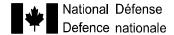


MILITARY SYMBOLS FOR LAND OPERATIONS

Issued on authority of the Chief of the Land Staff

Canadä



MILITARY SYMBOLS FOR LAND OPERATIONS

Issued on authority of the Chief of the Land Staff

DAD 6 15-03-2000

Canadä

FORWARD

- 1. Effective 1 April 1999, the Land Force adopted the latest military symbology described in the NATO Allied Procedures Publication (APP) 6A, *Military Symbols for Land Based Systems*. Consequently, the Directorate of Army Doctrine (DAD) created the *Military Symbols for Land Operations* as a reference guide.
- 2. To help simplify the transition from the old to the new symbology, DAD sponsored the creation of an interactive computer-based training tool known as the *Military Symbols for Land Operations Training Module*. Both the handbook and the training module are readily available for review or download from the Army Electronic Library (AEL) found on the Defence Information Network (DIN).
- 3. In general, the basic military symbols used to depict units, equipment, weapons, and size have not changed. The major features include the application of four distinctive frame shapes to identify unknown, friendly, neutral and hostile forces, and the addition of tactical task graphics.
- 4. The symbols were designed and developed to ensure operational compatibility and interoperability with NATO Land Command, Control, Communications, Computer and Intelligence (C4I) systems. Accordingly, pertinent NATO terminology is used throughout.
- 5. Queries on the Handbook or Training Module may be addressed to DAD 6-3 (Staff Procedures).

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AFFILIATIONS AND BATTLE DIMENSIONS ICON					
AFFILIATION/ COLOUR			AND EQUIPMENT	SEA	
PENDING (YELLOW)	?	?	?	?	
UNKNOWN (YELLOW)		\bigcirc	\bigcirc	\bigcirc	
ASSUMED FRIEND (BLUE)	?			?	
FRIEND (BLUE)					
NEUTRAL (GREEN)					
HOSTILE (RED)					

NOTE:

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

	EXAMPLES OF HAND-DRAWN AND				
			ERATED		
AVIA			ITS		PMENT
ROTAR' AIRC			NTRY RIZED		RTAR DIUM
Black	Colour	Black	Colour	Black	Colour
23.00.2			vn Symbols		Colour
(A)	A	\bigoplus			(1)
A	A	\bowtie		(1)	(†)
A	A	\mathbb{X}	X	†	
A	A	\diamondsuit	\Diamond		(‡)
		Computer Colour-fill	-generated ed Symbols	3	
(A		>		
	A)
	A			‡	
	A			-	•

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FIELD POSITIONS FOR UNITS, INSTALLATIONS AND EQUIPMENT

: Symbol Indicator : Size Indicator B

C : Quantity of Equipment D : Battle Group Indicator

: Suspect, Assumed Friend, \mathbf{E} Faker, Joker

: Reinforced or Detached F

G : Staff Comments

Н : Additional Information

: Evaluation Rating J

: Combat Effectiveness K

L : Signature Equipment M : Higher Formation

Ν : Hostile (Enemy)

P : Identification Modes and Codes

: Direction of Movement Indicator Q

: Mobility Indicator R

: Headquarters Staff Indicator

Т : Unique Designation \mathbf{v} : Type of Equipment

: Date-Time-Group (DTG) W

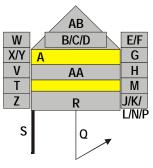
X : Altitude/Depth

 \mathbf{v} : Location

7. : Speed

AA: Special C2 Headquarters

AB: Feint/Dummy Indicator



OPERATIONAL ICONS—COMBAT ARMS					
DESCRIPTION	UNKNOWN	FRIEND	NEUTRAL	HOSTILE	
INFANTRY	\otimes		\boxtimes		
INFANTRY MOTORIZED	*		\mathbb{X}	*	
INFANTRY MECHANIZED					
ARMOUR				\rightarrow	
ARMOUR TRACK LIGHT	0	C_	O _L		

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OPERATIONAL ICONS—COMBAT ARMS					
DESCRIPTION	UNKNOWN	FRIEND	NEUTRAL	HOSTILE	
ARMOUR TRACK MEDIUM	™	M	M		
ARMOUR TRACK HEAVY	H	H	H	H	
ARMOUR TRACK RECOVERY			Q		
ARMOUR WHEELED		000			
ARMOUR WHEELED LIGHT					
ARMOUR WHEELED MEDIUM		SSS M	S		
ARMOUR WHEELED HEAVY	€ E H		THE STATE OF THE S		

OPERATIONAL ICONS—COMBAT ARMS					
DESCRIPTION	UNKNOWN	FRIEND	NEUTRAL	HOSTILE	
RECCE	♦			*	
RECCE ARMOUR	®	M	Ø		
RECCE LIGHT		L	/1		
RECCE MOTORIZED			X		
RECCE ARMOUR WHEELED		9			

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OPERATIONAL ICONS—COMBAT ARMS					
DESCRIPTION	UNKNOWN	FRIEND	NEUTRAL	HOSTILE	
ANTI ARMOUR					
ANTI ARMOUR LIGHT		L	L		
ANTI ARMOUR MOTORIZED	(
ANTI ARMOUR TRACK					
ANTI ARMOUR ARMOURED MOTORIZED					
ANTI ARMOUR WHEELED		000			

OPERATIONAL ICONS—COMBAT ARMS					
DESCRIPTION	UNKNOWN	FRIEND	NEUTRAL	HOSTILE	
FIELD ARTILLERY	•	•	•	◆	
FIELD ARTILLERY HOWITZER/GUN TOWED			•••	•	
FIELD ARTILLERY HOWITZER/GUN SELF-PROPELLED	•				
FIELD ARTILLERY ROCKET MULTI ROCKET LAUNCHER SELF-PROPELLED	3				
FIELD ARTILLERY TARGET ACQUISITION RADAR		W.	K		
FIELD ARTILLERY TARGET ACQUISITION SOUND	3	\$ 7	\$ 7	3	

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OPERATIONAL ICONS—COMBAT SUPPORT ARMS					
DESCRIPTION	UNKNOWN	FRIEND	NEUTRAL	HOSTILE	
MORTAR	←				
FIELD ARTILLERY MORTAR SP TRACKED			→ 0		
FIELD ARTILLERY MORTAR TOWED		1			
FIELD ARTILLERY TARGET ACQUISITION	TA	TA	TA	TA	
MISSILE					
MISSILE SURFACE TO SURFACE (SS) TACTICAL		Image: Control of the	Ţ		
MISSILE (SS) STRATEGIC					

OPERATIONAL ICONS—COMBAT SUPPORT ARMS					
DESCRIPTION	UNKNOWN	FRIEND	NEUTRAL	HOSTILE	
AIR DEFENCE	\bigcirc			\rightarrow	
AIR DEFENCE MISSILE	\bigoplus		D		
AIR DEFENCE MISSILE SELF- PROPELLED	(4)	P	A		
AIR DEFENCE SHORT RANGE (e.g. JAVELIN)			Q		
AIR DEFENCE GUN UNIT 35mm/ SKYGUARD		-	=		
AIR DEFENCE/ PATRIOT		P			
AIR DEFENCE TARGET ACQUISITION		×	K		

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OPERATIONAL ICONS—COMBAT SUPPORT ARMS					
DESCRIPTION	UNKNOWN	FRIEND	NEUTRAL	HOSTILE	
ENGINEER	CBT	СВТ	СВТ	CBT	
COMBAT ENGINEER RECCE			X		
COMBAT ENGINEER ARMOURED VEHICLE LAUNCHED BRIDGE (AVLB)			<u> </u>		
ENGINEER BRIDGE		Ħ	H		
COMBAT ENGINEER MOTORIZED	(ф	H		
COMBAT ENGINEER ARMOURED TRACKED	(b)				
COMBAT ENGINEER CONSTRUCTION	CONST	CONST	CONST	CONST	

OPERATIONAL ICONS—COMBAT SUPPORT ARMS				
DESCRIPTION	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
SIGNAL UNIT	♦	1	M	
SIGNAL UNIT AREA	AREA	AREA	AREA	AREA
SIGNAL UNIT OPERATIONS	OPS	OPS	OPS	OPS
SIGNAL UNIT FORWARD	FWD	FWD	FWD	FWD
SIGNAL UNIT RADIO UNIT	%		X	***
HEADQUARTERS (Staff indicating location)				

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OPERATIONAL ICONS—COMBAT SUPPORT ARMS					
DESCRIPTION	UNKNOWN	FRIEND	NEUTRAL	HOSTILE	
ELECTRONIC WARFARE	EW	EW	EW	EW	
ELECTRONIC WARFARE ARMOUR WHEEELED		EW		THE STATE OF THE S	
ELECTRONIC WARFARE DIRECTION FINDING	EW	€W	EW	EW	
ELECTRONIC WARFARE INTERCEPT	EW	EW	EW	EW	
ELECTRONIC WARFARE JAMMING	EW	EW	EW	EW	
ELECTRONIC WARFARE THEATRE	(EW)	EW <) EW (EW	

OPERATIONAL ICONS—COMBAT SUPPORT ARMS				
DESCRIPTION	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
NBC	*	*	*	*
NBC CHEMICAL	*	c c	c c	C C
NBC BIOLOGICAL RECCE EQUIPPED MOTORIZED		B	B	
NBC NUCLEAR	× ×	N N N N N N N N N N N N N N N N N N N	N N	2
NBC DECONTAMINATION	*	₽ D	₽	200
NBC CHEMICAL SMOKE	**	s **	S	SS
NBC WHEELED ARMOUR VEHICLE RECCE				
NBC OBSERVATION POST				

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OPERATIONAL ICONS—COMBAT SERVICE SUPPORT				
DESCRIPTION	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
COMBAT SERVICE SUPPORT (CSS)	css	CSS	css	CSS
SUPPLY	\bigcirc			
MAINTENANCE		Ĭ	X	♦
MEDICAL	\bigoplus			
MEDICAL TREATMENT FACILITY		++	+ +	
TRANSPORTATION	*	₩	₩	

OPERATIONAL ICONS—COMBAT SERVICE SUPPORT				
DESCRIPTION	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
REPLACEMENT HOLDING UNIT	RHU	RHU	RHU	RHU
MILITARY POLICE	MP	MP	MP	MP
MILITARY INTELLIGENCE INTERROGATION	IPW	IPW	IPW	IPW
CSS SUPPLY CLASS I				
CSS SUPPLY CLASS III		Y	Y	
CSS SUPPLY CLASS V				
COUNTER INTELLIGENCE	CI	CI	CI	C
COUNTER INTELLIGENCE DIVISION (CID)	CID	CID	CID	CID
SHORE PATROL	SP	SP	SP	SP
SECURITY POLICE (AIR)	SP	SP	SP	SP

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OPERATIONAL ICONS—AIRBORNE/AIR-ASSAULT				
DESCRIPTION	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
AIRBORNE	⊕	~	}	\rightarrow
COMBAT AIR ASSAULT	♦			*
COMBAT AIR ASSAULT LIFT	♦		\	
COMBAT INFANTRY AIRBORNE			\boxtimes	
INFANTRY AIR ASSAULT	8	X	X	*

OPERATIONAL ICONS—AIRBORNE/AIR-ASSAULT				
DESCRIPTION	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
RECCE AIRBORNE	\Diamond			
ANTI ARMOUR AIRBORNE				
ANTI ARMOUR AIR ASSAULT				
FIELD ARTILLERY HOWITZER/GUN AIR ASSAULT	♦	¥	¥	♦
FIELD ARTILLERY HOWITZER/GUN AIRBORNE	•	•	•	•
FIELD ARTILLERY MORTAR TOWED AIRBORNE				
AIR DEFENCE AIRBORNE				
ENGINEER AIRBORNE		E	E	

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OPERATIONAL ICONS—SPECIAL OPERATIONS FORCES					
DESCRIPTION	UNKNOWN	FRIEND	NEUTRAL	HOSTILE	
SPECIAL OPERATIONS FORCE (SOF) UNIT	SOF	SOF	SOF	SOF	
SOF		\$8E	\$98F	SS	
SOF SPECIAL FORCES	SF	SF	SF	SF	
SOF INFANTRY RANGER (R)	®	\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	

OPERATIONAL ICONS—AMPHIBIOUS					
DESCRIPTION	UNKNOWN	FRIEND	NEUTRAL	HOSTILE	
UNIT AMPHIBIOUS	⟨	~~	~~	\$	
UNIT NAVAL	(+)	Image: Control of the	T	♦	
AMPHIBIOUS INFANTRY					
COMBAT INFANTRY NAVAL	*		*		
COMBAT AMPHIBIOUS ARMOUR TRACK		(S)	8		
AMPHIBIOUS ARMOUR WHEELED					
MARINE RECCE	⊗		system		
AMPHIBIOUS FIELD ARTILLERY HOWITZER/GUN	←	~~	v		

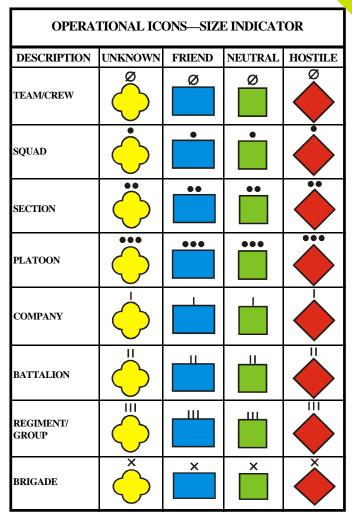
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OPERATIONAL ICONS—SEA TRACKS				
DESCRIPTION	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
AMPHIBIOUS WARFARE LANDING SHIP	LS	LS	LS	LS
AMPHIBIOUS WARFARE LANDING CRAFT	LC	LC	LC	LC
LINE BATTLESHIP	ВВ	ВВ	ВВ	BB
MINE WARFARE MINESWEEPER	MS	MS	MS	MS
LINE DESTROYER	DD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

OPERATIONAL ICONS—AVIATION				
DESCRIPTION	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
AVIATION ROTARY WING		M		*
AVIATION FIXED WING	•			
AVIATION FIXED WING UTILITY		U	U	
AVIATION ROTARY WING UTILITY				▲
AVIATION FIXED WING CARGO AIRLIFT		C	C	C
AVIATION ROTARY WING ATTACK	A	A	A	A
AVIATION SEARCH & RESCUE	₹	#	H	
AVIATION UNMANNED AERIAL VEHICLE	♦	Y	~	*

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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	<u>-</u>	
FIXED WING ATTACK/STRIKE	A	A	А	A	
FIXED WING RECCE	R	R	R	R	
FIXED WING MEDEVAC	+	+	+	4	
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	



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

EQUIPMENT—WEAPONS			
DESCRIPTION	LIGHT	MEDIUM	HEAVY
MACHINE GUN	Î	†	‡
MORTAR	Î	↑	↑
GRENADE LAUNCHER	Ŷ	(0 #	↑⊕ #
ANTI-TANK ROCKET LAUNCHER	Î	*	****
ANTI-TANK MISSILE LAUNCHER	[]	(± ≺	
ANTI-TANK GUN	Щ	中	貝
FIELD ARTILLERY DIRECT FIRE GUN	Н	#	申
FIELD ARTILLERY HOWITZER	Ħ.	H	申
MULTIPLE ROCKET LAUNCHER	Ĥ	Ŷ	Ĥ
SURFACE TO SURFACE MISSILE LAUNCHER	\blacksquare	\blacksquare	
AIR DEFENCE GUN	4	#	曹
SURFACE TO AIR AIR DEFENCE MISSILE LAUNCHER	<u>A</u>		B

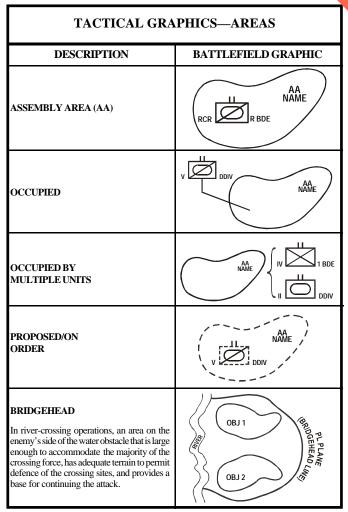
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EQUIPMENT—VEHICLES			
DESCRIPTION	LIGHT	MEDIUM	HEAVY
ARMOURED TANK	Ш	Ш	Ш
ARMOURED VEHICLE LAUNCHED BRIDGE (AVLB)			
ENGINEER VEHICLE DOZER		世	
ARMOURED TANK RECOVERY		REC	
ARMOURED PERSONNEL CARRIER (APC)			
GROUND VEHICLE ARMOURED			
GROUND UTILITY VEHICLE			

EQUIPMENT—ICON SET/AIR			
DESCRIPTION	LIGHT	MEDIUM	HEAVY
AIR FIXED WING FIGHTER (Size and type unspecified)	-		
AIR FIXED WING BOMBER			-
AIR FIXED WING FIGHTER (Size unspecified)	<₹		
AIR FIXED WING RECCE	*		
AIR FIXED WING TRANSPORT	**	***	*
ROTARY WING	XHI	X #-1	X ===1
ROTARY WING ARMY ATTACK HELICOPTER	₹ -1		
ROTARY WING ARMY ATTACK HELICOPTER			
FIXED WING UNMANNED AERIAL VEHICLE (UAV)			

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Е	EQUIPMENT—MOBILITY INDICATORS				S
MOBILITY SYMBOL		UN- KNOWN	FRIEND	NEUTRAL	HOSTILE
	WHEE	LED (Limite	ed cross-cou	intry)	
~	,	\bigcirc	(1)	†	
	WE	IEELED (Cı	oss-country	y)	
000	,	(1)	(†)	†	
<u> </u>	1	TRACI	KED	1	
	Ţ.		\bigoplus	†	
	W	HEELED &	TRACKEI)	
· O	÷.	(1)		‡	
	TOWED				
o—o	, † °			†	
RAILWAY					
0 0 0 0	œ œ	1	f	†	1 00 00
AMPHIBIOUS					
~~	t.			‡	



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TACTICAL GRAPHICS—AREAS		
DESCRIPTION	BATTLEFIELD GRAPHIC	
WAITING AREA		
FRIENDLY		
FRIENDLY PLANNED/ ON ORDER		
ENEMY KNOWN/ CONFIRMED	ENY 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/////	

TACTICAL GRAPHICS—AREAS	
DESCRIPTION	BATTLEFIELD GRAPHIC
DROP ZONE (DZ) A specific area upon which airborne troops, equipment or supplies are airdropped by parachute.	DZ NAME
LANDING ZONE (LZ) A specified area used for landing aircraft.	LZ NAME
PICKUP ZONE (PZ) A geographic area used to pick up troops and/or equipment by helicopter.	PZ NAME
RECCE ZONE Used to depict the area within which a unit or formation is responsible for reconnaissance. As shown, the points of the arrows indicate the width of that area, but not its forward edge.	X X
FORTIFIED AREA	

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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

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.	
ENEMY CONFIRMED	ENY ENY
ENEMY TEMPLATED	ENY
FRIENDLY AVIATION	
FRIENDLY AIRBORNE	
FRIENDLY ATTACK HELICOPTER	

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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	

TACTICAL GRAPHICS—TASKS	
DESCRIPTION	BATTLEFIELD GRAPHIC
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 counterattack option for the reserve during defensive operations.	
BLOCK A tactical task assigned to a unit which requires it to deny the enemy access to a given area or to prevent enemy advance in a given direction or axis of advance. It may be for a specified time. Units assigned this mission may have to retain terrain and accept decisive engagement.	
BREACH A tactical task where any means available are employed to break through or secure a passage though an enemy defence, obstacle, minefield, or fortification.	
BYPASS A tactical task which involves manoeuvring around an obstacle, position, or enemy force to maintain the momentum of advance.	—
CANALIZE A tactical task used to restrict operations to a narrow zone by the use of obstacles, fires, and/or unit manoeuvring or positioning.	
CLEAR A tactical task to remove all enemy forces from a specific location, area, or zone.	
CONTAIN A tactical task to restrict enemy movement.	ENY—

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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.	G G

TACTICAL GRAPHICS—TASKS	
DESCRIPTION	BATTLEFIELD GRAPHIC
INTERDICT To divert, disrupt, delay, or destroy the enemy's surface military potential before it can be used effectively against friendly forces. (Army) Using fire support or manoeuvre forces: 1. To seal off an area by any means; to deny use of a route or approach. 2. To carry out a tactical task to prevent, hinder, or delay the use of an area or route by enemy forces.	
ISOLATE A tactical task given to a unit to seal off (both physically and psychologically) an enemy from its sources of support, to deny an enemy freedom of movement and prevent an enemy unit from having contact with other enemy forces. An enemy must not be allowed sanctuary within its present postion.	
NEUTRALIZE To render enemy personnel or material incapable of interfering with a particular operation.	×
OCCUPY 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.	×
PENETRATE In land operations, the breaking through of the enemy's defence and disrupting the defensive system.	
RELIEF IN PLACE (RIP) 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 of the replaced elements for the mission and the assigned Zone of operations are transferred to the incoming unit. The incoming unit continues the operation as ordered.	RIP

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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 ×
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)	A S ^C C□CC
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

TACTICAL GRAPHICS—POINTS		
DESCRIPTION	BATTLEFIELD GRAPHIC	
CONTROL MEASURES Directives given graphically or verbally by a commander to subordinate commands in order to assign responsibilities, coordinate fires and manoeuvre, and control combat operations.		
ACCESS POINT (AP)	AP 8	
CASUALTY COLLECTION POINT (CCP)	3 CCP	
CHECKPOINT	8	
CIVILIAN COLLECTION POINT (CIV)	3 CIV	
CONTACT POINT In warfare, a point on the terrain, easily identifiable, where two or more units are required to make contact.	3	

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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)
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

TACTICAL GRAPHICS—POINTS	
DESCRIPTION	BATTLEFIELD GRAPHIC
SUPPLY POINT (General)	NAME
SUPPLY POINT Class I	NAME
SUPPLY POINT Class III	NAME
SUPPLY POINT Class V	NAME
START POINT (SP)	SP 8
TRAFFIC CONTROL POST (TCP)	3 TCP

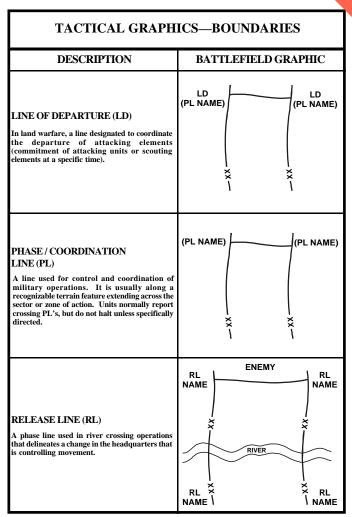
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TACTICAL GRAPHICS—BOUNDARIES DESCRIPTION **BATTLEFIELD GRAPHIC** A line which delineates surface areas for the purpose of facilitating coordination and deconfliction of operations between adjacent units, formations or areas. - X X — FRIENDLY PRESENT FRIENDLY PLANNED OR ON ORDER ENEMY KNOWN ENEMY SUSPECTED OR _-ENY--III--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 —

TACTICAL GRAPHICS—BOUNDARIES	
DESCRIPTION	BATTLEFIELD GRAPHIC
FORWARD LINE OF OWN TROOPS (FLOT)	
A line that indicates the most forward positions of friendly forces in any kind of military operation at a specific time. It normally identifies the forward location of covering and screening forces. The FLOT may be at, beyond, or short of the FEBA Friendly Present.	$ \land \land$
FRIENDLY FLOT, PLANNED OR ON ORDER	171717171717171717171
	X FLOT
EXAMPLE OF A FLOT	X——X——————————————————————————————————
FORWARD LINE OF ENEMY TROOPS (FLET)	○ ENY ○ ENY ○ ENY
ENEMY FLET, SUSPECTED OR TEMPLATED	スペネスへんぐん

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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 (



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TACTICAL GRAPHICS—TARGETING

DESCRIPTION

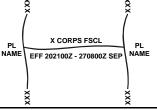
BATTLEFIELD GRAPHIC

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.

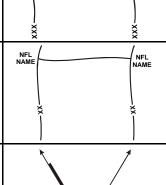
FIRE SUPPORT COORDINATION LINE (FSCL)

Designated by a line extending across the assigned areas of the establishing headquarters. The indicator of the establishing headquarters is shown after the letters FSCL. Figure depicts an FSCL effective from 202100Z to 270800Z Sep.



NO FIRE LINE (NFL)

A line short of which artillery or ships do not fire except on request or approval of the supported commander, but beyond which they may fire any time without danger to friendly troops.



PRINCIPAL DIRECTION OF FIRE (PDF)

The direction of fire assigned or designated as the main direction in which a weapon will be oriented. It is selected based on the enemy, mission, terrain, and capability.

TACTICAL GRAPHICS—TARGETING	
DESCRIPTION	BATTLEFIELD GRAPHIC
POINT/SINGLE TARGET	AG9999 ALTITUDE DESCRIPTION
CIRCULAR TARGET	AG9999
LINEAR TARGET	AG1201
SMOKE (Actually in place)	SMOKE
GROUP OF TARGETS USING REGULAR TARGETS	A2B AG7006 AG7003 AG7002

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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 EFF 2008002 - 2103002 SEP

TACTICAL GRAPHICS—STRONG POINTS	
DESCRIPTION	BATTLEFIELD GRAPHIC
ENEMY KNOWN AND CONFIRMED	ENY ENY
OCCUPIED (Battalion sized unit)	NAME
PREPARED "(P)" BUT NOT OCCUPIED	(P) NAME

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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

TACTICAL GRAPHICS—OBSTACLES	
DESCRIPTION	BATTLEFIELD GRAPHIC
ANTIPERSONNEL (AP) MINEFIELD (Reinforced with scatterable mines with self-destruct date-time-group)	S 201200 Z OCT 98
ANTITANK (AT) MINEFIELD WITH GAP	272100Z - 300400Z
BOOBY TRAP An explosive or nonexplosive device or other material deliberately placed to cause casualties when an apparently harmless object is disturbed or a normally safe act is performed.	
COMPLETED MINEFIELD	000
DUMMY MINEFIELD	000
MINED AREA	MM
PLANNED MINEFIELD	000

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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

TACTICAL GRAPHICS—OBSTACLES	
DESCRIPTION	BATTLEFIELD GRAPHIC
WIRE OB	STACLES
UNSPECIFIED	xxxxxxxx
TRIP WIRE	-t -
SINGLE FENCE	* * *
DOUBLE FENCE	*x xx xx
DOUBLE APRON FENCE	-*****
LOW WIRE FENCE	_xxxxxxxx
HIGH WIRE FENCE	XXXXXXXX
SINGLE CONCERTINA	000000000
DOUBLE STRAND CONCERTINA	
TRIPLE STRAND CONCERTINA	000000000
LANE A route through an enemy or friendly obstacle which provides a passing force safe passage.	><

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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)

TACTICAL GRAPHICS—OBSTACLES DESCRIPTION BATTLEFIELD GRAPHIC CROSSING SITE/WATER The location along a water obstacle where the crossing can be made using amphibious vehicles, assault boats, rafts, bridges, or fording vehicles. ASSAULT CROSSING AREA BRIDGE OR GAP An area within a minefield or obstacle belt, free of live mines or obstacles, whose width and direction will allow a friendly force to pass through in tactical formation. Any break or breach in the continuity of tactical dispositions or formations beyond effective small arms coverage. A portion of a minefield of specified width, in which no mines have been laid, to enable a friendly force to pass through the minefield in tactical formation. A ravine, mountain pass, or river that presents an obstacle that must be bridged. ENGINEER REGULATING POINT FRP 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. FERRY FORD/FORD EASY A shallow part of a body of water that can be crossed without bridging, boats, or rafts. FORD DIFFICULT RAFT SITE

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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

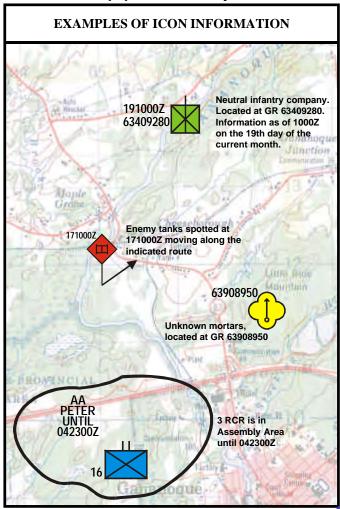
TACTICAL GRAPHICS—COMBAT SERVICE SUPPORT	
DESCRIPTION	BATTLEFIELD GRAPHIC
AR	REAS
BRIGADE SUPPORT AREA (BSA)	BSA
DIVISION SUPPORT AREA (DSA)	DSA
REGIMENTAL/BATTALION SUPPORT AREA (RSA)	RSA
DETAINEE HOLDING AREA	Detainee Holding Area
ENEMY PRISONER OF WAR HOLDING AREA (EPW)	EPW Holding Area

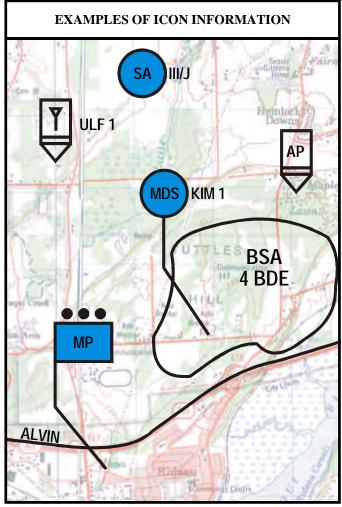
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TACTICAL GRAPHICS—TRANSIT ROUTE/AIR	
DESCRIPTION	BATTLEFIELD GRAPHIC
LOW LEVEL TRANSIT ROUTE (LLTR) A low level temporary corridor of defined dimensions established in the forward area to minimize the risk to friendly aircraft from friendly air defences or surface forces.	ACP LLTR ACP 270600Z - 280600Z
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 14 MARE (ACP) ACP 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

TACTICAL GRAPHICS—NBC	
DESCRIPTION	BATTLEFIELD GRAPHIC
RADIOACTIVE AREA	
BIOLOGICALLY CONTAMINATED AREA	J B B B B B B B B B B B B B B B B B B B
CHEMICALLY CONTAMINATED AREA	

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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.	Q T
BOMB/BOMBING (Hostile)	ВОМВ

OPERATIONS OTHER THAN WAR— VIOLENT ACTIVITIES (CAUSING DEATH)	
DESCRIPTION	BATTLEFIELD GRAPHIC
BOMB/BOMBING (Unknown)	ВОМВ
BOOBY TRAP An explosive or nonexplosive device or other material deliberately placed to cause casualties when an apparently harmless object is disturbed or a normally safe act is performed.	
DRIVE-BY SHOOTING	
MORTAR/MORTAR FIRE	

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

OPERATIONS OTHER THAN WAR— LOCATIONS	
DESCRIPTION	BATTLEFIELD GRAPHIC
BLACK LIST LOCATION The location of the official counter-intelligence listing of actual or potential enemy callaborators, sympathizers, intelligence suspects, and other persons whose presence menaces the security of friendly forces.	BLK
GREY LIST LOCATION The location that identifies and locates those personalities whose inclinations and attitudes toward the political and military objectives of friendly (Blue) forces are obscure. May be listed on grey lists when they are known to possess information or particular skills required by friendly forces.	GREY
WHITE LIST LOCATION The location that identifies and locates individuals who have been identified as being of intelligence or CI interest and are expected to be able to provide information or assistance in an existing or new intelligence area of interest. Usually in accordance with, or favourably inclined toward friendly forces policies. Contributions are based on a voluntary and cooperative attitude.	WHITE

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OPERATIONS OTHER THAN WAR— OPERATIONS	
DESCRIPTION	BATTLEFIELD GRAPHIC
A broad category of tactical activitietc.	es, i.e., offence, defence, retrograde,
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.	4 -P
RECRUITMENT (Willing)	w of

OPERATIONS OTHER THAN WAR— OPERATIONS	
DESCRIPTION	BATTLEFIELD GRAPHIC
RECRUITMENT (Coerced/impressed)	COT
DEMONSTRATION (Hostile)	MASS
DEMONSTRATION (Unknown)	MASS
DEMONSTRATION (Friendly)	MASS

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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)	

OPERATIONS OTHER THAN WAR— OPERATIONS	
DESCRIPTION	BATTLEFIELD GRAPHIC
PSYOP (Written) (Unknown)	
WRITTEN PROPAGANDA FRIENDLY	w E
HOUSE-TO-HOUSE PROPAGANDA FRIENDLY	
FORAGING/SEARCHING To search for provisions, to make a raid for food.	
SPY A clandestine agent employed by a state to obtain intelligence relating to its actual or potential enemies at home or abroad. The act of watching secretly or covertly.	SPY

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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.	\$

OPERATIONS OTHER THAN WAR— OPERATIONS	
DESCRIPTION	BATTLEFIELD GRAPHIC
ARREST To stop or check the motion, progress, growth, or spread of someone or something. To seize and hold a person under authority of the law.	
DRUG OPERATION	DRUG
REFUGEES (Friendly) Civilians, who by reason of real or imagined danger, have left home to seek safety elsewhere.	100
REFUGEES (Neutral)	999
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.	SAFE

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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 DESCRIPTION **BATTLEFIELD GRAPHIC** 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. HIJACKING (Vehicle) HIJACKING (Airplane) HIJACKING (Boat) KIDNAPPING To seize and detain a person unlawfully, usually for ransom.

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ACRONYMS

ACP **Airspace Control Point**

 $\mathbf{A}\mathbf{A}$ **Assembly Area** ΑP **Access Point** AP Antipersonnel

APC **Armoured Personnel Carrier Alternate Supply Route** ASR

ΑT Antitank

AVLB **Armoured Vehicle Launched Bridge**

BSA **Brigade Support Area**

CATK Counter-attack

Casualty Collection Point CCP

CHEM Chemical

CI **Counter Intelligence**

CID **Counter Intelligence Division**

Civilian Collection Point CIV

CONST Construction

CSS **Combat Service Support**

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

Drop Zone DZ.

ACRONYMS

ECM Electronic Countermeasures

ENY Enemy

EPW Enemy Prisoner of War

EVAC Evacuation

EW Electronic Warfare

FEBA Forward Edge of Battle Area
FLET Forward Line of Enemy Troops
FLOT Forward Line of Own Troops
FSCL Fire Support Coordination Line

FWD Forward

IPW Military Intelligence Interrogation

LD Line of Departure

LLTR Low Level Transit Route

LZ Landing Zone

MP Military Police

MRR Minimum Risk Route
MSR Main Supply Route

NBC Nuclear, Biological, Chemical

NFA No Fire Area
NFL No Fire Line

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

ACRONYMS	
UAV	Unmanned Aerial Vehicle
W WP	Withdraw Withdraw Under Pressure

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