

# MILITARY SYMBOLS FOR LAND OPERATIONS

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Note 1: Forward any comments, corrections or

proposed amendments to JHQ Centre's Standardization and Reporting Section.

Note 2: This Handbook was created by the Canadian

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Canada

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NBC	9S
Transit Route/Air	oo <u>S</u>
Combat Service Support Transit Route/Air	pə <u>S</u>
Obstacles	P9S
Combat Service Support Transit Route/Air	pa <u>S</u>
Targeting 50 Strong Points 50 Obstacles 52 Combat Service Support 57 Transit Route/Air 59 NBC 60	PaS.
Boundaries 43 Targeting 50 Strong Points 50 Combat Service Support 57 Transit Route/Air 59 WBC 60	oos_
Points 49 Boundaries 47 Targeting 47 Strong Points 50 Combat Service Support 57 Transit Route/Air 59 WBC 60	oos.
Tasks 40 Points 40 Boundaries 43 Targeting 47 Strong Points 50 Combat Service Support 57 Transit Route/Air 59 WBC 60	oos.
Direction of Attack   35   Tasks   36   Tasks   36   Tasks   40   Points   43   Targeting   47   Strong Points   50   Combat Service Support   57   Transit Route/Air   59   Transit Route/Air   59   Transit Route/Air   59   MBC   60	oos.
Tasks 40 Points 40 Boundaries 43 Targeting 47 Strong Points 50 Combat Service Support 57 Transit Route/Air 59 WBC 60	99 <u>S</u>
Advance         33           Direction of Attack         36           Tasks         36           Points         40           Boundaries         43           Strong Points         47           Strong Points         50           Obstacles         52           Combat Service Support         57           Transit Route/Air         59           WBC         59           NBC         60	

AFFILIATIONS AND BATTLE DIMENSIONS ICON						
AFFILIATION/ COLOUR	AIR	LA UNITS	AND EQUIPMENT	SEA		
PENDING (YELLOW)	?	<b>○</b>	~	?		
UNKNOWN (YELLOW)			$\bigcirc$	$\bigcirc$		
ASSUMED FRIEND (BLUE)	?	·		?		
FRIEND (BLUE)						
NEUTRAL (GREEN)						
HOSTILE (RED)			<b></b>	<b></b>		

#### NOTE:

Boundaries, Lines Areas, Text, Icons and Frames are all done in Black.

	$(\frac{1}{4})$	$\times$	X	A	A
(#)		slodmy2 ny	Hand-draw	A M	(A)
Colour	ВІВСК	Colour	ВІаск	Colour	ВІвск
Colour		Colour KIZED		. ~	Black AIRCE
	WED	. ~	OTOM	TAAS	
MUI	WED WOB	BISED	INFAI MOTO	SVET WING	AIRCE

















































# FIELD POSITIONS FOR UNITS, INSTALLATIONS AND EQUIPMENT

A : Symbol Indicator
B : Size Indicator

C : Quantity of EquipmentD : Battle Group Indicator

E : Suspect, Assumed Friend, Faker, Joker

F : Reinforced or Detached

G: Staff Comments

**H** : Additional Information

J : Evaluation Rating

**K** : Combat Effectiveness

L : Signature Equipment

M : Higher Formation

N : Hostile (Enemy)

P : Identification Modes and Codes

Q : Direction of Movement Indicator

R : Mobility Indicator

S : Headquarters Staff Indicator

T : Unique DesignationV : Type of Equipment

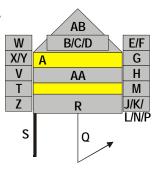
W : Date-Time-Group (DTG)

X : Altitude/Depth

Y : Location

Z : Speed

AA: Special C<sup>2</sup> Headquarters AB: Feint/Dummy Indicator



<b>\rightarrow</b>	-0	7		УВИООВ ТВАСК ГІСНТ
<b>\rightarrow</b>	0			ARMOUR
	$\boxtimes$			MECHVAIZED IAEVALKA
<b>*</b>	$\mathbb{X}$		<b>*</b>	INFAUTRY MOTORIZED
	$\bowtie$		$\otimes$	INFAUTRY
HOSLITE	NECLEST	EKIEND	NAKAOWA	DESCRIPTION
SW	AA TAAM	OO—SNO	TIONAL IC	OPERA

OPERATIONAL ICONS—COMBAT ARMS						
DESCRIPTION	UNKNOWN	FRIEND	NEUTRAL	HOSTILE		
ARMOUR TRACK MEDIUM	₩ M	M	M	<b>₹</b>		
ARMOUR TRACK HEAVY	H	H	H	<b>E</b>		
ARMOUR TRACK RECOVERY			Ĭ			
ARMOUR WHEELED		000				
ARMOUR WHEELED LIGHT						
ARMOUR WHEELED MEDIUM			≥eg			
ARMOUR WHEELED HEAVY			<u> </u>			

	Ø			MHEETED VB/NONB BECCE		
<b>*</b>			<b></b>	WOLOBIXED BECCE		
	7	1	<b>\bigcirc</b>	RECCE		
	Ø	N		VEWOUR RECCE		
			<b>♦</b>	RECCE		
HOZLITE	NECLEST	EBIEND	NAKAOMA	DESCRIBLION		
SW	OPERATIONAL ICONS—COMBAT ARMS					

OPERATIONAL ICONS—COMBAT ARMS						
DESCRIPTION	UNKNOWN	FRIEND	NEUTRAL	HOSTILE		
ANTI ARMOUR	$\bigcirc$			<b></b>		
ANTI ARMOUR LIGHT		L				
ANTI ARMOUR MOTORIZED	<b>(</b>			<b></b>		
ANTI ARMOUR TRACK						
ANTI ARMOUR ARMOURED MOTORIZED						
ANTI ARMOUR WHEELED		000				

S	S	\$	5	EIELD ARTILLERY TARGET ARGET ARGUITIERY			
	AP .	W.	<b>ℯ</b>	FIELD ARTILLERY ACQUISITION RADAR			
				ZEIF-BKOBEITED TYNCHEK WOLKEL VBLIITEKA EIETD			
			•	RELF-PROPELLED HOWITZER/GUN FIELD			
000	•			LOMED HOMITZER/GUN FIELD			
•	•	•	•	VELITTEKA EIETD			
HOSLITE	NECLIBAL	EKIEND	NAKAOWA	DESCRILLION			
SW	OPERATIONAL ICONS—COMBAT ARMS						

OPERATIONAL ICONS—COMBAT SUPPORT ARMS					
DESCRIPTION	UNKNOWN	FRIEND	NEUTRAL	HOSTILE	
MORTAR				<b></b>	
FIELD ARTILLERY MORTAR SP TRACKED			<b>→</b> 0	<b></b>	
FIELD ARTILLERY MORTAR TOWED		<b>1</b>			
FIELD ARTILLERY TARGET ACQUISITION	TA	TA	TA	TA	
MISSILE					
MISSILE SURFACE TO SURFACE (SS) TACTICAL		T T	T T		
MISSILE (SS) STRATEGIC	S S		<b>S</b>		

	7	The state of the s		VCÓNIZILION LVKGEL VIK DELENCE
d				VIR DEFENCE/
	<b>)=</b>	<b>)=</b>	<b>⊕</b>	RKAGNYKD CNN NNIL 32mm/ VIK DELENCE
<b>*</b>			<del>(</del> )	VIK DEFENCE SHORT RANGE (e.g. JAVELIN)
		$) \Theta$		AKOAEITED VIISSIITE VIB DELENCE
<b></b>				MISSIFE VIB DELENCE
			<b>\rightarrow</b>	VIK DEŁENCE
HOZLITE	NECLIBAL	EKIEND	NNKNOMN	DESCRILLION
SMAA TA	OAAUS T	-сомву	VE ICONS	OPERATION

OPERATIONAL ICONS—COMBAT SUPPORT ARMS					
DESCRIPTION	UNKNOWN	FRIEND	NEUTRAL	HOSTILE	
ENGINEER	CBT	CBT	СВТ	CBT	
COMBAT ENGINEER RECCE	<b>₹</b>	M	K		
COMBAT ENGINEER ARMOURED VEHICLE LAUNCHED BRIDGE (AVLB)			30		
ENGINEER BRIDGE		H	H		
COMBAT ENGINEER MOTORIZED	$\bigoplus$	ф	H	<b></b>	
COMBAT ENGINEER ARMOURED TRACKED	<b>(b)</b>			•	
COMBAT ENGINEER CONSTRUCTION	CONST	CONST	CONST	CONST	

				HEADQUARTERS (Staff indicating location)
	<b>9</b>	<b>9</b>	<b>%</b>	SIGNYT ONIL
LEMD .	EMD	EMD	C KND	EORWARD SIGNAL UNIT
SdO	SqO	SdO		OFERATIONS SIGNAL UNIT
AREA	AREA	AREA	A395	VBEV SIGNVT NNLL
<b>\_</b>	N	7	<b>♦</b>	SIGNYT DALL
HOSLITE	NEUTRAL	EKIEND	NAKNOMA	DESCRILLION
ST ARMS	HO44US T	-COMBA	T ICONS	OPERATION

OPERATIONAL ICONS—COMBAT SUPPORT ARMS						
DESCRIPTION	UNKNOWN	FRIEND	NEUTRAL	HOSTILE		
ELECTRONIC WARFARE	EW	EW	EW	EW		
ELECTRONIC WARFARE ARMOUR WHEEELED		EW				
ELECTRONIC WARFARE DIRECTION FINDING	EW	EW	EW	EW		
ELECTRONIC WARFARE INTERCEPT	EW	EW	EW	EW		
ELECTRONIC WARFARE JAMMING	EW	EW	EW	EW		
ELECTRONIC WARFARE THEATRE	(EW)	EW <	<b>)</b> EW <b>〈</b>	EW		

	<b>V</b>			FOST OBSERVATION NBC		
				KECCE AEHICTE VBWOOLB ABC MHEETED		
S	S S	\$	<b>S</b>	SMOKE CHEMICYT NBC		
<b>V</b>	<b>₩</b>	<b>₩</b>		DECONIVAIIAVIION ABC		
N	N	N	N N	NBC NACI'EVB		
	B	B		MOLORIXED BIOFOGICYF NBC		
2	c.	<b>X</b>		CHEWICYT NBC		
	<b>×</b>	×	<b>&amp;</b>	ИВС		
HOZLITE	NEUTRAL	EKIEND	UNKNOWN	DESCRIBLION		
SMAA TS	OPERATIONAL ICONS—COMBAT SUPPORT ARMS					

OPERATIONAL ICONS—COMBAT SERVICE SUPPORT					
DESCRIPTION	UNKNOWN	FRIEND	NEUTRAL	HOSTILE	
COMBAT SERVICE SUPPORT (CSS)	css	CSS	css	CSS	
SUPPLY	$\bigoplus$			<b></b>	
MAINTENANCE	<b>€</b>	Ĭ	$\prec$	<b>*</b>	
MEDICAL	$\bigoplus$			<b></b>	
MEDICAL TREATMENT FACILITY	<b></b>	++	+ +	<b></b>	
TRANSPORTATION	*	₩	₩		

dS	dS	dS	ds	FOLICE (AIR)		
dS	dS	dS	<del>S</del>	ЗНОВЕ БУТВОГ		
CID	CID	CID	CID	DIAISION (CID) INLEITIGENCE CONNLEK		
CI	CI	CI	2	INLETTICENCE CONNLEK		
	U	Ū	$\bigoplus$	CFVSS A CSS SUPPLY		
	X		$\bigoplus$	CEVSS III CSS SUPPLY		
				CESS SUPPLY		
MdI	MdI	Mdl	WdI	INLEKBOCYLION INLETTICENCE WIITLYBA		
dW	dW	dW	<del>M</del>	<b>POLICE</b>		
ОНЯ	ВНП	ВНП	RHU	HOLDING UNIT		
HOZLITE	NEUTRAL	EBIEND	NAKAOMA	DESCRIBLION		
SUPPORT	OPERATIONAL ICONS—COMBAT SERVICE SUPPORT					

OPERATIONAL ICONS—AIRBORNE/AIR-ASSAULT					
DESCRIPTION	UNKNOWN	FRIEND	NEUTRAL	HOSTILE	
AIRBORNE	<b>⇔</b>	~	~	<b>\rightarrow</b>	
COMBAT AIR ASSAULT	<b>♦</b>			<b>*</b>	
COMBAT AIR ASSAULT LIFT	<b>♦</b>		<b>\</b>	<b></b>	
COMBAT INFANTRY AIRBORNE			$\boxtimes$		
INFANTRY AIR ASSAULT	8	X	X		

			(E)	VIKBOKNE ENCINEEK		
				VIBBORNE VIB DELENCE		
	) }			HELD ARTILLERY MORTAR TOWED AIRBORNE		
	•		••	VIBBORNE HOMILSER/GUN EIELD ARTILLERY		
	*	*	<b>₹</b>	HELD ARTHLERY HOWITZER/GUN FIELD ARTHLERY		
	$\bigotimes$			ANTI ARMOUR AIR ASSAULT		
	$\bigvee$			ANTI ARMOUR AIRBORNE		
	7		<b>%</b>	VIKBOKNE KECCE		
HOSLILE	NEUTRAL	EBIEND	NMKNOMN	DESCRIPTION		
TJUASS	OPERATIONAL ICONS—AIRBORNE/AIR-ASSAULT					

OPERATIONAL ICONS—SPECIAL OPERATIONS FORCES					
DESCRIPTION	UNKNOWN	FRIEND	NEUTRAL	HOSTILE	
SPECIAL OPERATIONS FORCE (SOF) UNIT	SOF	SOF	SOF	SOF	
SOF		\$81	\$10F	SSE	
SOF SPECIAL FORCES	SF	SF	SF	SF	
SOF INFANTRY RANGER (R)	<b>®</b>	$\mathbb{R}$			
SOF UNIT NAVAL	SOF	SOF	SOF	SOF	
SOF UNIT NAVAL SEAL	SEAL	SEAL	SEAL	SEAL	
SOF AVIATION ROTARY WING COMBAT SEARCH & RESCUE	SOF	SOF H	SOF	SOF	
SOF AVIATION FIXED WING	SOF	SOF	SOF	SOF	

<b>~</b>	<b>~</b> ●<	~		HOMILSEK/CON EIETD VKLITTEKA VMLHIBIOOR		
<b>√</b>	20/2		<b>S</b>	<b>BECCE</b> WYBINE		
				WHEELED ARMOUR AMPHIBIOUS		
	8	onumber		COMBAT COMBAT COMBAT COMBAT COMBAT COMBAT		
	$\nearrow$		<b>*</b>	NAVAL COMBAT		
				VALPHIBIOUS		
1	1	1	1	TVAVN LINA		
<b>~</b>	{	<b>\{</b>	<b>(</b>	NNIT AMPHIBIOUS		
HOZLITE	NECLIBAL	EBIEND	NAKAOMA	DESCRIPTION		
Si	OPERATIONAL ICONS—AMPHIBIOUS					

OPERATIONAL ICONS—SEA TRACKS						
DESCRIPTION	UNKNOWN	FRIEND	NEUTRAL	HOSTILE		
AMPHIBIOUS WARFARE LANDING SHIP	LS	LS	LS	LS		
AMPHIBIOUS WARFARE LANDING CRAFT	LC	LC	LC	LC		
LINE BATTLESHIP	ВВ	ВВ	ВВ	ВВ		
MINE WARFARE MINESWEEPER	MS	MS	MS	MS		
LINE DESTROYER	DD	DD	DD	DD		
NON-MILITARY MERCHANT ROLL ON/ ROLL OFF (RO/RO)	R	RO	RO	ROT		
HOVERCRAFT						

			<b>♦</b>	AEHICIE VEKIVI ONWYNNED VAIVLION		
H	πX	X <sub>H</sub>	T)	KESCNE SEVKCH & VAIVLION		
V	¥	¥	₩ .	AVIATION AVIATION ATTACK		
3	2	2	3	CVKCO VIKTIŁI VAIVLION		
	<b>\</b> C		<b>F</b>	AVIATION ROTARY WING UTILITY		
		<b>*</b> C		VAIATION FIXED WING UTILITY		
				VAIATION FIXED WING		
	X	X	•	AVIATION ROTARY WING		
HOZLITE	NECLIBAL	EBIEND	NAKAOWA	DESCRIBLION		
	OPERATIONAL ICONS—AVIATION					

(	OPERATIONAL ICONS—AIR						
DESCRIPTION	UNKNOWN	FRIEND	NEUTRAL	HOSTILE			
FIXED WING BOMBER	В	В	В	В			
FIXED WING FIGHTER	F	F	F	F			
FIXED WING FIGHTER INTERCEPTOR	-		1	<b>←</b>			
FIXED WING ATTACK/STRIKE	A	A	А	A			
FIXED WING RECCE	R	R	R	R			
FIXED WING MEDEVAC	+	+	+	+			
FIXED WING ELECTRONIC COUNTER- MEASURES (ECM)/JAMMER	J	J	J				
FIXED WING CARGO AIRLIFT LIGHT/MEDIUM/ HEAVY	C L/M/H	C L/M/H	C L/M/H	C L/M/H			

×	×	×	×	BKICYDE
	=		≡	CEONE BECIMENT/
	=		=	RATTALION
	_		-	COMBVAX
	•••	•••		NOOTAJ¶
	••	•	•	SECLION
	•	•	<b>•</b>	avnds
<b>→</b>	Ø	Ø	Ø	LEVN/CKEM
HOSLITE	NEUTRAL	EKIEND	UNKNOWN	DESCRIBLION
OPERATIONAL ICONS—SIZE INDICATOR				

OPERATIONAL ICONS—SIZE INDICATOR					
DESCRIPTION	UNKNOWN	FRIEND	NEUTRAL	HOSTILE	
DIVISION	<del>O</del> xx	××	××	*××	
CORPS	×××	×××	×××	×××	
ARMY	××××	××××	××××	××××	
ARMY GROUP	×××××	××××	××××	×××××	
REGION	×××××	×××××	×××××	××××××	
INSTALLATION	<u></u>			<b>-</b>	
BATTLE GROUP					
FEINT/DUMMY					

$\blacksquare$	$\blacksquare$	$\blacksquare$	WISSITE TYNICHEK VIK DELENCE SOKEVCE LO VIK	
单	Ť	Ĥ	VIK DEŁENCE CON	
$\blacksquare$	$\blacksquare$	$\blacksquare$	WISSITE TYANCHEK SAKEYCE TO SAKEYCE	
#	##	#*	TYANCHEK WALLIBFE BOCKEL	
Ĥ	ů H	₩	HOMILSER	
申	#	Н	DIKECT FIRE GUN FIELD ARTILLERY	
单	Ť	Ĥ	AUTI-TANK GUN	
Ť	> <del> </del>	¥Ð	WISSITE TVANCHEB VALI-LVAK	
¥ *	<del>&gt;                                     </del>	<b>*</b>	BOCKEL FYNCHEB VALI-LYAK	
<b>‡</b>	#0→	₩	CKENVDE LAUNCHER	
<b>○</b> <b>■</b>	<b>\$</b>	Ĵ	МОКТАВ	
<b>#</b>	<del>-</del>	-	WYCHINE CON	
HEVAK	MEDIUM	LIGHT	DESCRILLION	
EQUIPMENT—WEAPONS				

EQUIPMENT—VEHICLES				
DESCRIPTION	LIGHT	MEDIUM	HEAVY	
ARMOURED TANK	Н	П	Ш	
ARMOURED VEHICLE LAUNCHED BRIDGE (AVLB)				
ENGINEER VEHICLE DOZER		$\mathbb{H}$		
ARMOURED TANK RECOVERY		REC		
ARMOURED PERSONNEL CARRIER (APC)				
GROUND VEHICLE ARMOURED				
GROUND UTILITY VEHICLE				

			VEHICLE (UAV)
			NAWYANED YEKIYT LIXED MINC
		/ \	SAM GIAN
			BOTARY WING ARMY
		<b>\</b>	BOTARY WING ARMY
	<b>X</b> ***	<b>X</b> ++	ROTARY WING
***************************************	#	+	VIR FIXED WING
		4	WECCE WIK EIXED MING
		<b>*</b>	(Size nusbecitied) FICHTER AIR FIXED WING
			BOMBER VIK EIXED MING
			VIK EIXED WING FIGHTER
HEVAK	MEDIUM	LIGHT	DESCRILLION
EQUIPMENT—ICON SET/AIR			

EQUIPMENT—MOBILITY INDICATORS					
MOBILITY SYMBOL	UN- FRAMED	UN- KNOWN	FRIEND	NEUTRAL	HOSTILE
STIVIDOL		LED (Limite	ed cross-cou	intry)	
	<del>,</del>	<b>(†)</b>		Î	
	WH	IEELED (Cı	oss-country	y)	
000	<del>,</del>	$\bigcirc$		†	
	1	TRACI	KED	1	
	Ţ	<b>(†)</b>		<b>†</b>	
	W	HEELED &	TRACKEI	)	
	ţ.			<b>‡</b>	
	1	TOW	ED	1	
<b>~</b> ~	<del>,</del>	$\bigcirc$		<b>†</b>	
RAILWAY					
<del>00 0</del> 0	<del>∞</del> <del>∞</del>			†	
AMPHIBIOUS					
~~	<del></del>			<b>‡</b>	

PLAME PLAME BANGEHEAD LING BBJ 2 BBJ 2	BRIDGEHEAD  In river-crossing operations, an area on the enemy's side of the water obstacle that is large enough to accommodate the majority of the crossing force, has adequate tenrain to permit defence of the crossing sites, and provides a base for continuing the attack.	
NAME NAME	OKDEK PROPOSED/ON	
NOW IN A BDE	WOLTIPLE UNITS OCCUPIED BY	
VIOD NION VION NAME	ОССЛЫЕВ	
RCR II R BDE	VSSEMBLY AREA (AA)	
BYLLIEELEID CKYBHIC	DESCRILLION	
LYCLICYT GBYPHICS—AREAS		

TACTICAL GRAPHICS—AREAS				
DESCRIPTION	BATTLEFIELD GRAPHIC			
WAITING AREA				
FRIENDLY				
FRIENDLY PLANNED/ ON ORDER				
ENEMY KNOWN/ CONFIRMED	ENY			
ENEMY SUSPECTED/ TEMPLATED	ENY			
LIMITED ACCESS AREA Superimposed on the basic symbol are other symbols to indicate that the area is impassable to personnel and equipment.	CHEM			

	<b>ЕОКТІЕІЕ</b> Р <i>І</i> ВЕР	
NX N	RECCE ZONE  Used to depict the area within which a unit reconnaiseance. As shown, the points of the arrows indicate the width of that area, but not its forward edge.	
PZ NAME	PICKUP ZONE (PZ) A geographic area used to pick up troops and/or equipment by helicopter.	
LZ NAME	LANDING ZONE (LZ) A specified area used for landing aircraft.	
3MAN SQ	DROP ZOVE (DZ)  A specific area upon which airborne troops, equipment or supplies are airdropped by parachute.	
BYLLFELIETD CKYPHIC	DESCEILLION	
TACTICAL GRAPHICS—AREAS		

## TACTICAL GRAPHICS—ADVANCE DESCRIPTION BATTLEFIELD GRAPHIC AXIS OF ADVANCE A line of advance assigned for purposes of control; often a road or a group of roads, or a designated series of locations, extending in the direction of the enemy. AXIS OF ADVANCE FOR A NAME FEINT DIRECTION OF ATTACK FOR A FEINT FRIENDLY GROUND AXIS OF SUPPORTING ATTACK FRIENDLY GROUND AXIS OF MAIN ATTACK FRIENDLY GROUND AXIS, ON ORDER, WITH DATE AND TIME EFFECTIVE

	ERIENDLY ATTACK
	EKIENDI'A VIKBOKNE
	EKIENDUK AVIATION
ENA	ENEWA LEMBUYLED
ENA ENA	ENEWA CONLIBVIED
AXIS OF ADVANCE  A line of advance assigned for purposes of control; often a road or a group of roads, or a designated series of locations, extending in the direction of the enemy.	
BYLLTELIETD CBYLHIC	DESCRILLION
LYCLICYT CKYPHICS—ADVAUCE	

TACTICAL GRAPHICS—DIRECTION OF ATTACK	
DESCRIPTION	BATTLEFIELD GRAPHIC
FRIENDLY AVIATION	
FRIENDLY AVIATION PLANNED OR ON ORDER	
ENEMY KNOWN/ CONFIRMED AVIATION	— ENY — D
TEMPLATED ENEMY AVIATION	ENY
ENEMY KNOWN/ CONFIRMED GROUND	ENY
TEMPLATED ENEMY GROUND	
FRIENDLY DIRECTION OF SUPPORTING ATTACK	$\rightarrow$
FRIENDLY DIRECTION OF MAIN ATTACK	
FRIENDLY PLANNED OR ON ORDER	

ENA —	CONTAIN A tactical task to restrict enemy movement.
	CLEAR A tactical task to remove all enemy forces from a specific location, area, or zone.
	CVAVIIXE  CANALIZE
<u> </u>	BYPASS A tactical task which involves manoeuvring around an obstacle, position, or enemy force to maintain the momentum of advance.
	BREACH A tactical task where any means available are employed to breach through or secure a passage though an enemy defence, obstacle, minefield, or fortification.
	BLOCK  A tactical task assigned to a unit which requires it to deny the enemy accress to a given area or to axis of advance. It may be for a specified time. Units assigned this mission may have to retain terrain and accept decisive engagement.
	ATTACK BY FIRE POSITION  Fire is employed to destroy the enemy from a distance; normally used when the mission does not dictate or support occupation of the objective. This task is usually given to the supporting element during the offensive and as a counterstant during the offensive and each offensive and each offensive and each offensive operations.
BYLLIEELEID CKYDHIC	DESCRILLION
TACTICAL GRAPHICS—TASKS	

TACTICAL GRAPHICS—TASKS	
DESCRIPTION	BATTLEFIELD GRAPHIC
COUNTER-ATTACK (CATK) A form of offensive operation in which an attack by a part or all of a defending force is made against an enemy attacking force, for such specific purposes as regaining ground lost, cutting off or destroying lead enemy units, and with the general objective of regaining the initiative and denying the enemy the attainment of his goal or purpose in attacking.	CATK
COUNTER-ATTACK BY FIRE	
DELAY To trade space for time by slowing down the enemy's momentum and inflicting maximum damage on the enemy without, in principle, becoming decisively engaged.	← D
DESTROY A tactical task to physically render an enemy force combat-ineffective unless it is reconstituted.	×
DISRUPT A tactical task or obstacle effect (that integrates fire planning and obstacle effort) that breaks apart, or interrupts, an enemy's formation and tempo; interrupts the enemy's timetable; causes premature commitment of forces; and/or splinters their attack.	
FIX A tactical task in which actions are taken to prevent the enemy from moving any part of his forces from a specific location and/or for a specific period of time by holding or surrounding them to prevent their withdrawl for use elsewhere.	
GUARD A security element whose primary task is to protect the main force by fighting to gain time, while also observing and reporting information.	GGGG

	the operation as ordered.
MID	of the replaced elements for the mission and the assigned Zone of operations are transferred to the incoming unit. The incoming unit continues
	An operation in which, by direction of higher authority, all or part of a unit is replaced in an area by the incoming unit. The responsibilities
	KETIEŁ IN LIVCE (KIL)
<b>—</b>	In land operations, the breaking through of the enemy's defence and disrupting the defensive system.
1	PENETRATE
	A tactical task in which a force moves onto an objective, key terrain, or other manmade or natural terrain area without opposition and controls that entire area.
	OCCUPY
\ <u>'</u>	To render enemy personnel or material incapable of interfering with a particular operation.
/\	NEOTRALIZE
	enemy must not be allowed sanctuary within its present position.
	its sources of support, to deny an enemy freedom of movement and prevent an enemy unit from having contact with other enemy forces. An
	ISOLATE A tactical task given to a unit to seal off (both physically and psychologically) an enemy from
	hinder, or delay the use of an area or route by enemy forces.
	INTERDICT of the definity the enemy's area by any means; to definity polential before (Army) Using fire support or manoeuve forces; L. To seal off an area by any means; to deny use of a route or manoeuve forces; L. To seal off an approach. S. To carry out a factival fast to prevent,
ВУЛЛГЕНЕГО СВУЬНІС	DESCRILLION
TACTICAL GRAPHICS—TASKS	

TACTICAL GRAPHICS—TASKS	
DESCRIPTION	BATTLEFIELD GRAPHIC
RETAIN  A tactical task to occupy and hold a terrain feature to ensure it is free of enemy occupation or use.	
SCREEN  A security element whose primary task is to observe, identify and report information; it only fights in self-protection.	s □s ✓s
SECURE  In an operational context, to gain possession of a position or terrain feature, with or without force, and to make such disposition as will prevent, as far a possible, its destruction or loss by enemy action.	
SECURITY (Covering force)	<b>√</b> ° C C C C C C C C C C C C C C C C C C C
SUPPORT BY FIRE POSITION  A tactical task by fire which a manoeuvre element moves to a position on the battlefield where it can engage the enemy by direct fire. The manoeuvre element does not attempt to manoeuvre to capture enemy forces or terrain.	
SEIZE A tactical task to clear a designated area and obtain control of it.	
WITHDRAW A tactical task where a force in contact plans to disengage from the enemy and move in a direction away from the enemy.	— w—
WITHDRAW UNDER PRESSURE	← WP

required to make contact.

CONTACT POINT

(CIV)

In warfare, a point on the terrain, easily identifiable, where two or more units are

CIVILIAN COLLECTION POINT

# CIA CHECKLOIAL POINT (CCP) CASUALTY COLLECTION ε **GCP** ACCESS POINT (AP) 8 manoeuvre, and control combat operations. commands in order to assign responsibilities, coordinate fires and Directives given graphically or verbally by a commander to subordinate CONTROL MEASURES BATTLEFIELD GRAPHIC DESCRIPTION TACTICAL GRAPHICS—POINTS

TACTICAL GRAPHICS—POINTS	
DESCRIPTION	BATTLEFIELD GRAPHIC
COORDINATION POINT A control measure that indicates a specific location for the coordination of fires and manoeuvre between adjacent units.	
DECONTAMINATION SITE/POINT (UNSPECIFIED)	3 DCN
DETAINEE COLLECTION POINT (DET)	3 DET
ENEMY PRISONER OF WAR COLLECTING POINT (EPW)	3 EPW
POINT OF DEPARTURE In night or limited visibility attacks, a specific place on the line of departure (LD) where a unit will cross.	(PL NAME)  PD #
POINT OF INTEREST	TEXT
RELEASE POINT A well-defined point on a route at which the elements composing a column return under the authority of their respective commanders, each one of these elements continuing its movement toward its own appropriate destination.	RP 8

3) TCP	TRAFFIC CONTROL POST
g dS	(SP) TAINT POINT (SP)
NAME	SUPPLY POINT Class V
NAME	SUPPLY POINT
NAME D	SUPPLY POINT Class I
NAME	SUPPLY POINT (General)
BYLLFELETD CBYPHIC	DESCRILLION
TACTICAL GRAPHICS—POINTS	

# TACTICAL GRAPHICS—BOUNDARIES DESCRIPTION **BATTLEFIELD GRAPHIC** A line which delineates surface areas for the purpose of facilitating coordination and deconfliction of operations between adjacent units, formations or areas. - X X — FRIENDLY PRESENT FRIENDLY PLANNED OR ON ORDER ENEMY KNOWN ENEMY SUSPECTED OR \_-ENY--!!!--ENY--. TEMPLATED LATERAL BOUNDARY Control measures which define the left and right limits of a unit's zone of action or sector. Together with the rear and forward boundary and a coordinating altitude, lateral boundaries define the area of operations for a commander. - X X —

الدين الدين الدين الدين الدين الدين الدين	ENEMY FLET, SUSPECTED OR
	LKOOLS (EFEL) EOKWARD FINE OF ENEMY
X—————————————————————————————————————	EXAMPLE OF A FLOT
パールールールールールールール	FRIEUDLY FLOT, PLAUNED OR ON ORDER
0000000	FORWARD LINE OF OWN TROOPS (FLOT)  A line that indicates the most forward positions of friendly forces in any kind of millitary operation at a specific time, it normally identifies forces. The FLOT may be at, beyond, or short of the FEBA Friendly Present.
BYLLTELIETD CKYPHIC	DESCRILLION
TACTICAL GRAPHICS—BOUNDARIES	

TACTICAL GRAPHICS—BOUNDARIES	
DESCRIPTION	BATTLEFIELD GRAPHIC
FORWARD EDGE OF BATTLE AREA (FEBA) The foremost limits of a series of areas in which ground combat units are deployed, excluding the areas in which the covering or screening forces are operating. It is designated to coordinate fire support, the positioning of forces, or the manoeuvre of units.	FEBA S FEBA
ACTUAL TRACE OF THE FEBA	FEBA FEBA
PROPOSED OR ON ORDER TRACE OF THE FEBA	ГЕВА <b>(                                   </b>

NAME / NAME  RL X  X  X  X  X  X  X  X  X  X  X  X  X	RELEASE LINE (RL.) A phase line used in river crossing operations that delineates a change in the headquarters that is controlling movement.
(PL NAME) (PL NAME) X X X X X X X X X X X X X X X X X X X	PHASE / COORDINATION  LINE (PL)  A line used for control and coordination of military operations. It is usually along a recognizable terrain feature extending across the section or zone of action. Units normally report crossing PL's, but do not halt unless specifically directed.
(PL NAME) (PL NAME)	LINE OF DEPARTURE (LD) In land warfare, a line designated to coordinate the departure of attacking elements occuring dements at a specific time).
BYLLFEHELD GRAPHIC	DESCRILLION
TACTICAL GRAPHICS—BOUNDARIES	

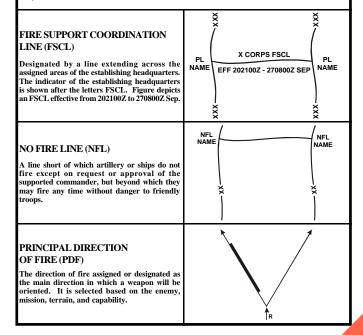
### TACTICAL GRAPHICS—TARGETING

#### DESCRIPTION

#### BATTLEFIELD GRAPHIC

#### TARGET

A geographical area, complex, or installation planned for capture or destruction by military forces. In intelligence usage, a country, area, installation, agency, or person against which intelligence operations are directed. An area designated and numbered for future firing. In gunnery and engagement usage, an impact burst which hits the target. (NATO) In radar, any discrete object which refects or retransmits energy back to the radar equipment, or the object of a radar search or surveillance—an object, vehicle, individual, etc., which is the aiming point of any weapon or weapon system.



A28 A67006 A67002	GROUP OF TARGETS USING
SWOKE	SMOKE (Actually in place)
1021ÐA	LIVEAR TARGET
6666ĐA	CIRCULAR TARGET
ACGGGGG ACGGGGGGGGGGGGGGGGGGGGGGGGGGGGG	FOINT/SINGLE TARGET
BYLLTELIETD CBYLHIC	DESCRIBLION
TACTICAL GRAPHICS—TARGETING	

TACTICAL GRAPHICS—TARGETING	
DESCRIPTION	BATTLEFIELD GRAPHIC
POSITION AREA FOR ARTILLERY (PAA)  An area assigned to artillery units for terrain management purposes in which the artillery manoeuvres.	PAA PAA
NO FIRE AREA (NFA)  An area in which no fire or effects of fire are allowed.  Two exceptions are: (1) When establishing headquarters approves temporarily fire the NFA on a mission basis. (2) When the enemy force within the NFA engages a friendly force, the commander may engage the enemy to defend his force.	NFA 5210 (M) EFF 050630Z MAY
RESTRICTIVE FIRE LINE (RFL)  A line established between converging friendly forces (one or both may be moving) that prohibits fire or effects from fires across the line without coordination with the affected force. It is established by the commander of the converging forces.	PL RFL x CORPS PL NAME  2103002 SEP  X X X X X X X X X X X X X X X X X X X

NAME	OCCUPIED PREPARED "(P)" BUT NOT
NAME	OCCUPIED (Battalion sized unit)
ENA ENA	CONEIRNIED ENEWA KNOMA VAD
BYLLITELIETD CKYDHIC	DESCRILLION
LYCLICYT CKAPHICS—STRONG POINTS	

TACTICAL GRAPHICS—STRONG POINTS	
DESCRIPTION	BATTLEFIELD GRAPHIC
FOXHOLE, EMPLACEMENT, OR WEAPON SITE	
STRONG POINT  A defensive position, usually strongly fortified and heavily armed with automatic weapons, around which other positions are grouped for its protection. A position requiring extensive engineer effort for obstacles and survivability positions and positioned to control or block an avenue of approach.	NAME

000	blynned Minetield
W W	WINED VIEV
000	DOWNIA MINEFIELD
000	COMBLETED MINERIELD
	BOOBY TRAP An explosive or nonexplosive device or other material deliberately harmless object is disturbed when an apparently harmless object is disturbed or a normally safe act is performed.
Z004006 - 3004002	MILH GVD VALILVAK (VL) MINEEIETD
201200 Z OCL 38	ANTIPERSONNEL (AP) MINEFIELD self-destruct date-time-group)
BYLLIELIEID CKYDHIC	DESCRILLION
TACTICAL GRAPHICS—OBSTACLES	

TACTICAL GRAPHICS—OBSTACLES	
DESCRIPTION	BATTLEFIELD GRAPHIC
OBSTACLE FREE AREA  An area the commander designates as restricted from emplacement of man-made obstacles, normally to facilitate future operations.	FREE
OBSTACLE RESTRICTED AREA A command and control measure used to limit the type or number of obstacles within an area.	231300 Z OCT 98 231900 Z OCT 98
ABATIS  A vehicle obstacle constructed by felling trees (leaving a 1-2 metre stump above the ground on both sides of a road, trail, gap or defile) so that they fall interlocking, towards the expected direction of enemy approach.	R X X BG567
ANTI TANK DITCH	Under Construction  Complete  Toward enemy

	-
><	A route through an enemy or friendly obstacle which provides a passing force safe passage.
	LEIDLE STRAUD CONCERTIUA
-000000000	DOORTE SLEVAD CONCERLIAV
000000000	SINCI'E CONCERLINY
_xxxxxxxx	HICH MIKE LENCE
_xxxxxxxx	TOM MIKE LENCE
<del></del>	DOORTE VAKON LENCE
×× ×× ××	DOORTE LENCE
<del>* * *</del>	SINCITE LENCE
<del></del>	ТВІР WIRE
xxxxxxxx	NASPECIFIED
MIKE OBSTACLES	
BYLLTELIETD CBYLHIC	DESCRIPTION
TACTICAL GRAPHICS—OBSTACLES	

# TACTICAL GRAPHICS—OBSTACLES DESCRIPTION **BATTLEFIELD GRAPHIC** ROADBLOCKS, CRATERS & BLOWN BRIDGES A barrier or obstacle (usually covered by fire) used to block or limit the section of the road. PLANNED (usually used to close a lane through an antitank ditch or other obstacles) EXPLOSIVES, STATE OF READINESS 1 (Safe) EXPLOSIVES, STATE OF READINESS 2 (Armed but passable) ROADBLOCK COMPLETE (Executed)

RAFT SITE

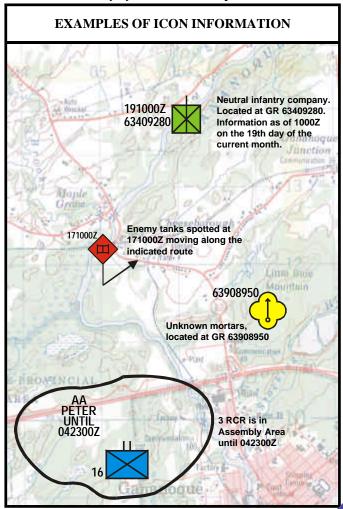
### FORD DIFFICULT crossed without bridging, boats, or rafts. shallow part of a body of water that can be EORD/EORD EVZA EEBBK vehicle interval. procedures and information, such as speed and drivers final instructions on site-specific the capacity of the crossing means and to give Checkpoint to ensure that vehicles do not exceed EBP ENCINEER REGULATING POINT river that presents an obstacle that must be tactical formation. A ravine, mountain pass, or a friendly force to pass through the minefield in width, in which no mines have been laid, to enable coverage. A portion of a minefield of specified or formations beyond effective small arms breach in the continuity of tactical dispositions through in tactical formation. Any break or direction will allow a friendly force to pass of live mines or obstacles, whose width and An area within a minefield or obstacle belt, free BKIDGE OK CVb ASSAULT CROSSING AREA amphibious vehicles, assault boats, rafts, bridges, or fording vehicles. The location along a water obstacle where the crossing can be made using CROSSING SITE/WATER BYLLFELIETD CBYLHIC DESCRIBLION TACTICAL GRAPHICS—OBSTACLES

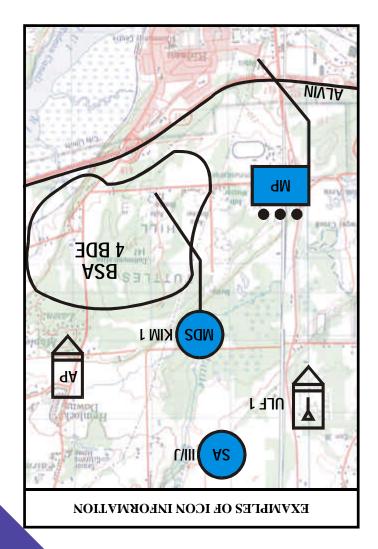
# TACTICAL GRAPHICS—COMBAT SERVICE SUPPORT DESCRIPTION **BATTLEFIELD GRAPHIC** The essential capabilities, functions, activities, and task necessary to sustain all elements of operating forces in theatre at all levels of war. MAIN SUPPLY ROUTE (MSR) MSR NAME The route or routes designated within an area of operations on which the bulk of traffic flows in support of military operations. SR NAME SUPPLY ROUTE (SR) ALTERNATE SUPPLY ROUTE ASR NAME (ASR) ONE-WAY TRAFFIC TWO-WAY TRAFFIC **EVAC NAME** EVACUATION ROUTE DEPLOYMENT ROUTE NAME

EPW Holding Area	HOIDING VKEV (ELM) ENEMA LKISONEK OE MVK
Detainee Holding Area	DELVINEE HOLDING AREA
ASA	RECIMENTAL/BATTALION
ASO	DIVISION SUPPORT AREA (DSA)
ASB	BRICADE SUPPORT AREA (BSA)
VEEAS	
BYLLTELIETD CBYLHIC	DESCRILLION
LACTICAL GRAPHICS—COMBAT SERVICE SUPPORT	

TACTICAL GRAPHICS—TRANSIT ROUTE/AIR	
DESCRIPTION	BATTLEFIELD GRAPHIC
LOW LEVEL TRANSIT ROUTE (LLTR)  A low level temporary corridor of defined dimensions established in the forward area to minimize the risk to friendly aircraft from friendly air defences or surface forces.	ACP LLTR ACP 270600Z - 280600Z 2
STANDARD-USE ARMY AIRCRAFT FLIGHT ROUTE (SAAFR)  Routes which are established below the coordinating altitude to facilitate the movement of aviation assets. Normally, these routes are located in the corps through brigade rear area of operation.	ACP 1  Italian ACP 2  NAME (ACP 3
UNMANNED AERIAL VEHICLE ROUTE (UAV) An unmanned vehicle capable of being controlled from a distant location through a communication link. It is normally designed to be recoverable.	(ACP) UAV (ACP) 1 270600Z - 270900Z
MINIMUM RISK ROUTE (MRR)  An MRR is a temporary flight route. It presents the minimum known hazards to low-flying aircraft in the control zone (ZD) The MRR must be approved by the airspace control authority and avoids fire support targets such as air defence weapons, landing zones, pick-up zones, and army airfields.	ACP MRR ACP 270600Z - 280600Z 2

BYLLITELIEID CBYLHIC	DESCRILLION  LYCLICYT GR
	KADIOACTIVE AREA
	VBEV BIOLOGICALLY CONTANIVATED
	CHEMICALLY CONTAMINATED





OPERATIONS OTHER THAN WAR— VIOLENT ACTIVITIES (CAUSING DEATH)	
DESCRIPTION	BATTLEFIELD GRAPHIC
ARSON/FIRE  Arson—The crime of maliciously setting fire to the property of another or of burning one's own property for an improper purpose, such as to collect insurance.  Fire—A rapid, persistent chemical reaction that releases heat and light, especially the exothermic combination of a combustible substance with oxygen.	FIRE
ARTILLERY/ARTILLERY FIRE	
ASSASSINATION/MURDER/ EXECUTION  Assassination—To murder a prominent person.  Murder—The unlawful killing of one human being by another, especially with premeditated malice.  Execution—Putting aperson to death especially as a legal penalty.	
BOMB/BOMBING (Hostile)	ВОМВ

# OPERATIONS OTHER THAN WAR

	MORTAR/MORTAR FIRE
	DBIAE-BA SHOOLINC
	BOOBY TRAP An explosive or nonexplosive device or other material deliberately harmless object is disturbed or a normally safe act is performed.
BOWB	BOMB/BOMBING (Unknown)
BYLLTELIETD CKYDHIC	DESCRILLION
AIOFEAL VCLIAILIES (CVASIAG DEVLH) OBERVLIONS OLHEK LHVA MVK—	

OPERATIONS OTHER THAN WAR— VIOLENT ACTIVITIES (CAUSING DEATH)	
DESCRIPTION	BATTLEFIELD GRAPHIC
ROCKET/ROCKET FIRE	
SNIPING	S
POISONING To injure or kill with poison.	*
AMBUSH	
AMMUNITION CACHE	

## BYLLFELIETD CBYLHIC DESCRIBLION **COCYLIONS** OPERATIONS OTHER THAN WAR—



### BLACK LIST LOCATION

friendly forces. because whose presence menaces the security of sympathizers, intelligence suspects, and other listing of actual or potential enemy callaborators, The location of the official counter-intelligence



#### CREY LIST LOCATION

friendly forces. information or particular skills required by on grey lists when they are known to possess toward the political and military objectives of friendly (Blue) forces are obscure. May be listed personalities whose inclinations and attitudes The location that identifies and locates those



**WHITE** 

#### WHITE LIST LOCATION

cooperative attitude. Contributions are based on a voluntary and inclined toward friendly forces policies. Usually in accordance with, or favourably existing or new intelligence area of interest. able to provide information or assistance in an intelligence or CI interest and are expected to be individuals who have been identified as being of The location that identifies and locates

OPERATIONS OTHER THAN WAR— OPERATIONS	
DESCRIPTION	BATTLEFIELD GRAPHIC
A broad category of tactical activities, i.e., offence, defence, retrograde, etc.	
ROADBLOCK (Completed/in-place)	
LAW ENFORCEMENT UNIT	MP
CIVILIAN LAW ENFORCEMENT	
SEA SURFACE TRACK NON-MILITARY LAW ENFORCEMENT VESSEL	
ROADBLOCK (Under construction)	
PATROLLING The process of gathering information or carrying out a destructive, harassing, mopping up, or security mission. Accomplished by a detachment of ground, sea, or air forces.	<del>L</del> P
RECRUITMENT (Willing)	woo

SSAM	DEMONSTRATION (Friendly)
SSAM	DEMONSTRATION (Unknown)
SSAM	DEMONZLKYLION (Hostije)
03	RECRUITMENT (Coerced/impressed)
BYLLTELIETD CKYPHIC	DESCRILLION
OPERATIONS OTHER THAN WAR—	

OPERATIONS OTHER THAN WAR— OPERATIONS	
DESCRIPTION	BATTLEFIELD GRAPHIC
MINE LAYING	
PSYCHOLOGICAL OPERATIONS (PSYOPS)  Planned operations to convey selected information and indicators to foreign audiences to influence their emotions, motives, objective reasoning, and ultimately the behaviour of foreign governments, organizations, groups, and individuals. The purpose of psychological operations is to induce or reinforce foreign attitudes and behaviour favourable to the originator's objectives.	
PSYOPS (TV and Radio Propaganda)	
PSYOPS (Written Propaganda) (Hostile)	W

AdS	SPY  A clandestine agent employed by a state to obtain intelligence relating to its actual or potential senemics at home or abroad. The act of watching secretly or covertly.	
	FORACIVG/SEARCHING To search for provisions, to make a raid for food.	
	EKIENDLY HOUSE-TO-HOUSE PROPAGANDA	
M	EKIENDUY WRITTEN PROPAGANDA	
	(mwonalnU) (mattiruM) AOYSQ	
BYLLFELETD CKYPHIC	DESCRILLION	
OPERATIONS		
OPERATIONS OTHER THAN WAR—		

OPERATIONS OTHER THAN WAR— OPERATIONS		
DESCRIPTION	BATTLEFIELD GRAPHIC	
FOOD DISTRIBUTION		
MEDICAL TREATMENT FACILITY	+++	
ELECTRONIC WARFARE INTERCEPT	EW	
EXTORTION  Illegal use of one's official position or powers to obtain property, funds, or patronage.	\$	

SAFE	SAFE HOUSE (Hostile) An innocent-appearing house or premises established by an organization for the purpose of conducting clandestine or covert activity in relative security.
888	REFUCEES (Neutral)
유	REFUGEES (Friendly) Civilians, who by reason of real or imagined danger, have left home to seek safety elsewhere.
DBNC	DRUG OPERATION
<b>\bar{\bar{\bar{\bar{\bar{\bar{\bar{</b>	ARREST  Apple a person under authority of the law.  Apple 10 seize and something. To seize and some or something. To seize and some or something.
BYLLTELIETD CKYPHIC	DESCRILLION
OBERATIONS OTHER THAN WAR—	

OPERATIONS OTHER THAN WAR— OPERATIONS		
DESCRIPTION	BATTLEFIELD GRAPHIC	
SAFE HOUSE (Friendly)	SAFE	
GRAFFITI		
VANDALISM/RAPE/LOOT/ RANSACK/PLUNDER/SACK		
KNOWN INSURGENT VEHICLE		
DRUG VEHICLE	DRUG	
INTERNAL SECURITY FORCE	ISF	

# OPERATIONS OTHER THAN WAR— HIJACKING To seize control of a vehicle (e.g., an aircraft), in order to go somewhere other than the scheduled destintation. To stop and rob a vehicle in transit.

KOL	KIDNAPPING To seize and detain a person unlawfully, usually for ransom.	
Н	HIACKING (Boat)	
Н	HIJACKING (Airplane)	
O <sub>H</sub>	HIJACKING (Vehide)	
To seize control of a vehicle (e.g., an aircraft), in order to go somewhere other than the scheduled destintation. To stop and rob a vehicle in transit.		

#### **ACRONYMS**

ACP Airspace Control Point

AA Assembly Area
AP Access Point
AP Antipersonnel

APC Armoured Personnel Carrier

ASR Alternate Supply Route

AT Antitank

AVLB Armoured Vehicle Launched Bridge

BSA Brigade Support Area

**CATK** Counter-attack

**CCP** Casualty Collection Point

CHEM Chemical

CI Counter Intelligence

CID Counter Intelligence Division
CIV Civilian Collection Point

CONST Construction

CSS Combat Service Support

DET Detainee Collection Point
DSA Division Support Area
DTG Date-Time-Group

DZ Drop Zone

## **VCRONYMS**

NET	oni Line Line
NEV	No Fire Area
NBC	Nuclear, Biological, Chemical
MSR	Main Supply Route
MKK	Minimum Risk Route
dМ	Military Police
$\mathbf{Z}\mathbf{T}$	enoX gnibns.J
LLTR	Low Level Transit Route
ГD	Line of Departure
MdI	Military Intelligence Interrogation
EMD	Forward
EZCL	Fire Support Coordination Line
FLOT	Forward Line of Own Troops
EFEL	Forward Line of Enemy Troops
<b>EEBA</b>	Forward Edge of Battle Area
EM	Electronic Warfare
EAVC	Evacuation
EPW	Enemy Prisoner of War
ENA	Enemy
ECM	Electronic Countermeasures

#### **ACRONYMS**

**OPS** Operations

PAA Position Area for Artillery
PDF Principal Direction of Fire

PL Phase Line

**PSYOPS** Psychological Operations

PZ Pickup Zone

RECCE Reconnaissance
RFL Restrictive Fire Line

RHU Replacement Holding Unit

RIP Relief in Place RL Release Line

RSA Regimental Support Area

SAAFR Standard-use Army Aircraft Flight Route

SF Special Forces

SOF Special Operations Force

SP Self-propelled

SP Shore Patrol/Security Police

SP Start Point
SR Supply Route
SS Surface to Surface

TA Target Acquisition TCP Traffic Control Post

Withdraw Withdraw Under Pressure	dM M
ələidəV lairəA bənnamnU	Λ <b>∀</b> Ω
VCRONYMS	

	OPERATIONAL ICONS				
DESCRIPTION	UNKNOWN	FRIEND	NEUTRAL	HOSTILE	
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			$\Diamond$	
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HOSLITE	DESCRIPTION UNKNOWN FRIEND NEUTRAL HOSTILE			
	OPERATIONAL ICOUS			

OPERATIONAL ICONS				
DESCRIPTION	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
	$\bigcirc$			
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			$\bigcirc$	
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			$\Diamond$	
			$\Diamond$	
			$\bigcirc$	
HOZLITE	NEUTRAL	EKIEND	UNKNOWN	DESCRIPTION
	OPERATIONAL ICONS			

CD A DVWCG			
TACTICAL GRAPHICS			
BATTLEFIELD GRAPHIC			

BYLLTELIETD CBYDHICS	DESCRILLION
OPERATIONAL ICONS	