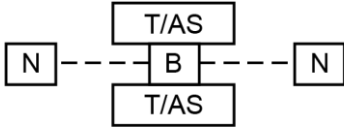
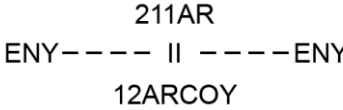
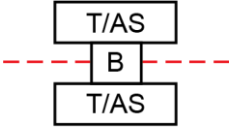
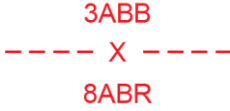
Function	Template	Construct Example
<p>Engineer work line—A coordinated boundary line used to compartmentalize an area of operations to indicate where specific engineer units have primary responsibility for the engineer effort. (FM 3-34)</p> <p><b>Note.</b> Letters “EWL” are an integral part of the symbol but they can rotate based on direction of the line.</p>		
<p>Friendly present boundary</p>		
<p>Friendly planned, on order boundary</p>		
<p>Enemy known boundary</p>	<p>Monochrome</p>  <p>Color</p> 	



Table 5-3. Boundaries (continued)

Function	Template	Construct Example
	 <p style="text-align: center;">Vertical (north—south)</p>	
Enemy suspected or templated boundary	<p style="text-align: center;">Monochrome</p> 	
	<p style="text-align: center;">Color</p> 	

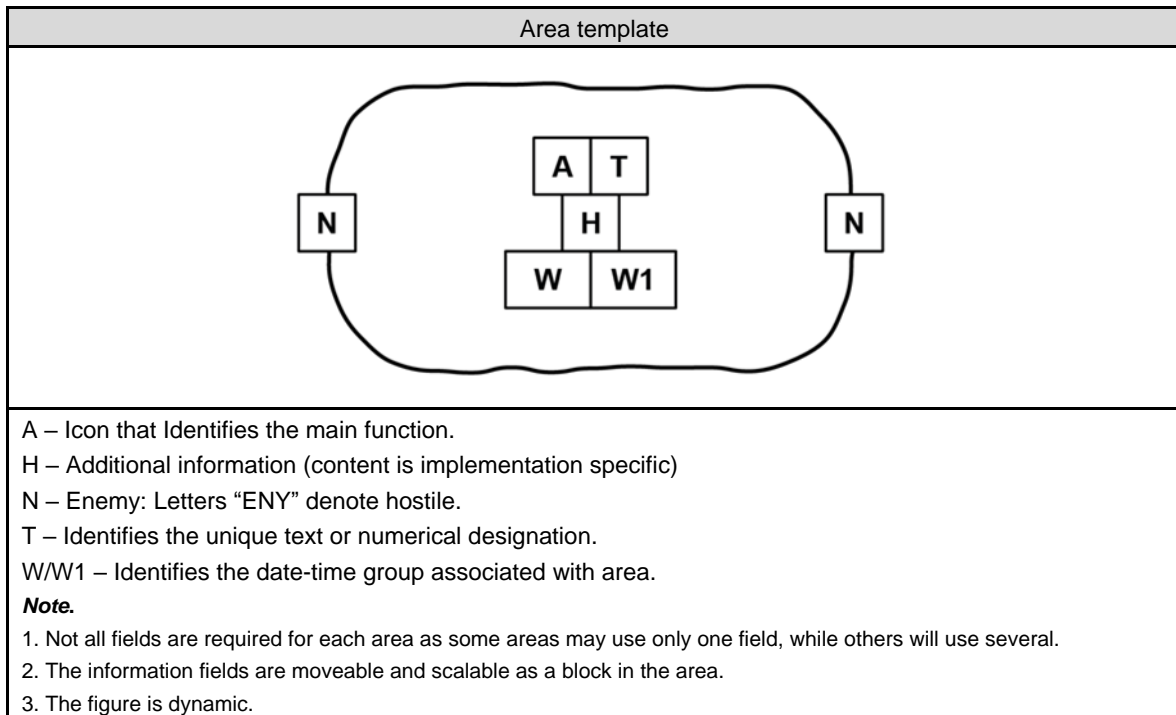
5-15. Table 5-4, on page 5-10, provides construct examples for lateral and horizontal boundary control-line control measures between adjacent units in a division area of operations.

**Table 5-4. Boundary control-line construct examples**

<b>Boundary Type</b>	<b>Example</b> <i>Note.</i> Symbols colored gray are used to help explain how the control measure is used and are not a part of the control measure.
Lateral boundary	
Horizontal boundary	

## AREAS

5-16. An area is a specified geographic surface included within a delineated set of lines (boundaries) used for the purpose of facilitating coordination and deconfliction between adjacent units, formations, or other specific geographical surfaces. Figure 5-7 provides the dynamic figure template for areas that provides the option to use 7 amplifier fields with the operations area main icon symbols listed in table 5-5, on pages 5-12 through 5-16. Table 5-6, on pages 5-17 through 5-19, lists battle positions and operations area templates with unique drawing constructs.



**Figure 5-7. Template for area control measure symbols**

5-17. Table 5-5, on pages 5-12 through 5-16, lists area control measure main icon symbols that follow the specific format as shown in figure 5-7.

Table 5-5. Area control measures main icons




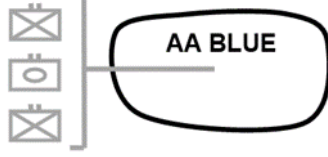


Function	Main Icon (Field A)	Construct Example
Areas		
<p><b>Area of operations</b>—An operational area defined by a commander for land and maritime forces that should be large enough to accomplish their missions and protect their forces. (JP 3-0)</p>	<p><b>AO</b></p>	<div style="text-align: center;">  <p>AO BUFFALO</p> </div> <p style="text-align: center;">Area of operations BUFFALO</p>
<p><b>Assembly area</b>—An area a unit occupies to prepare for an operation. (FM 3-90-1)</p>	<p><b>AA</b></p>	<div style="text-align: center;">  <p>AA BLUE</p> </div> <p style="text-align: center;">Assembly area BLUE</p>
		<div style="text-align: center;">  <p>AA BLUE</p> </div> <p style="text-align: center;">Occupied</p>
		<div style="text-align: center;">  <p>AA BLUE</p> </div> <p style="text-align: center;">Occupied using offset for units</p>
		<div style="text-align: center;">  <p>AA LION</p> </div> <p style="text-align: center;">Planned, on order</p>
<p><b>Base camp</b>—An evolving military facility that supports the military operations of a deployed unit and provides the necessary support and services for sustained operations. (ATP 3-37.10)</p>	<p><b>BC</b></p>	<div style="text-align: center;">  <p>BC SOTO</p> </div> <p style="text-align: center;">Base camp SOTO</p>

Table 5-5. Area control measures main icons (continued)


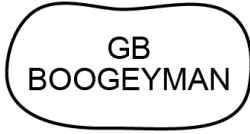



Function	Main Icon (Field A)	Construct Example
<p>Engagement area—An area where the commander intends to contain and destroy an enemy force with the massed effects of all available weapons and supporting systems. (ADP 3-90)</p>	<p><b>EA</b></p>	 <p>Engagement area ROCK with three company battle positions Three company battle positions covering fields of fire</p>
<p><b>Guerrilla base</b>—A temporary site where guerrilla installations, headquarters, and some guerrilla units are located. A guerrilla base is considered to be transitory and must be capable of rapid displacement by personnel within the base. (ATP 3-05.1)</p>	<p><b>GB</b></p>	 <p>Guerilla base BOOGEYMAN</p>
<p><b>Named area of interest</b>—The geospatial area or systems node or link against which information that will satisfy a specific information requirement can be collected, usually to capture indications of adversary courses of action. (JP 2-01.3)</p>	<p><b>NAI</b></p>	 <p>Named area of interest 1</p>
<p><b>Objective area</b>—A geographical area, defined by competent authority, within which is located an objective to be captured or reached by the military forces. (JP 3-06)</p>	<p><b>OBJ</b></p>	 <p>Objective area FIVE</p>
<p><b>Target area of interest</b>—The geographical area where high-value targets can be acquired and engaged by friendly forces. (JP 2-01.3)</p>	<p><b>TAI</b></p>	 <p>Target area of interest ALY</p>
<p><b>Positions</b></p>		

Table 5-5. Area control measures main icons (continued)






Function	Main Icon (Field A)	Construct Example
<p><b>Assault position</b>—A covered and concealed position short of the objective from which final preparations are made to assault the objective. (ADP 3-90)</p>	<p><b>ASLT</b></p>	<div style="text-align: center;">  <p><b>ASLT DANUBE</b></p> </div> <p style="text-align: center;">Assault position DANUBE</p>
<p><b>Attack position</b>—The last position an attacking force occupies or passes through before crossing the line of departure. (ADP 3-90)</p>	<p><b>ATK</b></p>	<div style="text-align: center;">  <p><b>ATK NILE</b></p> </div> <p style="text-align: center;">Attack position NILE</p>
		<div style="text-align: center;">  <p><b>ATK AMAZON</b></p> </div> <p style="text-align: center;">Combined arms unit in attack position AMAZON</p>
<p><i>Note.</i> The “A” modifier is only used if a unit must stop in the attack position. Offset indicator may also be used.</p>		
<p><b>Holding Area</b></p>		
<p><b>Detainee holding area</b>—A facility or other location where detainees are administratively processed and provided custodial care pending disposition and subsequent release, transfer, or movement to a theater detention facility. (JP 3-63)</p>	<p><b>DHA</b></p>	<div style="text-align: center;">  <p><b>DHA 1DIV</b></p> </div> <p style="text-align: center;">1<sup>st</sup> Division holding area</p>
<p>Refugee holding area <i>Note:</i> the use of “refugee holding area” acronym “RHA” is permitted to conserve space.</p>	<p><b>REFUGEE HOLDING AREA</b></p>	<div style="text-align: center;">  <p><b>REFUGEE HOLDING AREA 15MP</b></p> </div> <p style="text-align: center;">15<sup>th</sup> Military Police REFUGEE HOLDING AREA</p>

Table 5-5. Area control measures main icons (continued)






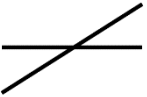
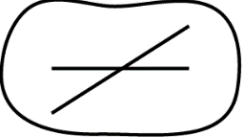



Function	Main Icon (Field A)	Construct Example
		
<b>Support Area</b> The portion of the commander's area of operations that is designated to facilitate the positioning, employment, and protection of base sustainment assets required to sustain, enable, and control operations. (ADP 3-0)		
<b>Forward arming and refueling point</b> —A temporary facility, organized, equipped, and deployed to provide fuel and ammunition necessary for the employment of aviation maneuver units in combat. (JP 3-09.3)	<b>FARP</b>	 2nd Aviation forward arming and refueling point
<b>Brigade support area</b> —A designated area in which sustainment elements locate to provide support to a brigade. (See ATP 4-90 for more information on the brigade support area.)	<b>BSA</b>	 Brigade support area CAPA
<b>Division support area</b> —A designated area within the division commander's area of operations that provides a location to base the division's sustainment assets and provide sustainment to the division. (See ATP 3-91 for more information on the division support area.)	<b>DSA</b>	 Division support area CRUZ
<b>Corps support area</b> —Established by the corps headquarters. (See FM 3-0 for more information on the corps support area.)	<b>CSA</b>	 Corps support area MARIA
<b>Zones</b>		

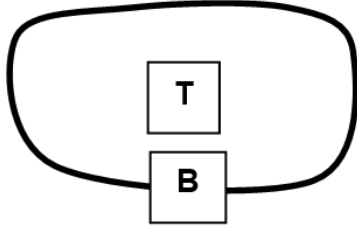
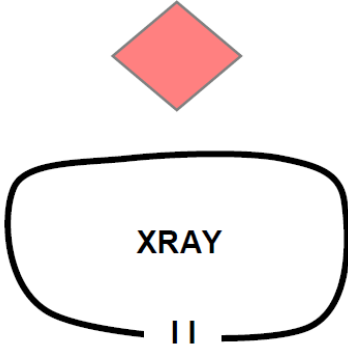
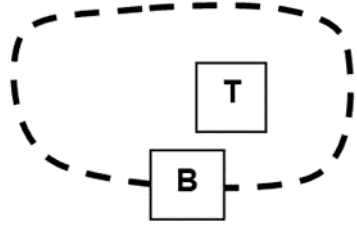
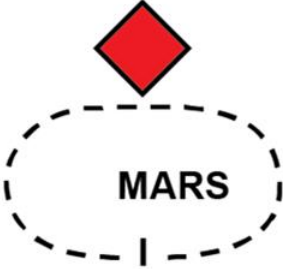
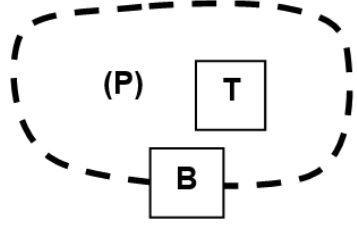
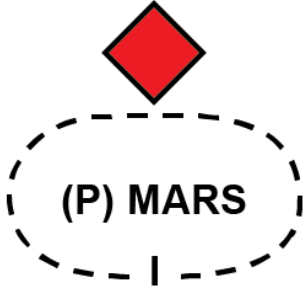
Table 5-5. Area control measures main icons (continued)

<i>Function</i>	<i>Main Icon (Field A)</i>	<i>Construct Example</i>
Airfield zone		
<b>Drop zone</b> —A specific area upon which airborne troops, equipment, or supplies are airdropped. (JP 3-17)	<b>DZ</b>	 Drop zone HAWK
<b>Landing zone</b> —Any specified zone used for the landing of aircraft. Also called LZ. (JP 3-17)	<b>LZ</b>	 Landing zone SILVER
<b>Pickup zone</b> —A geographic area used to pick up troops or equipment by helicopter. (See ATP 3-04.1 for more information on pickup zone.)	<b>PZ</b>	 Pickup zone WOLF

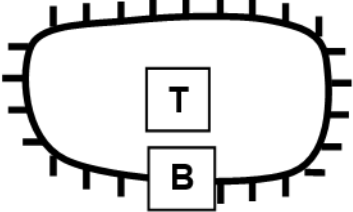
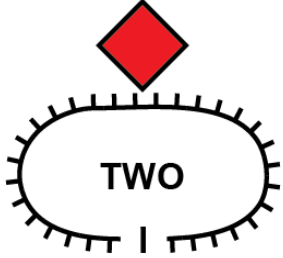
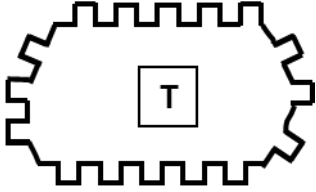

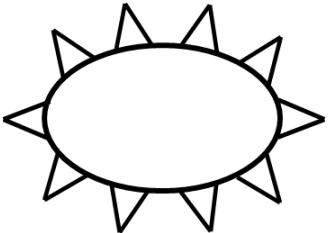
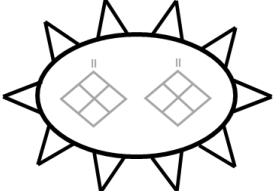
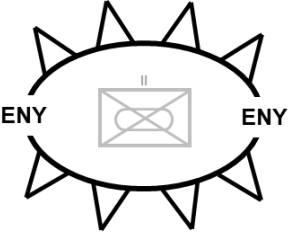
5-18. Table 5-6, on pages 5-17 through 5-20, lists functions, templates, and examples for battle positions and operations area control measures that have unique usage constructs. A battle position is a defensive location oriented on a likely enemy avenue of approach. (See ADP 3-90 for more information on battle positions.) These control measures must follow the design and construct guidelines of this table.



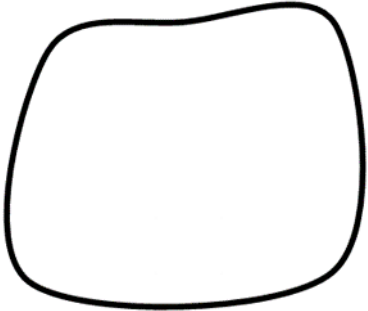
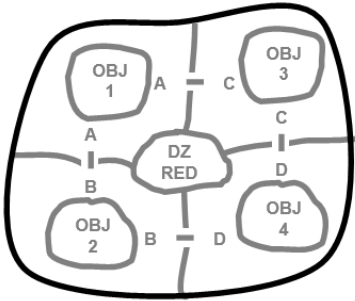

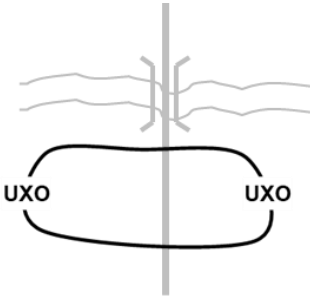


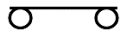



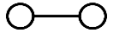
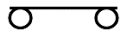



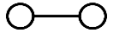
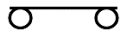



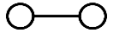
**Table 5-6. Battle position and unique operation area templates with examples**

<b>Battle Position</b> A defensive location oriented on a likely enemy avenue of approach. (ADP 3-90)		
<b>Function</b>	<b>Template</b>	<b>Example</b>
Battle position		 Battalion battle position XRAY
Battle position planned but not prepared		 Company battle position MARS planned but not prepared
Battle position prepared but not occupied		 Company battle position MARS prepared but not occupied





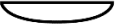

**Table 5-6. Battle position and unique operation area templates with examples (continued)**

Function	Template	Example
<p><b>Strong point</b> —A heavily fortified battle position tied to a natural or reinforcing obstacle to create an anchor for the defense or to deny the enemy decisive or key terrain. (ADP 3-90)</p>		 <p>Company strong point Two</p>
<b>Unique Area Templates with Examples</b>		
<p><b>Fortified area</b></p>		 <p>Fortified area TANGO</p>
<p><b>Encirclement operations</b>— Operations where one force loses its freedom of maneuver because an opposing force is able to isolate it by controlling all ground lines of communications and reinforcement. (ADP 3-90)</p>		 <p>Friendly encirclement operations</p>
		 <p>Enemy encirclement operations</p>
<p><b>Note.</b> Numerous unit symbols can be included in the area for presentation.</p>		

**Table 5-6. Battle position and unique operation area templates with examples (continued)**

Function	Template	Example												
<p><b>Airhead line</b>— A line denoting the limits of the objective area for an airborne assault. (JP 3-18)</p>														
<p>Unexploded explosive ordnance (UXO) area</p>		 <p>UXO area covering part of road and bridge entrance</p>												
<p>Limited access area <b>Note.</b> The limited access area point symbol will be oriented upright, as shown in the template and example. The listed mobility sector 1 modifiers that can be used with this control measure.</p>		 <p>Tracked limited access area from 1230 Zulu hour 3 JUL 2018 to 2330 Zulu hour 23 JUL 2018</p> <table border="1" data-bbox="443 1486 1409 1906"> <thead> <tr> <th colspan="2" data-bbox="443 1486 1409 1528">Mobility Sector 1 Modifiers</th> </tr> </thead> <tbody> <tr> <td data-bbox="443 1528 846 1602">Wheeled (limited mobility)</td> <td data-bbox="846 1528 1409 1602"></td> </tr> <tr> <td data-bbox="443 1602 846 1675">Wheeled (high mobility)</td> <td data-bbox="846 1602 1409 1675"></td> </tr> <tr> <td data-bbox="443 1675 846 1749">Wheeled and tracked combination</td> <td data-bbox="846 1675 1409 1749"></td> </tr> <tr> <td data-bbox="443 1749 846 1822">Tracked</td> <td data-bbox="846 1749 1409 1822"></td> </tr> <tr> <td data-bbox="443 1822 846 1906">Towed</td> <td data-bbox="846 1822 1409 1906"></td> </tr> </tbody> </table>	Mobility Sector 1 Modifiers		Wheeled (limited mobility)		Wheeled (high mobility)		Wheeled and tracked combination		Tracked		Towed	
Mobility Sector 1 Modifiers														
Wheeled (limited mobility)														
Wheeled (high mobility)														
Wheeled and tracked combination														
Tracked														
Towed														

**Table 5-6. Battle position and unique operation area templates with examples (continued)**

<i>Function</i>	<i>Template</i>	<i>Example</i>
	Railway	
	Over-snow (prime mover)	
	Sled	
	Pack animal	
	Barge	
	Amphibious	
	No vehicles	<b>ALL</b>

## POINTS

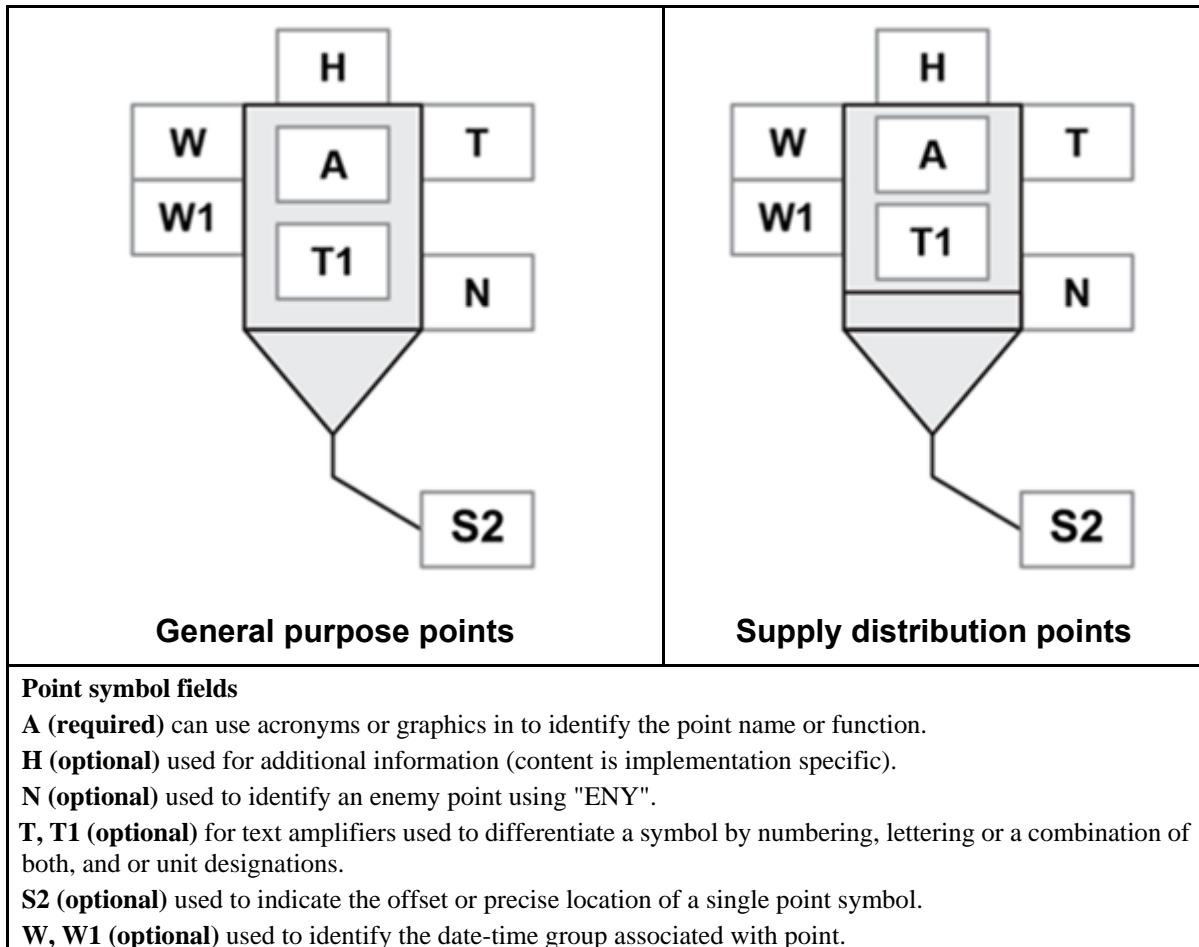
5-19. Figure 5-8 provides the templates used for point control measure main icon symbols listed in table 5-7, on page 5-22, that include contact, coordination, decision, targets, sustainment, special supply distribution, and CBRN decontamination points.

5-20. Supply points follow a slightly different format by using the unit sector 2 supply symbol in table 2-4, on page 2-10, to modify the frame toward the bottom of the vertical rectangle and make it supply unique. Figure 5-8 demonstrates this supply unique modification that is only used for supply point control measures.

5-21. Distinctive action points have unique formats (including square, circular, star, and cross) that do not follow a specific template and are unique symbols that represent specific actions (including contact, coordination, decision, targets, communication, and air). Distinctive action points are listed in Table 5-9, on pages 5-38 through 5-43.

5-22. The point templates in figure 5-8 also includes amplifier fields (see table 5-3 on page 5-8) that can be used for additional information. As a minimum a point shall include the function (Field A) information, and all other fields are optional information. Point symbols cannot be rotated and therefore text will not be written on an angle. Point symbol fields include—

- Field A (required) can use acronyms or graphics in to identify the point name or function.
- Field H (optional) used for additional information (content is implementation specific).
- Field N (optional) used to identify an enemy point using “ENY”.
- Field T, T1 (optional) for text amplifiers used to differentiate a symbol by numbering, lettering or a combination of both, and or unit designations.
- Field S2 (optional) used to indicate the offset or precise location of a single point symbol.
- Field W, W1 (optional) used to identify the date-time group associated with point.



**Figure 5-8. Template for points (left) and supply distribution points (right) control measure symbols**

5-23. The point control measure symbols are used in the exercise of authority and direction by a properly designated commander over assigned and attached forces in the accomplishment of the mission. Table 5-7, on pages 5-22 through 5-34, lists point control measure main icons that follow figure 5-8 template construct formats.

Table 5-7. Point control measure main icon symbols


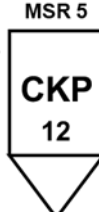
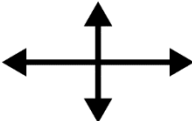
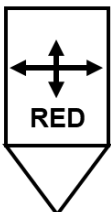

Function	Main Icon (Field A)	Construct Example and Symbol Translation
<b>Movement and Maneuver</b>		
<p><b>Checkpoint</b>—A predetermined point on the ground used to control movement, tactical maneuver, and orientation. (See FM 3-90-1 for more information on checkpoints.)</p>	<p><b>CP</b></p>	<p>MSR 5                      140700ZMAR13 - 100MP DET                      142200ZMAR13</p>  <p>Check point 12 on main supply route 5, controlled by 100<sup>th</sup> Military Police Detachment, operational from 0700 Zulu hour 14 MAR 2013 to 2200 Zulu hour 14 MAY 2013</p>
	<p><b>CKP</b></p> <p>Alternate MIL-STD 2525D and North Atlantic Treaty Organization (NATO) APP-6 symbol usage</p>	<p>MSR 5                      140700ZMAR13 - 100MP DET                      142200ZMAR13</p> 
<p><b>Control</b>—An action taken to eliminate a hazard or reduce its risk. (ATP 5-19)</p> <p><b>Note.</b> This symbol demonstrates the capability and authority to exercise restraining or directing influence (regulating) over a specific function.</p>		<p>MSR 2                      120700ZMAY13- 615MP COY                      120900ZMAY13</p>  <p>Control point RED on main supply route 2, controlled by 615<sup>th</sup> Military Police Company, operational from 0700 Zulu hour 12 MAY 2013 to 0900 Zulu hour 12 MAY 2013</p>
<p><b>Engineer regulating point</b>—Checkpoint to ensure that vehicles do not exceed the capacity of the crossing means and to give drivers final instructions on site-specific procedures and information, such as speed and vehicle interval.</p>	<p><b>ERP</b></p>	<p>MSR 1                      2EN BN</p>  <p>Engineer regulating point on main supply route 1, controlled by 2<sup>nd</sup> Engineer Battalion</p>

Table 5-7. Point control measure main icon symbols (continued)






Function	Main Icon (Field A)	Construct Example and Symbol Translation
<p><b>Linkup point</b>—The point where two infiltrating elements in the same or different infiltration lanes are scheduled to meet to consolidate before proceeding on with their missions. (FM 3-90-1)</p>	<p><b>LU</b></p>	<p>060900ZFEB08 – NIGHT 100300ZFEB08      3BN</p>  <p>Night linkup point 1, controlled by 3<sup>rd</sup> Battalion, operational from 0900 Zulu hour 6 FEB 2008 to 0300 Zulu hour 10 FEB 2008</p>
<p><b>Passage point</b>—A specifically designated place where the passing units will pass through the stationary unit. (FM 3-90-2)</p>	<p><b>PP</b></p>	<p>120700ZMAY13- 3BDE 120900ZMAY13</p>  <p>Passage point RED, controlled by 3<sup>rd</sup> Brigade, operational from 0700 Zulu hour 6 FEB 2008 to 0900 Zulu hour 10 FEB 2008</p>
<p><b>Rally point</b>—An easily identifiable point on the ground at which units can reassemble and reorganize if they become dispersed. (ATP 3-21.20)</p>	<p><b>RLY</b></p>	<p>120700ZMAY13- 1BN 130900ZMAY13</p>  <p>Rally point 5, controlled by 1st Battalion, operational from 0700 Zulu hour 12 MAY 2013 to 0900 Zulu hour 13 MAY 2013</p>
<p><b>Release point</b>—A location on a route where marching elements are released from centralized control. (FM 3-90-2)</p>	<p><b>RP</b></p>	<p>221230ZDEC12- 181BN 221530ZDEC12</p>  <p>Release point LIMA, controlled by 181<sup>st</sup> Battalion, operational from 1230 Zulu hour 22 DEC 2012 to 1530 Zulu hour 22 DEC 2012</p>
<p><b>Start point</b>—A location on a route where the march elements fall under the control of a designated march commander. (FM 3-90-2)</p>	<p><b>SP</b></p>	<p>060630ZJUN13</p>  <p>Start point, controlled by 2<sup>nd</sup> Troop, 3<sup>rd</sup> Cavalry Squadron, operational at 0630 Zulu hour 6 JUN 2013</p>

Table 5-7. Point control measure main icon symbols (continued)

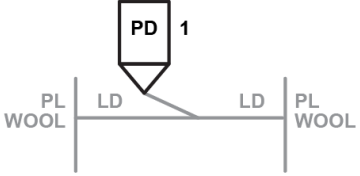


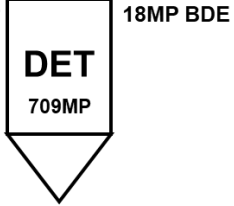
Function	Main Icon (Field A)	Construct Example and Symbol Translation
<p><b>Point of departure</b>—The point where the unit crosses the line of departure and begins moving along a direction of attack. (ADP 3-90)</p>	<p><b>PD</b></p>	 <p>Point of departure 1.  <b>Note.</b> The offset indicator is used in the example to allow the viewer to better see the line of departure. It is not required.</p>
<p>Consolidating</p>		
<p>Amnesty point</p>	<p><b>AMN</b></p>	 <p>United Nations weapons amnesty point, controlled by New Zealand, operational from 0700 Zulu hour 14 MAR 2013 to 0700 Zulu hour 12 MAY 2013</p>
<p><b>Civilian collection point</b>—A specific location where civilians are assembled to be transported to another location.</p>	<p><b>CIV</b></p>	 <p>Host nation only United Nations civilian collection point, controlled by North Atlantic Treaty Organization, operational from 0700 Zulu hour 21 AUG 2013 to 0800 Zulu hour 22 AUG 2013</p>
<p><b>Detainee collection point</b>—A specific location where detainees are assembled until transportation becomes available for relocation to detainee holding area or theater detention facility. (See JP 3-63 and FM 3-63 for more information on detainee collection point.)</p>	<p><b>DET</b></p>	 <p>Detainee collection point, controlled by 709<sup>th</sup> Military Police of the 18 Military Police Brigade, operational from 0530 Zulu hour 16 JUL 2013 to 0700 Zulu hour 18 JUL 2013</p>
<p>Personnel Recovery</p>		



Table 5-7. Point control measure main icon symbols (continued)


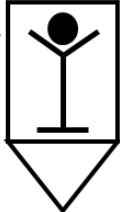
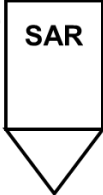



Function	Main Icon (Field A)	Construct Example and Symbol Translation
Isolated personnel recovery (See JP 3-50 and FM 3-50 for more information on isolated personnel recovery.)		<p>14</p> <p>140500ZMAR18 – 140800ZMAR18</p>  <p>Isolated personnel (14 individuals) recovery point between 0500 Zulu hour Zulu 14 MAR 2018 and 0800 Zulu hour Zulu 14 MAR 2018</p>
<p><b>Search and rescue point</b> —A predesignated specific location, relative to which isolated personnel provide their position to recovery forces. (JP 3-50)</p>	<p><b>SAR</b></p>	<p>060630ZJUN20</p>  <p>Search and rescue point, operational at 0630 Zulu hour 6 JUN 2020</p>
<p><b>Decontamination</b> The process of making any person, object, or area safe by absorbing, destroying, neutralizing, making harmless, or removing chemical or biological agents, or by removing radioactive material clinging to or around it. (JP 3-11)</p>		
Decontamination point	<p><b>DCN</b></p>	<p>030200ZOCT08- 050700ZOCT08</p> <p>5</p>  <p>8</p>
Alternate decontamination point	<p><b>DCN ALT</b></p>	<p>030200ZSEP08- 050700ZSEP08</p> <p>5</p>  <p>8A</p>
Equipment decontamination point	<p><b>DCN E</b></p>	<p>030200ZMAY08- 050700ZMAY08</p> <p>WHEELED</p>  <p>L</p>

Table 5-7. Point control measure main icon symbols (continued)






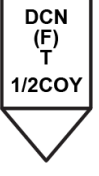
Function	Main Icon (Field A)	Construct Example and Symbol Translation
Troop decontamination point	<p style="text-align: center;"><b>DCN T</b></p>	<p>030200ZSEP08-050700ZSEP08</p> <p style="text-align: center;">3 DCN T 212CB</p> <p style="text-align: right;">RC(W)</p> 
Equipment or troop decontamination point	<p style="text-align: center;"><b>DCN E/T</b></p>	<p>210700ZAPR08-071800ZMAY08</p> <p style="text-align: center;">CONTRACTOR OPERATED DCN E/T DEU</p> <p style="text-align: right;">MND(S)</p> 
Operational decontamination point	<p style="text-align: center;"><b>DCN O</b></p>	<p>030200ZMAY08-050700ZMAY08</p> <p style="text-align: center;">6 DCN O ACO</p> <p style="text-align: right;">V</p> 
Thorough decontamination point	<p style="text-align: center;"><b>DCN TH</b></p>	<p>030200ZMAY08-050700ZMAY08</p> <p style="text-align: center;">MEDICAL DCN TH 1CB</p> <p style="text-align: right;">E</p> 
Main equipment decontamination point	<p style="text-align: center;"><b>DCN (M) E</b></p>	<p>030200ZMAY08-050700ZMAY08</p> <p style="text-align: center;">8 DCN (M) E 2COY</p> <p style="text-align: right;">2</p> 
Forward troop decontamination point	<p style="text-align: center;"><b>DCN (F) T</b></p>	<p>030200ZMAY08-050700ZMAY08</p> <p style="text-align: center;">3 DCN (F) T 1/2COY</p> <p style="text-align: right;">2A</p> 

Table 5-7. Point control measure main icon symbols (continued)

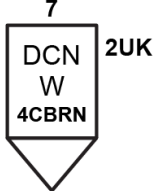




<i>Function</i>	<i>Main Icon (Field A)</i>	<i>Construct Example and Symbol Translation</i>
Wounded personnel decontamination point	<b>DCN W</b>	030200ZMAY08 - 050700ZMAY08 7 DCN 2UK W 4CBRN 
<b>Field Artillery</b>		
Firing point	<b>FP</b>	060900ZFEB08 - 100300ZFEB08 3 FP 2 
Hide point	<b>HP</b>	070700ZMAR08 - 110500ZMAR08 2 HP 3 
Launch point	<b>LP</b>	100200ZAUG08 - 110800ZAUG08 6 LP 4 
Reload point	<b>RLP</b>	061000ZNOV08 - 120800ZNOV08 6 RLP B 

Table 5-7. Point control measure main icon symbols (continued)






Function	Main Icon (Field A)	Construct Example and Symbol Translation
Survey control point	<b>SCP</b>	<p>030300ZDEC08 - 050400ZDEC08</p> <div style="display: flex; align-items: center; justify-content: center;"> <div style="text-align: center; margin-right: 10px;">2</div>  <div style="text-align: center; margin-left: 10px;">12</div> </div>
<b>Sustainment</b>		
<p>Ambulance exchange point—A location where a patient is transferred from one ambulance to another en route to a medical treatment facility. (ATP 4-02.2)</p>	<b>AXP</b>	<p>160300ZDEC44 162359ZDEC44</p> <div style="display: flex; align-items: center; justify-content: center;"> <div style="text-align: center; margin-right: 10px;">3</div>  <div style="text-align: center; margin-left: 10px;">C/426/1BCT 101AAD</div> </div>
<p><b>Ambulance control point</b>—A manned traffic regulating, often stationed at a crossroad or road junction, where ambulances are directed to one of two or more directions to reach loading points and medical treatment facilities. (ATP 4-02.2)</p>	<b>ACP</b>	<p>151000ZJAN19- 152359ZJAN19</p> <div style="display: flex; align-items: center; justify-content: center;"> <div style="text-align: center; margin-right: 10px;">6</div>  <div style="text-align: center; margin-left: 10px;">514CO/56BN 62MEDBDE(SPT)</div> </div>
<p><b>Ambulance loading point</b>—This is the point in the shuttle system where one or more ambulances are stationed ready to receive patients for evacuation. (ATP 4-02.2)</p>	<b>ALP</b>	<p>171800ZSEP44- 172359ZSEP44</p> <div style="display: flex; align-items: center; justify-content: center;"> <div style="text-align: center; margin-right: 10px;">3</div>  <div style="text-align: center; margin-left: 10px;">690CO/261BN 44MEDBDE(SPT)</div> </div>
<p><b>Ambulance relay point</b>—A point in the shuttle system where one or more empty ambulances are stationed to advance to a loading point or to the next relay post to replace departed ambulances. (ATP 4-02.2)</p>	<b>ARP</b>	<p>251400ZAPR20- 252300ZAPR20</p> <div style="display: flex; align-items: center; justify-content: center;"> <div style="text-align: center; margin-right: 10px;">2</div>  <div style="text-align: center; margin-left: 10px;">568CO/168BN 65MEDBDE(SPT)</div> </div>

Table 5-7. Point control measure main icon symbols (continued)

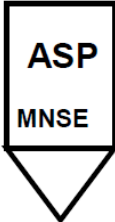



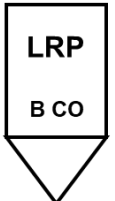
Function	Main Icon (Field A)	Construct Example and Symbol Translation
<b>Ammunition supply point</b> —An ammunition support activity operated by one or more modular ammunition platoons. (ATP 4-35)	<b>ASP</b>	AVIATION 030200ZMAY08 - 050700ZMAY08 RC(W) 
<b>Ammunition transfer holding point</b> —A designated site operated by a brigade support battalion distribution company where ammunition is received, transferred, or temporarily stored to supported units within a brigade combat team. (ATP 4-35)	<b>ATHP</b>	SMALL ARMS 030200ZMAY08 - 050700ZMAY08 4 
Cannibalization point	<b>CAN</b>	1 030200ZMAY15-050700ZMAY15 541 CSSB 
<b>Casualty collection point</b> —A location that may or may not be staffed, where casualties are assembled for evacuation to a medical treatment facility. (ATP-4-02.2)	<b>CCP</b>	060104ZJUN44-062359ZJUN44 1BCT 101AAD 
Logistics release point	<b>LRP</b>	3 030200ZMAY15-050700ZMAY15 325BSB/3BCT 

Table 5-7. Point control measure main icon symbols (continued)



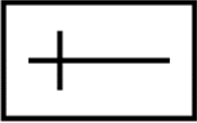
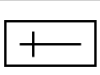
Function	Main Icon (Field A)	Construct Example and Symbol Translation
<p><b>Maintenance collection point</b>—A temporary location established within the battalion echelon for the collection of equipment needing or undergoing field maintenance. (ATP 4-33)</p>	<p><b>MCP</b></p>	<p>030200ZMAY15-050700ZMAY15</p> <p style="text-align: right;">VEHICLES 541 CSSB</p> <div style="border: 1px solid black; padding: 5px; text-align: center;"> <p><b>MCP</b></p> <p>1 SMC</p> </div>
<p>Medical evacuation pickup point</p>		<p>040104ZNOV19-042359ZNOV19</p> <p style="text-align: right;">3 1MEDBDE(SPT)</p> <div style="border: 1px solid black; padding: 5px; text-align: center;">  <p><b>61BN</b></p> </div>
<p><b>Mortuary affairs collection point</b>—The location for receiving, establishing chain of custody, and evacuating human remains and personal effects. (See ATP 4-46 for more information on mortuary affairs collection points.)</p>		<div style="border: 1px solid black; padding: 5px; text-align: center;">  <p><b>311 CO</b></p> </div>
<p><b>Rearm, refuel and resupply point</b>—A designated location through which a unit passes where it receives fuel, ammunition, and other necessary supplies to continue operations.</p>	<p><b>R3P</b></p>	<p>051200ZOCT12-071800ZOCT12</p> <p style="text-align: right;">2 299 BSB/ 2 ABCT</p> <div style="border: 1px solid black; padding: 5px; text-align: center;"> <p><b>R3P</b></p> <p>FOXTROT</p> </div>
<p><b>Refuel on the move point</b>—A location established to ensure that fuel tanks on combat and fuel servicing vehicles are full before they arrive in the unit's tactical assembly area.</p>	<p><b>ROM</b></p>	<p>030200ZMAY15-050700ZMAY15</p> <p style="text-align: right;">3 142CSSB</p> <div style="border: 1px solid black; padding: 5px; text-align: center;"> <p><b>ROM</b></p> <p>504CSC</p> </div>

Table 5-7. Point control measure main icon symbols (continued)

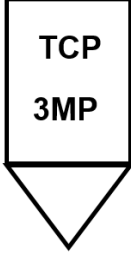
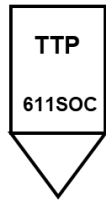
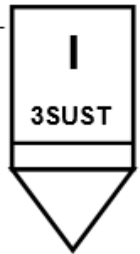


Function	Main Icon (Field A)	Construct Example and Symbol Translation
<p><b>Traffic control post</b>—A manned post that is used to preclude the interruption of traffic flow or movement along a designated route. (FM 3-39)</p>	<p><b>TCP</b></p>	<p>MSR1 060900ZAPR18 - 100300ZAPR18</p> <div style="text-align: center;">  </div> <p>RC(N)</p>
<p><b>Trailer transfer point</b>—A location established along the line haul system to divide the line haul into legs, where semitrailers or flatracks are transferred from one carrier to another while en-route. (See ATP 4-11 for more information on trailer transfer points.)</p>	<p><b>TTP</b></p>	<p>4 1410000ZMAR13- 1914000ZMAR13</p> <div style="text-align: center;">  </div> <p>541 CSSB/ 15 SUS BDE</p>
Sustainment Distribution		
<p>North Atlantic Treaty Organization (NATO) Class I Those items which are consumed by personnel or animals at the approximately uniform rate, irrespective of local changes in combat or terrain conditions.</p>	<p><b>I</b></p>	<p>7 030200ZMAY08 - 050700ZMAY08</p> <div style="text-align: center;">  </div> <p>2</p>
<p>U.S. Class I (subsistence items)</p>		<p>6 030200ZAPR08 - 050700ZAPR08</p> <div style="text-align: center;">  </div> <p>14</p>

Table 5-7. Point control measure main icon symbols (continued)




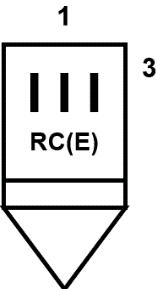

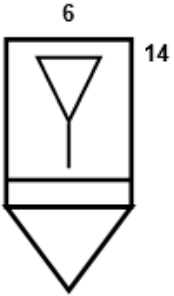


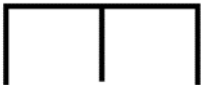
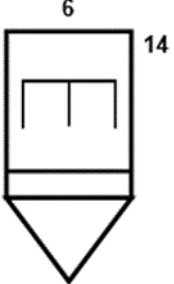
Function	Main Icon (Field A)	Construct Example and Symbol Translation
<p>NATO and U.S. Class II Supplies for which allowances are established by tables of organization and equipment.</p>		<p>020001ZAPR18 -  3</p> <p>050001ZAPR18</p>
<p>NATO Class III Fuels and lubricants for all purposes, except for operating aircraft or for use in weapons such as flame throwers.</p>		<p>020001ZAPR18 -  3</p> <p>050001ZAPR18</p>
<p>U.S. Class III (petroleum, oils, and lubricants)</p>		<p>030200ZAPR08 -  14</p> <p>050700ZAPR08</p>
<p>NATO Class IV Supplies for which initial issue allowances are not prescribed by approved issue tables.</p>		<p>030200ZMAY08 -  7</p> <p>050700ZMAY08</p>
<p>U.S. Class IV (construction and barrier materials)</p>		<p>030200ZAPR08 -  14</p> <p>050700ZAPR08</p>



Table 5-7. Point control measure main icon symbols (continued)


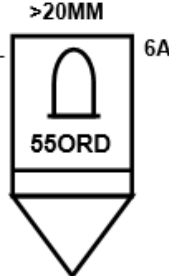

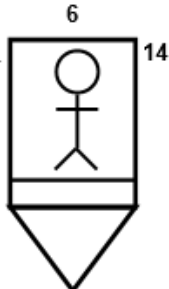

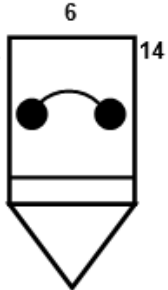
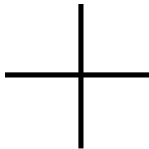
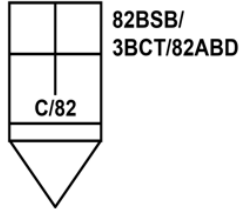
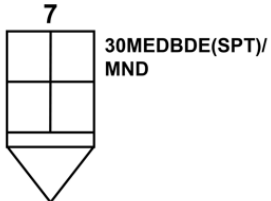
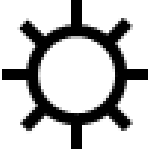
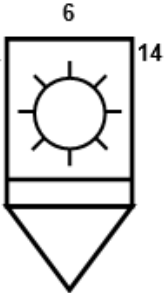


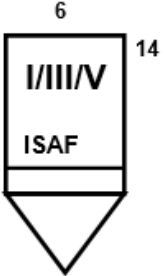

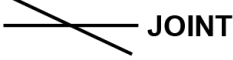

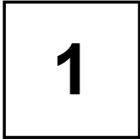


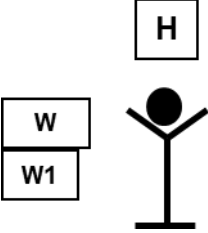



Function	Main Icon (Field A)	Construct Example and Symbol Translation
NATO and U.S. Class V Ammunition, explosives, and chemical agents of all types.		030200ZMAY08 - 050700ZMAY08 
U.S. Class VI (personal demand items)		030200ZAPR08 - 050700ZAPR08 
U.S. Class VII (major end items)		030200ZAPR08 - 050700ZAPR08 
U.S. and NATO Class VIII (medical)		050001ZJUN19- 052359ZJUN19  050001ZJUN19- 052359ZJUN19 

Table 5-7. Point control measure main icon symbols (continued)

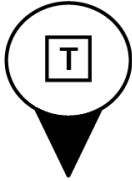


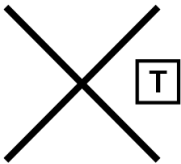
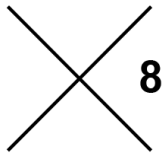
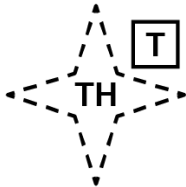
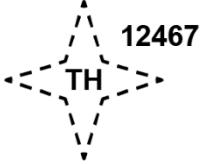
Function	Main Icon (Field A)	Construct Example and Symbol Translation
U.S. Class IX (repair parts)		030200ZAPR08 - 050700ZAPR08 
U.S. Class X (material to support nonmilitary programs)	CA	030200ZAPR08 - 050700ZAPR08 
NATO multiple supply class point Use supply class numbers (I, II, III, IV and V) for A Field or ALL for all classes of supply.		030200ZAPR08 - 050700ZAPR08 

5-24. Table 5-8, on pages 5-35 through 5-36, lists distinctive action point functions, templates, and usage examples that must follow the guidelines of this table.

**Table 5-8. Distinctive action point control measure functions, templates, and examples**

Function	Template	Construct Example and Symbol Translation
<p><b>Airfield</b>—An area prepared for the accommodation (including any buildings, installations, and equipment), landing, and takeoff of aircraft. (JP 3-17)</p>		 <p>Joint airfield</p>
<p><b>Contact point</b>—In land warfare, a point on the terrain, easily identifiable, where two or more units are required to make contact. (JP 3-50)</p>		 <p>Contact point 1</p>
<p><b>Decision point</b>—A point in space and time when the commander or staff anticipates making a key decision concerning a specific course of action. (JP 5-0)</p>		 <p>Decision point 3</p>
<p><b>Isolated personnel initial location</b> (See JP 3-50 and, FM 3-50 for more information on isolated personnel initial locations.)</p>		<p>14</p> <p>121100ZMAR18 – 121130ZMAR18</p>  <p>Isolated personnel (14 individuals) initial location between 1100 Zulu hour 12 MAR 2018 and 1130 Zulu hour 12 MAR 2018</p>
<p><b>Key terrain</b>—An identifiable characteristic whose seizure or retention affords a marked advantage to either combatant. (ADP 3-90)</p>		 <p>Key terrain 7</p>

**Table 5-8. Distinctive action point control measure functions, templates, and examples (continued)**

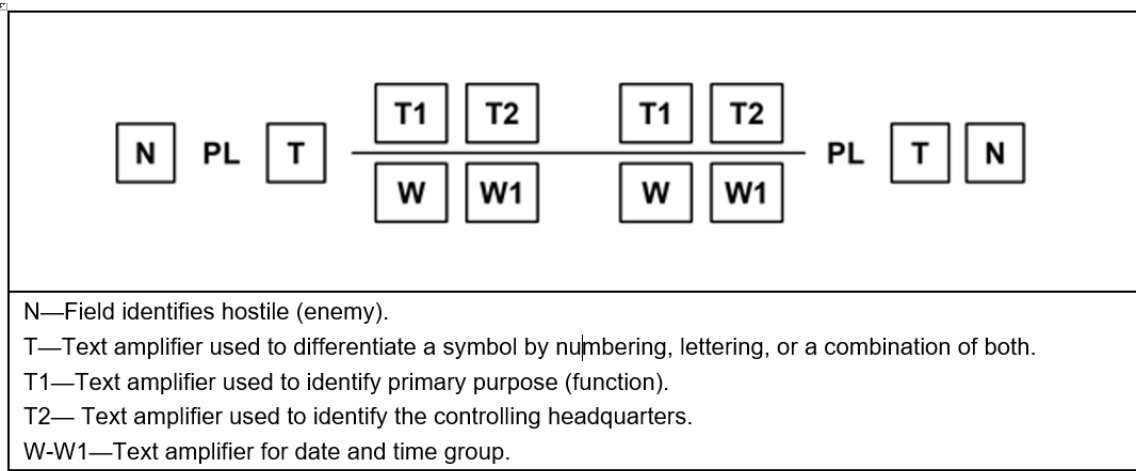
<i>Function</i>	<i>Template</i>	<i>Construct Example and Symbol Translation</i>
Point of interest		 Point of interest 9
		 Point of interest launch event
<b>Waypoint</b> —A designated point or series of points loaded and stored in a global positioning system or other electronic navigational aid system to facilitate movement.		 Waypoint 8
<b>Target handover</b> —Depicts a direct fire target handover mission is in progress and facilitates orientation of direct fires to maximize combat effectiveness and minimize fratricide.		 Target handover 12467

## LINES

5-25. In table 5-9, on pages 5-38 through 5-43, there are line control measure symbols that follow a specific template format as shown in figure 5-9.

- Most lines are also named as a phase line for ease of reference in orders and during transmissions.
- Lines that have a specific purpose and are also named as phase lines (such as a restrictive fire line) should have the primary purpose in the Field T1 labeled on top of the line at both ends of the line inside the lateral boundaries or as often as necessary for clarity.
- The designation of the controlling headquarters for fire support coordination measures is depicted in Field T2.

The use of phase lines to mark line control measure symbols is not mandatory.



**Figure 5-9. Template for line control measure symbols**

Table 5-9. Line control measure symbols


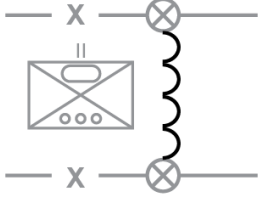
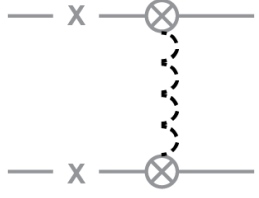
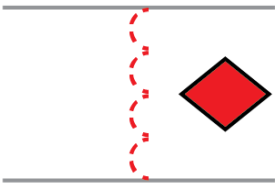

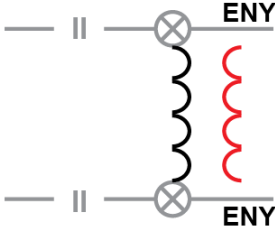
Function	Template	Construct Example <b>Note.</b> Symbols colored gray are used to help explain how the control measure is used and are not a part of the control measure.
<b>Lines</b>		
<p><b>Forward line of own troops</b>—A line which indicates the most forward positions of friendly forces in any kind of military operation at a specific time. (JP 3-03)</p> <p><b>Note.</b> The open side of the arc reflects the reported unit.</p>		<div style="text-align: center;">  <p>Friendly present</p>  <p>Friendly planned, or on order</p>  <p>Enemy suspected or templated</p> </div>
<p><b>Line of contact</b>—A general trace delineating the locations where friendly and enemy forces are engaged. (ADP 3-90)</p> <p>The line of contact symbol is created when both the friendly and enemy forward line of troops symbols are displayed.</p> <p><b>Note.</b> The open side of the arc reflects the reported unit.</p>		<div style="text-align: center;">  <p>ENY</p> <p>ENY</p> </div>

Table 5-9. Lines control measure symbols (continued)

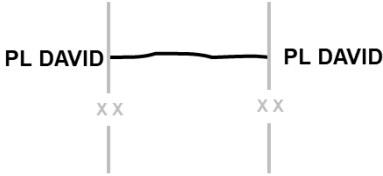
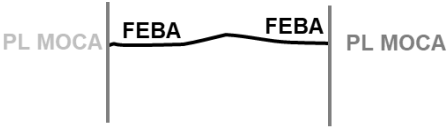
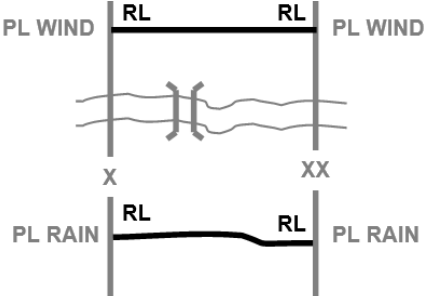

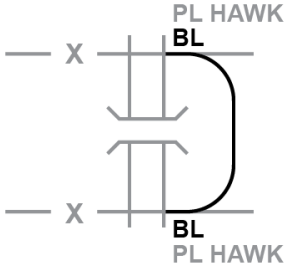
Function	Template	Construct Example <i>Note.</i> Symbols colored gray are used to help explain how the control measure is used and are not a part of the control measure.
<p><b>Phase line</b>—an easily identified feature in the operational area utilized for control and coordination of military operations. (JP 3-09)</p>	<p>PL <span style="border: 1px solid black; padding: 2px;">T</span> ——— PL <span style="border: 1px solid black; padding: 2px;">T</span></p>	
<p><b>Forward edge of the battle area</b>—The foremost limits of a series of areas in which ground combat units are deployed to coordinate fire support, the positioning of forces, or the maneuver of units, excluding areas in which covering or screening forces are operating. (JP 3-09.3)</p>	<p><b>FEBA</b> ————— <b>FEBA</b></p>	
<p><b>Release line</b>—Phase line used in river crossing operations that delineates a change in the headquarters controlling movement. (See ATP 3-90.4 for more information on release line.)</p>	<p><b>RL</b> ————— <b>RL</b></p>	
<p><b>Bridgehead line</b>—The limit of the objective area in the development of the bridgehead. (See ATP 3-90.4 for more information on bridgehead line.)</p>	<p><b>BL</b>  <b>BL</b></p>	
<p><b>Offensive Lines</b></p>		

Table 5-9. Lines control measure symbols (continued)

Function	Template	Construct Example <i>Note.</i> Symbols colored gray are used to help explain how the control measure is used and are not a part of the control measure.
<p><b>Battlefield coordination line</b></p>	<p><b>BCL</b> _____ <b>BCL</b></p>	
<p><b>Battle handover line</b>—A designated phase line where responsibility transitions from the stationary force to the moving force and vice versa. (ADP 3-90)</p>	<p><b>BHL</b> _____ <b>BHL</b></p>	
<p><b>Delay line</b>—A phase line where the date and time before which the enemy is not allowed to cross the phase line is depicted as part of the graphic control measure. (FM 3-90-1)</p>	<p><b>DLY</b> _____ <b>DLY</b></p>	
<p><b>Final coordination line</b>—A phase line close to the enemy position used to coordinate the lifting or shifting of supporting fires with the final deployment of maneuver elements. (ADP 3-90)</p>	<p><b>FCL</b> _____ <b>FCL</b></p>	
<p><b>Limit of advance</b>—A phase line used to control forward progress of the attack. (ADP 3-90)</p>	<p><b>LOA</b> _____ <b>LOA</b></p>	



Table 5-9. Lines control measure symbols (continued)

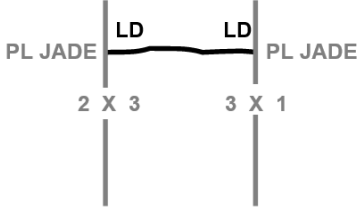
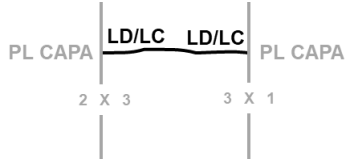
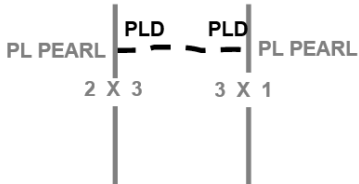
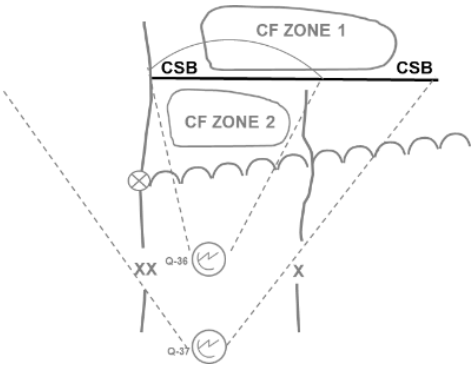
Function	Template	Construct Example <i>Note.</i> Symbols colored gray are used to help explain how the control measure is used and are not a part of the control measure.
<p><b>Line of departure</b>—In land warfare, a line designated to coordinate the departure of attack elements. (JP 3-31)</p>	<p style="text-align: center;"><b>LD            LD</b></p> <hr style="width: 100%;"/>	
<p><b>Line of departure or line of contact</b>— A <b>line of contact</b> is a general trace delineating the locations where friendly and enemy forces are engaged. (ADP 3-90)</p>	<p style="text-align: center;"><b>LD/LC            LD/LC</b></p> <hr style="width: 100%;"/>	
<p><b>Probable line of deployment</b>—A phase line that designates the location where the commander intends to deploy the unit into assault formation before beginning the assault. (ADP 3-90) <i>Note.</i> The dashed lines in this symbol shall be displayed in present and anticipated status.</p>	<p style="text-align: center;"><b>PLD            PLD</b></p> <hr style="width: 100%; border-top: 1px dashed black;"/>	
<b>Fire Lines</b>		
<p><b>Common sensor boundary</b>—A line depicted by a series of grid coordinates, grid line, phase line or major terrain feature that divides target acquisition search areas into radar acquisition management areas. (FM 3-09)</p>	<p style="text-align: center;"><b>CSB</b> <span style="border: 1px solid black; padding: 2px;">T2</span>            <b>CSB</b> <span style="border: 1px solid black; padding: 2px;">T2</span></p> <hr style="width: 100%;"/> <p style="text-align: center;"><span style="border: 1px solid black; padding: 2px;">W</span> <span style="border: 1px solid black; padding: 2px;">W1</span>            <span style="border: 1px solid black; padding: 2px;">W</span> <span style="border: 1px solid black; padding: 2px;">W1</span></p>	

Table 5-9. Lines control measure symbols (continued)

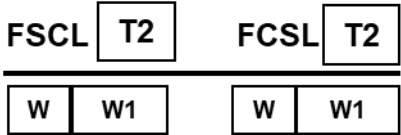
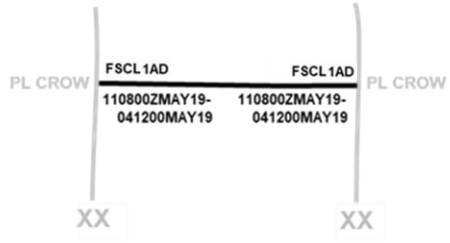
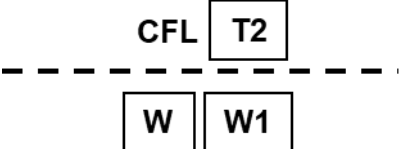
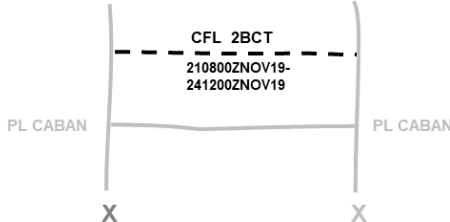
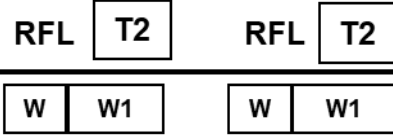
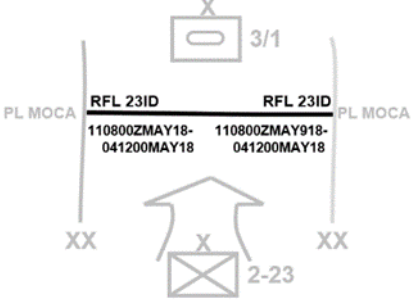
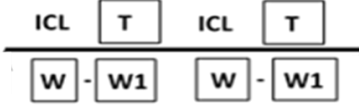
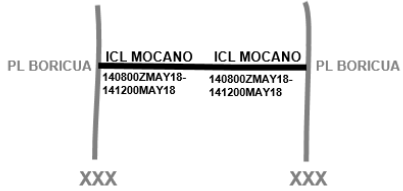
Function	Template	Construct Example <i>Note.</i> Symbols colored gray are used to help explain how the control measure is used and are not a part of the control measure.
<p><b>Fire support coordination line</b>—A fire support coordination measure established by the land or amphibious force commander to support common objectives within an area of operation; beyond which all fires must be coordinated with affected commanders prior to engagement, and short of the line, all fires must be coordinated with the establishing commander prior to engagement. (JP 3-09)</p>		
<p><b>Coordinated fire line</b>—A line beyond which conventional surface-to-surface direct fire and indirect fire support means may fire at any time within the boundaries of the establishing headquarters without additional coordination but does not eliminate the responsibility to coordinate the airspace required to conduct the mission. (JP 3-09)</p>		

Table 5-9. Lines control measure symbols (continued)

Function	Template	Construct Example <i>Note.</i> Symbols colored gray are used to help explain how the control measure is used and are not a part of the control measure.
<b>Restrictive fire line</b> —A specific boundary established between converging, friendly surface forces that prohibits fires or their effects from crossing. (JP 3-09)		
<b>Intelligence Line</b>		
<b>Intelligence coordination line</b>		

## MOVEMENT AND MANEUVER CONTROL MEASURE SYMBOLS

5-26. *Movement* is the positioning of combat power to establish the conditions for maneuver (ADP 3-90), and *maneuver* is the employment of forces in the operational area, through movement in combination with fires and information, to achieve a position of advantage in respect to the enemy (JP 3-0). (See FM 3-90-1 and FM 3-90-2 for additional information on movement and maneuver.)

5-27. Table 5-10, on pages 5-44 through 5-47, includes forms of maneuver control measures. *Forms of maneuver* are distinct tactical combinations of fire and movement with a unique set of doctrinal characteristics that differ primarily in the relationship between the maneuvering force and the enemy (ADP 3-90).

Table 5-10. Forms of maneuver control measure symbols

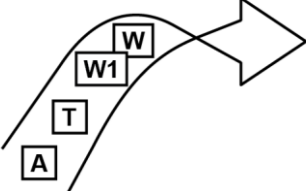
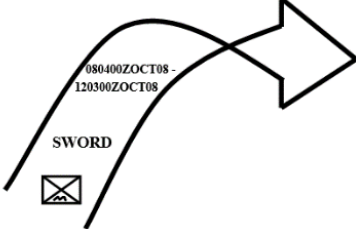
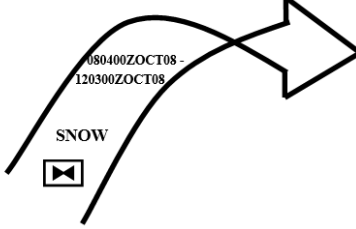
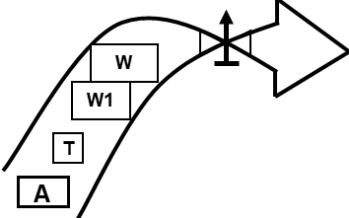
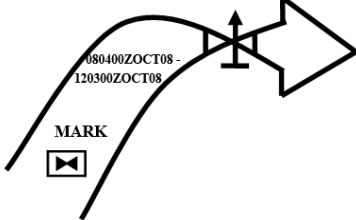
Control Measure	Template	Construct Example and Symbol Translation
<b>Axis of Advance</b> The general area through which the bulk of a unit's combat power must move. (ADP 3-90)		
Airborne or aviation axis of advance		 <p>Airborne infantry unit moving on airborne axis of advance SWORD from 0400 Zulu hour 8 October 2008 to 0300 Zulu hour 12 October 2008.</p>
		 <p>Aviation infantry unit moving on aviation axis of advance SNOW from 0400 Zulu hour 8 October 2008 to 0300 Zulu hour 12 October 2008.</p>
Attack helicopter axis of advance		 <p>Aviation infantry unit moving on attack helicopter axis of advance MARK from 0400 Zulu hour 8 October 2008 to 0300 Zulu hour 12 October 2008.</p>

Table 5-10. Forms of maneuver control measure symbols (continued)

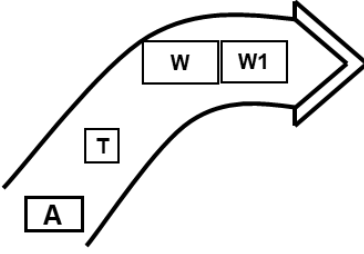
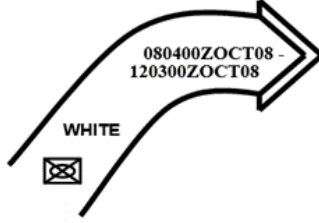

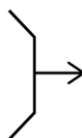
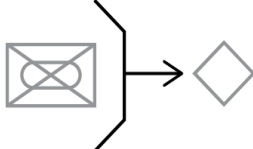


Control Measure	Template	Construct Example and Symbol Translation
<p><b>Main axis of advance</b>—The principal attack or effort into which the commander throws the full weight of the offensive power at his disposal.</p>		<div style="display: flex; flex-direction: column;"> <div style="text-align: center;">  <p>Mechanized infantry unit moving on main axis of advance WHITE from 0400 Zulu hour 8 October 2008 to 0300 Zulu hour 12 October 2008.</p> </div> <div style="text-align: center;">  <p>Cavalry unit moving on feint main axis of advance HURO from 0400 Zulu hour 8 October 2008 to 0300 Zulu hour 12 October 2008.</p> </div> </div>
<p><b>Attack</b> A type of offensive operation that destroys or defeats enemy forces, seizes and secures terrain, or both. (ADP 3-90)</p>		
<p><b>Attack by fire</b>—A tactical mission task in which a commander uses direct fires, supported by indirect fires, to engage an enemy force without closing with the enemy to destroy, suppress, fix, or deceive that enemy. (FM 3-90-1)</p>		<div style="text-align: center;">  <p>Mechanized infantry unit attacks an enemy unit by fire</p> </div>
<p><b>Support by fire</b>—A tactical mission task in which a maneuver force moves to a position where it can engage the enemy by direct fire in support of another maneuvering force. (FM 3-90-1)</p>		<div style="text-align: center;">  <p>Mechanized infantry battalion conducts support by fire</p> </div>
<p><b>Direction of Attack</b> A specific direction or assigned route a force uses and does not deviate from when attacking. (ADP 3-90)</p>		

Table 5-10. Forms of maneuver control measure symbols (continued)

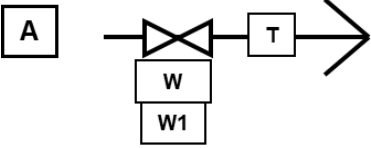

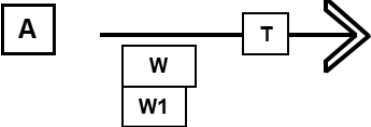
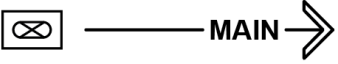
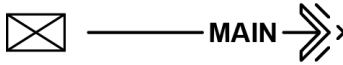
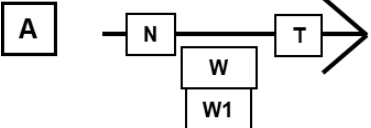
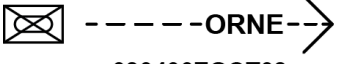
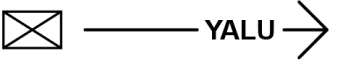
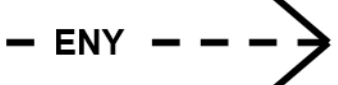
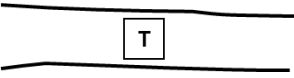
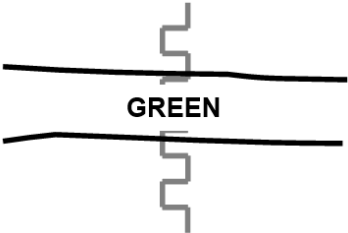
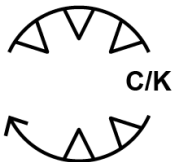
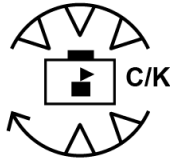
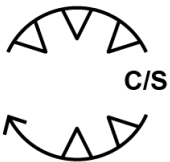
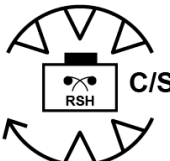
Control Measure	Template	Construct Example and Symbol Translation
Aviation direction of attack		 <p>080400ZOCOT08 - 120300ZOCOT08</p> <p>Aviation unit aviation direction of attack from 0400 Zulu hour 8 October 2008 to 0300 Zulu hour 12 October 2008.</p>
Direction of main attack		 <p>080400ZOCOT08- 120300ZOCOT08</p> <p>Combined arms unit direction of main attack from 0400 Zulu hour 8 October 2008 to 0300 Zulu hour 12 October 2008.</p>
		 <p>080400ZOCOT08- 120300ZOCOT08</p> <p>Infantry unit feint direction of main attack from 0400 Zulu hour 8 October 2008 to 0300 Zulu hour 12 October 2008.</p>
Direction of supporting attack		 <p>080400ZOCOT08- 120300ZOCOT08</p> <p>Mechanized armored unit planned direction of supporting attack ORNE from 0400 Zulu hour 8 October 2008 to 0300 Zulu hour 12 October 2008.</p>
		 <p>080400ZOCOT08- 120300ZOCOT08</p> <p>Infantry unit feint direction of supporting attack YALU from 0400 Zulu hour 8 October 2008 to 0300 Zulu hour 12 October 2008.</p>
		 <p>Enemy or suspected direction of supporting attack</p>

Table 5-10. Forms of maneuver control measure symbols (continued)

Control Measure	Template	Construct Example and Symbol Translation
<b>Infiltration</b> A form of maneuver in which an attacking force conducts undetected movement through or into an area occupied by enemy forces to occupy a position of advantage in the enemy rear while exposing only small elements to enemy defensive fires. (FM 3-90-1)		
<b>Infiltration lane</b> —A control measure that coordinates forward and lateral movement of infiltrating units and fixes fire planning responsibilities. (FM 3-90-1)		 Infiltration lane GREEN through fortified line

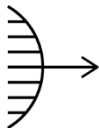
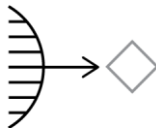

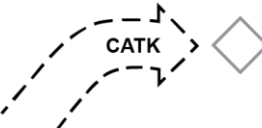
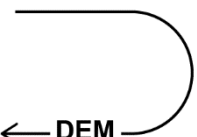
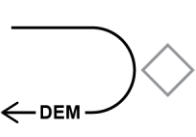
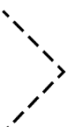

5-28. Table 5-11 includes movement to contact control measures. *Movement to contact* is a type of offensive operation designed to develop the situation and to establish or regain contact (ADP 3-90).

Table 5-11. Movement to contact control measure symbols

Control Measure	Template	Construct example and symbol translation
<b>Cordon and knock</b>		 Cordon and knock an educational institution
<b>Cordon and search</b> —A technique of conducting a movement to contact that involves isolating a target area and searching suspect locations within that target area to capture or destroy possible enemy forces and contraband. (FM 3-90-1)		 Cordon and search chemical, biological, radiological, and nuclear (CBRN) research facility

5-29. Table 5-12, on page 5-48, includes attack control measures. An *attack* is a type of offensive operation that destroys or defeats enemy forces, seizes and secures terrain, or both (ADP 3-90). Demonstrations and feints, while forms of attack, are also associated with the conduct of military deception operations. (See JP 3-13 for more information on attacks.)

Table 5-12. Attack control measure symbols

Control Measure	Template	Construct Example and Symbol Translation
<p><b>Ambush</b>—An attack by fire or other destructive means from concealed positions on a moving or temporarily halted enemy. (FM 3-90-1)</p>		
<p><b>Counterattack</b>—Attack by 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 the enemy's purpose in attacking. In sustained defensive operations, it is undertaken to restore the battle position and is directed at limited objectives. (FM 1-02.1)  <b>Note.</b> The dashed lines in this graphic shall be displayed in present and anticipated status.</p>		
<p><b>Demonstration</b>—In military deception, a show of force similar to a feint without actual contact with the adversary, in an area where a decision is not sought that is made to deceive an adversary. (JP 3-13.4)</p>		
<p><b>Feint</b>—In military deception, an offensive action involving contact with the adversary conducted for the purpose of deceiving the adversary as to the location and/or time of the actual main offensive action. (JP 3-13.4)</p>		

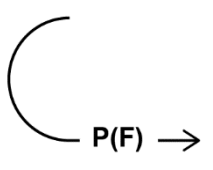
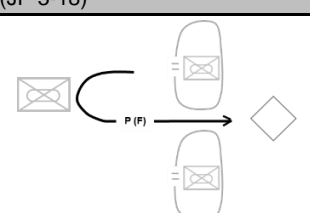
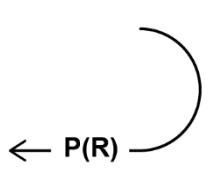
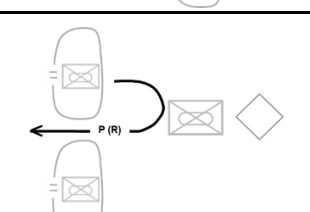

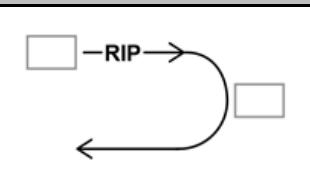
5-30. Table 5-13, on pages 5-49 through 5-50 includes enabling control measures. Enabling operations apply to all elements of decisive action, and related military symbols usage is described in ADP 3-90. Enabling operations include security, reconnaissance, relief in place, and passage of lines.



**Table 5-13. Enabling operations control measure symbols**

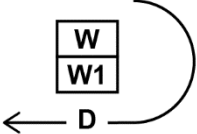
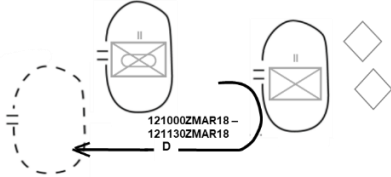
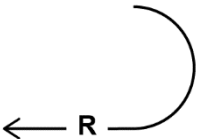
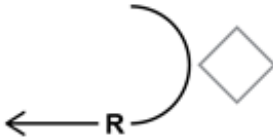
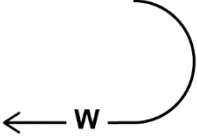

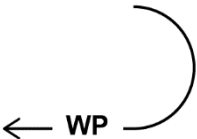

<b>Security Operations</b>		
<p>Those operations performed by commanders to provide early and accurate warning of enemy operations, to provide the forces being protected with time and maneuver space within which to react to the enemy, and to develop the situation to allow commanders to effectively use their protected forces. (ADP 3-90)</p>		
<p>Draw rules—</p> <ol style="list-style-type: none"> <li>1. Front of symbol faces enemy in a direction outward from friendly forces.</li> <li>2. Letters (C,S,G) have the option to rotate independently and can adjust based on the direction of symbol.</li> <li>3. Unit icon remains oriented for left-to-right legibility.</li> <li>4. Arrows can originate from any point on the unit icon and orient outward in any direction necessary to depict the task.</li> <li>5. Arrows may be elongated to cover desired area.</li> </ol>		
Horizontal	Vertical	
Control Measure	Template	Construct Example and Symbol Translation
<p><b>Screen</b>—A type of security operation that primarily provides early warning to the protected force. (ADP 3-90)</p>		
<p><b>Cover</b>—A type of security operation done independent of the main body to protect them by fighting to gain time while preventing enemy ground observation of and direct fire against the main body. (ADP 3-90)</p>		
<p><b>Guard</b>—A type of security operation done to protect the main body by fighting to gain time while preventing enemy ground observation of and direct fire against the main body. (ADP 3-90)</p>		

**Table 5-13. Enabling operations control measure symbols (continued)**

<b>Passage of Lines</b>		
An operation in which a force moves forward or rearward through another force's combat positions with the intention of moving into or out of contact with the enemy. (JP 3-18)		
<p><b>Forward passage of lines</b>—Occurs when a unit passes through another unit's positions while moving toward the enemy. (ADP 3-90)</p>		
<p><b>Rearward passage of lines</b>—Occurs when a unit passes through another unit's positions while moving away from the enemy. (ADP 3-90)</p>		
<b>Relief in Place</b>		
An operation in which, by direction of higher authority, all or part of a unit is replaced in an area by the incoming unit and the responsibilities of the replaced elements for the mission and the assigned zone of operations are transferred to the incoming unit. (JP 3-07.3)		
<p>Relief in place</p>		

5-31. Table 5-14, on page 5-51, includes retrograde control measures. Retrograde applies to the elements of decisive action under defensive operations. Retrograde-related military symbols usage is described in ADP 3-90. Retrograde includes delay, withdraw, and retirement.


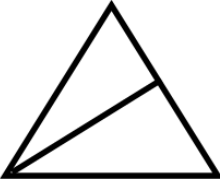



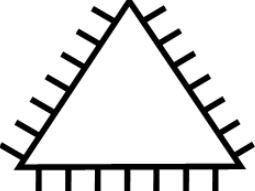
Table 5-14. Retrograde control measure symbols

Control Measure	Template	Construct Example and Symbol Translation
<p><b>Delay</b>—When a force under pressure trades space for time by slowing down the enemy's momentum and inflicting maximum damage on enemy forces without becoming decisively engaged. (ADP 3-90)</p>		 <p><i>Note.</i> "W" and "W1" are optional amplifiers that identify the start date-time group, and can be displayed alone or in conjunction with "W1" to identify the projected date-time group end date.</p>
<p><b>Retirement</b>—When a force out of contact moves away from the enemy. (ADP 3-90)</p>		
<p><b>Withdraw</b>—To disengage from an enemy force and move in a direction away from the enemy. (ADP 3-90)</p>		
<p><b>Withdraw under pressure</b></p>		

## OBSERVATION POST CONTROL MEASURES

5-32. An observation post is a position from which military observations are made, or fire directed and adjusted, and which possesses appropriate communications. Table 5-15, on page 5-52, lists the observation post control measures.

**Table 5-15. Observation post control measure symbols**

<b>Function</b>	<b>Construct</b> <i>Note.</i> Symbols without amplifier fields cannot be modified and must be used as depicted.
<b>Observation post</b> —A position from which military observations are made, or fire directed and adjusted, and which possesses appropriate communications. While aerial observers and sensors systems are extremely useful, those systems do not constitute aerial observation posts. (FM 3-90-2)	
<b>Reconnaissance observation post</b>	
<b>Forward observer</b> —An observer operating with front line troops and trained to adjust ground or naval gunfire and pass back battlefield information. (JP 3-09)	
Chemical, biological, radiological, or nuclear (CBRN) observation post	
Sensor observation post or listening post	
<b>Combat outpost</b> —A reinforced observation post capable of conducting limited combat operations. (FM 3-90-2)	

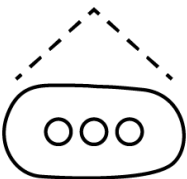
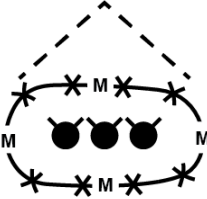
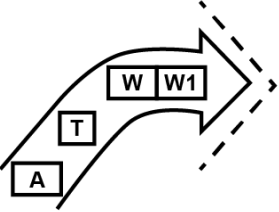
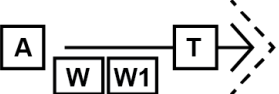
## MILITARY DECEPTION CONTROL MEASURES

5-33. *Military deception* is actions executed to deliberately mislead adversary military, paramilitary, or violent extremist organization decision makers, thereby causing the adversary to take specific actions (or inactions) that will contribute to the accomplishment of the friendly mission (JP 3-13.4). Military deception control measures are designed to identify actions executed to mislead the enemy by manipulation, distortion, or falsification of evidence to induce the enemy to react in a manner prejudicial to the enemy’s interests. Table 5-16, on pages 5-53 through 5-54, demonstrates the military deception icon symbol usage construct.

Table 5-16. Military deception control measure symbols

<i>Feint, Decoy, or Dummy Indicator Line</i>	
<p><b>Note.</b> The decoy, dummy, feint, or phony icon is added to another symbol, such as equipment, installations, or control measures to form the decoy, dummy, feint, or phony symbol.</p>	
<i>Examples</i>	
Single point control measure	<p>Dummy Class 3 supply point</p>
Equipment	<p>Dummy armored high mobility wheeled vehicle</p>
Installation	<p>Dummy electrical installation</p>
Minefield	<p>Dummy antitank minefield</p>

Table 5-16. Military deception control measure symbols (continued)

<i>Examples</i>	
Minefield, dynamic or mined area	 <p style="text-align: center;">Dummy dynamic unspecified minefield</p>
Mined area, fenced	 <p style="text-align: center;">Antipersonnel fenced mined area</p>
Feint (axis of advance)	
Feint (direction of attack)	

## AIRSPACE CONTROL MEASURES

5-34. Airspace control measures are the capabilities and procedures used to increase operational effectiveness by promoting the safe, efficient, and flexible use of airspace. (See JP 3-52 for more information on airspace control measures.) Airspace control measures are used to segregate, control, and reserve airspace for operations. Airspace control measures are also used to—

- Enhance the effectiveness of accomplishing the commander's objectives.
- Prevent mutual interference.
- Facilitate air defense identification.
- Prevent fratricide.
- Help in safely accommodating the flow of all air traffic in the area of operations.

Table 5-17, on pages 5-55 through 5-62, lists airspace control measure symbols. (See ATP 3-52.1 for additional information on airspace control and associated military symbol doctrine.)

Table 5-17. Airspace control measure symbols


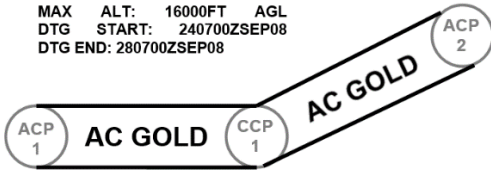

Air Corridors		
Template		
<p>NAME: T                      WIDTH: AM                      MIN ALT: X                      MAX ALT: X1                      DTG START: W                      DTG END: W1</p> <hr/> <p>A T</p> <hr/> <p>A—Main icon Identifies function.                      AM—A numeric amplifier that displays a minimum, maximum, or specific distance (including range, radius, width, or length) in meters.                      T—A text amplifier that uniquely identifies the corridor.                      X, X1—Identifies the minimum, maximum or specific altitude (in feet or meters in relation to a reference datum), flight level, or depth.                      W, W1—Identifies the date-time group associated with corridor.</p>		
Function	Main Icon (Field A)	Construct Example and Symbol Translation
<p><b>Air corridor</b>—A restricted air 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. (JP 3-52)</p>	<p><b>AC</b></p>	<p>NAME: GOLD                      WIDTH: 1200FT                      MIN ALT: 1500FT AGL                      MAX ALT: 20000FT AGL                      DTG START: 270600ZMAY08                      DTG END: 271845ZMAY08</p>  <p>Air corridor GOLD including air control points</p>
		<p>NAME: GOLD                      WIDTH: 1200FT                      MIN ALT: 1500FT AGL                      MAX ALT: 16000FT AGL                      DTG START: 240700ZSEP08                      DTG END: 280700ZSEP08</p>  <p>Air corridor GOLD with multiple segments, including air control points and a communication control point</p>
<p><b>Low-level transit route</b>—A temporary corridor of defined dimensions established in the forward area to minimize the risk to friendly aircraft from friendly air defenses or surface forces. (JP 3-52)</p>	<p><b>LLTR</b></p>	<p>NAME: COBRA                      WIDTH: 300FT                      MIN ALT: 150FT AGL                      MAX ALT: 3000FT AGL                      DTG START: 240500ZOCT08                      DTG END: 241845ZOCT08</p>  <p>Low-level transit route air corridor Red, width 300 feet, minimum altitude 150 feet, maximum altitude 3000 feet, operational from 0500 Zulu 24 OCT 2008 to 1845 Zulu 24 OCT 2008 (between air control points 1 and 2)</p>

Table 5-17. Airspace control measure symbols (continued)



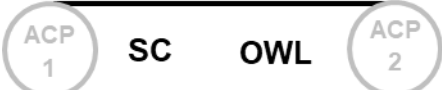

Function	Main Icon	Construct Example and Symbol Translation
<p><b>Minimum-risk route</b>—A temporary corridor of defined dimensions recommended for use by high-speed, fixed-wing aircraft that presents the minimum known hazards to low-flying aircraft transiting the combat zone. (JP 3-52)</p>	<p><b>MRR</b></p>	<p>NAME: RED            WIDTH: 1500FT            MIN ALT: 3000FT AGL            MAX ALT: 21000FT AGL            DTG START: 110200ZSEP08            DTG END: 140300ZSEP08</p>  <p>Minimum-risk route air corridor RED, width 1500 feet, minimum altitude 3000 feet, maximum altitude 21000 feet, operational from 0200 Zulu 11 SEP 2008 to 0300 Zulu 14 SEP 2008 (between air control points 1 and 2)</p>
<p><b>Safe lane</b>—A bi-directional lane connecting an airbase, landing site or base defense zone to adjacent routes or corridors. Safe lanes may also be used to connect adjacent activated routes or corridors. (See ATP 3-52.1 for more information on safe lanes.)</p>	<p><b>SL</b></p>	<p>NAME: LION            WIDTH: 600FT            MIN ALT: 600FT AGL            MAX ALT: 3000FT AGL            DTG START: 240730ZFEB08            DTG END: 280900ZFEB08</p>  <p>Safe lane air corridor LION that includes air control points</p>
<p><b>Special corridor</b>—A corridor used to accommodate the special routing requirements of specific missions and are used for special operations aircraft. (See ATP 3-52.1 for more information on special corridors.)</p>	<p><b>SC</b></p>	<p>NAME: OWL            WIDTH: 500M            MIN ALT: 100M            MAX ALT: 1200M            DTG START: 220700ZJUN20            DTG END: 300700ZJUN20</p>  <p>Special corridor OWL including air control points</p>
<p><b>Standard use Army aircraft flight route</b>—Route established below the coordination level to facilitate the movement of Army aviation assets; it is normally located in the corps through brigade rear areas of operation and does not require approval by the airspace control authority. (JP 3-52)</p>	<p><b>SAAFR</b></p>	<p>NAME: BLUE            WIDTH: 600FT            MIN ALT: 150FT AGL            MAX ALT: 3000FT AGL            DTG START: 260930ZMAY08            DTG END: 280700ZMAY08</p> 



Table 5-17. Airspace control measure symbols (continued)





Function	Main icon	Construct Example and Symbol Translation
<p><b>Transit corridor</b>—Bi-directional in the rear area and established to route aircraft through air defenses. (See ATP 3-52.1 for more information on transit corridor.)</p>	<p><b>TC</b></p>	<p>NAME: KING            WIDTH: 900FT            MIN ALT: 2100FT AGL            MAX ALT: 6000FT AGL            DTG START: 260700ZMAR08            DTG END: 280700ZMAR08</p> 
<p><b>Unmanned aircraft (UA) corridor</b>—Airspace established by the airspace control authority, based on the UA mission. (See ATP 3-52.1 for more information on an UA corridor.)</p>	<p><b>UA</b></p>	<p>NAME: DRAGON            WIDTH: 1200FT            MIN ALT: 1500FT AGL            MAX ALT: 12000FT AGL            DTG START: 200700ZMAY08            DTG END: 210700ZMAY08</p> 
<p><b>Lines Without Amplifier Fields</b></p> <p><i>Note:</i> Symbols without amplifier fields cannot be modified and must be used as depicted.</p>		
<p><b>Identification, friend-or-foe switch off-line</b>—Line marks where friendly aircraft stop emitting an identification, friend-or-foe signal. (See ATP 3-52.1 for more information on identification, friend-or-foe switch off lines.)</p>	<p>IFF OFF                      IFF OFF</p> 	
<p><b>Identification, friend-or-foe switch on-line</b>—Line marks where friendly aircraft start emitting an identification, friend-or-foe signal. (See ATP 3-52.1 for more information on identification, friend-or-foe switch on lines.)</p>	<p>IFF ON                      IFF ON</p> 	

Table 5-17. Airspace control measure symbols (continued)


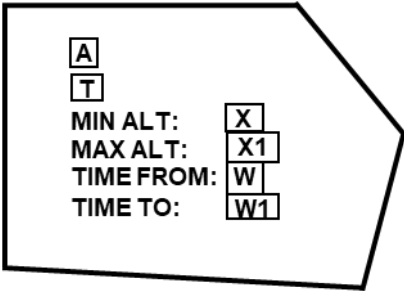
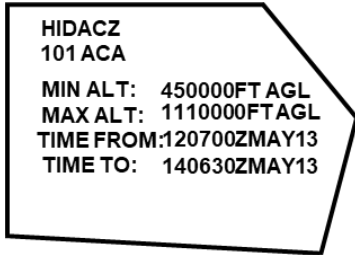
Zones		
Function	Example	
<p><b>Base defense zone</b>—An air defense zone established around an air base and limited to the engagement envelope of short-range air defense weapons systems defending that base. (JP 3-52)</p>	 <p><i>Note:</i> This zone symbol has no amplifier fields and cannot be modified.</p>	
Zone Symbols with Amplifier Fields		
Template		
		
<p>A—Main icon that Identifies the function.                      T—Identifies the unique unit designation servicing the zone.                      X, X1—Identifies the minimum, maximum and/or specific altitude (in feet or meters in relation to a reference datum), flight level, or depth.                      W, W1—Identifies the date-time group associated with zone.</p>		
Function	Main Icon (Field A)	Construct Example and Symbol Translation
<p><b>High-density airspace control zone</b>—Airspace designated in an airspace control plan or airspace control order in which there is a concentrated employment of numerous and varied weapons and airspace users. (JP 3-52)</p>	<p><b>HIDACZ</b></p>	 <p>High-density airspace control zone, established by 101<sup>st</sup> airspace control authority for a minimum altitude of 450000 feet above ground level and a maximum altitude of 1110000 feet above ground level, operational from 0700 Zulu hour 12 MAY 2013 to 0630 Zulu hour 14 MAY 2013.</p>

Table 5-17. Airspace control measure symbols (continued)

Function	Main Icon (Field A)	Construct Example and Symbol Translation
<b>Restricted Operations Zones</b>		
<p><b>Restricted operations zone</b>—Airspace reserved for specific activities in which the operations of one or more airspace users is restricted. (JP 3-52)</p>	<p><b>ROZ</b></p>	<div data-bbox="992 373 1328 674" style="border: 2px solid black; padding: 10px; margin-bottom: 10px;"> <p><b>ROZ</b>  <b>11 ADA BDE</b>  <b>MIN ALT: 2700FT AGL</b>  <b>MAX ALT: 21000FT AGL</b>  <b>TIME FROM: 030001ZJUL08</b>  <b>TIME TO: 032400ZJUL08</b></p> </div> <p>Restricted operations zone, designated by 11th Air Defense Artillery Brigade for a minimum altitude of 2700 feet above ground level and a maximum altitude of 21000 feet above ground level, operational from 0700 Zulu hour 12 MAY 2013 to 0630 Zulu hour 14 MAY 2013.</p>
<p><b>Air-to-air refueling restricted operations zone</b>—Airspace of defined dimensions set aside for aerial refueling operations. (See ATP 3-52.1 for more information on air-to-air refueling restricted operations zones.)</p>	<p><b>AAR ROZ</b></p>	<div data-bbox="987 905 1338 1213" style="border: 2px solid black; padding: 10px; margin-bottom: 10px;"> <p><b>AARROZ</b>  <b>2ID</b>  <b>MIN ALT: 750FT AGL</b>  <b>MAX ALT: 21000FT AGL</b>  <b>TIME FROM: 201200ZAPR08</b>  <b>TIME TO: 232100ZAPR08</b></p> </div> <p>Air-to-air refueling restricted operations zone, designated by 2 Infantry Division for a minimum altitude of 750 feet above ground level and a maximum altitude of 21000 feet above ground level, operational from 1200 Zulu hour 20 APR 2013 to 2100 Zulu hour 23 APR 2013.</p>
<p><b>Unmanned aircraft restricted operations zone</b>—Airspace of defined dimensions created for unmanned aircraft system operations. (See ATP 3-52.1 for more information on unmanned aircraft restricted operations zones.)</p>	<p><b>UAROZ</b></p>	<div data-bbox="987 1444 1338 1692" style="border: 2px solid black; padding: 10px; margin-bottom: 10px;"> <p><b>UAROZ</b>  <b>MND (N)</b>  <b>MIN ALT: 75FT AGL</b>  <b>MAX ALT: 6000FT AGL</b>  <b>TIME FROM: 120500ZMAY13</b>  <b>TIME TO: 142400ZMAY13</b></p> </div> <p>Unmanned aircraft restricted operations zone, designated by Multinational Division (North) for a minimum altitude of 75 feet above ground level and a maximum altitude of 6000 feet above ground level, operational from 0500 Zulu hour 12 MAY 2013 to 2400 Zulu hour 14 MAY 2013.</p>

Table 5-17. Airspace control measure symbols (continued)

Function	Main Icon (Field A)	Construct Example and Symbol Translation
<b>Engagement Zones</b>		
<p><b>Weapon engagement zone</b>—In air and missile defense, airspace of defined dimensions within which the responsibility for engagement of air threats normally rests with a particular weapon system. (JP 3-01)</p>	<b>WEZ</b>	<div data-bbox="964 373 1268 646" style="border: 1px solid black; padding: 5px; margin-bottom: 10px;"> <p><b>WEZ</b>  21 ADA BN  MIN ALT: 300FT AGL  MAX ALT: 102000FT AGL  TIME FROM: 040030ZJAN08  TIME TO: 040630ZJAN08</p> </div> <p>Weapon engagement zone, designated by 21<sup>st</sup> Air Defense Artillery for a minimum altitude of 300 feet above ground level and a maximum altitude of 102000 feet above ground level, operational from 0030 Zulu hour 4 JAN 2008 to 0630 Zulu hour 14 JAN 2008.</p>
<p><b>Joint engagement zone</b>—In air and missile defense, that airspace of defined dimensions within which multiple air defense systems (surface-to-air missiles and aircraft) are simultaneously employed to engage air threats. (JP 3-01)</p>	<b>JEZ</b>	<div data-bbox="964 877 1255 1140" style="border: 1px solid black; padding: 5px; margin-bottom: 10px;"> <p><b>JEZ</b>  JTF  MIN ALT: 300FT AGL  MAX ALT: 120000FT AGL  TIME FROM: 310100Z OCT 08  TIME TO: 010100Z NOV 08</p> </div> <p>Joint engagement zone, designated by joint task force for a minimum altitude of 300 feet above ground level and a maximum altitude of 120000 feet above ground level, operational from 0100 Zulu hour 31 OCT 2008 to 0100 Zulu hour 1 NOV 2008.</p>
<p><b>Missile engagement zone</b>—In air and missile defense, that airspace of defined dimensions within which the responsibility for engagement of air and missile threats normally rests with surface-to-air missile systems. (JP 3-01)</p>	<b>MEZ</b>	<div data-bbox="943 1346 1255 1619" style="border: 1px solid black; padding: 5px; margin-bottom: 10px;"> <p><b>MEZ</b>  2-4 ADA BN  MIN ALT: 6000FT AGL  MAX ALT: 45000FT AGL  TIME FROM: 160100ZFEB08  TIME TO: 150100ZMAR08</p> </div> <p>Missile engagement zone, designated by 2<sup>nd</sup> Company, 4<sup>th</sup> Air Defense Artillery Battalion for a minimum altitude of 6000 feet above ground level and a maximum altitude of 45000 feet above ground level, operational from 0100 Zulu hour 16 FEB 2008 to 0100 Zulu hour 15 MAR 2008.</p>

Table 5-17. Airspace control measure symbols (continued)




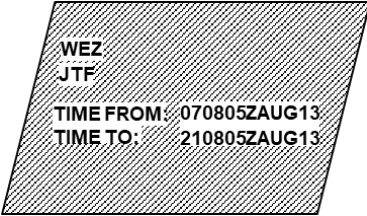


Function	Main Icon (Field A)	Construct Example and Symbol Translation
<p><b>Low-altitude missile engagement zone</b>—In air and missile defense, that airspace of defined dimensions within which the responsibility for engagement of air and missile threats normally rests with low-to medium altitude surface-to-air missiles. (JP 3-01)</p>	<p><b>LOMEZ</b></p>	 <p>Low (altitude) missile engagement zone, designated by anti-air coordination center, for a minimum altitude of 300 feet above ground level and a maximum altitude of 6000 feet above ground level, operational from 0600 Zulu hour 7 AUG 2008 to 1600 Zulu hour 7 AUG 2008.</p>
<p><b>High-altitude missile engagement zone</b>—In air and missile defense, that airspace of defined dimensions within which the responsibility for engagement of air and missile threats normally rests with high-altitude surface-to-air missiles. (JP 3-01)</p>	<p><b>HIMEZ</b></p>	 <p>High (altitude) missile engagement zone, designated by anti-air coordination center, for a minimum altitude of 6000 feet above ground level and a maximum altitude of 15000 feet above ground level, operational from 0600 Zulu hour 7 AUG 2008 to 1600 Zulu hour 7 AUG 2008.</p>
<p><b>Short-range air defense engagement zone</b>—In air and missile defense, that airspace of defined dimensions within which the responsibility for engagement of air and missile threats normally rests with short-range air defense weapons, and may be established within a low- or high-altitude missile engagement zone. (JP 3-01)</p>	<p><b>SHORADEZ</b></p>	 <p>Short-range air defense engagement zone, designated by joint task force, for a minimum altitude of 300 feet above ground level and a maximum altitude of 24000 feet above ground level, operational from 0600 Zulu hour 24 AUG 2008 to 2300 Zulu hour 24 AUG 2008.</p>

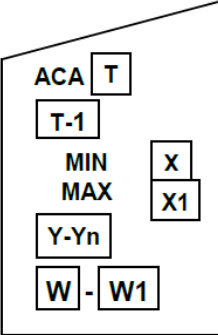

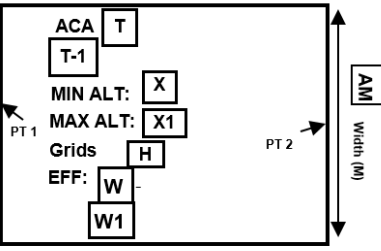
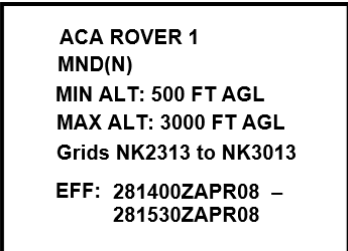
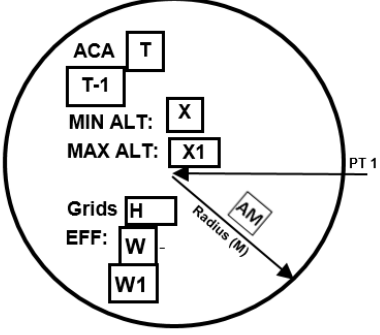

Table 5-17. Airspace control measure symbols (continued)

Function	Main Icon (Field A)	Construct Example and Symbol Translation
<p><b>Weapons free zone</b>—An air defense zone established for the protection of key assets or facilities, other than air bases, where weapon systems may be fired at any target not positively recognized as friendly.(JP 3-01)</p>	<p><b>WFZ</b></p>	 <p>Weapons free zone, designated by joint task force, operational from 0805 Zulu 07 AUG 2013 to 0805 Zulu hour 21 AUG 2013. <b>Note.</b> Upward diagonal lines are part of the fill.</p>
<b>Points</b>		
Function	Template	Construct Example and Symbol Translation
<p><b>Air control point</b>—A point easily defined and used for navigation, command and control, and communication. The point may be a terrain feature or an electronic navigational aid. (See ATP 3-52.1 and ATP 3-04.1 for more information on air control points.)</p>		<p>NAME: GOLD WIDTH: 700M MIN ALT: 500M MAX ALT: 400M DTG START: 240700ZMAY12 DTG END: 290700ZMAY12</p>  <p>Air corridor GOLD with air control points 1 and 2.</p>

## FIRE SUPPORT COORDINATION CONTROL MEASURES

5-35. Fire support coordination measures are employed by land or amphibious commanders to facilitate the rapid engagement of targets and simultaneously provide safeguards for friendly forces. Fire support coordination control measures should be labeled with the abbreviation of the control measures, the controlling headquarters (Field T), and the effective times (Fields W and W1). Lines should have this labeling on both ends of the line and repeated as often as necessary for clarity along any line that passes through boundaries. Table 5-18, on pages 5-63 through 5-67, lists fire support coordination control measure symbols. (See JP 3-0, FM 3-09, and ATP 3-52.1 for additional information on fire support coordination measures and associated military symbol doctrine.)

Table 5-18. Fire support coordination control measure symbols

Function	Template	Construct Example
<b>Airspace Coordination Area</b>		
A three-dimensional block of airspace in a target area, established by the appropriate commander, in which friendly aircraft are reasonably safe from friendly surface fires. (JP 3-09.3)		
Airspace coordination area—irregular		
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.		
Airspace coordination area—rectangle		
Airspace coordination area—circular		

**Table 5-18. Fire support coordination control measure symbols (continued)**

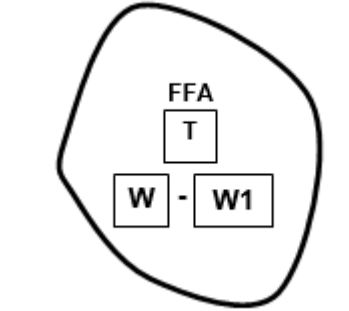

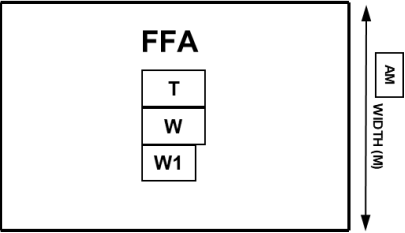

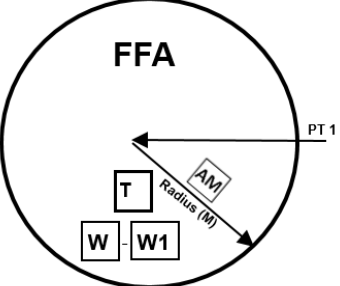

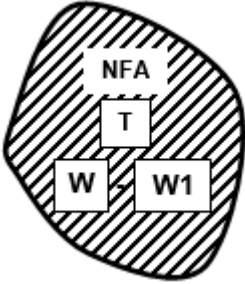

Function	Template	Construct Example
<b>Free-fire Area</b> A specific area into which any weapon system may fire without additional coordination with the establishing headquarters. (JP 3-09)		
Free-fire area—irregular		
Free fire area—rectangle		
Free fire area—circular		
<b>No-fire Area</b> An area designated by the appropriate commander into which fires or their effects are prohibited. (JP 3-09.3)		
No-fire area—irregular		



Table 5-18. Fire support coordination control measure symbols (continued)

Function	Template	Construct Example
No-fire area—rectangular		
No-fire area—circular		
<b>Restrictive Fire Area</b>		
<p>A location in which specific restrictions are imposed and into which fires that exceed those restrictions will not be delivered without coordination with the establishing headquarters. (JP 3-09)</p>		
Restrictive fire area—irregular		
Restrictive fire area—rectangular		

**Table 5-18. Fire support coordination control measure symbols (continued)**

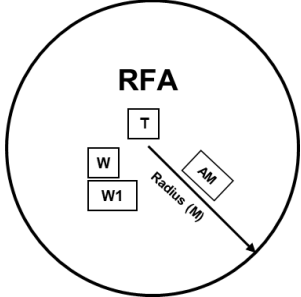

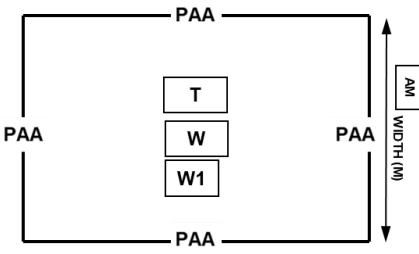
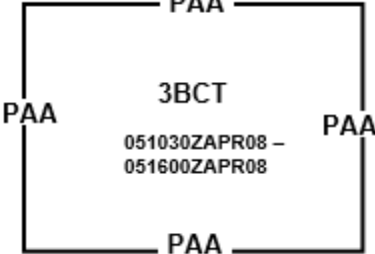
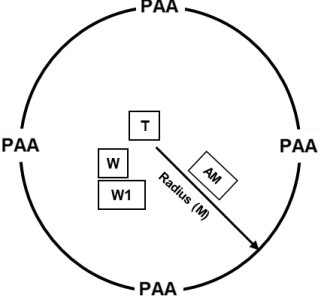
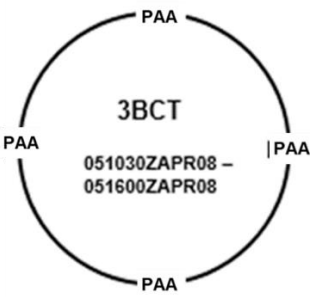
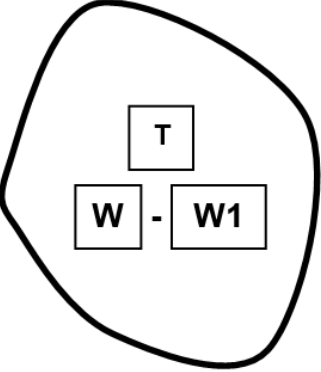
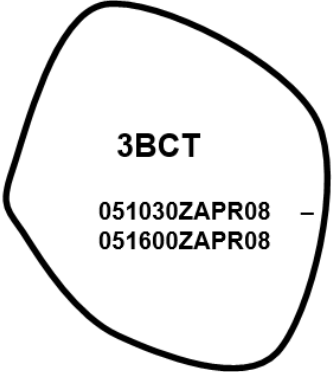
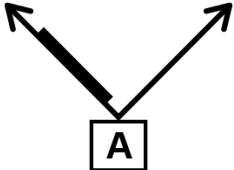
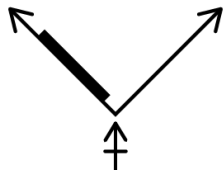


Function	Template	Construct Example
Restrictive fire area—circular		
<p><b>Position Area for Artillery</b></p> <p>An area assigned to an artillery unit where individual artillery systems can maneuver to increase their survivability. A position area for artillery is not an area of operations for the artillery unit occupying it. (FM 3-90-1)</p>		
Position area for artillery—rectangular		
Position area for artillery—circular		
Position area for artillery—irregular		
<p><b>Direction of Fire</b></p> <p>The direction on which a fire unit is laid to the most significant threat in the target area, to the chart direction to the center of the zone of fire, or to the target. (ATP 3-09.50)</p>		

Table 5-18. Fire support coordination control measure symbols (continued)

Function	Template	Construct Example
Direction of fire		
<b>Munition Flight Path</b>		
Munition flight path (MFP)		 <p data-bbox="946 772 1357 856">A munition flight path of an enemy artillery battery neutralizing a battalion battle position</p> <p data-bbox="440 863 1401 1033"> <b>Note 1.</b> "MFP" shall be displayed once at the approximate center of the overall length of the munition flight path.  <b>Note 2.</b> The munition flight path begins at a weapons system or surface-to-surface fires unit and terminates at a target.  <b>Note 3.</b> Date-time groups are not required to be displayed. The effective date-time group of the munition flight path is the shot or launch time of the projectile, and the expiration date-time group is the splash or time of impact of the projectile.                 </p>

## TARGET CONTROL MEASURES

5-36. A target is the object of a particular action, for example a geographic area, a complex, an installation, a force, equipment, an individual, a group or a system, planned for capture, exploitation, neutralization, or destruction by military forces. Table 5-19, on pages 5-68 through 5-71, lists target control measures symbols. (See FM 3-09 for additional information on target control measures and associated military symbol doctrine.)

Table 5-19. Target control measure symbols

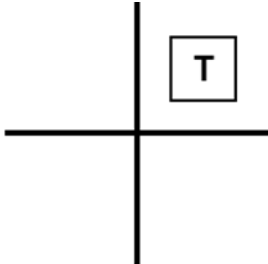
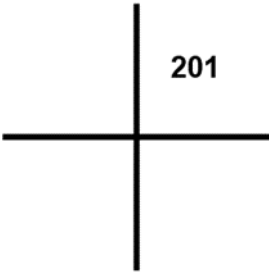
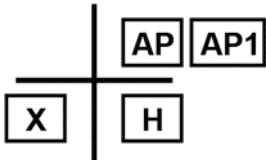
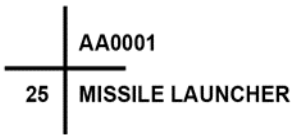
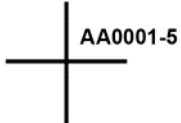
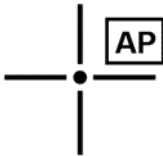

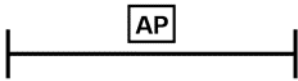
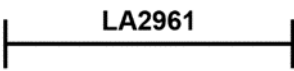

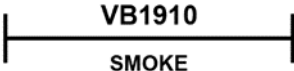
Function	Template	Construct Example
<b>Target Points</b>		
<p><b>Target reference point</b>—A predetermined point of reference, normally a permanent structure or terrain feature that can be used when describing a target location. (JP 3-09.3)</p>		 <p>Target reference point 201</p>
<p><b>Point target</b>—A target that is less than or equal to 200 meters in width and length. (See ATP 3-09.30 for more information on point targets.)</p>		
		
<p>Nuclear target</p>		
<p><b>Note.</b> The point at the center of the target represents the desired ground zero.</p>		
<b>Linear Targets</b>		
<p>Targets that are greater than 200 meters in length and less than or equal to 200 meters in width. (See ATP 3-09.30 for more information on linear targets.)</p>		
<p>Linear target</p>		
<p>Linear smoke target</p>		

Table 5-19. Target control measure symbols (continued)

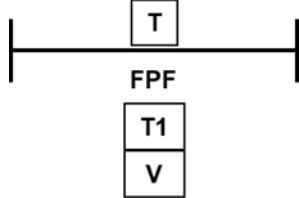

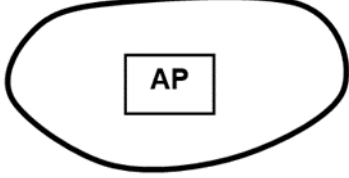

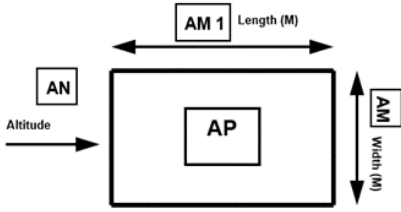
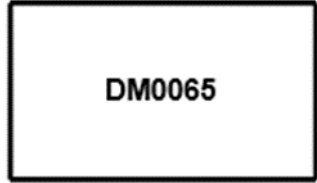
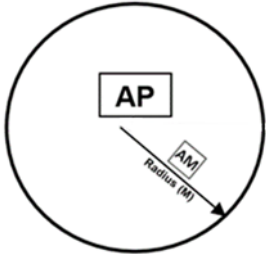

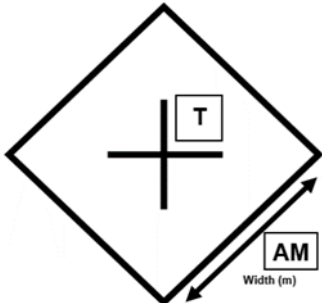

Function	Template	Construct example
<p><b>Final protective fire</b> —An immediately available prearranged barrier of fire designed to impede enemy movement across defensive lines or areas. (JP 3-09.3)</p>		
<b>Area Targets</b>		
<p><b>Area target</b> (See ATP 3-09.30 for more information on area targets.)</p>		
<p><b>Rectangular target</b>—A target that is greater than 200 meters in length and width described by four grids or by a center grid, a length, width, and an altitude. (See ATP 3-09.30 for more information on rectangular targets.)</p>		
<p><b>Circular target</b>—A target that is in a circular pattern or is vague as to exact composition and has a radius greater than 100 meters. (See ATP 3-09.30 for more information on circular targets.)</p>		
<p>Rectangular target, single target</p>		

Table 5-19. Target control measure symbols (continued)

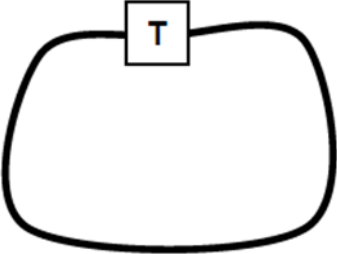
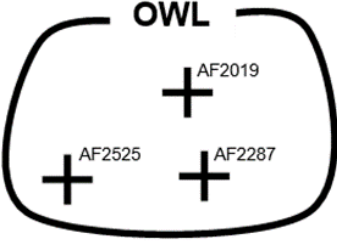
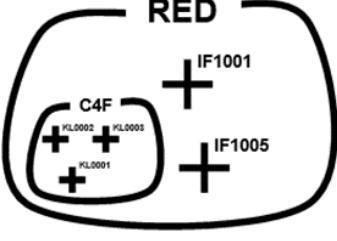
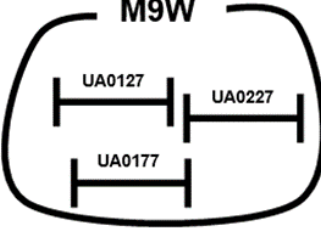
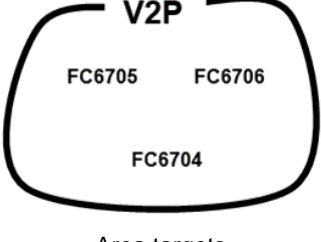



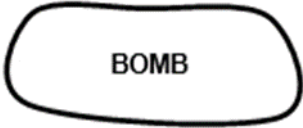

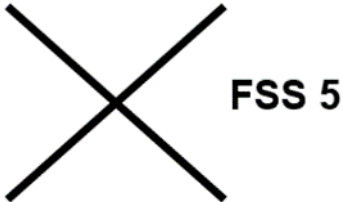
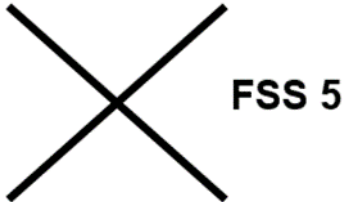
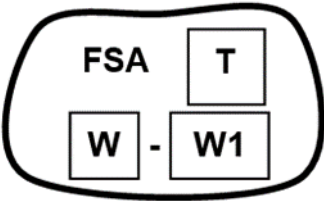

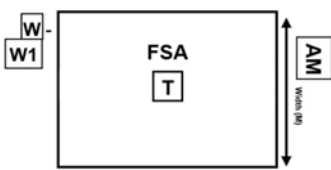

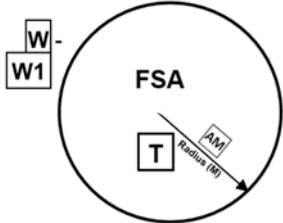
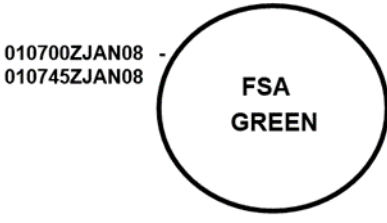
Function	Template	Construct example
<p><b>Group of targets</b>—Consists of two or more targets on which fire desired simultaneously, and is designed by a letter and number combination or a nickname. (See ATP 3-09.30 for more information on groups of targets.)</p> <p><b>Series of targets</b>—A number of targets or group(s) of targets planned to be fired in a predetermined sequence to support a maneuver operation. (See ATP 3-09.30 for more information on series of targets.)</p>		<div style="text-align: center;"> <p><b>OWL</b></p>  </div> <div style="text-align: center;"> <p><b>RED</b></p>  <p>Point targets</p> </div> <div style="text-align: center;"> <p><b>M9W</b></p>  <p>Linear targets</p> </div> <div style="text-align: center;"> <p><b>V2P</b></p>  <p>Area targets</p> </div>
<p>Smoke</p>		<div style="text-align: center;">  </div> <div style="text-align: center;">  <p>Planned, or on order</p> </div>

Table 5-19. Target control measure symbols (continued)

Function	Template	Construct Example
Bomb area		
<b>Naval Gunfire</b>		
<b>Fire support station</b> —An exact location at sea within a fire support area from which a fire support ship delivers fire. (JP 3-02)		
<b>Fire Support Area</b> An appropriate maneuver area assigned to fire support ships by the naval force commander from which they can deliver gunfire support to an amphibious operation. (JP 3-09)		
Fire support area, irregular		
Fire support area, rectangular		
Fire support area, circular		

## TARGET ACQUISITION CONTROL MEASURES

5-37. *Target acquisition* is the detection, identification, and location of a target in sufficient detail to permit the effective employment of capabilities that create the required effects (JP 3-60). (See ATP 3-09.12 for additional information on field artillery target acquisition systems and associated military symbol doctrine.) Table 5-20, on pages 5-72 through 5-78, lists target acquisition control measure symbols.

Table 5-20. Target acquisition control measure symbols

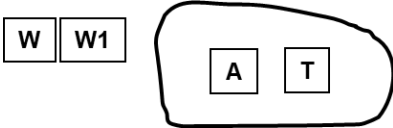
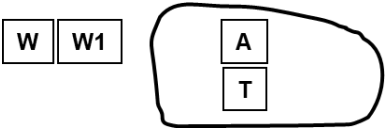
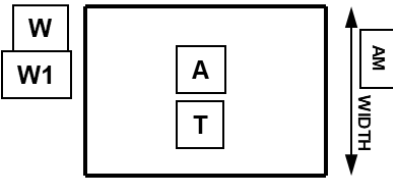
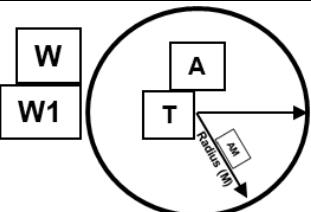
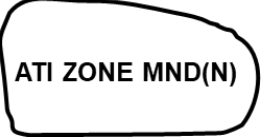

<i>Templates</i>		
 <p>Irregular</p>	 <p>Irregular</p>	
 <p>Rectangular</p>	 <p>Circular</p>	
<p>A—Main icon that identifies the function.                      AM—A numeric amplifier that permits displaying minimum, maximum or a specific distance (range, radius, width, or length)                      T—Text amplifier that uniquely identifies the zone.                      W, W1—Identifies the date-time group associated with zone.</p>		
Function	Main Icon (Field A)	Construct Example
<b>Artillery Target Intelligence Zone</b>		
A weapons locating radar search area in enemy territory that the commander monitor closely to detect and report any weapon ahead of all acquisitions other than those from critical friendly zones or call for fire zones. (FM 3-09)		
Artillery target intelligence zone, irregular	<h1>ATI ZONE</h1>	020300ZMAY19 090500ZMAY19 
Artillery target intelligence zone, rectangular		020300ZDEC08 - 090500ZDEC08 



Table 5-20. Target acquisition control measure symbols (continued)

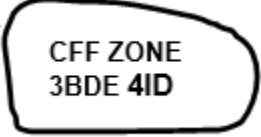





<b>Templates</b>		
<b>Call for Fire Zone</b>		
A weapons locating radar search area from which the commander wants to attack hostile firing systems. (FM 3-09)		
Call for fire zone, irregular	<b>CFF ZONE</b>	020300ZDEC08 - 090500ZDEC08  CFF ZONE 3BDE 4ID
Call for fire zone, rectangular		020300ZDEC08 - 090500ZDEC08  CFF ZONE 3BDE 4ID
Call for fire zone, circular		020300ZDEC08 - 090500ZDEC08  CFF ZONE 3BDE 4ID
<b>Censor Zone</b>		
An area from which the weapons locating radar is prohibited from reporting acquisitions. (FM 3-09)		
Censor zone, irregular	<b>CENSOR ZONE</b>	120600ZJAN19- 181400ZJAN19  CENSOR ZONE ALY
Censor zone, rectangular		120030ZJAN19- 180030ZJAN19  CENSOR ZONE ALY
Censor zone, circular		120030ZJAN19- 180030ZJAN19  CENSOR ZONE ALY

Table 5-20. Target acquisition control measure symbols (continued)




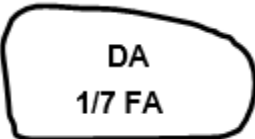
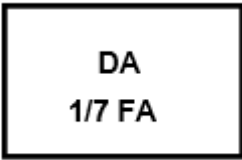
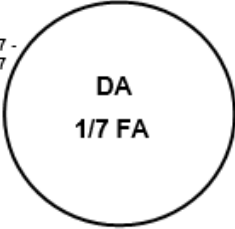
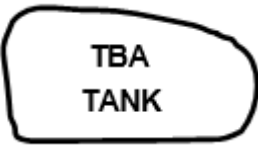
Function	Main Icon	Construct Example
<b>Critical Friendly Zone</b>		
A friendly area of coverage employed by weapons locating radar which the maneuver commander designates as critical to the protection of an asset whose loss would seriously jeopardize the mission. (FM 3-09)		
Critical friendly zone, irregular	<b>CF ZONE</b>	120600ZJAN19- 181400ZJAN19 
Critical friendly zone, rectangular		120030ZJAN19- 180030ZJAN19 
Critical friendly zone, circular		120030ZJAN19- 180030ZJAN19 
<b>Dead Space Area</b>		
An area where hostile weapons cannot be detected.		
Dead space area, irregular	<b>DA</b>	060300ZNOV07 - 090500ZNOV07 
Dead space area, rectangular		060300ZNOV07 - 090500ZNOV07 
Dead space area, circular		060300ZNOV07 - 090500ZNOV07 
<b>Target Build-Up Area</b>		
Target build-up area, irregular	<b>TBA</b>	020300ZJUL08 - 090500ZJUL08 

Table 5-20. Target acquisition control measure symbols (continued)

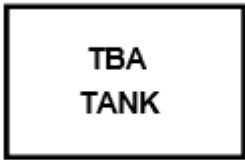
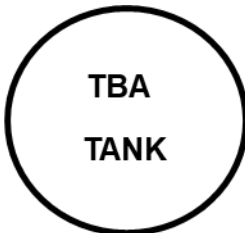
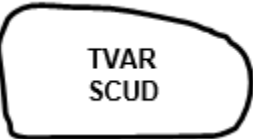

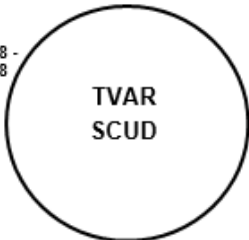

<i>Function</i>	<i>Main Icon</i>	<i>Construct Example</i>
Target build-up area, rectangular		020300ZJUL08 - 090500ZJUL08 
Target build-up area, circular		020300ZFEB19- 090500ZMAR19 
<b>Target Value Area</b>		
Target value area, irregular	<b>TVAR</b>	020300ZAPR08 - 090500ZAPR08 
Target value area, rectangular		020300ZAPR08 - 090500ZAPR08 
Target value area, circular		020300ZAPR08 - 090500ZAPR08 
<b>Zone of Responsibility</b>		
Zone of responsibility, irregular	<b>ZOR</b>	020300ZMAY08 - 090500ZMAY08 

Table 5-20. Target acquisition control measure symbols (continued)

Function	Main Icon	Construct Example
Zone of responsibility, rectangular	<b>ZOR</b>	020300ZMAY08 090500ZMAY08 <div style="border: 2px solid black; padding: 5px; display: inline-block; text-align: center;"> <b>ZOR</b>  <b>3BDE 4ID</b> </div>
Zone of responsibility, circular		020300ZMAY08 - 090500ZMAY08 <div style="border: 2px solid black; border-radius: 50%; padding: 10px; display: inline-block; text-align: center;"> <b>ZOR</b>  <b>3BDE 4ID</b> </div>
Terminally guided munition footprint	<b>TGMF</b>	<div style="border: 2px solid black; border-radius: 15px; padding: 10px; display: inline-block; text-align: center;"> <b>TGMF</b> </div>
<b>Blue Kill Box</b> A fire support and airspace coordination measure that facilitates attacking surface targets with air-to-surface munitions without further coordination with the area of operations commanders' headquarters. (ATP 3-09.34)		
Blue kill box, irregular	<b>BKB</b>	020300ZMAY08 - 090500ZMAY08 <div style="border: 2px solid black; border-radius: 15px; padding: 10px; display: inline-block; text-align: center;"> <b>BKB</b>  <b>X CORPS</b> </div>
Blue kill box, rectangular		020300ZMAY08 - 090500ZMAY08 <div style="border: 2px solid black; padding: 5px; display: inline-block; text-align: center;"> <b>BKB</b>  <b>X CORPS</b> </div>
Blue kill box, circular		020300ZMAY08 - 090500ZMAY08 <div style="border: 2px solid black; border-radius: 50%; padding: 10px; display: inline-block; text-align: center;"> <b>BKB</b>  <b>X CORPS</b> </div>

Table 5-20. Target acquisition control measure symbols (continued)

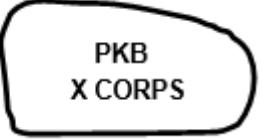

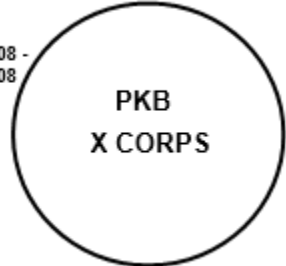
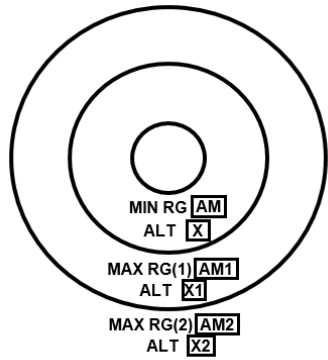
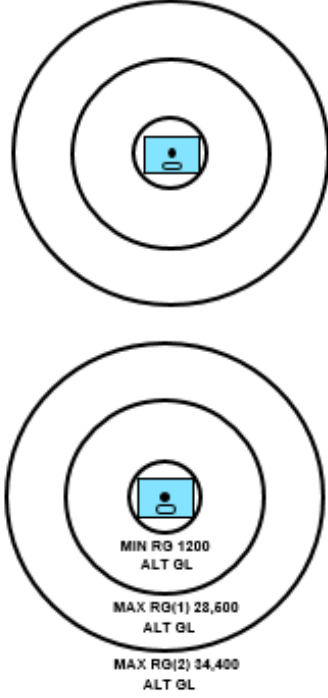
Function	Main Icon	Construct Example
<b>Purple Kill Box</b>		
<p>A fire support and airspace coordination measure that facilitates attacking surface targets with subsurface-to-surface, surface-to-surface, and air-to-surface munitions without further coordination with the area of operation commander's headquarters. (ATP 3-09.34)</p>		
Purple kill box, irregular	<b>PKB</b>	<p>020300ZMAY08 - 090500ZMAY08</p> 
Purple kill box, rectangular		<p>020300ZMAY08 - 090500ZMAY08</p> 
Purple kill box, circular		<p>020300ZMAY08 - 090500ZMAY08</p> 
<p>Weapon or sensor range fan, circular</p> <p><b>Note.</b> Symbols colored blue are used to help explain how the control measure is used and are not a part of the control measure.</p>		
<p><b>Note.</b> The coordinate which pinpoints the current physical location of a specific unit, weapon, or acquisition system may change with the movement of the object. The symbol for that object is located at the anchor point.</p>		

Table 5-20. Target acquisition control measure symbols (continued)

Function	Main Icon	Construct Example
<p>Weapon or sensor range fan, sector</p> <p><b>Note.</b> Symbols colored blue are used to help explain how the control measure is used and are not a part of the control measure.</p>		

## MOBILITY AND COUNTERMOBILITY CONTROL MEASURES

5-38. Mobility and countermobility are subordinate tasks within the movement and maneuver warfighting function. Mobility and countermobility are complementary opposites. Mobility is focused on friendly force movement and maneuver, and countermobility is focused on affecting or thwarting enemy mobility. (See FM 3-90-1 for additional information on mobility and countermobility control measures.)

### MOBILITY

5-39. *Mobility* is a quality or capability of military forces which permits them to move from place to place while retaining the ability to fulfill their primary mission (JP 3-17). Table 5-21, on pages 5-79 through 5-81, lists mobility related control measure symbols. (See ATP 3-90.4 for additional information on mobility and associated military symbol doctrine.)

Table 5-21. Mobility control measure symbols

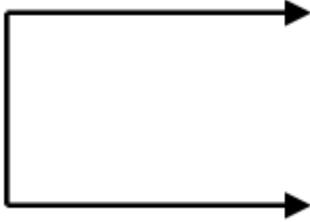
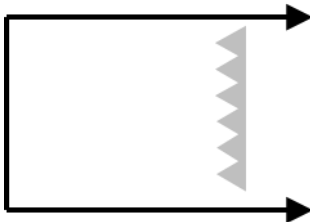
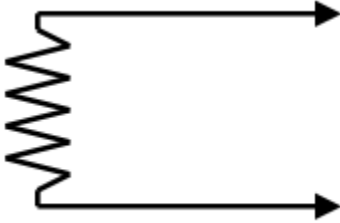
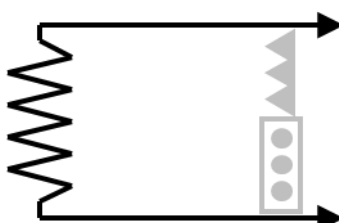

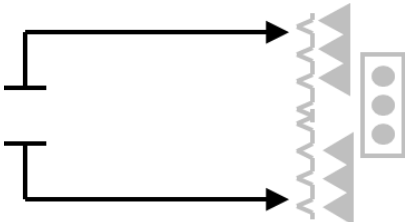
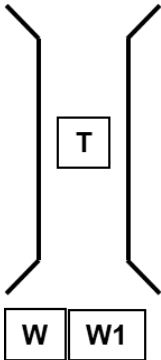
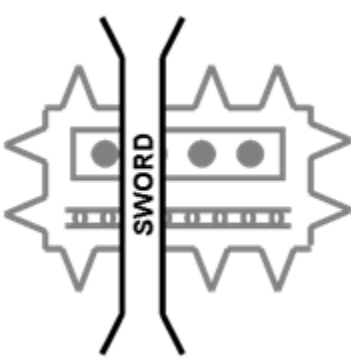
Function	Template	Construct Example <i>Note.</i> Symbols colored gray are used to help explain how the control measure is used and are not a part of the control measure.
Obstacle bypass easy		
Obstacle bypass difficult		
Obstacle bypass impossible		
<p><b>Gap</b>—An area free of armed mines or obstacles whose width and direction allow a friendly force to pass through while dispersed in a tactical formation. (FM 1-02.1)</p>		

Table 5-21. Mobility control measure symbols

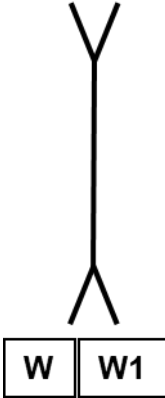
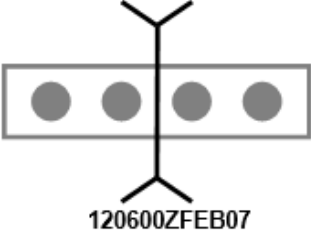
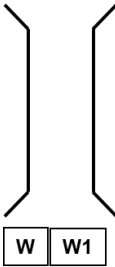
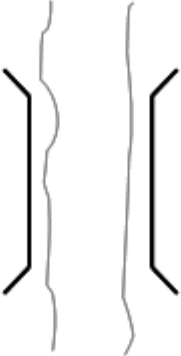
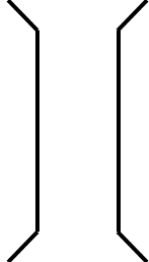
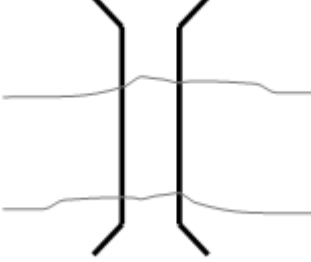

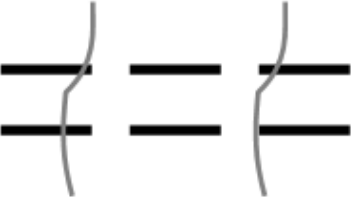
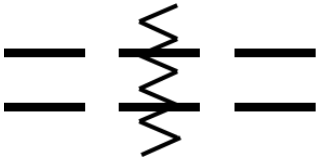
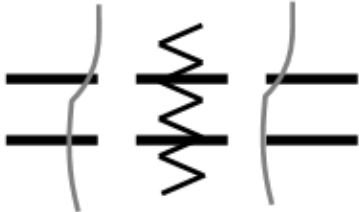


Function	Template	Construct Example <i>Note.</i> Symbols colored gray are used to help explain how the control measure is used and are not a part of the control measure.
<p><b>Passage lane</b>—A lane through an enemy or friendly obstacle that provides a safe passage for a passing force. (FM 3-90-2)</p>		 <p>120600ZFEB07</p> <p>Passage lane through friendly antitank minefield at 0600 Zulu, 12 FEB 2007</p>
<p><b>Water Crossing Site</b> The location of a single bridge or rafting site, or in an initial assault a site for the crossing of assault boats or for the swimming or fording of vehicles on a broad front.</p>		
<p>Assault crossing</p>		
<p>Bridge</p>		
<p>Ford, easy</p>		



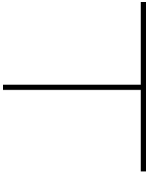
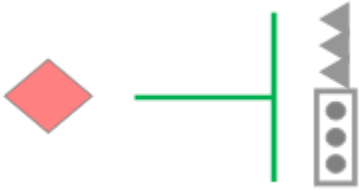
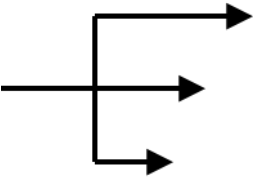
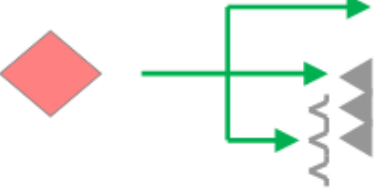

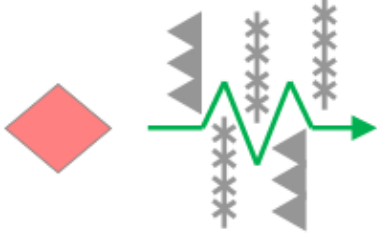
Table 5-21. Mobility control measure symbols

<b>Function</b>	<b>Template</b>	<b>Construct Example</b> <i>Note.</i> Symbols colored gray are used to help explain how the control measure is used and are not a part of the control measure.
Ford, difficult		
Ferry crossing		

## COUNTERMOBILITY

5-40. Countermobility operations are those combined arms activities that use or enhance the effects of natural and man-made obstacles to deny enemy freedom of movement and maneuver, and they include proper obstacle integration with the maneuver plan, adherence to obstacle emplacement authority, and positive obstacle control. An *obstacle* is any natural or man-made obstruction designed or employed to disrupt, fix, turn, or block the movement of an opposing force, and to impose additional losses in personnel, time, and equipment on the opposing force. (JP 3-15). Table 5-22, on pages 5-82 through 5-88, lists countermobility symbols and control measures. (See ATP 3-90.8 for additional information on countermobility and associated military symbol doctrine.)

**Table 5-22. Countermobility symbols and control measure symbols**

<b>Function</b>	<b>Template</b>	<b>Example</b> <i>Note.</i> Symbols colored gray are used to help explain how the control measure is used and are not a part of the control measure.
<b>Obstacle Effect Symbols</b>		
Obstacle effect describes the effect that the commander wants obstacles and fires to have on the enemy. (See ATP 3-90.8 for more information on obstacle effects.)		
<p><b>Block</b>—A tactical mission task that denies the enemy access to an area or prevents the enemy’s advance in a direction or along an avenue of approach. Block is also an obstacle effect that integrates fire planning and obstacle efforts to stop an attacker along a specific avenue of approach or prevent the attacking force from passing through an engagement area. (FM 3-90-1)</p>		
<p><b>Disrupt</b>—An obstacle effect that focuses fire planning and obstacle effort to cause the enemy to break up its formation and tempo, interrupt its timetable, commit breaching assets prematurely, and attack in a piecemeal effort. (FM 3-90-1)</p>		
<p><b>Fix</b>—A tactical mission task where a commander prevents the enemy force from moving any part of that force from a specific location for a specific period. Fix is also an obstacle effect that focuses fire planning and obstacle effort to slow an attacker’s movement within a specified area, normally an engagement area. (FM 3-90-1)</p>		

**Table 5-22. Countermobility symbols and control measure symbols (continued)**


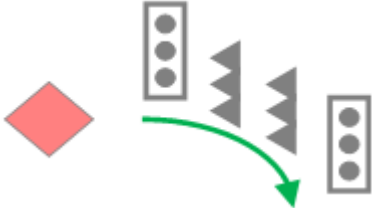
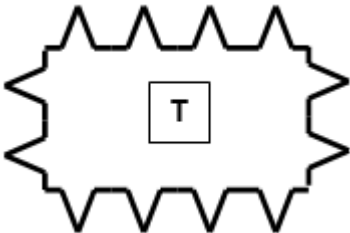
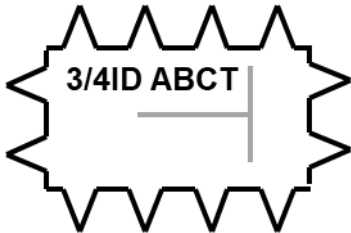
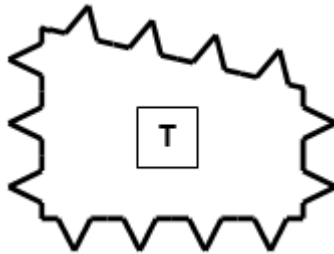
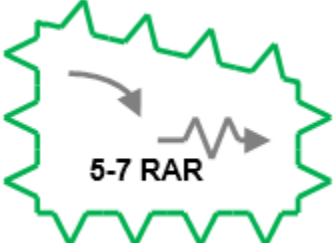
Function	Template	Example
<p><b>Turn</b>—1. A tactical mission task that involves forcing an enemy element from one avenue of approach or mobility corridor to another. 2. A tactical obstacle effect that integrates fire planning and obstacle effort to divert an enemy formation from one avenue of approach to an adjacent avenue of approach or into an engagement area. (FM 3-90-1)</p>		
<p><b>Obstacle Control Measures Symbols</b></p> <p><b>Obstacle control measures</b> are specific measures that simplify the granting of obstacle-emplacing authority while providing obstacle control. (FM 3-90-1)</p>		
<p><b>Obstacle belt</b>—A brigade-level command and control measure, normally depicted graphically, to show where within an obstacle zone the ground tactical commander plans to limit friendly obstacle employment and focus the defense. (JP 3-15)</p>		
<p><b>Obstacle zone</b>—A division-level command and control measure to designate specific land areas where lower echelons are allowed to employ tactical obstacles. (JP 3-15)</p>		

Table 5-22. Countermobility symbols and control measure symbols (continued)

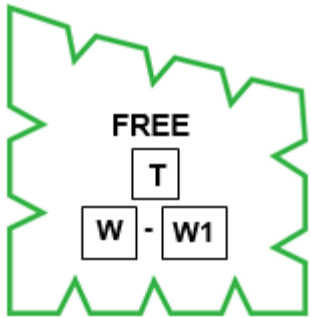

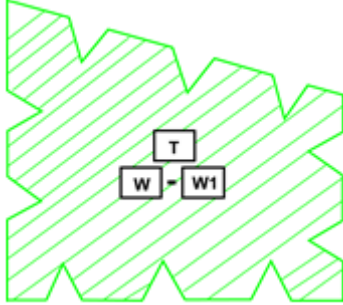
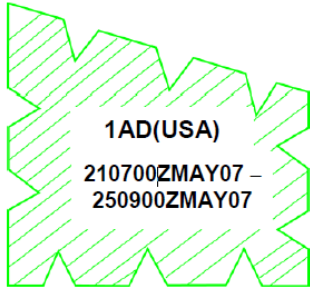


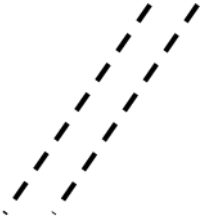

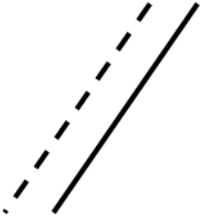

Function	Template	Example
Obstacle free area		
<b>Obstacle restricted area</b> —A command and control measure used to limit the type or number of obstacles within an area. (JP 3-15)		
<b>Obstacle line</b> —A conceptual control measure used at battalion or brigade level to show placement intent without specifying a particular type of linear obstacle.		
<b>Demolition Obstacle Symbols</b> <i>Note.</i> Obstacles created using explosives.		
Planned explosive state of readiness		
Explosives, state of readiness 1 (safe)		

Table 5-22. Countermobility symbols and control measure symbols (continued)

Function	Template	Example
Explosives, state of readiness 2 (armed but passable)		
Roadblock complete (executed)		
<b>Abatis</b> —An obstacle constructed by the felling and interlacing of trees across a route.		
<b>Constructed Obstacle Symbols</b>		
<b>Note.</b> Obstacles created with manual labor and or equipment (See TM 3-34.85 for more information on constructed obstacle symbols.)		
<b>Wire</b>		
Unspecified		
Single fence		
Double fence		

Table 5-22. Countermobility symbols and control measure symbols (continued)








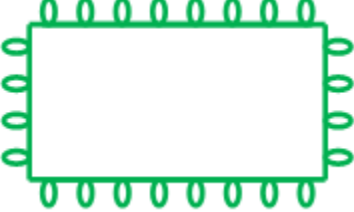
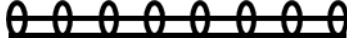
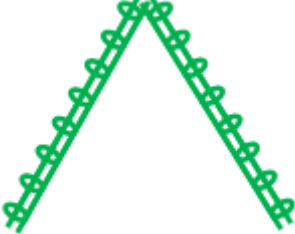

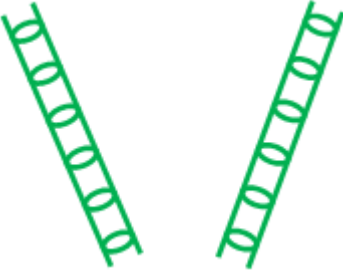
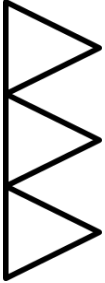
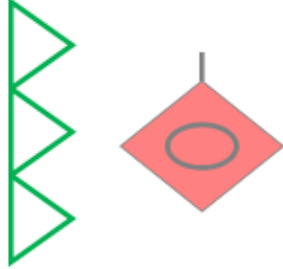

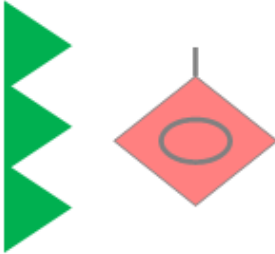





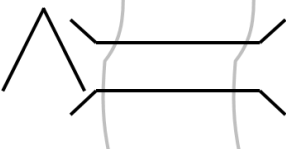

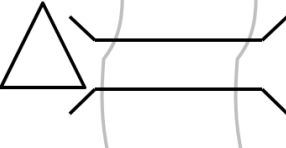

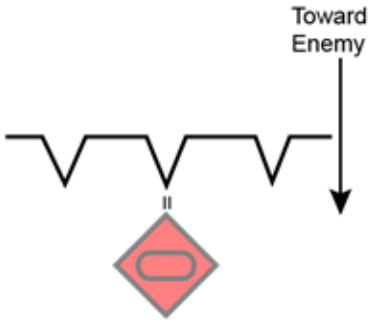
Function	Template	Example
Double apron fence		
Low wire fence		
High wire fence		
Single concertina		
Double strand concertina		
Triple strand concertina		
<b>Anti-vehicle Ditches and Walls</b>		

Table 5-22. Countermobility symbols and control measure symbols (continued)

Function	Template	Example
Antitank ditch— under construction		
Antitank ditch— completed		
Antitank ditch reinforced, with antitank mines. (The teeth typically point toward enemy forces)		
Fixed and prefabricated antitank obstacle		 <p data-bbox="992 1339 1360 1388">Bridge blocked with fixed prefabricated antitank obstacle</p>
Movable antitank obstacle		 <p data-bbox="979 1581 1377 1633">Bridge blocked with movable antitank obstacle</p>
Movable and prefabricated antitank obstacle		 <p data-bbox="1011 1833 1344 1890">Bridge blocked with movable prefabricated antitank obstacle</p>

**Table 5-22. Countermobility symbols and control measure symbols (continued)**

<i>Function</i>	<i>Template</i>	<i>Example</i>
Antitank wall		

**LAND MINE AND MINEFIELD CONTROL MEASURES**

5-41. A land mine is a munition on or near the ground or other surface area that is designed to be exploded by the presence, proximity, or contact of a person or vehicle, and a minefield is an area which is dangerous because of the presence or suspected presence of land mines. (See JP 3-15 for more information on land mines.) Table 5-23, on pages 5-89 through 5-91, lists land mine symbols and minefield control measure symbols. The listed minefield control measures in table 5-23 include a modifier field to permit the use of mine modifiers found in table 5-22, on page 5-82, and also have the option to use amplifier fields “H”, “N”, and “W” listed in table 5-2, on page 5-4.



Table 5-23. Land mine and minefield control measure symbols



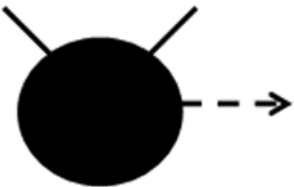


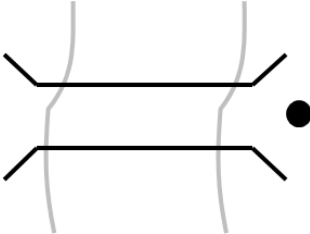

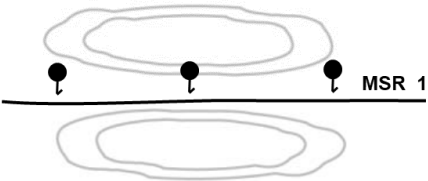

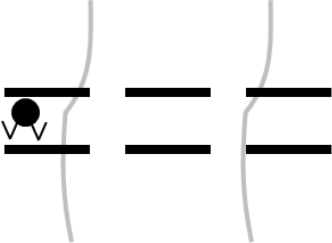
Function	Template	Construct Example <i>Note.</i> Symbols colored gray are used to help explain how the control measure is used and are not a part of the control measure.
Antipersonnel mine		 <p>1 Antipersonnel mine placed next to shelter</p>
<p>Designed to be exploded by the presence, proximity or contact of a person and that will incapacitate, wound or kill one or more persons.</p>		
Antipersonnel mine with directional effects		 <p>1 Antipersonnel mine with directional effects placed next to shelter</p>
Antitank mine		 <p>1 antitank mine at bridge entrance</p>
<p>A mine designed to immobilize or destroy a tank.</p>		
Antitank mine with anti-handling device		 <p>3 antitank mines with anti-handling device on main supply route (MSR) 1</p>
<p>A device intended to protect a mine and which is part of, linked to, attached to or placed under the mine and which activates when an attempt is made to tamper with or otherwise intentionally disturb the mine.</p>		
Wide area antitank mine		 <p>Wide area antitank mine at entrance of ford</p>
<p>An antitank mine that detects and acquires targets then launches subammunition that attacks the top of the targets.</p>		

Table 5-23. Land mine and minefield control measure symbols (continued)

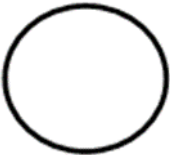
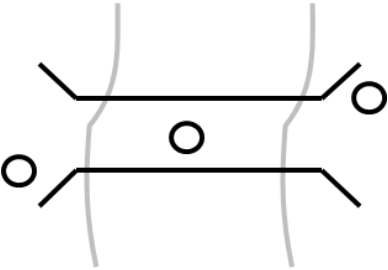

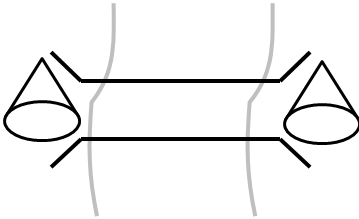
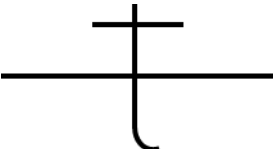
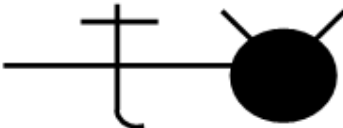
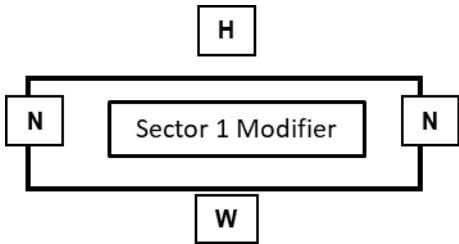
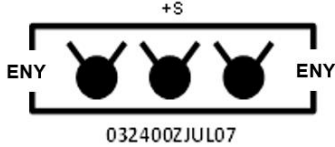
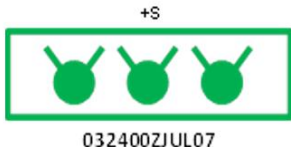
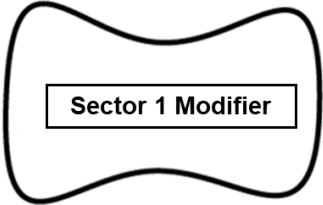
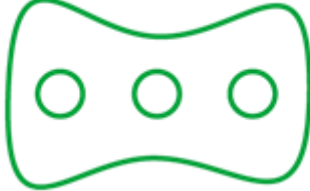
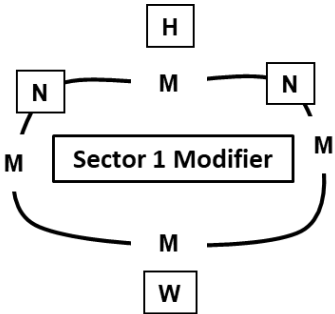
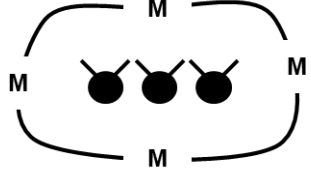
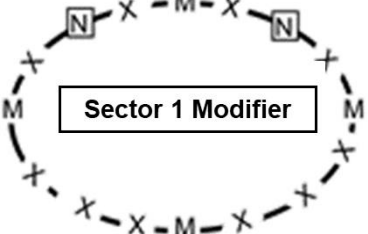
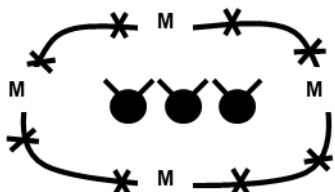
Function	Template	Construct Example
Unspecified mine		 <p data-bbox="946 600 1284 632">Bridge with 3 unspecified mines</p>
<p><b>Booby trap</b>—A device designed, constructed or adapted to kill or injure, which functions when a person disturbs or approaches an apparently harmless object or performs an apparently safe act.</p>		 <p data-bbox="979 995 1248 1026">Bridge with 2 booby traps</p>
mine		 <p data-bbox="902 1381 1325 1413">Trip wire attached to antipersonnel mine</p>
<p style="text-align: center;"><b>Minefield</b></p> <p>In land warfare, an area of ground containing mines emplaced with or without a pattern. (JP 3-15)  <b>Note.</b> Minefield control measures use minefield sector 1 modifiers to identify type of minefield. (See table 5-23 on page 5-95 for depictions of minefield sector 1 modifiers.)</p>		














Table 5-23. Land mine and minefield control measure symbols (continued)

Function	Template	Construct Example
<p>Static depiction minefield</p>		<p><b>Monochrome (enemy)</b></p> <p>+S</p>  <p>032400ZJUL07</p> <p><b>Color (friendly)</b></p> <p>+S</p>  <p>032400ZJUL07</p>
<p>Dynamic depiction minefield</p>		 <p>Unspecified dynamic depicted minefield</p>
<p>Mined area</p>		 <p>Antipersonnel mined area</p>
<p>Mined area, fenced</p>		 <p>Fenced antipersonnel mined area</p>

## **MINEFIELD SECTOR 1 MODIFIERS**

5-42. Minefield sector 1 modifiers are used with minefield control measure symbols to identify type of minefield. Table 5-24, on pages 5-93 through 5-96, provides minefield sector 1 modifiers that can be used in minefield control measure symbols in table 5-23, on page 5-89.

Table 5-24. Minefield sector 1 modifiers

<i>Description</i>	<i>Modifier</i>
Unspecified	
Antipersonnel mine	
Antipersonnel mine with directional effects	
Antitank mine	
Antitank mine with antihandling device	
Wide area antitank mine	
Mine cluster	
Antipersonnel mine and antipersonnel mine with directional effects	
Antipersonnel mine and antitank mine	
Antipersonnel mine and antitank mine with antihandling device	
Antipersonnel mine and wide area antitank mine	
Antipersonnel mine and mine cluster	
Antipersonnel mine with directional effects and antitank mine	

**Table 5-24. Minefield sector 1 modifiers (continued)**

























<i>Description</i>	<i>Modifier</i>
Antipersonnel mine with directional effects and antitank mine with antihandling device	
Antipersonnel mine with directional effects and wide area antitank mine	
Antipersonnel mine with directional effects and mine cluster	
Antitank mine and antitank mine with antihandling device	
Antitank mine and wide area antitank mine	
Antitank mine and mine cluster	
Antitank mine with antihandling device and wide area antitank mine	
Antitank mine with antihandling device and mine cluster	
Wide area antitank mine and mine cluster	
Antipersonnel mine, antipersonnel mine with directional effects, and antitank mine	
Antipersonnel mine, antipersonnel mine with directional effects, and antitank mine with antihandling device	

Table 5-24. Minefield sector 1 modifiers (continued)

<i>Description</i>	<i>Modifier</i>
Antipersonnel mine, antipersonnel mine with directional effects, and wide area antitank mine	
Antipersonnel mine, antipersonnel mine with directional effects, and mine cluster	
Antipersonnel mine, antitank mine, and antitank mine with antihandling device	
Antipersonnel mine, antitank mine, and wide area antitank mine	
Antipersonnel mine, antitank mine, and mine cluster	
Antipersonnel mine, antitank mine with antihandling device, and wide area antitank mine	
Antipersonnel mine, antitank mine with antihandling device, and mine cluster	
Antipersonnel mine, wide area antitank mine, and mine cluster	
Antipersonnel mine with directional effects, antitank mine, and antitank mine with antihandling device	
Antipersonnel mine with directional effects, antitank mine, and wide area antitank mine	
Antipersonnel mine with directional effects, antitank mine, and mine cluster	
Antipersonnel mine with directional effects, antitank mine with antihandling device, and wide area antitank mine	


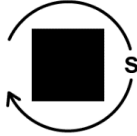

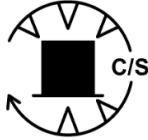

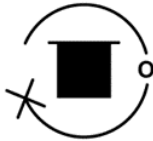
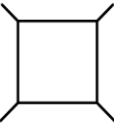

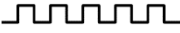
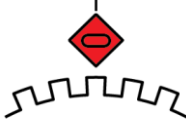

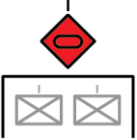
**Table 5-24. Minefield sector 1 modifiers (continued)**

<i>Description</i>	<i>Modifier</i>
Antipersonnel mine with directional effects, antitank mine with antihandling device, and mine cluster	
Antipersonnel mine with directional effects, wide area antitank mine, and mine cluster	

5-43. A field fortification is an emplacement or shelter of a temporary nature which can be constructed with reasonable facility by units requiring no more than minor engineer supervisory and equipment participation. Table 5-25 lists field fortification obstacle control measure symbols.



Table 5-25. Field fortification control measures

Function	Template	Construct Example and Symbol Translation
Shelter		 <p>Secured shelter</p>
Above ground facility		 <p>Cordon and search of an above ground facility</p>
<p><b>Underground facility</b>—A sophisticated complex structure designed and built to be unobserved and to provide maximum protection. (See ATP 3-21-51 for more information on underground facilities.)</p>		 <p>Occupied underground facility</p>
Fort		 <p>Enemy guerrilla infantry unit in a fort</p>
<p>Fortified line <b>Note.</b> The ramparts typically point toward enemy forces.</p>		
Fighting position		 <p>2 infantry companies in fighting positions</p>

## **CBRN EVENTS CONTROL MEASURES**

5-44. CBRN events control measure symbols depict those conditions found in an area resulting from immediate or persisting effects of CBRN attacks or events. CBRN event plumes are formatted and processed by the warning system and are broadcast to operational unit common operational pictures to provide a standardized picture of CBRN hazard effects throughout the operational environment.) Table 5-26, on pages 5-99 through 5-100, depicts CBRN events control measure symbols. Table 5-27, on pages 5-101 and 5-102, depicts CBRN contaminated area control measures. (See ATP 3-11.36 and ATP 3-11.37 for additional information on CBRN planning, reconnaissance and associated military symbol doctrine.)

Table 5-26. CBRN events control measures

<i>Template</i>		
<p>A—Icon that Identifies the main function.                      C—Quantity, Identifies the number of items present.                      H—Additional information. (Content is implementation specific.)                      N—Enemy: Letters “ENY” denote hostile.                      T—Identifies a unique designation.                      W—Identifies the date-time group associated with point.                      Q—Identifies the direction of movement or intended movement.                      Y—Displays a symbol’s location in degrees, minutes, and decimal minutes, or other applicable display formats.</p>		
<i>Function</i>	<i>Main icon</i>	<i>Construct Example and Symbol Translation</i>
<b>Chemical</b>	<b>C</b>	<p>3 enemy chemical nerve agent event delivered by canister at 0700 Zulu hour, on 30 JUN 2008, location HS10211948.</p>
<b>Biological</b>	<b>B</b>	<p>1 enemy biological anthrax agent event delivered by letter at 1400 Zulu hour, on 21 NOV 2007, location DT03071952</p>

Table 5-26. CBRN events control measures (continued)

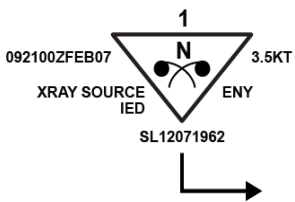
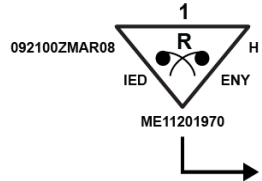
Function	Main Icon	Construct Example and Symbol Translation
Nuclear or nuclear fallout-producing	<b>N</b>	 <p>092100ZFEB07 3.5KT XRAY SOURCE ENY IED SL12071962</p> <p>1 enemy nuclear 3.5 kiloton event delivered by improvised explosive device at 2100 Zulu hour, on 09 FEB 2007, location SL12071962</p>
Radiological	<b>R</b>	 <p>092100ZMAR08 H IED ENY ME11201970</p> <p>1 enemy radiological event delivered by improvised explosive device at 2100 Zulu hour, on 09 MAR 2008, location ME11201970</p>

Table 5-27. CBRN contaminated area control measures

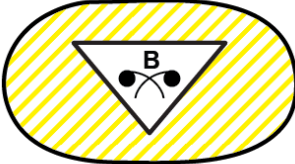
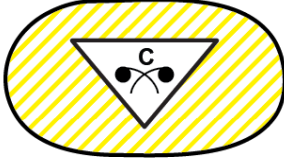

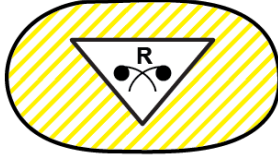
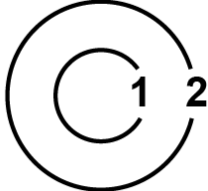
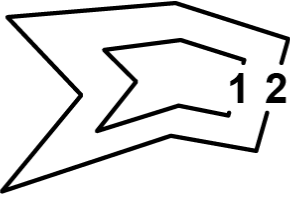
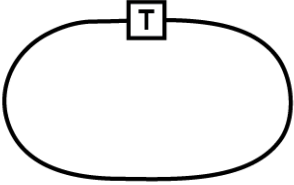
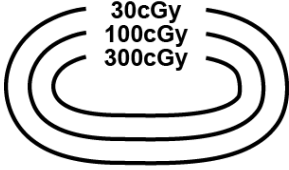
<i>Function</i>	<i>Example</i>
Biological contaminated area	
Chemical contaminated area	
Nuclear contaminated area	
Radiological contaminated area	
Minimum safe distance zone	

Table 5-27. CBRN contaminated area control measures (continued)

Function	Example	
Multiple strike		
Function	Template	Construct Example
<b>Radiation dose rate contour line</b> —Depicts contour lines for radiation dose rate caused by radiological contamination fallout at a given time. (See ATP 3-11.37 for more information on radiation dose contour lines.)		

## ROUTE CONTROL MEASURES

5-45. A *route* is the prescribed course to be traveled from a specific point of origin to a specific destination (FM 3-90-1). Routes may have different designated functions to effectively support freedom of movement. The commander may designate specific functions, restrictions, names, numbers, or alphanumeric designations to area of operations routes. Table 5-28, on pages 5-103 through 5-104, lists generic routes and sustainment route control measures.

Table 5-28. Route control measures


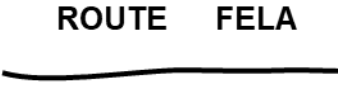
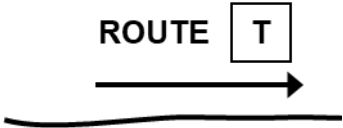
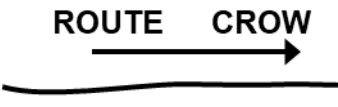
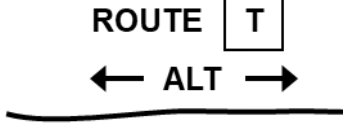

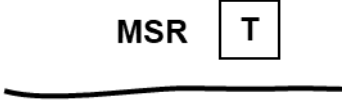

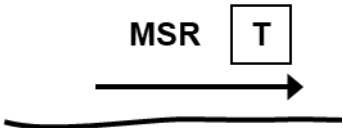

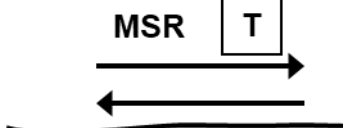
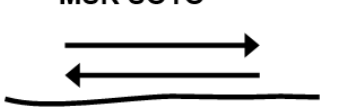

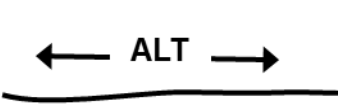
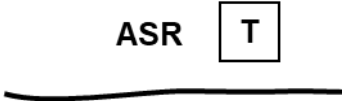

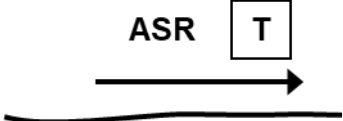
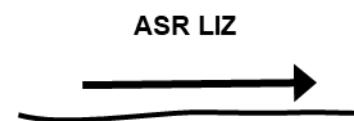
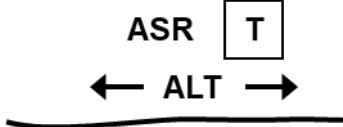
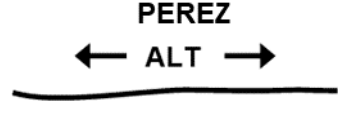
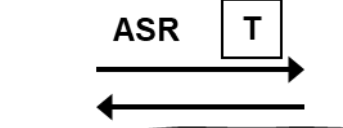
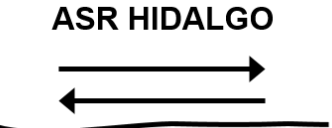
Control Measure	Template	Construct Example
<b>Routes</b>		
<p><b>Route</b>—the prescribed course to be traveled from a specific point of origin to a specific destination. (FM 3-90-1)</p>		
<p>One-way traffic <i>Note.</i> The directional arrow may be turned to depict actual traffic direction.</p>		
<p>Alternating traffic</p>		
<b>Sustainment Routes</b>		
<p><b>Main supply route</b>—The route or routes designated within an operational area upon which the bulk of traffic flows in support of military operations. (JP 4-01.5)</p>		
<p>Main supply route, one-way traffic <i>Note.</i> The directional arrow may be turned to depict actual traffic direction.</p>		
<p>Main supply route, two-way traffic</p>		
<p>Main supply route, alternating traffic</p>		

Table 5-28. Route control measures (continued)

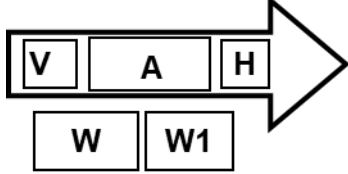
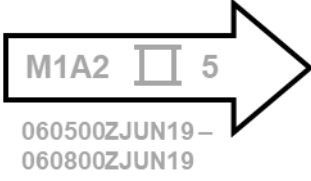
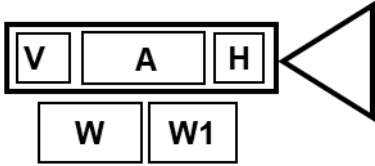
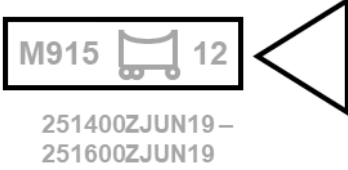
Control Measure	Template	Construct Example
<b>Alternate supply route</b> —A route or routes designated within an area of operations to provide for the movement of traffic when main supply routes become disabled or congested. (FM 4-01)		
Alternate supply route, one-way traffic <b>Note:</b> The directional arrow may be turned to depict actual traffic direction.		
Alternate supply route, alternating traffic		
Alternate supply route, two-way traffic		

## CONVOY CONTROL MEASURES

5-46. A *convoy* is a group of vehicles organized for the purpose of control and orderly movement with or without escort protection that moves over the same route at the same time and under one commander (JP 3-02). Table 5-29 lists convoy control measure symbols.



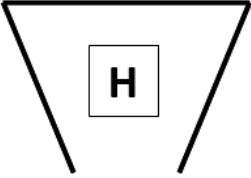

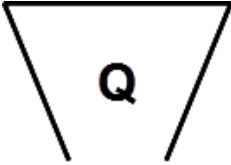
Table 5-29. Convoy control measures

<b>Control Measure</b>	<b>Template</b>	<b>Construct Example</b> <i>Note.</i> Symbols colored gray are used to help explain how the control measure is used and are not a part of the control measure.
Moving convoy <i>Note.</i> The arrow points in the direction the convoy is moving.		
Halted convoy		

## MARITIME CONTROL MEASURES

5-47. The U.S. Army has maritime sustainment vessels that use maritime control measures to direct actions by establishing responsibilities, preventing ships, units, or aircraft from impeding one another, and imposing necessary coordination. Table 5-30, on page 5-106, includes the harbor entrance point maritime control measure symbols currently used in Army doctrine. (See MIL-STD 2525D for more joint maritime control measures.)

Table 5-30. Maritime control measure symbols

<i>Harbor Symbols with Amplifier Fields</i>			
<i>Function</i>	<i>Template</i>	<i>Example</i>	
<b>Harbor entrance point</b>			
	Possible entries for H field are listed below:		
	A Code: 212901	Q Code: 212902	
	X Code: 212903	Y Code: 212904	Must be used in conjunction with the harbor control measure symbol.

## Chapter 6

# Tactical Mission Tasks

This chapter provides symbols for tactical mission tasks.

### **TACTICAL MISSION TASKS DEFINED**

6-1. A task is a clearly defined and measurable activity accomplished by individuals or organizations. A *tactical mission task* is a specific activity performed by a unit while executing a form of tactical operation or form of maneuver. A tactical mission task may be expressed as either an action by a friendly force or an effect on an enemy force (FM 3-90-1). The tactical mission tasks describe the results or effects commanders want to achieve.

### **SYMBOLS FOR TACTICAL MISSION TASKS**

6-2. Table 6-1, on pages 6-2 through 6-6, shows the tactical mission tasks that have symbols. Not all tactical mission tasks have symbols. Tactical mission task symbols can be used with unit symbols, but they do not have modifiers. Tactical mission task symbols are used in course of action sketches, synchronization matrices, and maneuver sketches. They do not replace any part of the operation order. Tactical mission task symbols are sized to accommodate the scale of the display or map being used.

Table 6-1. Tactical mission task symbols

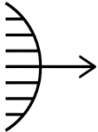
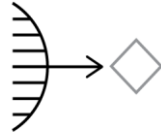
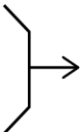
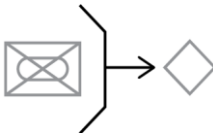

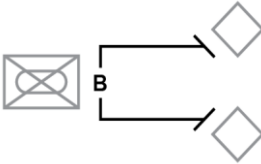
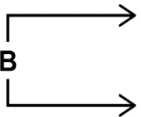
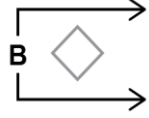
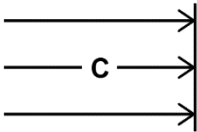
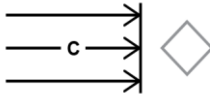
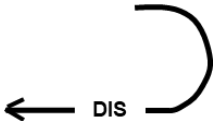

Task	Symbol	Construct Usage Example <i>Note.</i> The friendly or hostile frame (gray) is not part of the symbol; it is for orientation only.
<b>Actions by Friendly Forces</b>		
<p><b>Ambush</b>—An attack by fire or other destructive means from concealed positions on a moving or temporarily halted enemy. (FM 3-90-1)</p>		
<p><b>Attack by fire</b>—A tactical mission task in which a commander uses direct fires, supported by indirect fires, to engage an enemy force without closing with the enemy to destroy, suppress, fix, or deceive that enemy. (FM 3-90-1)</p>		 <p>Mechanized infantry unit attacks by fire an enemy unit</p>
<p><b>Breach</b>—A tactical mission task in which the unit employs all available means to break through or establish a passage through an enemy defense, obstacle, minefield, or fortification. (FM 3-90-1)</p>		 <p>Mechanized infantry unit breaches enemy units</p>
<p><b>Bypass</b>—A tactical mission task in which the commander directs the unit to maneuver around an obstacle, position, or enemy force to maintain the momentum of the operation while deliberately avoiding combat with an enemy force. (FM 3-90-1)</p>		 <p>Bypassing enemy unit</p>
<p><b>Clear</b>—A tactical mission task that requires the commander to remove all enemy forces and eliminate organized resistance within an assigned area. (FM 3-90-1)</p>		 <p>Clear enemy unit</p>
<p><b>Disengage</b>—A tactical mission task where a commander has the unit break contact with the enemy to allow the conduct of another mission or to avoid decisive engagement. (FM 3-90-1)</p>		 <p>Disengage with enemy unit</p>

Table 6-1. Tactical mission task symbols (continued)


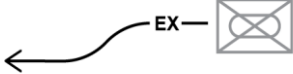
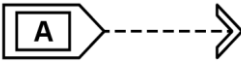

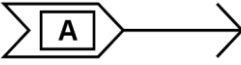
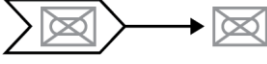
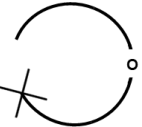
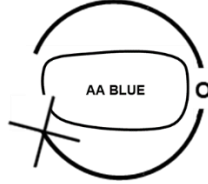
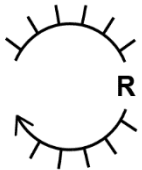
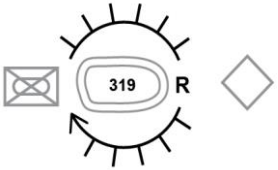
Task	Symbol	Construct Usage Example <i>Note.</i> The friendly or hostile frame (gray) is not part of the symbol; it is for orientation only.
<p><b>Exfiltrate</b>—A tactical mission task where a commander removes Soldiers or units from areas under enemy control by stealth, deception, surprise, or clandestine means. (FM 3-90-1)</p>		 <p>Mechanized infantry unit exfiltrates</p>
<p><b>Follow and assume</b>—A tactical mission task in which a second committed force follows a force conducting an offensive task and is prepared to continue the mission if the lead force is fixed, attrited, or unable to continue. (FM 3-90-1)</p>		 <p>Mechanized infantry unit follows and assumes a mechanized infantry unit</p>
<p><b>Follow and support</b>—A tactical mission task in which a committed force follows and supports a lead force conducting an offensive task. (FM 3-90-1)</p>		 <p>Mechanized infantry unit follows and supports a mechanized infantry unit</p>
<p><b>Occupy</b>—A tactical mission task that involves a force moving a friendly force into an area so that it can control that area. Both the force's movement to and occupation of the area occur without enemy opposition. (FM 3-90-1)</p>		 <p>Occupy assembly area blue</p>
<p><b>Retain</b>—A tactical mission task in which the commander ensures that a terrain feature controlled by a friendly force remains free of enemy occupation or use. (FM 3-90-1)</p>		 <p>Mechanized infantry unit retains hill 319</p>

Table 6-1. Tactical mission task symbols (continued)

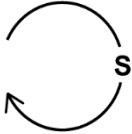
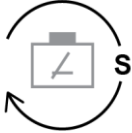
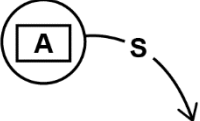
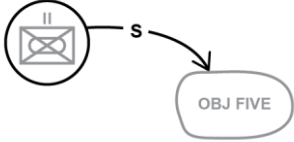


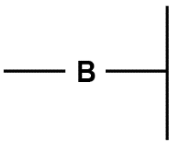
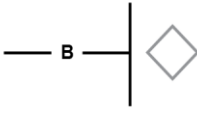
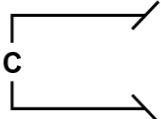

Task	Symbol	Construct Usage Example <i>Note.</i> The friendly or hostile frame (gray) is not part of the symbol; it is for orientation only.
<p><b>Secure</b>—A tactical mission task that involves preventing a unit, facility, or geographical location from being damaged or destroyed as a result of enemy action. (FM 3-90-1)</p>		 <p>Secure airport facility</p>
<p><b>Seize</b>—A tactical mission task that involves taking possession of a designated area using overwhelming force. (FM 3-90-1)</p>		 <p>Mechanized infantry battalion seizes objective FIVE</p>
<p><b>Support by fire</b>—A tactical mission task in which a maneuver force moves to a position where it can engage the enemy by direct fire in support of another maneuvering force. (FM 3-90-1)</p>		 <p>Mechanized infantry battalion support by fire</p>
<b>Effects on Enemy Forces</b>		
<p><b>Block</b>—A tactical mission task that denies the enemy access to an area or prevents the enemy's advance in a direction or along an avenue of approach. Block is also an obstacle effect that integrates fire planning and obstacle efforts to stop an attacker along a specific avenue of approach or prevent the attacking force from passing through an engagement area (FM 3-90-1)</p>		 <p>Block enemy unit</p>
<p><b>Canalize</b>—A tactical mission task in which the commander restricts enemy movement to a narrow zone by exploiting terrain coupled with the use of obstacles, fires, or friendly maneuver. (FM 3-90-1)</p>		 <p>Canalize enemy unit</p>

Table 6-1. Tactical mission task symbols (continued)

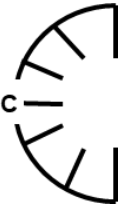

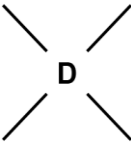

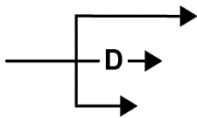
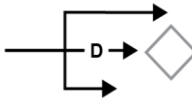


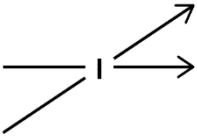
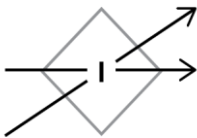
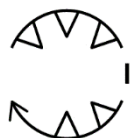

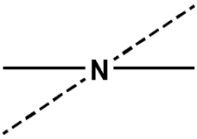
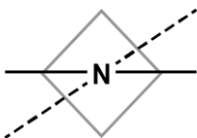
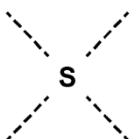
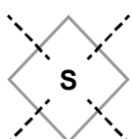
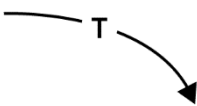
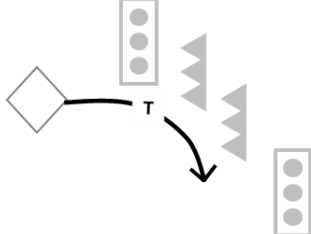
Task	Symbol	Construct Usage Example <i>Note.</i> The friendly or hostile frame (gray) is not part of the symbol; it is for orientation only.
<p><b>Contain</b>—A tactical mission task that requires the commander to stop, hold, or surround enemy forces or to cause them to center their activity on a given front and prevent them from withdrawing any part of their forces for use elsewhere. (FM 3-90-1)</p>		 <p>Contain enemy unit</p>
<p><b>Destroy</b>—A tactical mission task that physically renders an enemy force combat-ineffective until it is reconstituted. Alternatively, to destroy a combat system is to damage it so badly that it cannot perform any function or be restored to a usable condition without being entirely rebuilt. (FM 3-90-1)</p>		 <p>Destroy enemy unit</p>
<p><b>Disrupt</b>—A tactical mission task in which a commander integrates direct and indirect fires, terrain, and obstacles to upset an enemy's formation or tempo, interrupt the enemy's timetable, or cause enemy forces to commit prematurely or attack in piecemeal fashion. (FM 3-90-1)</p>		 <p>Disrupt enemy unit</p>
<p><b>Fix</b>—A tactical mission task where a commander prevents the enemy force from moving any part of that force from a specific location for a specific period. Fix is also an obstacle effect that focuses fire planning and obstacle effort to slow an attacker's movement within a specified area, normally an engagement area. (FM 3-90-1)</p>		 <p>Fix enemy unit</p>

Table 6-1. Tactical mission task symbols (continued)

Task	Symbol	Construct Usage Example <i>Note.</i> The friendly or hostile frame (gray) is not part of the symbol; it is for orientation only.
<p><b>Interdict</b>—A tactical mission task where the commander prevents, disrupts, or delays the enemy’s use of an area or route. (FM 3-90-1)</p>		 Interdict enemy unit
<p><b>Isolate</b>—To separate a force from its sources of support in order to reduce its effectiveness and increase its vulnerability to defeat. (ADP 3-0)</p>		 Isolate enemy unit
<p><b>Neutralize</b>—To render enemy personnel or materiel incapable of interfering with a particular operation. (JP 3-0)</p>		 Neutralize enemy unit
<p><b>Suppress</b>—A tactical mission task that results in temporary degradation of the performance of a force or weapons system below the level needed to accomplish the mission. (FM 3-90-1)</p>		 Suppress enemy unit
<p><b>Turn</b>—A tactical mission task that involves forcing an enemy force from one avenue of approach or mobility corridor to another. (FM 3-90-1)</p>		 Turn enemy unit



## Chapter 7

# Course of Action Sketch

This chapter discusses the purpose and makeup of a course of action sketch.

### **PURPOSE OF COURSE OF ACTION SKETCH**

7-1. A *course of action* is a scheme developed to accomplish a mission (JP 5-0). Developing, analyzing, and deciding on a course of action for execution is central to planning. Part of course of action development is to produce a course of action statement and sketch. The staff prepares a course of action statement and supporting sketch for each course of action under consideration. A course of action statement clearly describes the array of forces and the sequence of tasks the unit will conduct to accomplish the mission. The statement should be a brief expression of how the combined arms concept will be conducted. The course of action sketch is the graphic portrayal of the course of action statement. The sketch provides a picture of the movement and maneuver aspects of the concept, including positioning of forces. (See FM 6-0 for a detailed discussion of the military decision-making process, including course of action development.)

### **MAKEUP OF COURSE OF ACTION SKETCH**

7-2. The course of action sketch provides a picture of the movement and maneuver aspects of the concept, including the positioning of forces. The course of action sketch becomes the basis for the operation overlay. At a minimum, the course of action sketch includes the array of generic forces and control measures, including—

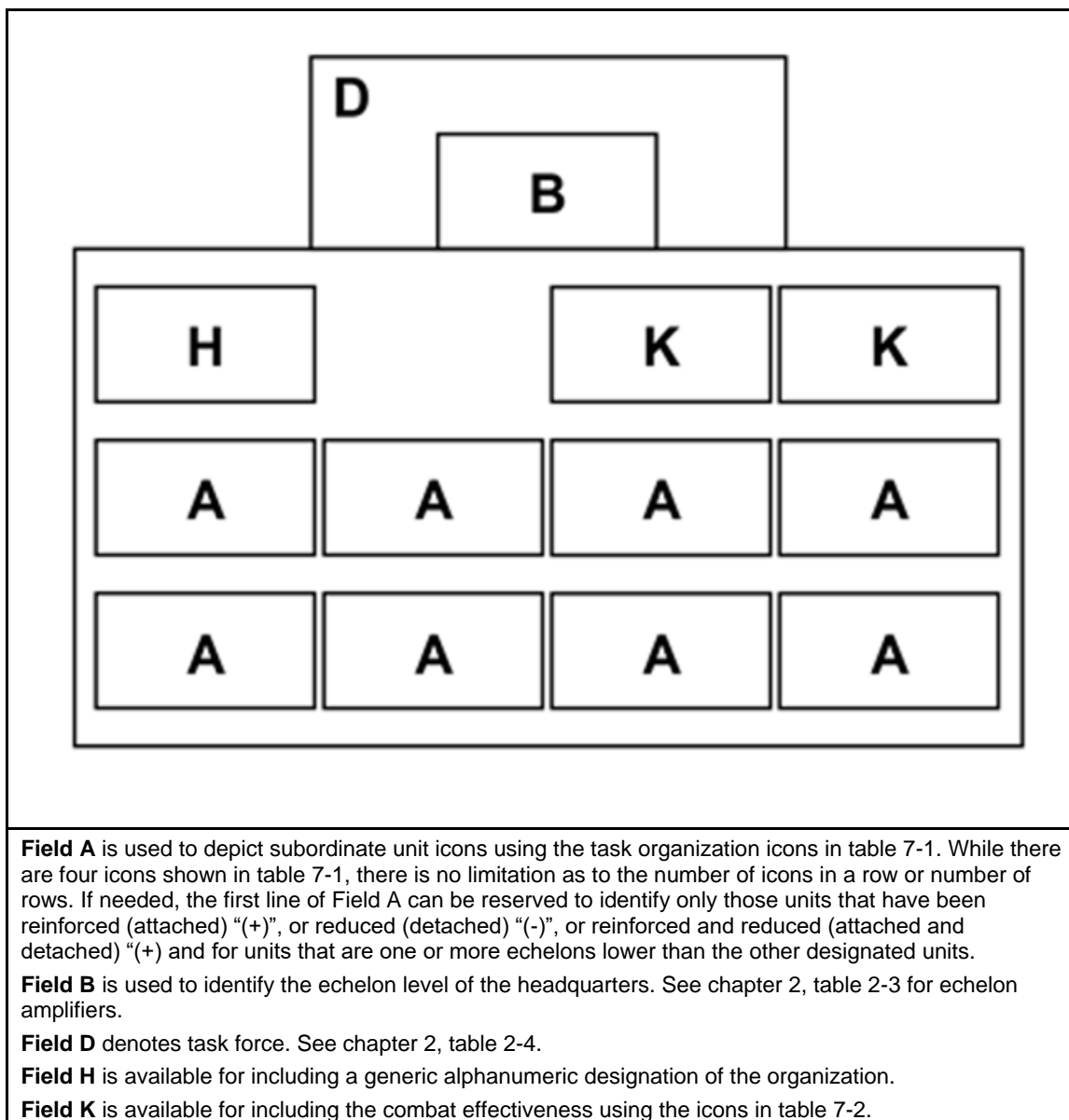
- Unit and subordinate unit boundaries.
- Unit movement formations (but not subordinate unit formations).
- Line of departure, or line of contact and phase lines, if used.
- Reconnaissance and security graphics.
- Ground and air axes of advance.
- Assembly areas, battle positions, strong points, engagement areas, and objectives.
- Obstacle control measures and tactical mission graphics.
- Fire support coordination and airspace control measures.
- Main effort.
- Location of command posts and critical communication nodes.
- Enemy locations, known or templated.
- Population concentrations.

7-3. Most symbols for use on the course of action sketch are shown in chapters 2 through 7. However, the unit symbols do not provide decision makers with a quick and easy method of portraying detailed information relating to task organization, composition, or combat effectiveness. Task organization composition symbols portray detailed information for course of action sketches.

### **TASK ORGANIZATION COMPOSITION SYMBOLS**

7-4. Part of course of action development includes determining relative combat power and arraying forces to accomplish the primary tasks envisioned during action. After arraying forces, planners then group these forces underneath a generic headquarters representing the initial task organization. The initial task organization for each generic unit is portrayed in a task organization composition symbol.

7-5. Task organization composition symbols are constructed using a rectangular frame, main and modifier icons, and amplifiers. Figure 7-1 depicts main icon and amplifier fields. The main icons and amplifiers have specific field placement guidelines that follow current military symbol standards:



**Figure 7-1. Task organization main icon and amplifier fields**

## TASK ORGANIZATION MAIN AND MODIFIER ICONS

7-6. In all cases, task organization icons are the same as unit main and modifier icons and amplifiers. Table 7-1, on pages 7-3 through 7-4, shows the most commonly used main and modifiers icons in their appropriate configurations.

Table 7-1. Task organization icons








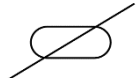






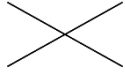
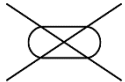



Function	Symbol	
Air assault infantry	 <p>ASLT Current usage construct</p>	 <p>Alternate usage construct</p>
Airborne infantry		
Air defense		
Air reconnaissance (cavalry)		
Antitank		
Armor tracked		
Armored reconnaissance (cavalry) <i>Note.</i> Reconnaissance (cavalry) unit that has armored tracked vehicles.		
Assault or lift helicopter	 <p>ASLT Current usage construct</p>	 <p>Alternate usage construct</p>
Attack helicopter		
Combined arms		
Engineer		
Field artillery		

Table 7-1. Task organization icons (continued)


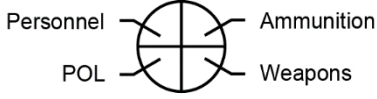
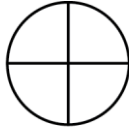

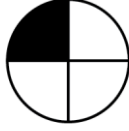




<i>Function</i>	<i>Symbol</i>
Infantry	
Mechanized infantry <b>Note.</b> Infantry unit that has armored tracked vehicles.	
Mobile infantry (Stryker)	
Mountain infantry	
Reconnaissance (cavalry or scout)	

### COMBAT EFFECTIVENESS ICONS

7-7. During course of action analysis and war gaming, the staff can track the combat effectiveness of units using combat effectiveness icons in task organization composition symbols. Combat effectiveness refers to the ability of a unit to perform its mission. Factors such as ammunition, personnel, status of fuel, and weapons systems availability are assessed and rated. Commanders use this information to provide a net assessment of a unit's ability to perform its mission. This assessment can then be expressed graphically using combat effectiveness icons. Table 7-2 shows two sets of combat effectiveness icons, which may be also used with task organization composition symbols.

7-8. Table 7-2 depicts combat effectiveness icons for the overall combat rating of a unit in the center column. Table 7-2 specifies combat effectiveness icons for the status of selected items of interest in the right column. The four selected items shown in the right column are ammunition; weapons; petroleum, oils, and lubricants (POL); and personnel. Standard operating procedures will specify the items of interest to be reported. Commanders may add to this list for internal reporting and tracking.

**Table 7-2. Combat effectiveness icons**

<b>Commander's Assessment of Unit's Ability to Perform Mission</b>	<b>Effectiveness Pie Charts</b>	<b>Selected Status Pie Chart</b>
No problems in any area		 
Some problems in personnel		
Major problems in weapons systems		
Cannot perform mission: personnel, ammunition, and weapons problems		
POL—petroleum, oils, and lubricants		

**EXAMPLE OF A TASK ORGANIZATION COMPOSITION SYMBOL**

7-9. Figure 7-2, on page 7-6, depicts a generic example of a task force task organization composition symbol for a battalion task force.

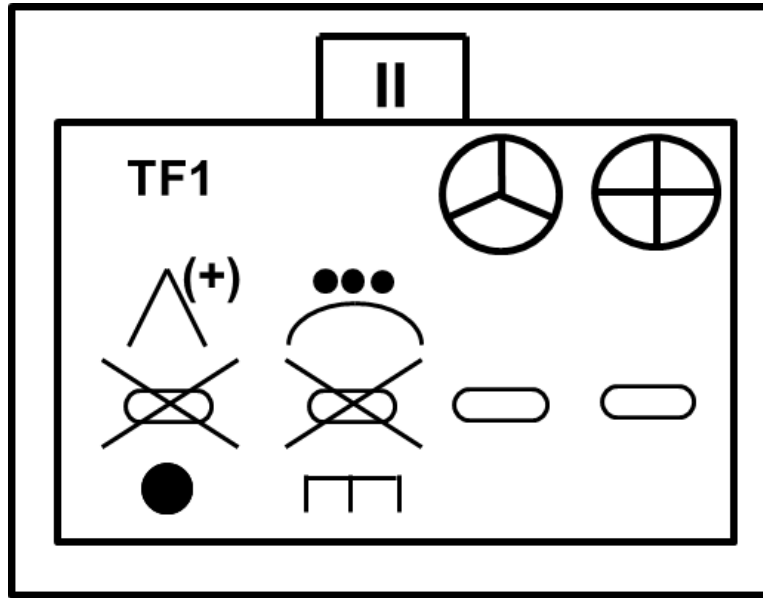


Figure 7-2. Battalion task force example

# Glossary

The glossary lists acronyms and terms with Army and joint definitions. The proponent publication for each term is listed in parentheses after the definition.

## SECTION I – ACRONYMS AND ABBREVIATIONS

<b>ADP</b>	Army doctrine publication
<b>AFTTP</b>	Air Force tactics, techniques, and procedures
<b>APP</b>	Allied procedural publication
<b>ATP</b>	Army techniques publication
<b>CBRN</b>	chemical, biological, radiological, and nuclear
<b>DA</b>	Department of the Army
<b>DD</b>	Department of Defense (forms)
<b>DOD</b>	Department of Defense
<b>ED</b>	edition
<b>ENY</b>	enemy
<b>FM</b>	field manual
<b>JP</b>	joint publication
<b>kph</b>	kilometers per hour
<b>kts</b>	knots per hour
<b>MCRP</b>	Marine Corps reference publication
<b>MCTP</b>	Marine Corps training publication
<b>MCWP</b>	Marine Corps warfighting publication
<b>MIL-STD</b>	military
<b>mph</b>	miles per hour
<b>mps</b>	meters per second
<b>NATO</b>	North Atlantic Treaty Organization
<b>NTTP</b>	Navy tactics, techniques, and procedures
<b>POL</b>	petroleum, oils, and lubricants
<b>STANAG</b>	standardization agreement
<b>SBCT</b>	Stryker brigade combat team
<b>TC</b>	training circular
<b>TM</b>	technical manual
<b>U.S.</b>	United States

## SECTION II – TERMS

### air and missile defense

Direct [active and passive] defensive actions taken to destroy, nullify, or reduce the effectiveness of hostile air and ballistic missile threats against friendly forces and assets. (JP 3-01)

**air assault**

The movement of friendly assault forces by rotary-wing or tiltrotor aircraft to engage and destroy enemy forces or to seize and hold key terrain. (JP 3-18)

**air corridor**

A restricted air 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. (JP 3-52)

**air defense**

Defensive measures designed to destroy attacking enemy aircraft or aerodynamic missiles, or to nullify or reduce the effectiveness of such attack. (JP 3-01)

**airfield**

An area prepared for the accommodation (including any buildings, installations, and equipment), landing, and takeoff of aircraft. (JP 3-17)

**airhead line**

A line denoting the limits of the objective area for an airborne assault. (JP 3-18)

**airspace coordination area**

A three-dimensional block of airspace in a target area, established by the appropriate commander, in which friendly aircraft are reasonably safe from friendly surface fires. (JP 3-09.3)

**alternate supply route**

A route or routes designated within an area of operations to provide for the movement of traffic when main supply routes become disabled or congested. (FM 4-01)

**ambulance exchange point**

A location where a patient is transferred from one ambulance to another en route to a medical treatment facility. (ATP 4-02.2)

**ambulance loading point**

This is the point in the shuttle system where one or more ambulances are stationed ready to receive patients for evacuation. (ATP 4-02.2)

**ambulance relay point**

A point in the shuttle system where one or more empty ambulances are stationed to advance to a loading point or to the next relay post to replace departed ambulances. (ATP 4-02.2)

**ambush**

An attack by fire or other destructive means from concealed positions on a moving or temporarily halted enemy. (FM 3-90-1)

**ammunition supply point**

An ammunition support activity operated by one or more modular ammunition platoons. (ATP 4-35)

**ammunition transfer holding point**

A designated site operated by a brigade support battalion distribution company where ammunition is received, transferred, or temporarily stored to supported units within a brigade combat team. (ATP 4-35)

**amphibious warfare ship**

A combatant ship having organic capability to embark, land, and support landing forces in amphibious operations and which has characteristics enabling long-duration operations on the high seas. (JP 3-02)

**area of operations**

An operational area defined by a commander for land and maritime forces that should be large enough to accomplish their missions and protect their forces. (JP 3-0)



**artillery target intelligence zone**

A weapons locating radar search area in enemy territory that the commander monitor closely to detect and report any weapon ahead of all acquisitions other than those from critical friendly zones or call for fire zones. (FM 3-09)

**assault position**

A covered and concealed position short of the objective from which final preparations are made to assault the objective. (ADP 3-90)

**assembly area**

An area a unit occupies to prepare for an operation. (FM 3-90-1)

**attack**

A type of offensive operation that destroys or defeats enemy forces, seizes and secures terrain, or both. (ADP 3-90)

**attack by fire**

A tactical mission task in which a commander uses direct fires, supported by indirect fires, to engage an enemy force without closing with the enemy to destroy, suppress, fix, or deceive that enemy. (FM 3-90-1)

**attack position**

(Army) The last position an attacking force occupies or passes through before crossing the line of departure. (ADP 3-90)

**axis of advance**

The general area through which the bulk of a unit's combat power must move. (ADP 3-90)

**base camp**

An evolving military facility that supports the military operations of a deployed unit and provides the necessary support and services for sustained operations. (ATP 3-37.10)

**base defense zone**

An air defense zone established around an air base and limited to the engagement envelope of short-range air defense weapons systems defending that base. (JP 3-52)

**battalion**

A unit consisting of two or more company-, battery-, or troop-size units and a headquarters. (ADP 3-90)

**battery**

A company-size unit in a field artillery or air defense artillery battalion. (ADP 3-90)

**battle handover line**

A designated phase line where responsibility transitions from the stationary force to the moving force and vice versa. (ADP 3-90)

**battle position**

A defensive location oriented on a likely enemy avenue of approach. (ADP 3-90)

**biological agent**

A microorganism (or a toxin derived from it) that causes disease in personnel, plants, or animals or causes the deterioration of materiel. (JP 3-11)

**block**

A tactical mission task that denies the enemy access to an area or prevents the enemy's advance in a direction or along an avenue of approach. Block is also an obstacle effect that integrates fire planning and obstacle efforts to stop an attacker along a specific avenue of approach or prevent the attacking force from passing through an engagement area. (FM 3-90-1)

**blue kill box**

A fire support and airspace coordination measure that facilitates attacking surface targets with air-to-surface munitions without further coordination with the area of operations commanders' headquarters. (ATP 3-09.34)

**boundary**

A line that delineates surface areas for the purpose of facilitating coordination and deconfliction of operations between adjacent units, formations, or areas. (JP 3-0)

**breach**

A tactical mission task in which the unit employs all available means to break through or establish a passage through an enemy defense, obstacle, minefield, or fortification. (FM 3-90-1)

**brigade**

A unit consisting of two or more battalions and a headquarters company or detachment. (ADP 3-90)

**bypass**

A tactical mission task in which the commander directs the unit to maneuver around an obstacle, position, or enemy force to maintain the momentum of the operation while deliberately avoiding combat with an enemy force. (FM 3-90-1)

**call for fire zone**

A weapons locating radar search area from which the commander wants to attack hostile firing systems. (FM 3-09)

**canalize**

(Army) A tactical mission task in which the commander restricts enemy movement to a narrow zone by exploiting terrain coupled with the use of obstacles, fires, or friendly maneuver. (FM 3-90-1)

**casualty collection point**

A location that may or may not be staffed, where casualties are assembled for evacuation to a medical treatment facility. (ATP 4-02.2)

**sensor zone**

An area from which the weapons locating radar is prohibited from reporting acquisitions. (FM 3-09)

**chemical agent**

A chemical substance that is intended for use in military operations to kill, seriously injure, or incapacitate, mainly through physiological effects. (JP 3-11)

**civil affairs**

Designated Active and Reserve Component forces and units organized, trained, and equipped specifically to conduct civil affairs operations and to support civil-military operations. (JP 3-57)

**civil-military cooperation**

(NATO) A joint function comprising a set of capabilities integral to supporting the achievement of mission objectives and enabling NATO commands to participate effectively in a broad spectrum of civil-military interaction with diverse non-military actors. (APP 6)

**clear**

A tactical mission task that requires the commander to remove all enemy forces and eliminate organized resistance within an assigned area. (FM 3-90-1)

**combatant command**

A unified or specified command with a broad continuing mission under a single commander established and so designated by the President, through the Secretary of Defense and with the advice and assistance of the Chairman of the Joint Chiefs of Staff. (JP 1)

**combat outpost**

A reinforced observation post capable of conducting limited combat operations. (FM 3-90-2)

**command and control**

The exercise of authority and direction by a properly designated commander over assigned and attached forces in the accomplishment of the mission. (JP 1)

**common sensor boundary**

A line depicted by a series of grid coordinates, grid line, phase line or major terrain feature that divides target acquisition search areas into radar acquisition management areas. (FM 3-09)

**company**

A unit consisting of two or more platoons, usually of the same type, with a headquarters and a limited capacity for self-support. (ADP 3-90)

**contact point**

In land warfare, a point on the terrain, easily identifiable, where two or more units are required to make contact. (JP 3-50)

**contain**

(Army) A tactical mission task that requires the commander to stop, hold, or surround enemy forces or to cause them to center their activity on a given front and prevent them from withdrawing any part of their forces for use elsewhere. (FM 3-90-1)

**control**

(Army) An action taken to eliminate a hazard or reduce its risk. (ATP 5-19)

**convoy**

A group of vehicles organized for the purpose of control and orderly movement with or without escort protection that moves over the same route at the same time and under one commander. (JP 3-02)

**coordinated fire line**

A line beyond which conventional surface-to-surface direct fire and indirect fire support means may fire at any time within the boundaries of the establishing headquarters without additional coordination but does not eliminate the responsibility to coordinate the airspace required to conduct the mission. (JP 3-09)

**cordon and search**

A technique of conducting a movement to contact that involves isolating a target area and searching suspect locations within that target area to capture or destroy possible enemy forces and contraband. (FM 3-90-1)

**corps**

An echelon of command and tactical formation that employs divisions, multi-functional brigades, and functional brigades to achieve objectives on land. (ADP 3-90)

**counterattack**

Attack by 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 the enemy's purpose in attacking. In sustained defensive operations, it is undertaken to restore the battle position and is directed at limited objectives. (FM 1-02.1)

**course of action**

A scheme developed to accomplish a mission. (JP 5-0)

**cover**

(Army) A type of security operation done independent of the main body to protect them by fighting to gain time while preventing enemy ground observation of and direct fire against the main body. (ADP 3-90)

**crew**

A small military unit that consists of all personnel operating a particular system. (ADP 3-90)

**critical friendly zone**

A friendly area of coverage employed by weapons locating radar which the maneuver commander designates as critical to the protection of an asset whose loss would seriously jeopardize the mission. (FM 3-09)

**cyberspace operations**

The employment of cyberspace capabilities where the primary purpose is to achieve objectives in or through cyberspace. (JP 3-0)

**decision point**

A point in space and time when the commander or staff anticipates making a key decision concerning a specific course of action. (JP 5-0)

**decontamination**

The process of making any person, object, or area safe by destroying, neutralizing, making harmless, or absorbing and removing chemical or biological agents, or by removing radioactive material clinging to or around it. (JP 3-11)

**delay**

When a force under pressure trades space for time by slowing down the enemy's momentum and inflicting maximum damage on enemy forces without becoming decisively engaged. (ADP 3-90)

**delay line**

A phase line where the date and time before which the enemy is not allowed to cross the phase line is depicted as part of the graphic control measure. (FM 3-90-1)

**demonstration**

In military deception, a show of force similar to a feint without actual contact with the adversary, in an area where a decision is not sought that is made to deceive an adversary. (JP 3 13.4)

**destroy**

A tactical mission task that physically renders an enemy force combat-ineffective until it is reconstituted. Alternatively, to destroy a combat system is to damage it so badly that it cannot perform any function or be restored to a usable condition without being entirely rebuilt. (FM 3-90-1)

**detachment**

A tactical element organized on either a temporary or permanent basis for special duties. (ADP 3-90)

**detainee holding area**

A facility or other location where detainees are administratively processed and provided custodial care pending disposition and subsequent release, transfer, or movement to a theater detention facility. (JP 3-63)

**direction finding**

A procedure for obtaining bearings of radio frequency emitters by using a highly directional antenna and a display unit on an intercept receiver or ancillary equipment. (JP 3-85)

**direction of attack**

A specific direction or assigned route a force uses and does not deviate from when attacking. (ADP 3-90)

**direction of fire**

The direction on which a fire unit is laid to the most significant threat in the target area, to the chart direction to the center of the zone of fire, or to the target. (ATP 3-09.50)

**disengage**

A tactical mission task where a commander has the unit break contact with the enemy to allow the conduct of another mission or to avoid decisive engagement. (FM 3-90-1)

**disrupt**

1. A tactical mission task in which a commander integrates direct and indirect fires, terrain, and obstacles to upset an enemy's formation or tempo, interrupt the enemy's timetable, or cause enemy forces to commit prematurely or attack in a piecemeal fashion. 2. An obstacle effect that focuses fire planning and obstacle effort to cause the enemy force to break up its formation and tempo, interrupt its timetable, commit breaching assets prematurely, and attack in a piecemeal effort. (FM 3-90-1)

**division**

An echelon of command and tactical formation that employs brigade combat teams, multi-functional brigades, and functional brigades to achieve objectives on land. (ADP 3-90)

**drop zone**

A specific area upon which airborne troops, equipment, or supplies are airdropped. (JP 3-17)

**encirclement operations**

Operations where one force loses its freedom of maneuver because an opposing force is able to isolate it by controlling all ground lines of communications and reinforcement. (ADP 3-90)

**engagement area**

An area where the commander intends to contain and destroy an enemy force with the massed effects of all available weapons and supporting systems. (ADP 3-90)

**exfiltrate**

A tactical mission task where a commander removes Soldiers or units from areas under enemy control by stealth, deception, surprise, or clandestine means. (FM 3-90-1)

**explosive ordnance disposal**

The detection, identification, on-site evaluation, rendering safe, recovery, and final disposal of unexploded explosive ordnance. (JP 3-42)

**feint**

In military deception, an offensive action involving contact with the adversary conducted for the purpose of deceiving the adversary as to the location and/or time of the actual main offensive action. (JP 3-13.4)

**field artillery**

Equipment, supplies, ammunition, and personnel involved in the use of cannon, rocket, or surface-to-surface missile launchers. (JP 3-09)

**final coordination line**

A phase line close to the enemy position used to coordinate the lifting or shifting of supporting fires with the final deployment of maneuver elements. (ADP 3-90)

**final protective fire**

An immediately available prearranged barrier of fire designed to impede enemy movement across defensive lines or areas. (JP 3-09.3)

**fire direction center**

That element of a command post, consisting of gunnery and communications personnel and equipment, by means of which the commander exercises fire direction and/or fire control. (JP 3-09.3)

**fire support area**

An appropriate maneuver area assigned to fire support ships by the naval force commander from which they can deliver gunfire support to an amphibious operation. (JP 3-09)

**fire support coordination line**

A fire support coordination measure established by the land or amphibious force commander to support common objectives within an area of operation; beyond which all fires must be coordinated with affected commanders prior to engagement, and short of the line, all fires must be coordinated with the establishing commander prior to engagement. (JP 3-09)

**fire support station**

An exact location at sea within which a fire support ship delivers fire. (JP 3-02)

**fix**

A tactical mission task where a commander prevents the enemy force from moving any part of that force from a specific location for a specific period. Fix is also an obstacle effect that focuses fire planning and obstacle effort to slow an attacker's movement within a specified area, normally an engagement area. (FM 3-90-1)

**follow and assume**

A tactical mission task in which a second committed force follows a force conducting an offensive task and is prepared to continue the mission if the lead force is fixed, attrited, or unable to continue. (FM 3-90-1)

**follow and support**

A tactical mission task in which a committed force follows and supports a lead force conducting an offensive task. (FM 3-90-1)

**forms of maneuver**

Distinct tactical combinations of fire and movement with a unique set of doctrinal characteristics that differ primarily in the relationship between the maneuvering force and the enemy. (ADP 3-90)

**forward arming and refueling point**

A temporary facility, organized, equipped, and deployed to provide fuel and ammunition necessary for the employment of aviation maneuver units in combat. (JP 3-09.3)

**forward edge of the battle area**

The foremost limits of a series of areas in which ground combat units are deployed to coordinate fire support, the positioning of forces, or the maneuver of units, excluding areas in which covering or screening forces are operating. (JP 3-09.3)

**forward line of own troops**

A line which indicates the most forward positions of friendly forces in any kind of military operation at a specific time. (JP 3-03)

**forward observer**

An observer operating with front line troops and trained to adjust ground or naval gunfire and pass back battlefield information. (JP 3-09)

**forward passage of lines**

Occurs when a unit passes through another unit's positions while moving toward the enemy. (ADP 3-90)

**free-fire area**

A specific area into which any weapon system may fire without additional coordination with the establishing headquarters. (JP 3-09)

**gap**

An area free of armed mines or obstacles whose width and direction allow a friendly force to pass through while dispersed in a tactical formation. (FM 1-02.1)

**general engineering**

Those engineering capabilities and activities, other than combat engineering, that provide infrastructure and modify, maintain, or protect the physical environment. (JP 3-34)

**geospatial information**

Information that identifies the geographic location and characteristics of natural or constructed features and boundaries on the Earth, including: statistical data and information derived from, among other things, remote sensing, mapping, and surveying technologies; and mapping, charting, geodetic data and related products. (JP 2-03)

**guard**

A type of security operation done to protect the main body by fighting to gain time while preventing enemy ground observation of and direct fire against the main body. (ADP 3-90)

**guerrilla**

An irregular, predominantly indigenous member of a guerrilla force organized similar to military concepts and structure in order to conduct military and paramilitary operations in enemy-held, hostile, or denied territory. Although a guerrilla and guerrilla forces can exist independent of an insurgency, guerrillas normally operate in covert and overt resistance operations of an insurgency. (ATP 3-05.1)

**guerrilla base**

A temporary site where guerrilla installations, headquarters, and some guerrilla units are located. A guerrilla base is considered to be transitory and must be capable of rapid displacement by personnel within the base. (ATP 3-05.1)

**high-altitude missile engagement zone**

In air and missile defense, that airspace of defined dimensions within which the responsibility for engagement of air and missile threats normally rests with high-altitude surface-to-air missiles. (JP 3-01)

**high-density airspace control zone**

Airspace designated in an airspace control plan or airspace control order in which there is a concentrated employment of numerous and varied weapons and airspace users. (JP 3-52)

**infiltration**

(Army) A form of maneuver in which an attacking force conducts undetected movement through or into an area occupied by enemy forces to occupy a position of advantage in the enemy rear while exposing only small elements to enemy defensive fires. (FM 3-90-1)

**infiltration lane**

A control measure that coordinates forward and lateral movement of infiltrating units and fixes fire planning responsibilities. (FM 3-90-1)

**information operations**

The integrated employment, during military operations, of information related capabilities in concert with other lines of operation to influence, disrupt, corrupt, or usurp the decision making of adversaries and potential adversaries while protecting our own. (JP 3-13)

**interdict**

A tactical mission task where the commander prevents, disrupts, or delays the enemy's use of an area or route. (FM 3-90-1)

**intermodal**

Type of international freight system that permits transshipping among sea, highway, rail, and air modes of transportation through use of American National Standards Institute and International Organization for Standardization containers, linehaul assets, and handling equipment. (JP 4-09)

**isolate**

To separate a force from its sources of support in order to reduce its effectiveness and increase its vulnerability to defeat. (ADP 3-0)

**isolated personnel**

United States military, Department of Defense civilians and contractor personnel (and others designated by the President or Secretary of Defense) who are separated from their unit (as an individual or a group) while participating in a United States sponsored military activity or mission and are, or may be, in a situation where they must survive, evade, resist, or escape. (JP 3-50)

**joint engagement zone**

In air and missile defense, that airspace of defined dimensions within which multiple air defense systems (surface-to-air missiles and aircraft) are simultaneously employed to engage air threats. (JP 3-01)

**key terrain**

(Army) An identifiable characteristic whose seizure or retention affords a marked advantage to either combatant. (ADP 3-90)

**landing zone**

Any specified zone used for the landing of aircraft. (JP 3-17)

**limit of advance**

A phase line used to control forward progress of the attack. (ADP 3-90)

**line of contact**

A general trace delineating the locations where friendly and enemy forces are engaged. (ADP 3-90)

**line of departure**

In land warfare, a line designated to coordinate the departure of attack elements. (JP 3-31)

**linkup point**

The point where two infiltrating elements in the same or different infiltration lanes are scheduled to meet to consolidate before proceeding on with their missions. (FM 3-90-1)

**low-altitude missile engagement zone**

In air and missile defense, that airspace of defined dimensions within which the responsibility for engagement of air and missile threats normally rests with low- to medium altitude surface to air missiles. (JP 3-01)

**low-level transit route**

A temporary corridor of defined dimensions established in the forward area to minimize the risk to friendly aircraft from friendly air defenses or surface forces. (JP 3-52)

**main command post**

A facility containing the majority of the staff designed to control current operations, conduct detailed analysis, and plan future operations. (FM 6-0)

**main supply route**

The route or routes designated within an operational area upon which the bulk of traffic flows in support of military operations. (JP 4-01.5)

**maintenance collection point**

A temporary location established within the battalion echelon for the collection of equipment needing or undergoing field maintenance. (ATP 4-33)

**maneuver**

The employment of forces in the operational area, through movement in combination with fires and information, to achieve a position of advantage in respect to the enemy. (JP 3-0)

**medical evacuation**

The timely and effective movement of the wounded, injured, or ill to and between medical treatment facilities on dedicated and properly marked medical platforms with en route care provided by medical personnel. (ATP 4-02.2)

**medical treatment facility**

(Army) Any facility established for the purpose of providing medical treatment. This includes battalion aid stations, Role 2 facilities, dispensaries, clinics, and hospitals. (FM 4-02)



**military deception**

Actions executed to deliberately mislead adversary military, paramilitary, or violent extremist organization decision makers, thereby causing the adversary to take specific actions (or inactions) that will contribute to the accomplishment of the friendly mission. (JP 3-13.4)

**minefield**

In land warfare, an area of ground containing mines emplaced with or without a pattern. (JP 3-15)

**minimum-risk route**

A temporary corridor of defined dimensions recommended for use by high-speed, fixed-wing aircraft that presents the minimum known hazards to low-flying aircraft transiting the combat zone. (JP 3-52)

**missile defense**

Defense measures designed to destroy attacking enemy missiles, or to nullify or reduce the effectiveness of such attack. (JP 3-01)

**missile engagement zone**

In air and missile defense, that airspace of defined dimensions within which the responsibility for engagement of air and missile threats normally rests with surface-to-air missile systems. (JP 3-01)

**mobility**

A quality or capability of military forces which permits them to move from place to place while retaining the ability to fulfill their primary mission (JP 3-17)

**mortuary affairs**

Provides for the search, recovery, identification, preparation, and disposition of human remains of persons for whom the Services are responsible by status and executive order. (JP 4-0)

**movement**

The positioning of combat power to establish the conditions for maneuver. (ADP 3-90)

**movement to contact**

(Army) A type of offensive operation designed to develop the situation and to establish or regain contact. (ADP 3-90)

**multinational**

Between two or more forces or agencies of two or more nations or coalition partners. (JP 5-0)

**named area of interest**

The geospatial area or systems node or link against which information that will satisfy a specific information requirement can be collected, usually to capture indications of adversary courses of action. (JP 2-01.3)

**neutralize**

To render enemy personnel or materiel incapable of interfering with a particular operation. (JP 3-0)

**no-fire area**

An area designated by the appropriate commander into which fires or their effects are prohibited. (JP 3-09.3)

**objective area**

A geographical area, defined by competent authority, within which is located an objective to be captured or reached by the military forces. (JP 3-06)

**observation post**

A position from which military observations are made, or fire directed and adjusted, and which possesses appropriate communications. While aerial observers and sensor systems are extremely useful, those systems do not constitute aerial observation posts. (FM 3-90-2)

**obstacle belt**

A brigade-level command and control measure, normally depicted graphically, to show where within an obstacle zone the ground tactical commander plans to limit friendly obstacle employment and focus the defense. (JP 3-15)

**obstacle restricted area**

A command and control measure used to limit the type or number of obstacles within an area. (JP 3-15)

**obstacle zone**

A division-level command and control measure to designate specific land areas where lower echelons are allowed to employ tactical obstacles. (JP 3-15)

**occupy**

A tactical mission task that involves a force moving a friendly force into an area so that it can control that area. Both the force's movement to and occupation of the area occur without enemy opposition. (FM 3-90-1)

**passage lane**

A lane through an enemy or friendly obstacle that provides a safe passage for a passing force. (FM 3-90-2)

**passage of lines**

An operation in which a force moves forward or rearward through another force's combat positions with the intention of moving into or out of contact with the enemy. (JP 3-18)

**passage point**

A specifically designated place where the passing units will pass through the stationary unit. (FM 3-90-2)

**personnel services**

Sustainment functions that man and fund the force, maintain Soldier and family readiness, promote the moral and ethical values of the nation, and enable the fighting qualities of the Army. (ADP 4-0)

**phase line**

An easily identified feature in the operational area utilized for control and coordination of military operations. (JP 3-09)

**platoon**

A subdivision of a company or troop consisting of two or more squads or sections. (ADP 3-90)

**point of departure**

The point where the unit crosses the line of departure and begins moving along a direction of attack. (ADP 3-90)

**position area for artillery**

An area assigned to an artillery unit where individual artillery systems can maneuver to increase their survivability. A position area for artillery is not an area of operations for the artillery unit occupying it. (FM 3-90-1)

**probable line of deployment**

A phase line that designates the location where the commander intends to deploy the unit into assault formation before beginning the assault. (ADP 3-90)

**public affairs**

Communication activities with external and internal audiences. (JP 3-61)

**purple kill box**

A fire support and airspace coordination measure that facilitates attacking surface targets with subsurface-to-surface, surface-to-surface, and air-to-surface munitions without further coordination with the area of operation commander's headquarters. (ATP 3-09.34)

**rally point**

(Army) An easily identifiable point on the ground at which units can reassemble and reorganize if they become dispersed. (ATP 3-21.20)

**Rangers**

Rapidly deployable airborne light infantry organized and trained to conduct highly complex joint direct action operations in coordination with or in support of other special operations units of all Services. (JP 3-05)

**rearward passage of lines**

Occurs when a unit passes through another unit's positions while moving away from the enemy. (ADP 3-90)

**recovery**

Actions taken to extricate damaged or disabled equipment for return to friendly control or repair at another location. (JP 3-34)

**release point**

A location on a route where marching elements are released from centralized control. (FM 3-90-2)

**relief in place**

An operation in which, by direction of higher authority, all or part of a unit is replaced in an area by the incoming unit and the responsibilities of the replaced elements for the mission and the assigned zone of operations are transferred to the incoming unit. (JP 3-07.3)

**restrictive fire area**

A location in which specific restrictions are imposed and into which fires that exceed those restrictions will not be delivered without coordination with the establishing headquarters. (JP 3-09)

**restrictive fire line**

A specific boundary established between converging, friendly surface forces that prohibits fires or their effects from crossing. (JP 3-09)

**restricted operations zone**

Airspace reserved for specific activities in which the operations of one or more airspace users is restricted. (JP 3-52)

**retain**

A tactical mission task in which the commander ensures that a terrain feature controlled by a friendly force remains free of enemy occupation or use. (FM 3-90-1)

**retirement**

When a force out of contact moves away from the enemy. (ADP 3-90)

**route**

The prescribed course to be traveled from a specific point of origin to a specific destination. (FM 3-90-1)

**screen**

A type of security operation that primarily provides early warning to the protected force. (ADP 3-90)

**SEAL team**

United States Navy forces organized, trained, and equipped to conduct special operations with an emphasis on maritime, coastal, and riverine environments. (JP 3-05)

**search**

A systematic reconnaissance of a defined area, so that all parts of the area have passed within visibility. (JP 3-50)

### **search and rescue**

The use of aircraft, surface craft, submarines, and specialized rescue teams and equipment to search for and rescue distressed persons on land or at sea in a permissive environment. (JP 3-50)

### **search and rescue point**

A predesignated specific location, relative to which isolated personnel provide their position to recovery forces. (JP 3-50)

### **section**

A tactical unit of the Army and Marine Corps smaller than a platoon and larger than a squad. (ADP 3-90)

### **secure**

A tactical mission task that involves preventing a unit, facility, or geographical location from being damaged or destroyed as a result of enemy action. (FM 3-90-1)

### **security**

Measures taken by a military unit, activity, or installation to protect itself against all acts designed to, or which may, impair its effectiveness. (JP 3-10)

### **security force assistance**

The Department of Defense activities that support the development of the capacity and capability of foreign security forces and their supporting institutions. (JP 3-20)

### **security operations**

Those operations performed by commanders to provide early and accurate warning of enemy operations, to provide the forces being protected with time and maneuver space within which to react to the enemy, and to develop the situation to allow commanders to effectively use their protected forces. (ADP 3-90)

### **seize**

A tactical mission task that involves taking possession of a designated area using overwhelming force. (FM 3-90-1)

### **short-range air defense engagement zone**

In air and missile defense, that airspace of defined dimensions within which the responsibility for engagement of air and missile threats normally rests with short-range air defense weapons, and may be established within a low- or high-altitude missile engagement zone. (JP 3-01)

### **signals intelligence**

Intelligence derived from communications, electronic, and foreign instrumentation signals. (JP 2-0)

### **space forces**

The space and terrestrial systems, equipment, facilities, organizations, and personnel necessary to access, use and, if directed, control space for national security. (JP 3-14)

### **special forces**

United States Army forces organized, trained, and equipped to conduct special operations with an emphasis on unconventional warfare capabilities. (JP 3-05)

### **special operations forces**

Those Active and Reserve Component forces of the Military Service designated by the Secretary of Defense and specifically organized, trained, and equipped to conduct and support special operations. (JP 3-05)

### **squad**

A small military unit typically containing two or more fire teams. (ADP 3-90)

**standard use Army aircraft flight route**

Route established below the coordination level to facilitate the movement of Army aviation assets; it is normally located in the corps through brigade rear areas of operation and does not require approval by the airspace control authority. (JP 3-52)

**start point**

A location on a route where the march elements fall under the control of a designated march commander. (FM 3-90-2)

**strong point**

A heavily fortified battle position tied to a natural or reinforcing obstacle to create an anchor for the defense or to deny the enemy decisive or key terrain. (ADP 3-90)

**supply**

(Army) The process of providing all items necessary to equip, maintain, and operate a military command. (FM 1-02.1)

**support**

1. The action of a force that aids, protects, complements, or sustains another force in accordance with the directive requiring such action. 2. A unit that helps another unit in battle. 3. An element of a command that assists, protects, or supplies other forces in combat. (JP 1)

**support area**

The portion of the commander's area of operations that is designated to facilitate the positioning, employment, and protection of base sustainment assets required to sustain, enable, and control operations. (ADP 3-0)

**support by fire**

A tactical mission task in which a maneuver force moves to a position where it can engage the enemy by direct fire in support of another maneuvering force. (FM 3-90-1)

**suppress**

A tactical mission task that results in temporary degradation of the performance of a force or weapons system below the level needed to accomplish the mission. (FM 3-90-1)

**surveillance**

The systematic observation of aerospace, cyberspace, surface or subsurface areas, places, persons, or things by visual, aural, electronic, photographic, or other means. (JP 3-0)

**sustainment**

The provision of logistics, financial management, personnel services, and health service support necessary to maintain operations until successful mission completion. (ADP 4-0)

**tactical command post**

A facility containing a tailored portion of a unit headquarters designed to control portions of an operation for a limited time. (FM 6-0)

**tactical mission task**

A specific activity performed by a unit while executing a form of tactical operation or form of maneuver. A tactical mission task may be expressed as either an action by a friendly force or an effect on an enemy force. (FM 3-90-1)

**target acquisition**

The detection, identification, and location of a target in sufficient detail to permit the effective employment of capabilities that create the required effects. (JP 3-60)

**target area of interest**

The geographical area where high-value targets can be acquired and engaged by friendly forces. (JP 2 01.3)

**target number extension**

A sequentially assigned number identifying the individual elements in a target. (MIL-STD 6017)

**target reference point**

A predetermined point of reference, normally a permanent structure or terrain feature that can be used when describing a target location. (JP 3-09.3)

**task organization**

A temporary grouping of forces designed to accomplish a particular mission. (ADP 5-0)

**theater**

The geographical area for which a commander of a geographic combatant command has been assigned responsibility. (JP 1)

**theater army**

An echelon of command designated as the Army Service component command responsible for recommendations of allocations and employment of Army forces to the geographic combatant commander. (JP 3-31)

**traffic control post**

A manned post that is used to preclude the interruption of traffic flow or movement along a designated route. (FM 3-39)

**transportation**

A logistics function that includes movement control and associated activities to incorporate military, commercial, and multinational motor, rail, air, and water mode assets in the movement of units, personnel, equipment, and supplies in support the concept of operations. (FM 1-02.1)

**troop**

A company-size unit in a cavalry organization. (ADP 3-90)

**turn**

1. A tactical mission task that involves forcing an enemy element from one avenue of approach or mobility corridor to another. 2. A tactical obstacle effect that integrates fire planning and obstacle effort to divert an enemy formation from one avenue of approach to an adjacent avenue of approach or into an engagement area. (FM 3-90-1)

**unit**

Any military element whose structure is prescribed by a competent authority. (JP 3-33)

**unmanned aircraft system**

That system whose components include the necessary equipment, network, and personnel to control an unmanned aircraft. (JP 3-30)

**weapon engagement zone**

In air and missile defense, airspace of defined dimensions within which the responsibility for engagement of air threats normally rests with a particular weapon system. (JP 3-01)

**weapons free zone**

An air defense zone established for the protection of key assets or facilities, other than air bases, where weapon systems may be fired at any target not positively recognized as friendly.(JP 3-01)

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