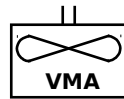
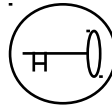
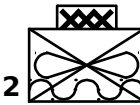
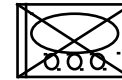
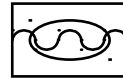
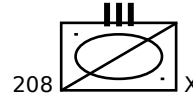
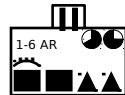
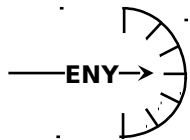
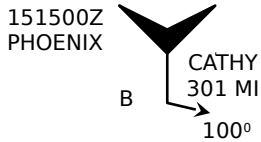
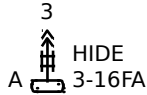
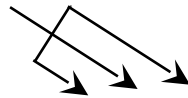
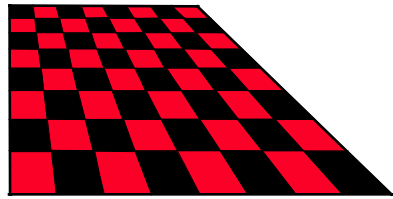


Briefing Graphics & Unit Symbols, Wargaming Div, MCWL, Quantico

Updated 8 Jan 2006 (see speaker notes for details)



Introduction



Comments



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Use the "Slide Show" Mode to navigate via hyperlink buttons

Then hit "Esc" button or the "Slide View" Mode to work on the graphics

This is a "Huge" brief, do NOT panic if your screen turns black for a long time while shifting to "Slide Sho

INTRODUCTION

This presentation contains several thousand tactical symbols and graphics as a “cut and paste” resource for briefers preparing PowerPoint slides.



For **full color** graphics go here: For B&W go here

A work sheet near the end of this brief provides space to cut & paste the basic unit and match it up with the unit size indicators and other modifiers.

This brief is updated as required. The most recent version of this brief is posted for download on the Introduction page of Wargaming Division's website:

<http://www.wargaming.quantico.usmc.mil/intro.asp>. The file is on the lower part of the website page, you must scroll down to get to it.

Corrections, suggestions, additions, improvements are welcome, please contact Bill Simpson, William.L.Simpson@usmc.mil if you have any graphics or ideas.



Comments

This presentation contains PowerPoint representations of virtually all the graphics in FM 101-5-1 / MCRP-5-12A Operational Terms and Graphics dated 30 Sept 1997. The sections represented are:

Chapter 4	Unit Symbols
Chapter 5	Equipment Symbols
Appendix A	Friendly Unit and Equipment Symbols
Appendix B	Enemy Unit and Equipment Symbols
Appendix C	Military Decision-making Process and Tactical Mission Graphics
Appendix D	Stability and Support Operations Symbols (MOOTW)

- Selected graphics from MIL-STD-2525B Change 1 provide full color graphics for all the common tactical symbols. The color and shapes of these graphics define the symbols' affiliation as "unknown", "friendly", "neutral" and "hostile". Most importantly 2525B includes representations of important buildings and facilities in the Installations / Structures sections which are not covered in FM101-5-1. These would be valuable in Urban Combat and SASO briefs.

A full color set of Stability and Support Ops, MOOTW or SASO, CS, CSS, Maritime and Air symbols are also included in the 2525B Section. Many of these symbols are not in FM 101-5-1.

- The USMC Organization Charts are derived from MCRP 5-12A, FMFRP 2-12, The XMEB Planners Ref Manual, a 1st MEB brief and the 2nd MEB website

- Scratch sheets of graphic elements used in building these symbols are at the end of the presentation.

- NATO symbology was not included since only a few symbols were different from those presented



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Basic Symbols	▶	Vehicle Symbols	▶
Equip Symbol Labeling	▶	Aerial Symbols	▶
Examples of Labeling	▶	Aviation Symbols	▶
Unit Size Indicators	▶	Misc. Comms.	▶
Unit Symbol Modifiers	▶	Enemy Units	▶
Combat Arms	▶	Stability and Support Ops	▶
Combat Support	▶	Supply Symbols	▶
Combat Service Support	▶	Army Unique Symbols	▶
Special Operations	▶	Navy Unique Symbols	▶
USMC Symbols <small>Table of Contents</small>	▶	Air Force Unique Symbols	▶
Weapons Symbols	▶	Combat Effectiveness	▶
High Level Commands	▶	Tactical Mission Graphics	▶
Examples of Units	▶	Mil-Std 2525B <small>Table of Contents</small>	▶
Examples of Supply Sites	▶	Misc. Graphics	▶
Mobility Modifiers	▶	Work Sheet	▶
Tactical Symbols	▶	Tips and Instructions	▶

4 Use the "Presentation Mode" to navigate via hyperlink buttons



Basic Symbols

Go To MIL-STD Section



	Land	In-Flight	Surface	Subsurface
Friendly				
Enemy				
Neutral				
Unknown				

Equipment Symbol Labeling

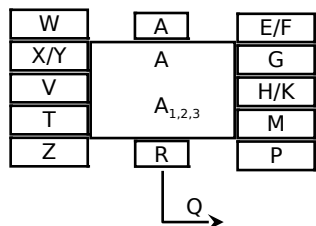


Figure 5-1. Friendly and Neutral Ground Equipment Labeling

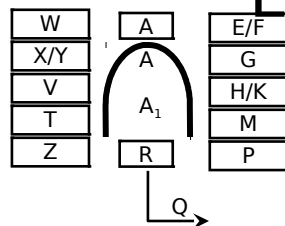


Figure 5-2. Friendly Aerial Vehicle and Aircraft Labeling Fields

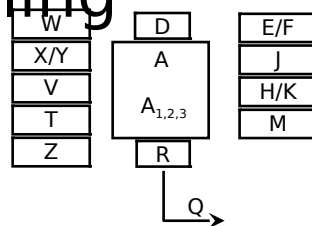


Figure 5-3. Enemy Ground and Naval (Surface) Equipment Labeling

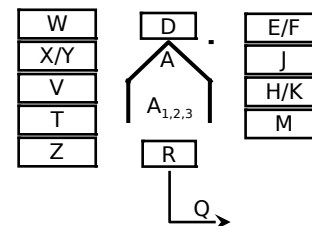


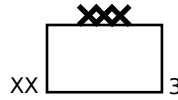
Figure 5-4. Enemy Aerial and Aircraft (In Flight) Labeling

Field	Field Title	Description	Application	Length
A	Symbol	Frame shape, fill and icon showing the basic function of units, installations, or equipment with modifiers A1, A2, A3	All	(characters)
D	Equipment	Indicates number of items present, Installation size in square feet	Units and Installations	10
E	Suspect, Assumed Friend, Faker, Joker	Question mark “?”: suspect, assumed friend, faker. “J”: joker	All	1
F	Reinforced or detached	(+) reinforced, (-) reduced, or (+-) reinforced and reduced	Units	3
G	Staff Comments	Free text	All	20
H	Additional Information	Free Text	All	20
J	Evaluation Rating	One letter and one number (see STANAG 2002)	Enemy only	2
L	Signature Equipment	Indicated by “!” (refers to detectable electronic signatures)	Enemy equipment only	1
M	Higher Formation	Number or title of higher echelon command (Corps designated by Roman Numerals), Country Codes or Nationality (see speaker notes for County Codes)	All	21
N	Enemy (Hostile)	Indicated by letters “ENY”	Enemy	3
P	IFF/SIF	Identification modes and colors	Units and equipment	5
Q	Direction of Movement Arrow	Direction symbol is moving or will move. NBC: downwind direction	All	4
R	Mobility Indicator	Pictorial Representation of mobility	Equipment Only	
T	Unique Designation	Alphanumeric title that ID’s a particular symbol, track number, Nuclear:friendly delivery unit etc	All	21
V	Type of Equipment	Identifies unique designation	Units and equipment	24
W	Date-Time Group	Date/time (DDHHMMSSZMONYY) or “o/o” for on order	All	15
X	Altitude/Depth	Altitude portion of GPS. Flight level for A/C. Submerged depth, height in Ft, height of burst	Units and equipment	6
Y	Speed	Knots or KPH	Units and equipment	5
Z	Location	Lat and Long or Grid Coord	All	19

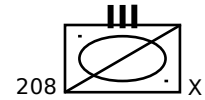


Examples of Unit Symbols with Labeling Fields

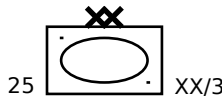
Twentieth Corps.
Third Army



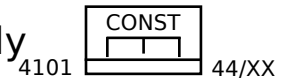
208th Armored Cavalry Regt
Tenth Corps



Twenty-fifth Armored Division,
Twentieth Corps, Third Army

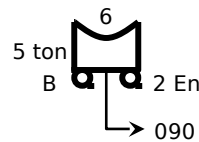


Engineer construction supply
Site for the 4101st En Const
Spt Co, 44th En Gp, Twentieth Corps

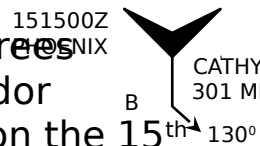


Examples of Equipment Symbols with Labeling Fields

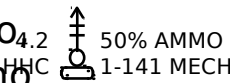
Six 5 ton trucks from B Co, 2d Eng,
moving east.



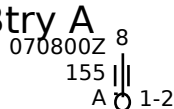
An UAV launch site of B Co, 301
MI Bn, launch direction 130 degrees
"Phoenix" type UAV, to air corridor
"Cathy", next launch at 1500Z on the 15th
of the current month.



Six 4.2" mortars, in M113s fm HHC co,
1st Bn, 141st IN(M), at 50% of its ammo



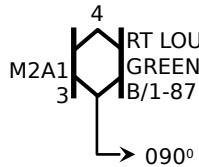
Eight 155mm towed howitzers of Btry A
1st Bn, 2d FA, valid as of 0800Z
the 7th of the current month



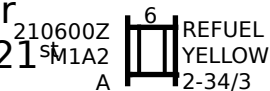
Two STINGER missiles fm 1st Sec 1st PLT,
A Btry, 2d Bn, 6th ADA, in HMMWVs, LOG
valid as of 1000Z the 11th of the current month



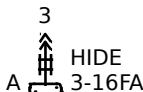
4 IFVs of the 3d Plt, B Co, 1st Bn
87th IN(M) with a "Green" readiness
rating and moving east on Route LOU



6 M-1A2 tanks fm A Co, 2-34 Armor,
3rd Bde, refueling as of 0600Z the 21st
"yellow" status



3 MLRS fm A Btry, 3d Bn
16th FA in a hide position



Unit Size Indicators

Unit Symbol

Modifiers

xxxxxx	Region	
xxxxx	Army Group	
xxxx	Army	xxxxx
xxx	Corps	xxxx
xx	Division/Wing	xxx
x	Brigade	xx
III	Regiment/Group	x
II	BN/Squadron	III
I	Co/Battery/Troop	II
●●●●	Platoon or Detachment	●●●●
●●	Section	●●
●	Squad	●
∅	Team / Crew	
■	Installation	

Task Organized*

	Air Assault with out aircraft
	Air Assault with aircraft
	Air Assault (NATO) w organic lift
	Airborne
	Amphibious
	Naval
	Artic
	Ski
	Bicycle Equipped
	Gun System Equipped
	Horse, Camel Pack-Animal Equipped

	Tracked
	Wheeled
	Motorized
	Mountain
	Observation Post
	Combat Outpost
	Radar
	Sensor
	Reconnaissance
	Riverine or Floating
	HQ

*Task Organization can also be designated by (M) in the text description



Combat Arms (continued next page)

Air Defense

AD Gun Towed

AD Gun

Tracked / Armored

AD Gun

Wheeled / Armored

AD Gun / Missile

Tracked / Armored

SAM Missile

Short Range

SAM Missile

Med Range

SAM Missile

Long Range

Air Defense Radar

Avenger

Bradley Stinger

Chaparrel

Hawk

Patriot

Stinger

Theater

Vulcan Tracked

Vulcan Towed



Armor

Assault Amphibian

Wheeled Tank Equipped

Antiarmor

Dismounted

Fighting Vehicle

AT Motorized

AT Mech

Aviation

Basic Aviation

Fixed Wing

Rotary Wing

Air Calvary

Scout Helo (OH-58)

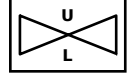
Attack Helos

Light (AH-1)

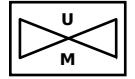
Medium (AH-64)

Heavy

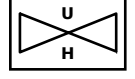
Lift Helos



Light (UH-1 or 60)

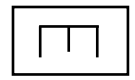


Medium (UH-47 /CH-46)



Heavy (CH-53)

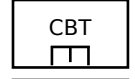
Engineer



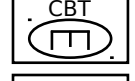
Engineer



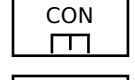
Armored Vehicle Launched Bridge



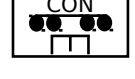
Combat Engineers



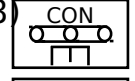
Mechanized CBT



Construction



Railway Construction



Pipeline Construction



Engineer Bridge

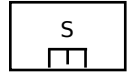


Floating Bridge

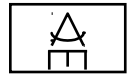


Railway Operating Unit

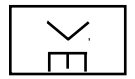
Engineer



Scatterable Mine-laying



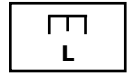
Topographic



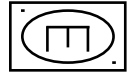
Air Assault



Airborne

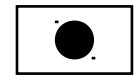


Light Engineers



Mechanized

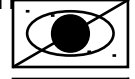
Artillery



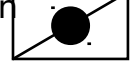
Basic towed



Counter Battery Radar



Tracked (COLT)



Dismounted (FIST)



Forward Observer



SP Rocket Artillery








SP Artillery








Combat Arms

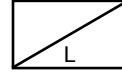

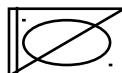
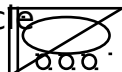
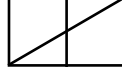

Artillery

	HIMARS
	Sound Ranging
	Surface to Surface Missile
	Survey Team
	ANGLICO


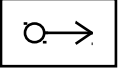
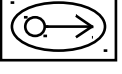
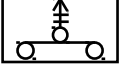

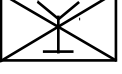



Infantry

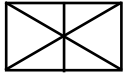




	Light
	Mech Infantry
	Mech Infantry in tracked Fighting Vehicle Dismounted
	Mech Infantry
	Mech Inf Fighting Vehicle USMC LAV

Reconnaissance

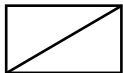
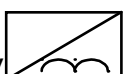

	Reconnaissance
	Light Armored Cav
	Armored Cav
	Tracked IFV Cav, Recon or Scouts
	Motorized (HUMWV or BRDM) Scouts
	Observation Post Dismounted Scouts or Reconnaissance

Infantry

	Basic
	Mortar
	Mortar (armored)
	EFSS (ITV Mounted 120mm Mortar)
	Air Assault Infantry with out aircraft
	Air Assault Infantry with aircraft
	Airborne Infantry
	Amphibious Infantry USMC Landing Team
	Arctic

	Motorized Infantry
	Mountain
	Naval Infantry
	Observation Post
	Combat Outpost









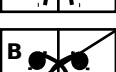

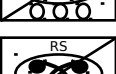
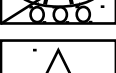
Reconnaissance

	Reconnaissance Cavalry or Scouts
	Airborne Reconnaissance Cavalry or Scouts
	Recon, Cavalry or Scouts, Horse, Camel, Pack-Animal Equipped

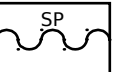


Combat Support






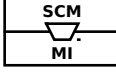



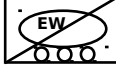



Chemical Corps

	Basic Chemical
	Decontamination
	Smoke
	APC equipped Smoke
	Motorized Smoke
	Smoke & Decontamination
	APC equipped Smoke & Decontamination
	Motorized Smoke & Decontamination
	Biological Recon
	Chem/Nuc Recon (FOX)
	Chem/Nuc Recon(w M21)
	NBC Observation Post (Dismounted)

Landing Support

	Landing Support Shore Party
--	-----------------------------


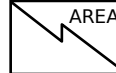
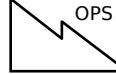

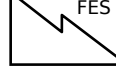
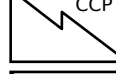

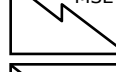
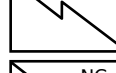


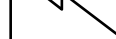
Military Intelligence

	Military Intelligence
	Aerial Exploitation (UAV)
	Ground Station Module J-STARS
	Ground Surveillance Radar
	Meteorological
	Military Intelligence Operations
	Sensor Control and Mangement USMC SCAMP
	Sensor OP/LP
	Tactical Exploitation Battalion
	Electronic Warfare (Basic)
	EW Equipped USMC LAV
	Direction Finding
	EW Intercept
	EW Jamming

Law Enforcement

	Military Police
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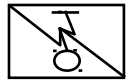
Signals / Communications

	Communications
	Area Signal
	Command Operations
	Construction / Installers
	Forced Entry System
	Communications Configured Package
	Airborne CCP
	Multiple Subscriber Element
	Large Extension Node
	Node Center
	Remote Access Unit
	Small Extension Node

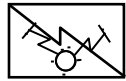


Combat Support pages)

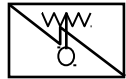
Signals & Communications



Radio Relay Station



Retransmission Station



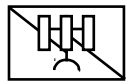
Radio/Wireless Station



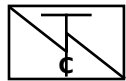
Radio Recon OP



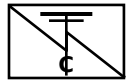
Signal Support Operations



Tactical Satellite Communications



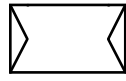
Telephone Switching Center



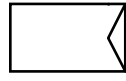
Teletype Center

Combat Service Support (2)

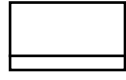
Multifunctional CSS



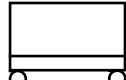
Echelons Above Corps
Combat Service Support



Corps Level
Combat Service Support



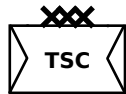
Supply



Supply Trains



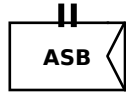
Theater Army
Area Command



Theater Support
Command



Area Support
Group



Area Support
Battalion



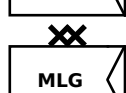
Corps Level
Combat Service Support



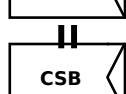
Corps Support Group
Forward (F)



Corps Support Group
Rear (R)



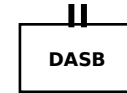
Marine Logistics
Group (USMC)



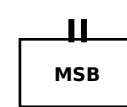
Corps Support
Battalion



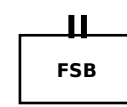
Division Support Command
(DISCOM)



Division Aviation Support
Battalion



Main Support Battalion

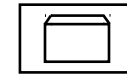


Forward Support Battalion

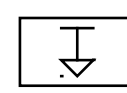
Combat Service Support



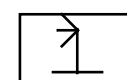
Band



Finance



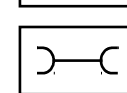
Labor



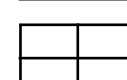
Laundry & Bath



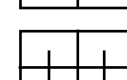
Laundry, Shower, &
Clothing Repair



Maintenance



Medical

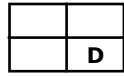


Medical Facility

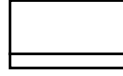


Combat Service Support

Combat Service Support



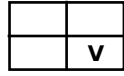
Dental



Basic Supply



Supply and Transport



Veterinary



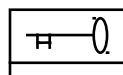
Class I Subsistence



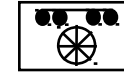
Motor Transport



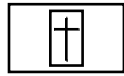
Morale, Welfare & Recreation (MWR)



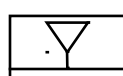
Class II Clothing, Individ Equipment, Tentage Etc



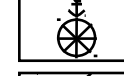
Railhead



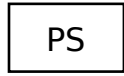
Mortuary Affairs



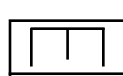
Class III POL Supply



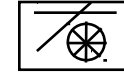
Seaport (SPOD or SPOE)



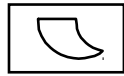
Personnel Services



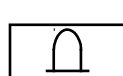
Class IV Construction & Barrier Material



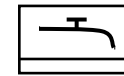
Airfield/Airport (APOD or APO)



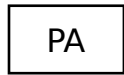
Mail or Courier



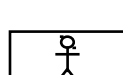
Class V AMMO



Water Distribution



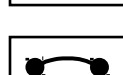
Public Affairs



Class VI Personal Items



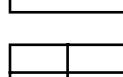
Broadcast Public Affairs Department



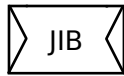
Class VII Major assemblies



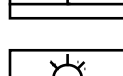
Corps Media Center



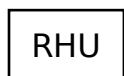
Class VIII Medical Supplies



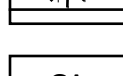
Joint Information Bureau (EAC)



Class IX Repair Parts



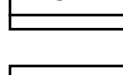
Reception Holding Unit



Class X Civic Affairs/Non Military



Salvage



Support



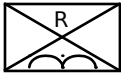
Service



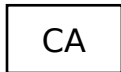
Special Operations Forces (SOF)



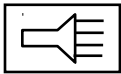
Special Forces



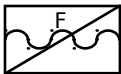
Rangers



Civil Affairs



Psychological Ops (PSYOP)



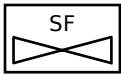
Marine Force Recon



SEALS



Fixed Wing



Rotary Wing



Horse, Camel, pack animal-Mounted Special Forces

USMC Symbols and Organizations

USMC Symbols

I MEF

1st MARDIV

3^d MAW

1st MLG

II MEF

2^d MARDIV

2^d MAW

2^d MLG

III MEF

3^d MARDIV

1st MAW

3^d MLG

4th MARDIV

4th MAW

4th MLG



Notional MEF



1st MEB



2^d MEB



MPF MEB



2015 Baseline MEB



2015 Amph & MPF(F) MEBs



MEU (SOC)



2015 MEU



Notional Rifle Company



Individual Troop Symbols



USMC Organization Locations



MEFs & Maj Subordinates



MEBs



Inf and Arty Regts



Aviation Groups



Return to TOC



	Marine Helos
	Marine Fixed Wing See Aviation page
	AAV's
	MAGTF (amphibious)
	MAGTF
	Amphibious Capable
	Amphibious Support unit cannot conduct amphibious ops
SSS	Landing Support Bn
LSB	
MLG	Marine Logistics Goup.
	Landing Support Shore Party
	Fire Team (Infantry)
	Scout Sniper*
	Shore Fire Control Party*
	LAV
	Engineer Support
	VMU (UAV)

	HQ	HQ
	MEF	MEF
	MEB	MEB
	MEU	MEU
	Marine Aircraft Wing MAW	Marine Aircraft Wing MAW
	Marine Aircraft Group MAG	Marine Aircraft Group MAG
	MACG	Marine Air Control Group
	VMFA	Marine Fighter/Attack Sqdn (F-18A/C)
	VMFA(AW)	Marine Fighter/Attack Sqdn All Weather (F-18D)
	VMA	Marine Attack Sqdn (AV-8)
	VMGR	Marine Aerial Refueler Transport Sqdn (C-130)
	HMM	Med Lift Helo Sqdn
	HMH	Heavy Lift Helo Sqdn
	HML/A	Light Attack Helo Sqdn

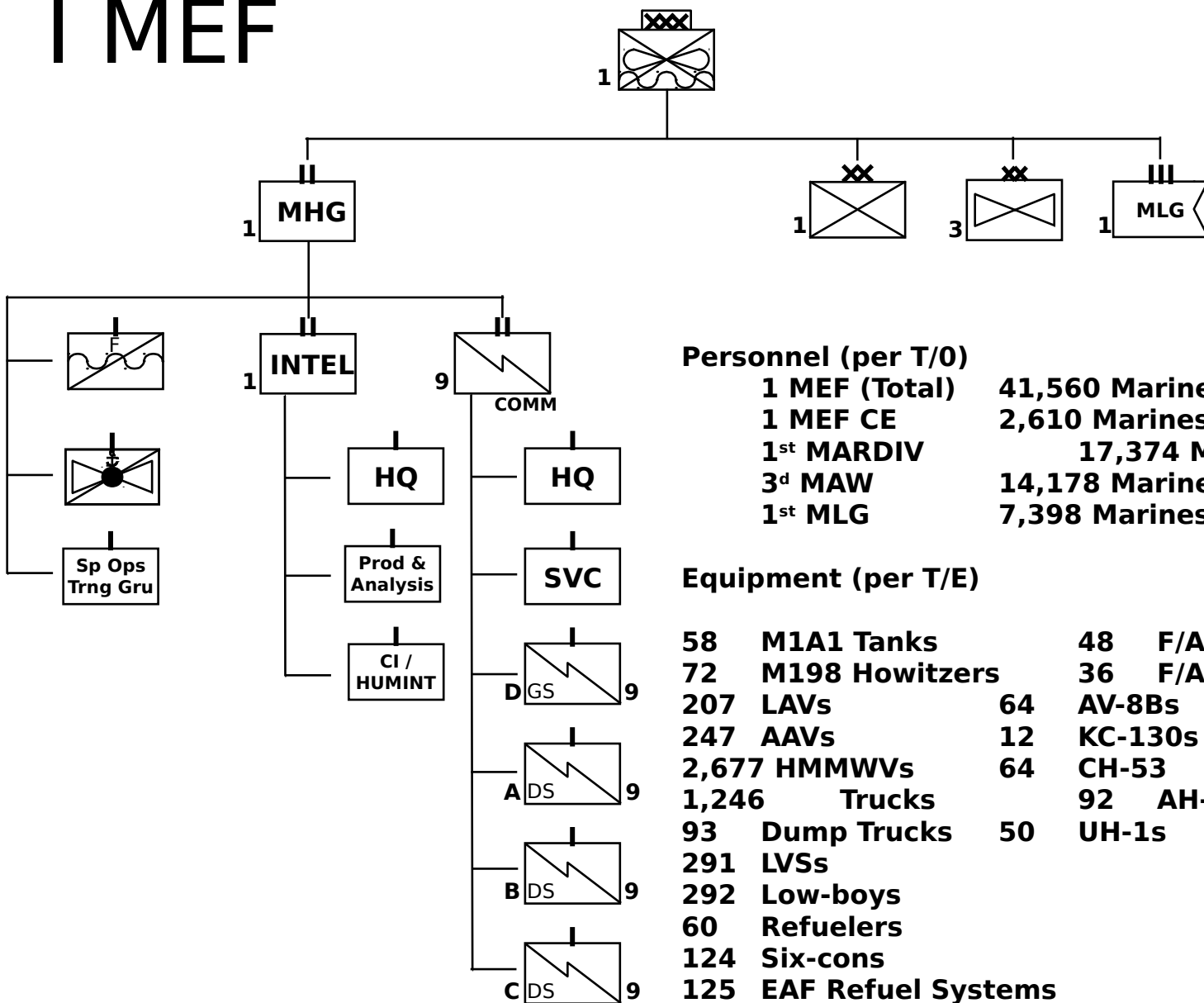
USMC Symbols

	Supply and Transport
	Motor Transport
	Supply and Repair
	Engineer
	Communications
	Radio Bn
RAD	
EW	Electronic Warfare
	Medical
	Medical Facility
	Dental
FSP	Forward Support
MFS	Main Support
	Combat Service Support Div to Army level
	Combat Service Support Theater Army
	CSS Brigade and below

The letters will not change scale with the graphics, the Font size must be changed *See speaker notes



I MEF



Personnel (per T/0)

1 MEF (Total)	41,560 Marines	2,936 Sailors
1 MEF CE	2,610 Marines	84 Sailors
1st MARDIV	17,374 Marines 1,005 Sailors	
3^d MAW	14,178 Marines	647 Sailors
1st MLG	7,398 Marines	1,200 Sailors

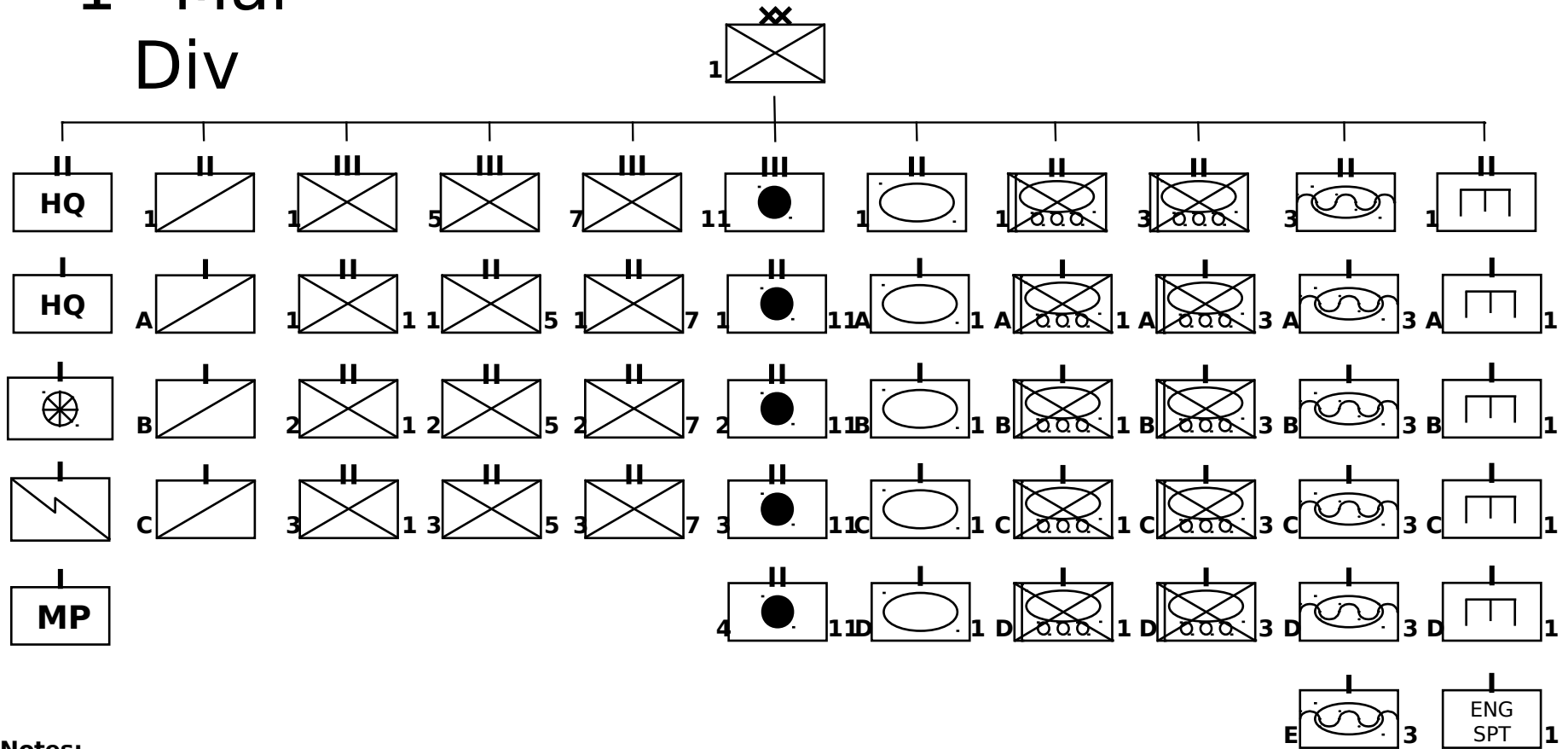
Equipment (per T/E)

58 M1A1 Tanks	48 F/A-18Cs
72 M198 Howitzers	36 F/A-18Ds
207 LAVs	64 AV-8Bs
247 AAVs	12 KC-130s
2,677 HMMWVs	64 CH-53
1,246 Trucks	92 AH-1s
93 Dump Trucks	50 UH-1s
291 LVSs	
292 Low-boys	
60 Refuelers	
124 Six-cons	
125 EAF Refuel Systems	

Ref: MSTPP 5-0.3 MAGTF Planners Ref Man



1st Mar Div



Notes:

1st Regt sources Bns to West Coast MEUs one Bn is deployed and one prepping at all times

5th Regt sources Bns to III MEF with a follow-on chop to 31st MEU, one Bn deployed and one Bn Prepping

7th Regt sources UDP Bns to 4th Marines, 3d MarDiv, one Bn deployed one Bn prepping

11th Mar source Arty Brtys to West Coast MEUs, one is deployed and one prepping to deploy, one arty btry is sourced UDP to

1st LAR Bn sources Companies (-) to West Coast MEUs, one deployed and one prepping at all times

3d LAR Bn sources UDP companies to 3d MAR Div, one company deployed one prepping to deploy

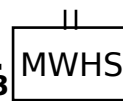
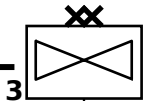
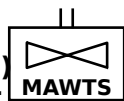
3d AA Bn sources UDP companies to 3d Mar Div, and sources plats to deploying West Coast MEU's, one company and plat are set prepping to deploy at all times.

1st Combat Engineer Bn sources Plats to MEUs, one plat deployed ant one plat prepping at all times.

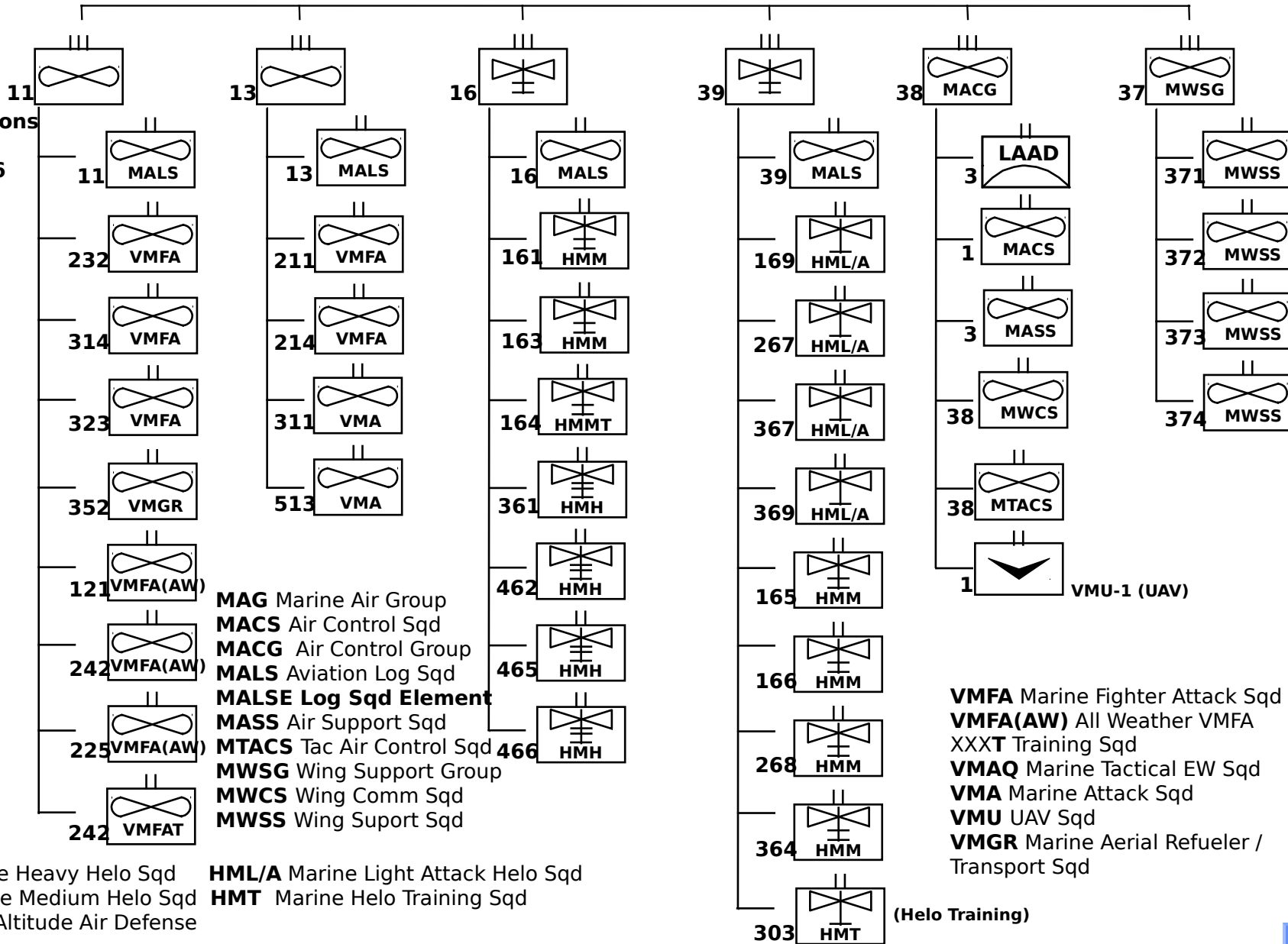


3^d MAW

(Aviation Weps & Tng Sdn)



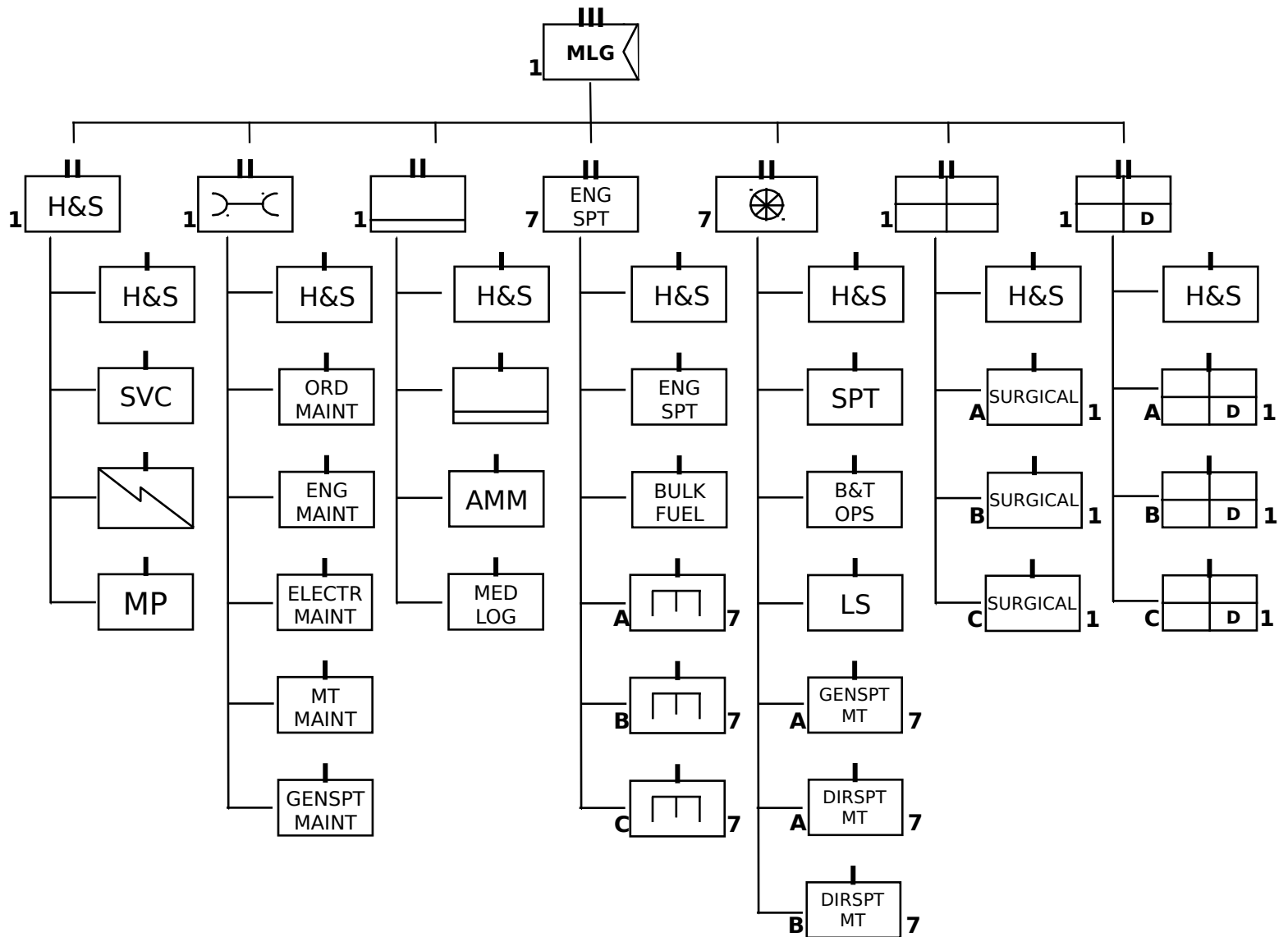
1 MAWTS --- 3 --- 3 MWHS (MAW HQ Sdn)



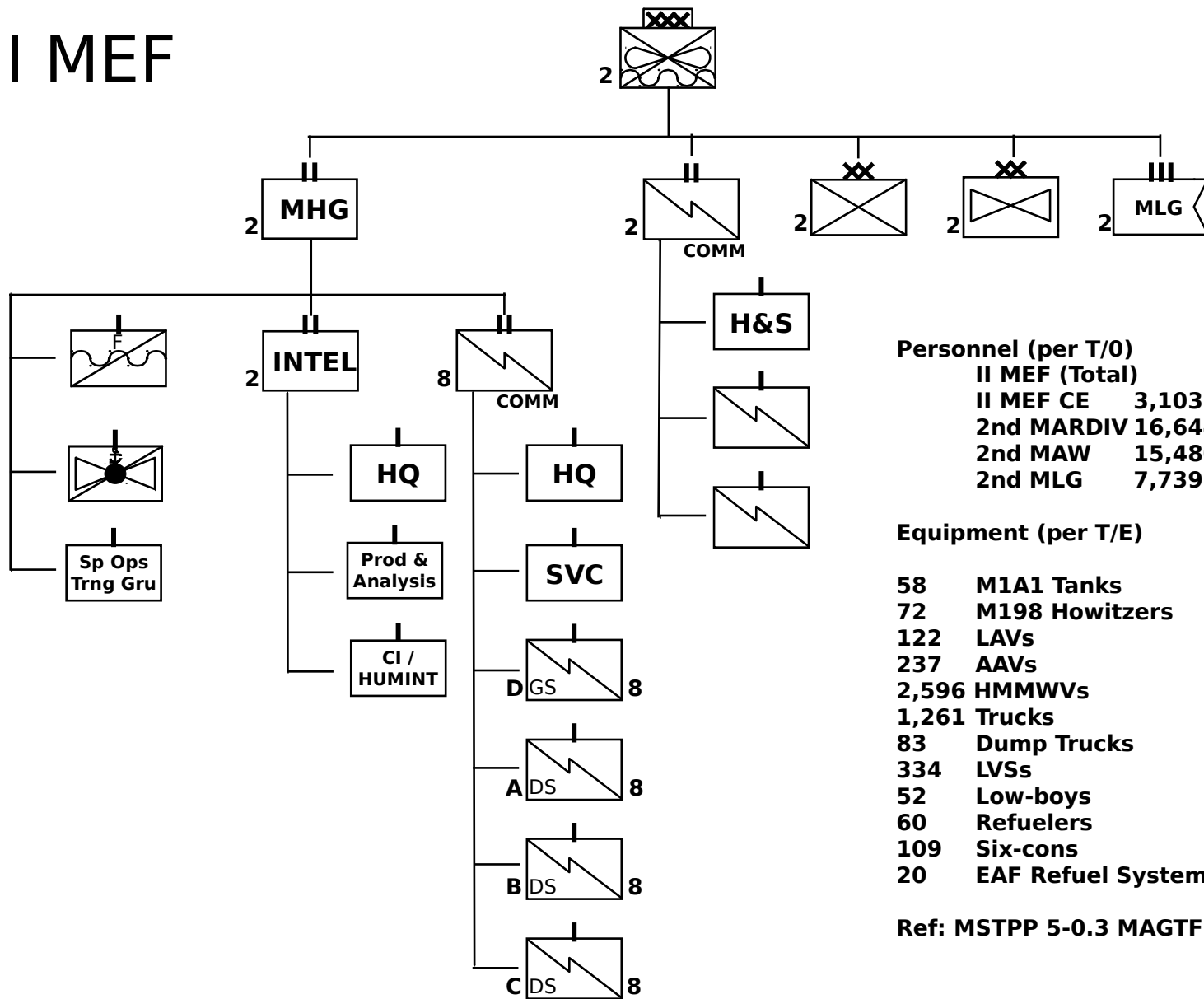
The letters will not change scale with the graphics, the Font size must be changed



1st MLG



II MEF



Personnel (per T/O)

II MEF (Total)	42,966 Marines	
II MEF CE	3,103 Marines	98 Sa
2nd MARDIV	16,644 Marines	943 S
2nd MAW	15,480 Marines	463 S
2nd MLG	7,739 Marines	1,213

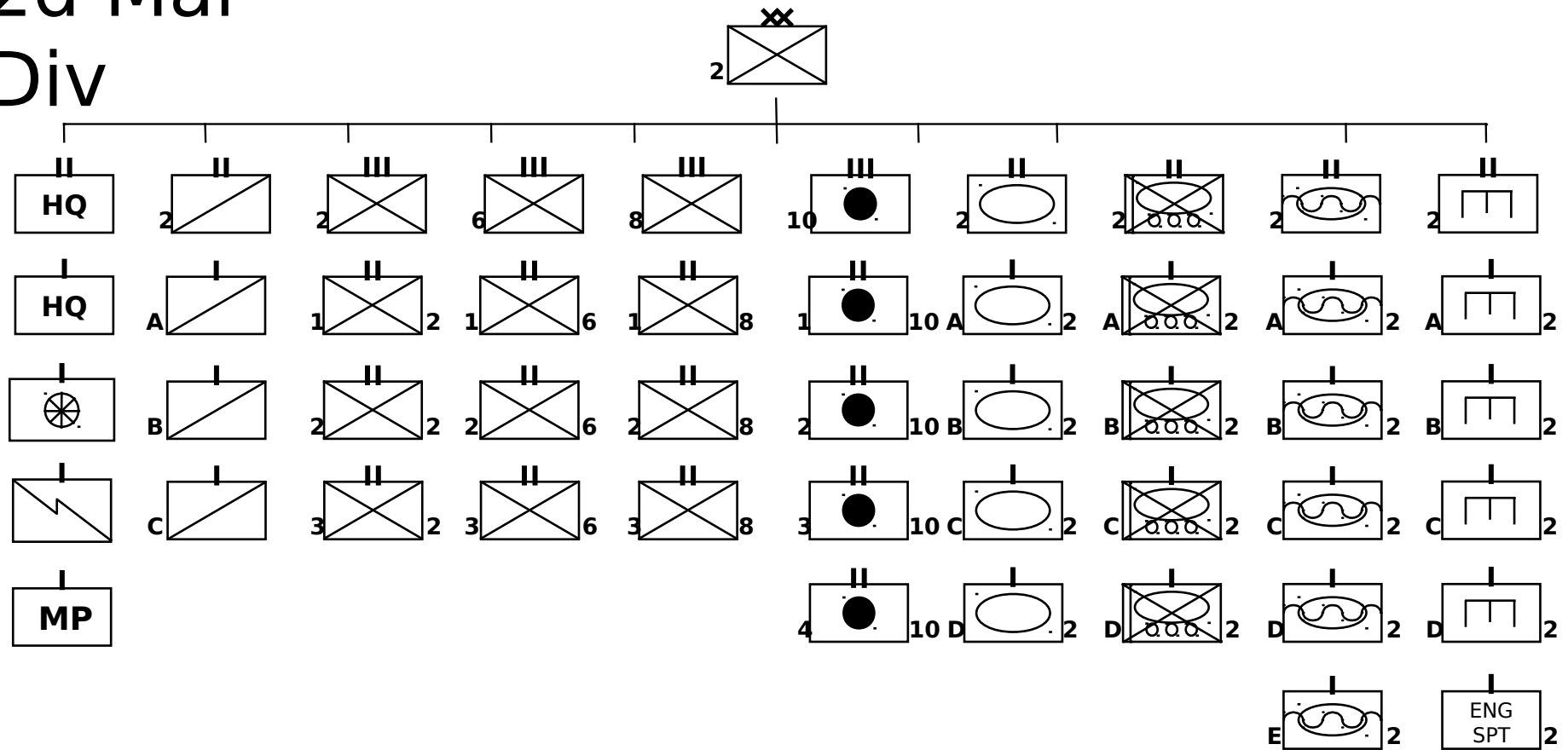
Equipment (per T/E)

58	M1A1 Tanks	48	F/A-18Cs
72	M198 Howitzers	36	F/A-18Ds
122	LAVs	78	AV-8Bs
237	AAVs	20	KC-130s
2,596	HMMWVs	47	CH-53
1,261	Trucks	72	CH-46
83	Dump Trucks	36	AH-1s
334	LVSS	18	UH-1s
52	Low-boys		
60	Refuelers		
109	Six-cons		
20	EAF Refuel Systems		

Ref: MSTPP 5-0.3 MAGTF Planners Ref Man



2d Mar Div

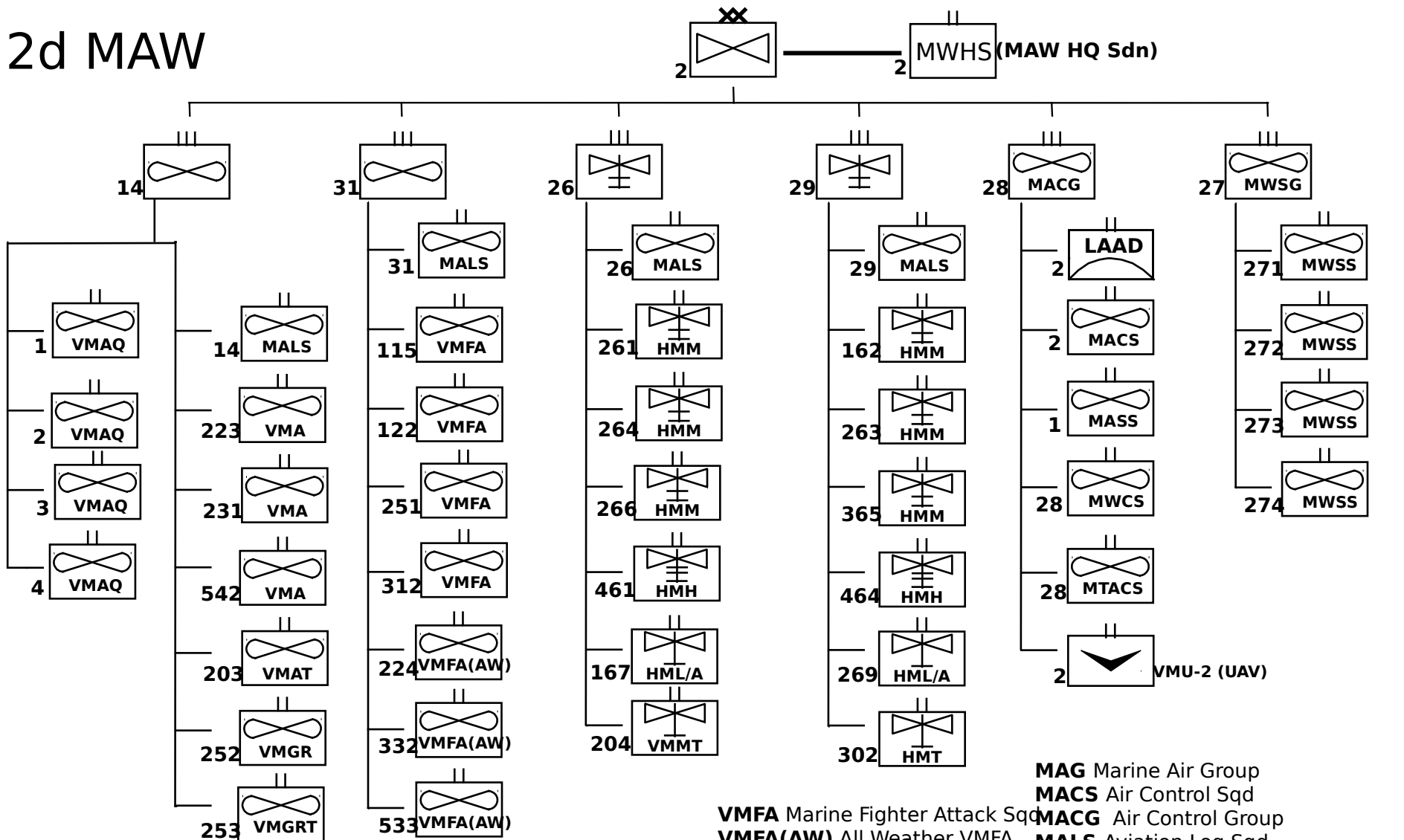


Notes:

- 1 Inf Bn is deployed with a MEU and one is prepping
- 1 Inf Bn is deployed to the 3d MARDIV and one is prepping to deploy
- 10th Mar source Arty Btys to East Coast MEUs, one is deployed and one prepping to deploy
- 2d LAR Bn sources Companies (-) to East Coast MEUs, one deployed and one prepping at all times
- 2d AA Bn sources plats to deploying MEUs, one plat is deployed and one prepping to deploy at all times.
- 2d Combat Engineer BN sources plats to MEUs, one plat deployed and one plat prepping at all times.



2d MAW



Unit Locations

Beaufort SC
MAG 14, MACG 28, MWSS 274

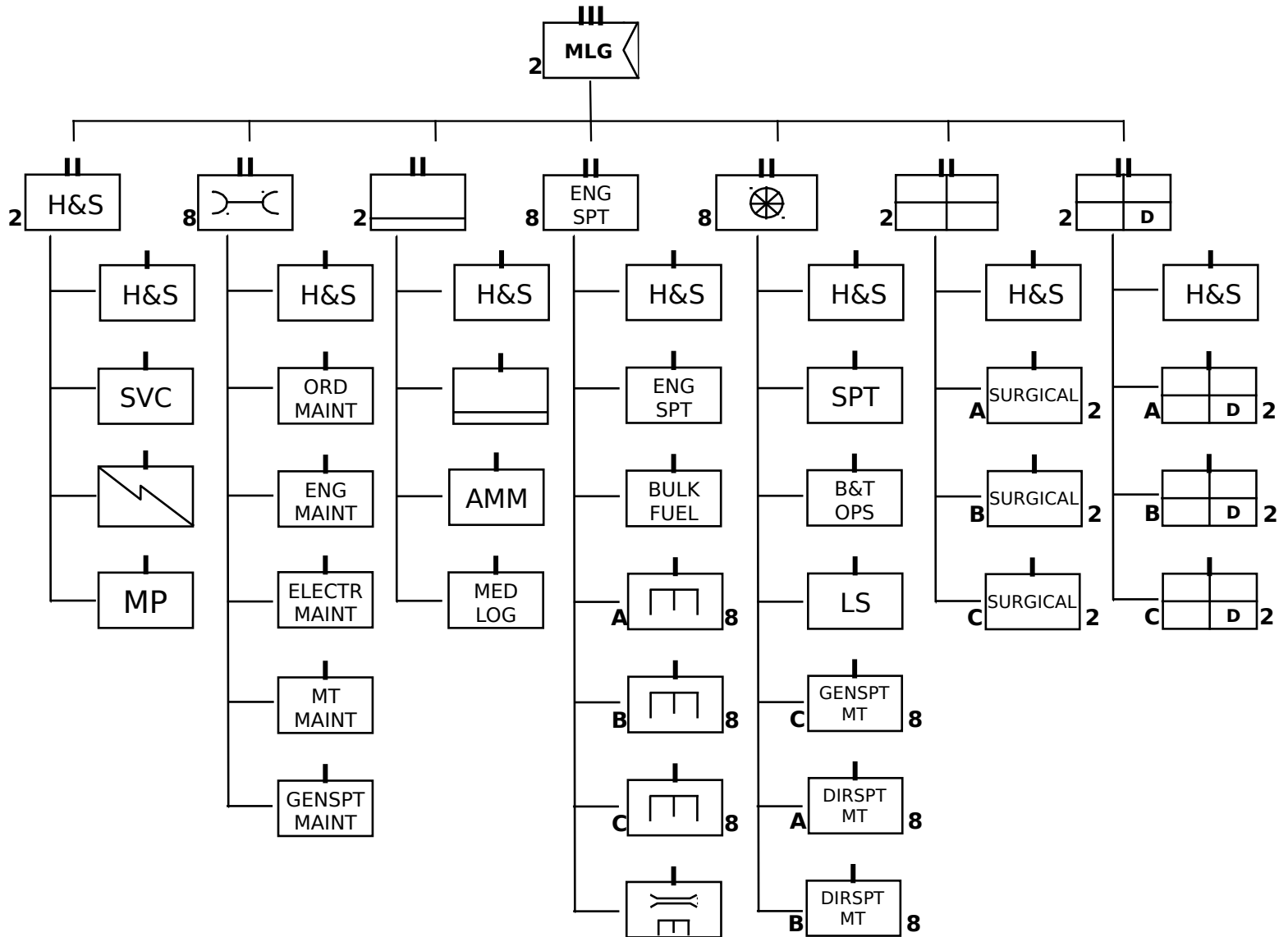
New River
MAG 26, MAG 29, MWSS 272

Cherry Point
MAG 14, MACG 28, MWSS 274

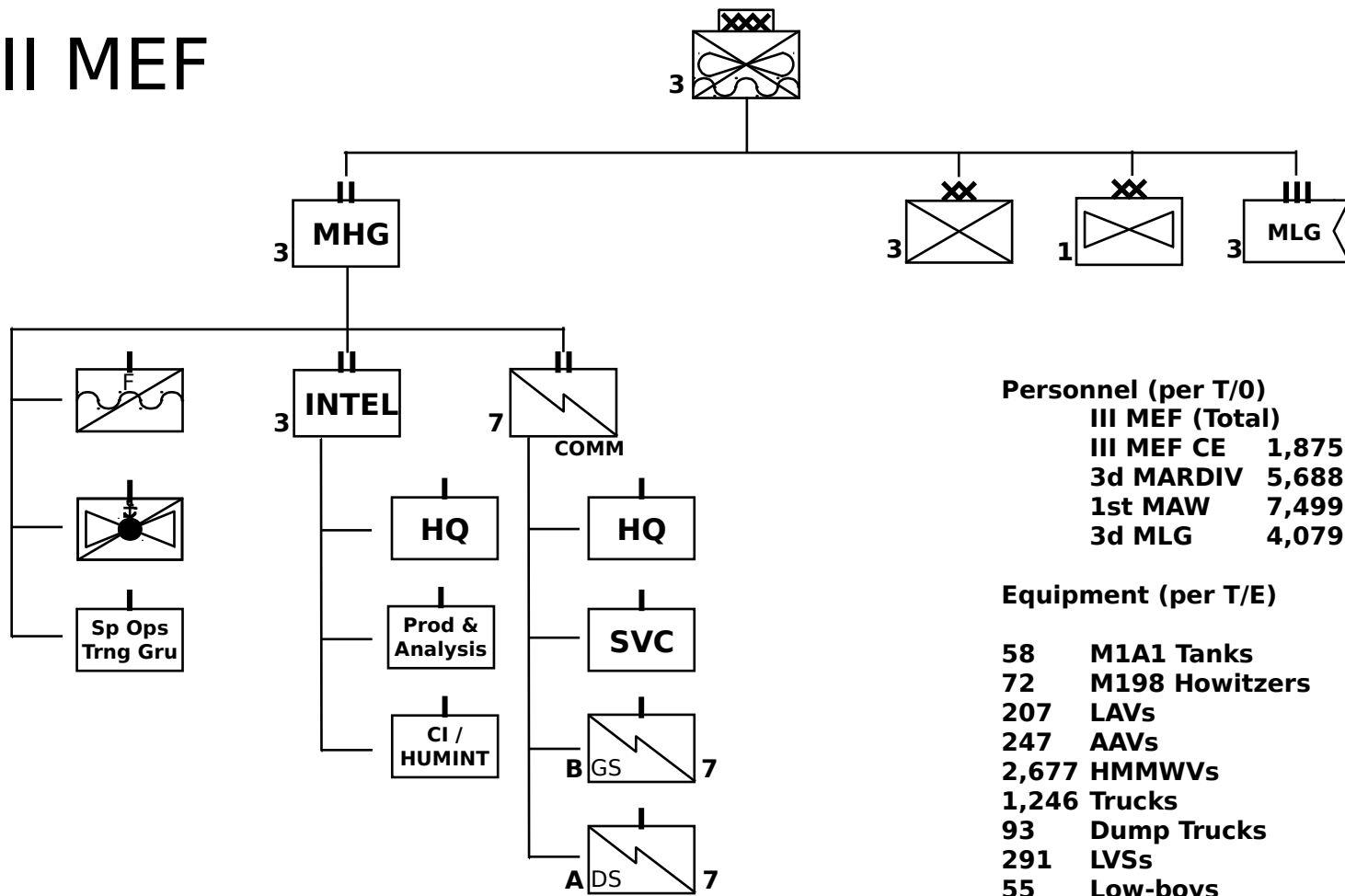
Bogue Field
MWSS 27

- MAG** Marine Air Group
- MACS** Air Control Sqd
- MACG** Air Control Group
- MALS** Aviation Log Sqd
- MALSE** Log Sqd Element
- MASS** Air Support Sqd
- MTACS** Tac Air Control Sqd
- MWSSG** Wing Support Group
- MWCS** Wing Comm Sqd
- MWSS** Wing Support Sqd
- HMH** Marine Heavy Helo Sqd
- HMM** Marine Medium Helo Sqd
- LAAD** Low Altitude Air Defense
- HML/A** Marine Light Attack Helo Sqd
- HMT** Marine Helo Training Sqd

2d MLG



III MEF



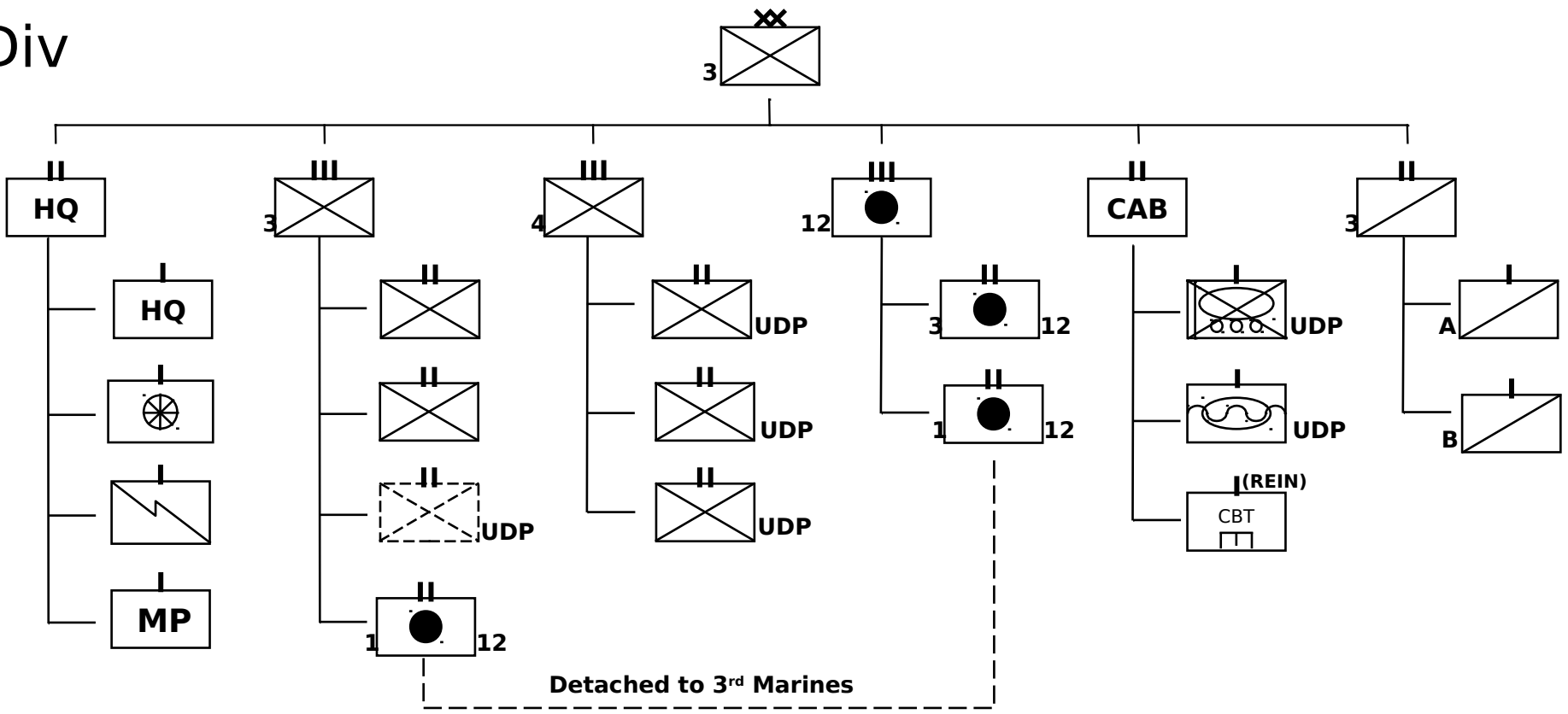
Personnel (per T/O)		
III MEF (Total)	19,141 Marines	
III MEF CE	1,875 Marines	78 Sa
3d MARDIV	5,688 Marines	324 S
1st MAW	7,499 Marines	250 S
3d MLG	4,079 Marines	977 S

Equipment (per T/E)			
58	M1A1 Tanks	48	F/A-18Cs
72	M198 Howitzers	36	F/A-18Ds
207	LAVs	64	AV-8Bs
247	AAVs	12	KC-130s
2,677	HMMWVs	64	CH-53
1,246	Trucks	90	CH-46
93	Dump Trucks	92	AH-1s
291	LVSS	50	UH-1s
55	Low-boys		
60	Refuelers		
124	Six-cons		
22	EAF Refuel Systems		

Ref: MSTPP 5-0.3 MAGTF Planners Ref Man



3d Mar Div

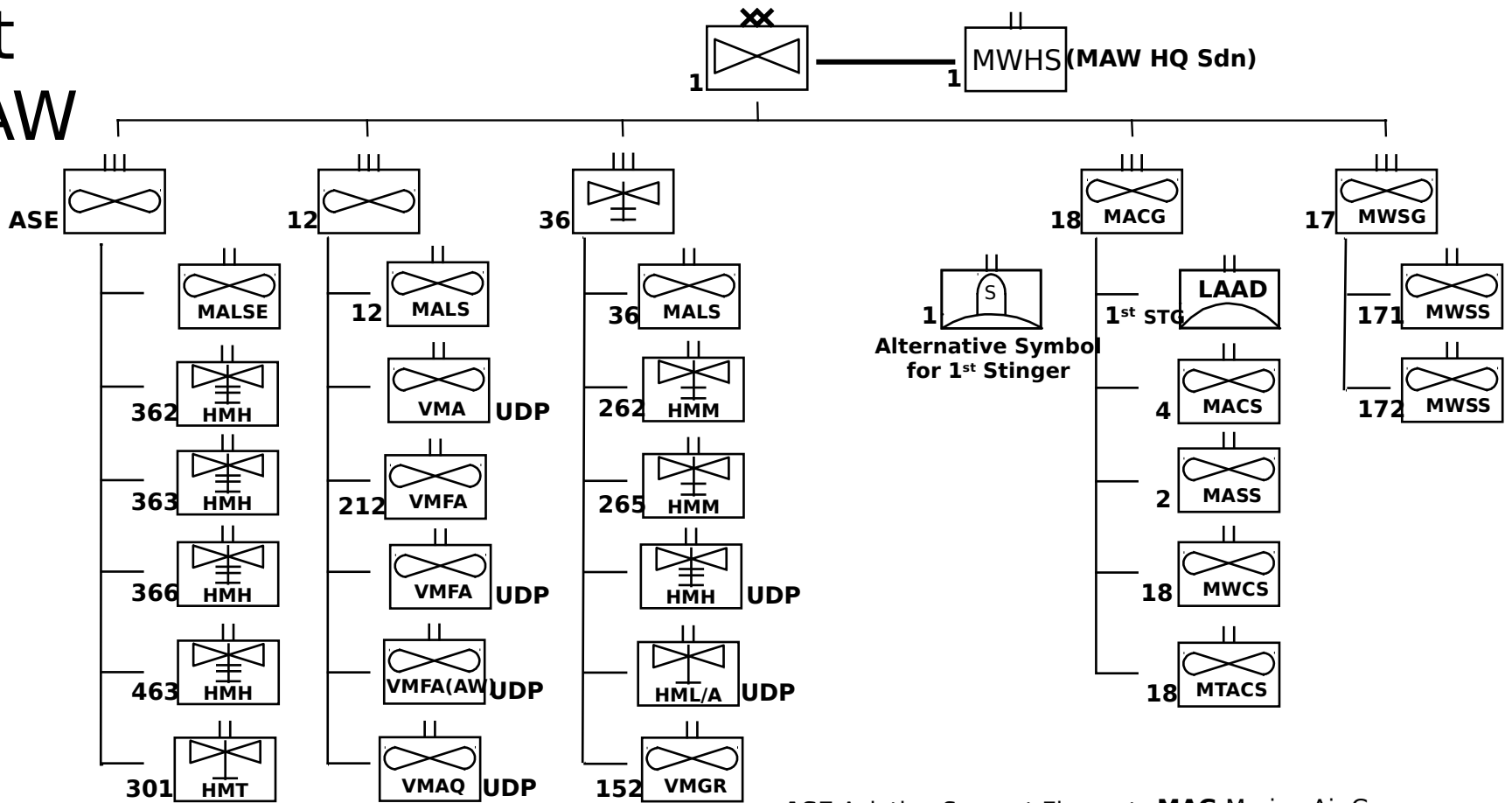


- Notes:**
- 3d Regt sources 1 UDP Bn to 4th Marines
 - 4th Regt receives one Bn each from 1st and 2^d MarDiv
 - 12th Marines receive one Bn each from 1st and 2^d MarDiv
 - The Combat Arms Bn (CAB) receives one each AAV Company and LAR Company 1st MarDiv
 - The 31st MEU sources one plat each AAV, LAR, Combat Eng, and Recon from 3^d MarDiv
 - The 31st MEU arty btry comes from 1st and 2^d MarDiv

UDP Unit Deployment Plan



1st MAW



HMH Marine Heavy Helo Sqd
HMM Marine Medium Helo Sqd
LAAD Low Altitude Air Defense

HML/A Marine Light Attack Helo Sqd
HMT Marine Helo Training Sqd

ASE Aviation Support Element
VMFA Marine Fighter Attack Sqd
VMFA(AW) All Weather VMFA
XXXT Training Sqd
VMAQ Marine Tactical EW Sqd
VMA Marine Attack Sqd
VMU UAV Sqd
VMGR Marine Aerial Refueler / Transport Sqd
UDP Unit Deployment Plan

MAG Marine Air Group
MACS Air Control Sqd
MACG Air Control Group
MALS Aviation Log Sqd
MALSE Log Sqd Element
MASS Air Support Sqd
MTACS Tac Air Control Sqd
MWSG Wing Support Group
MWCS Wing Comm Sqd
MWSS Wing Support Sqd

Unit Locations
 Kaneohe Bay, HI
ASE

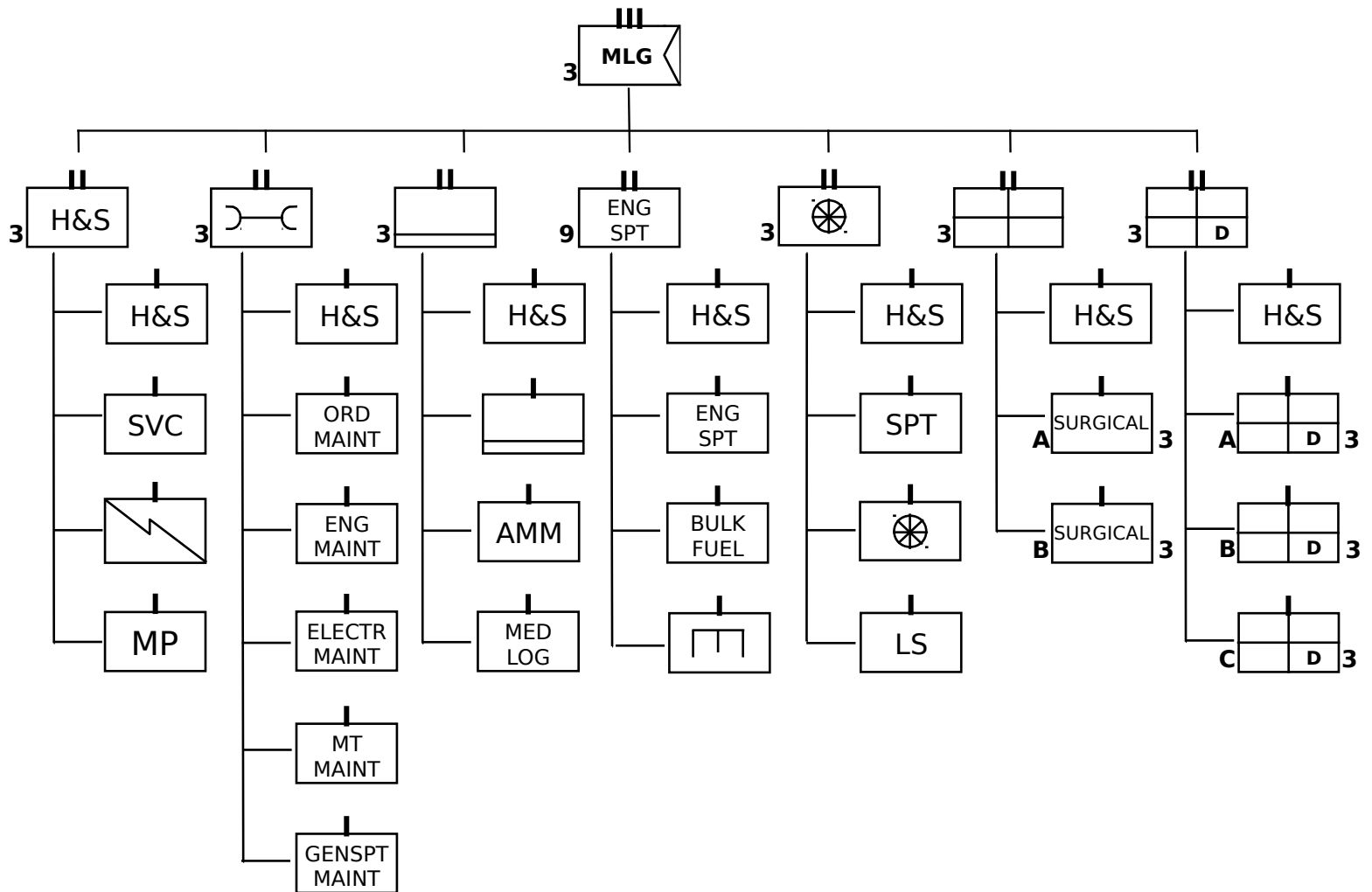
Iwakuni, Japan
MAG 12

Futenma, Japan
MAG 36, MACG 18, MWSS 172

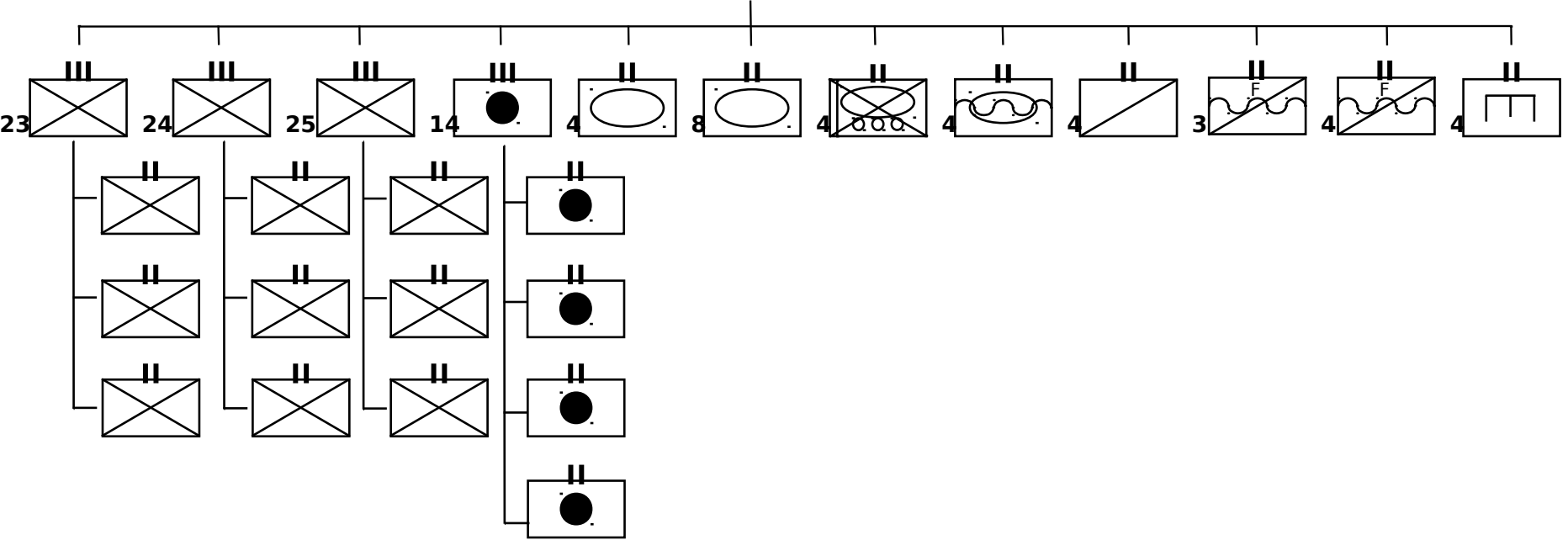
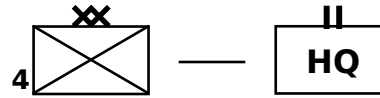
Okinawa
MWSG 17, MWSS 171, 172



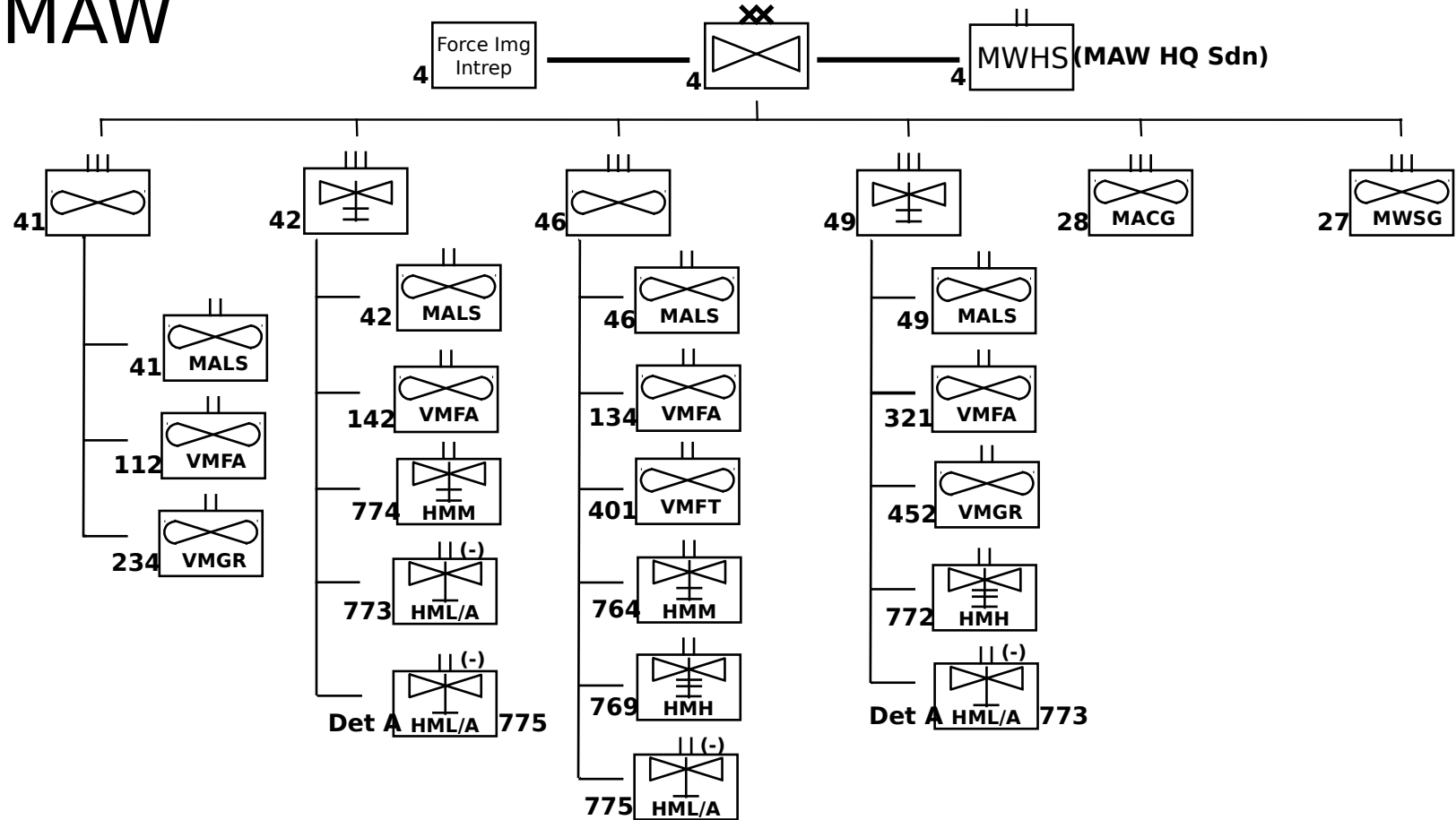
3d MLG



4th Mar Div



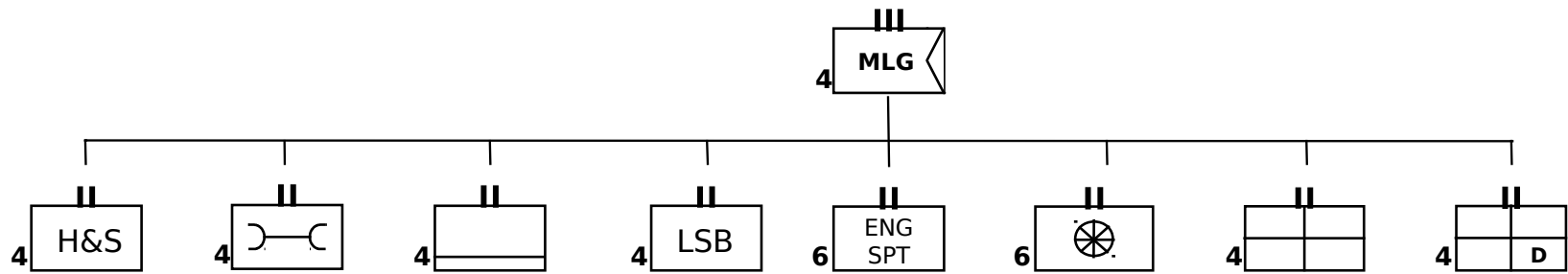
4th MAW



- HMH** Marine Heavy Helo Sqd
- HMM** Marine Medium Helo Sqd
- LAAD** Low Altitude Air Defense
- HML/A** Marine Light Attack Helo Sqd
- HMT** Marine Helo Training Sqd
- MAG** Marine Air Group
- MACS** Air Control Sqd
- MACG** Air Control Group
- MALS** Aviation Log Sqd
- MALSE Log Sqd Element**
- MASS** Air Support Sqd
- MTACS** Tac Air Control Sqd
- MWSG** Wing Support Group
- MWCS** Wing Comm Sqd
- MWSS** Wing Support Sqd
- VMFA** Marine Fighter Attack Sqd
- VMFA(AW)** All Weather VMFA
- XXXT** Training Sqd
- VMAQ** Marine Tactical EW Sqd
- VMA** Marine Attack Sqd
- VMU** UAV Sqd
- VMGR** Marine Aerial Refueler / Transport Sqd

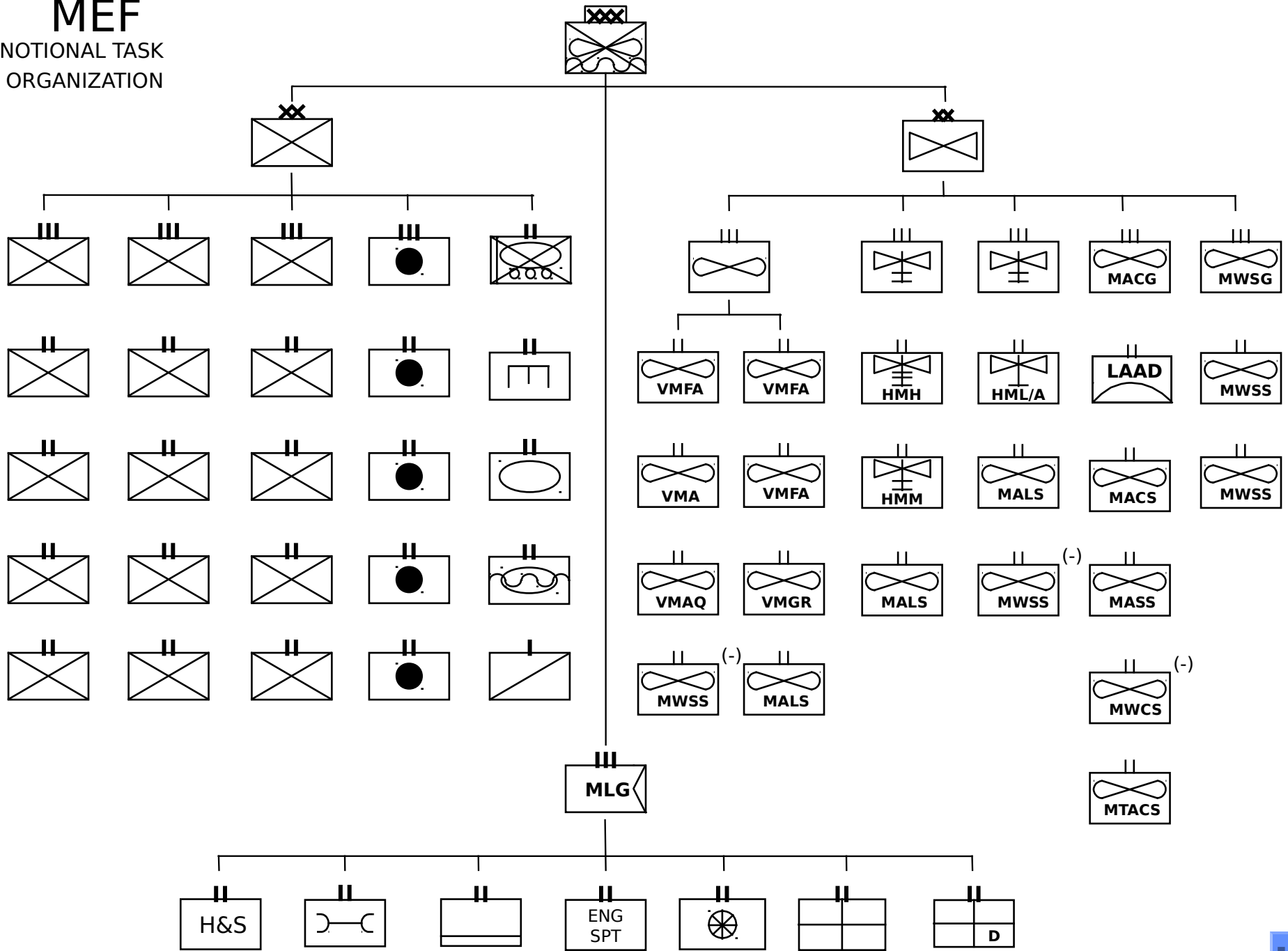


4th MLG



MEF

NOTIONAL TASK ORGANIZATION



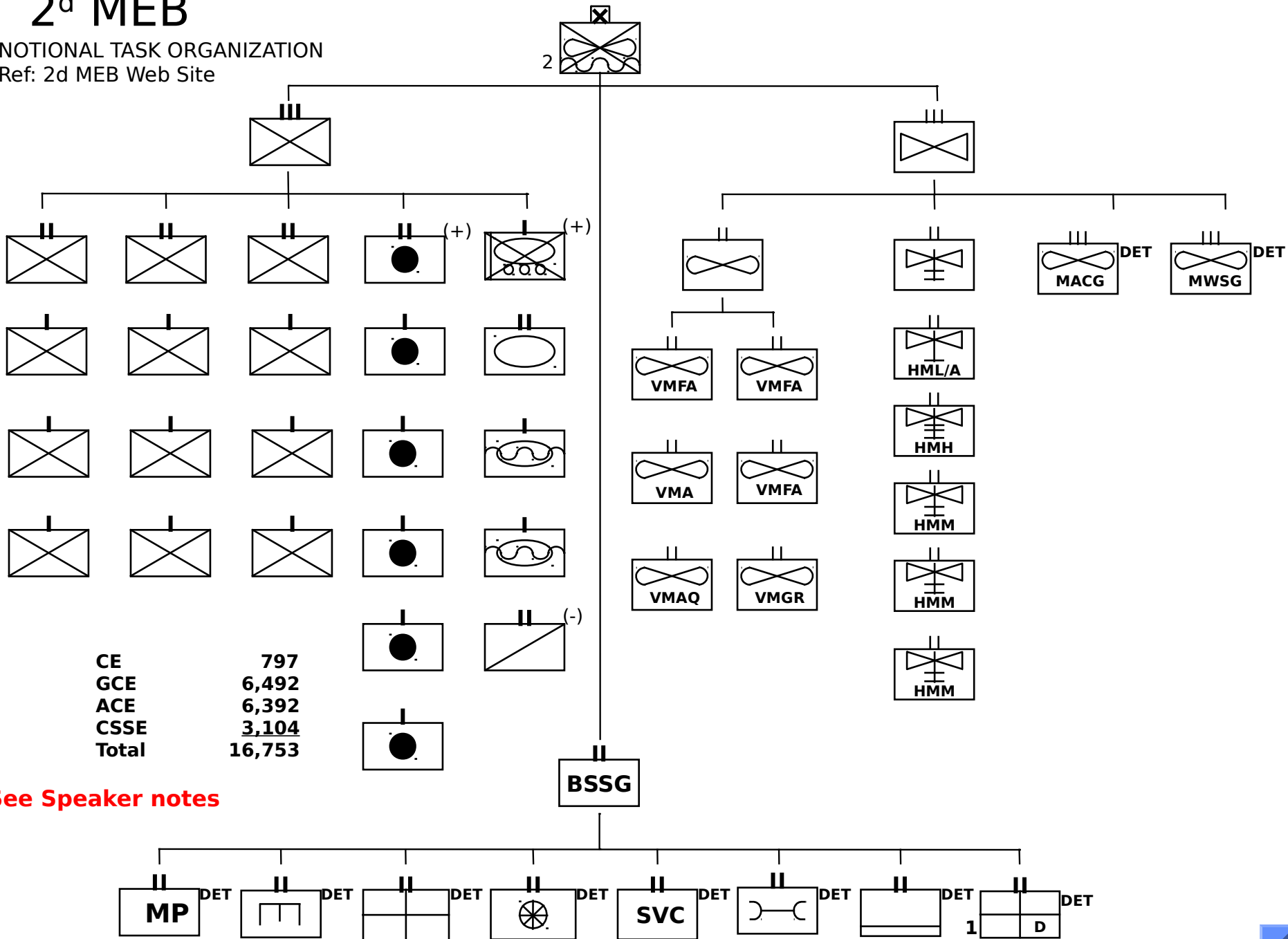
3

The letters will not change scale with the graphics, the Font size must be changed



2^d MEB

NOTIONAL TASK ORGANIZATION
 Ref: 2d MEB Web Site

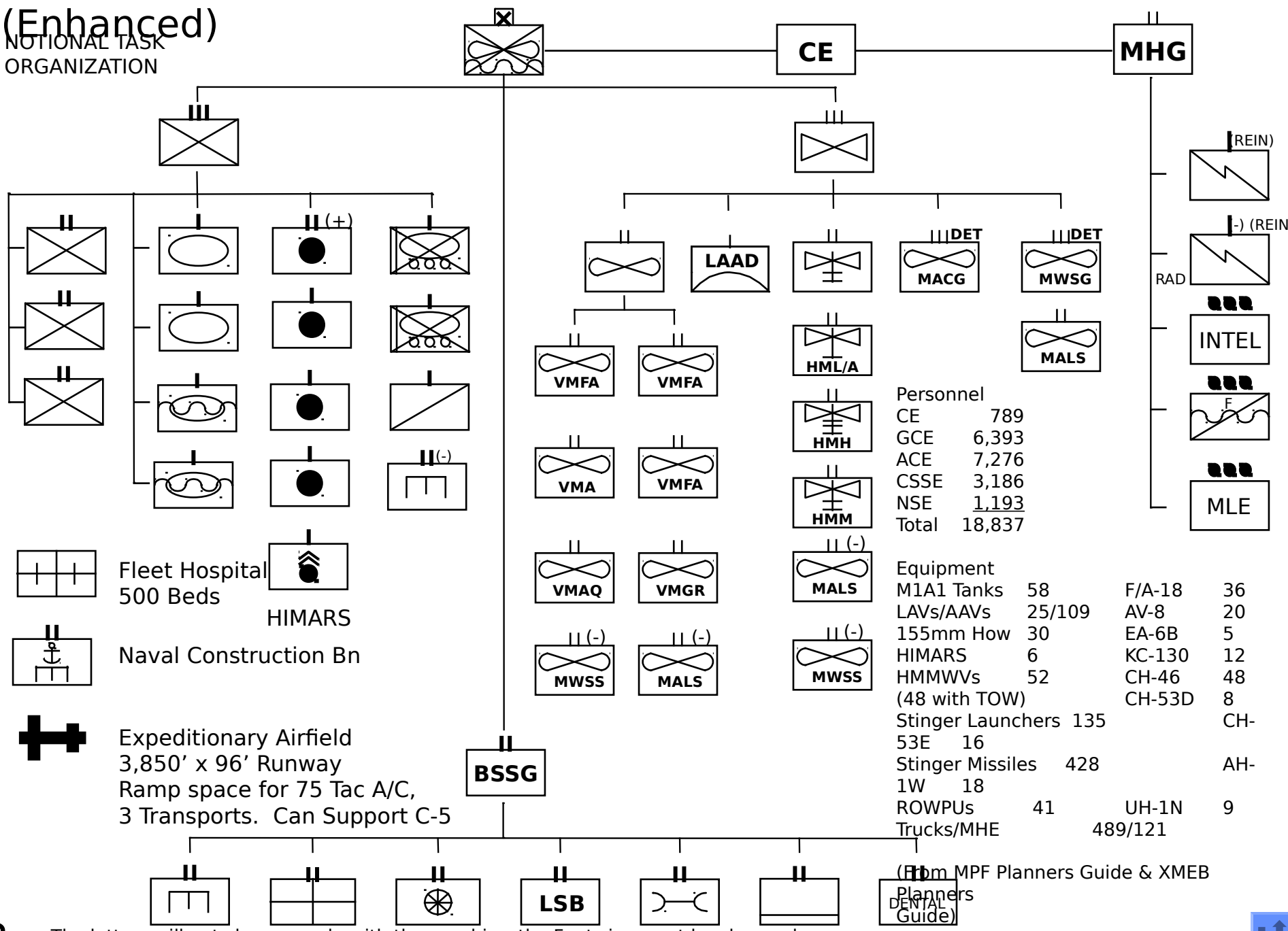


See Speaker notes

The letters will not change scale with the graphics, the Font size must be changed



(Enhanced)
NOTIONAL TASK ORGANIZATION



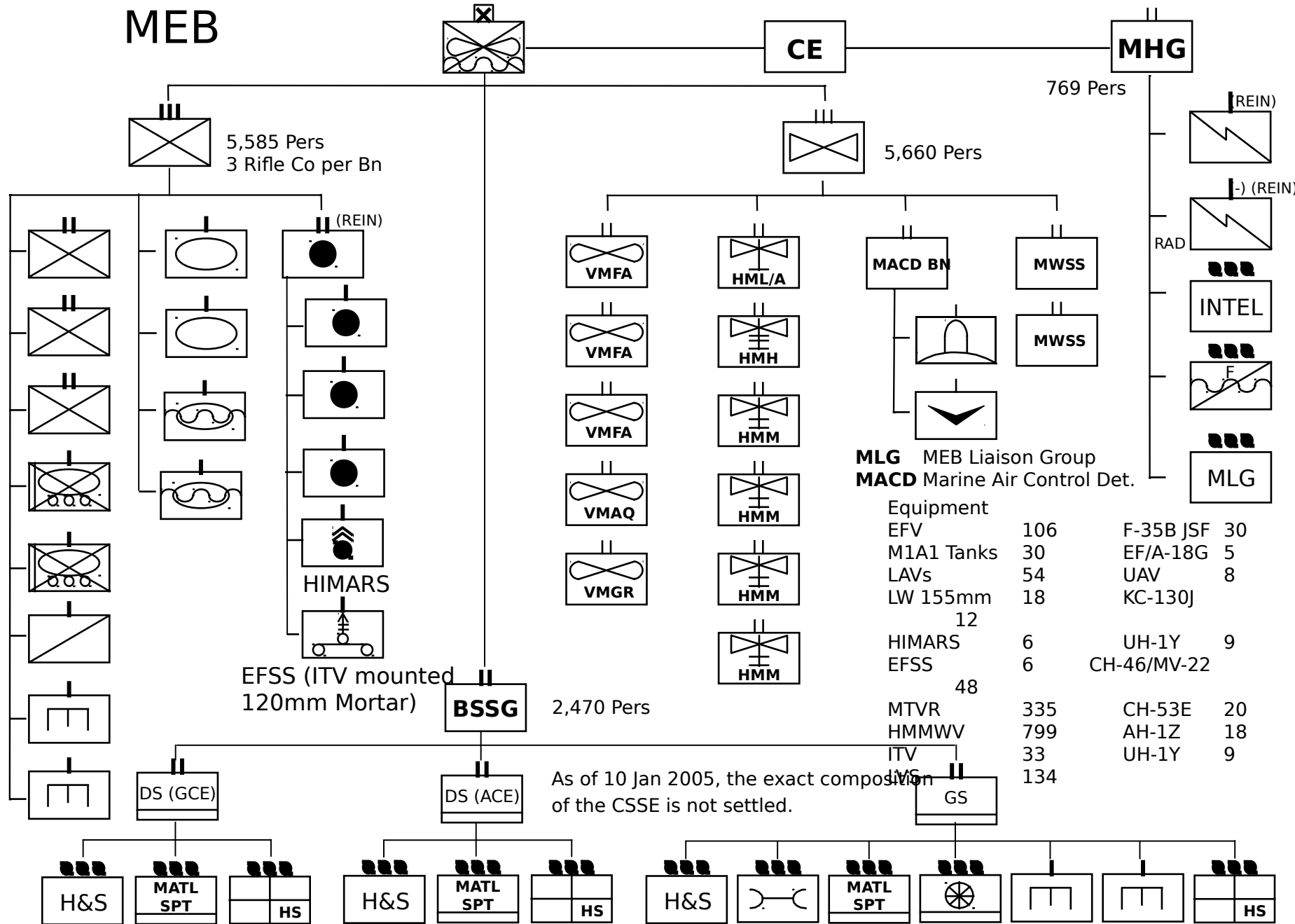
(From MPF Planners Guide & XMEB Planners DENTAL Guide)

The letters will not change scale with the graphics, the Font size must be changed



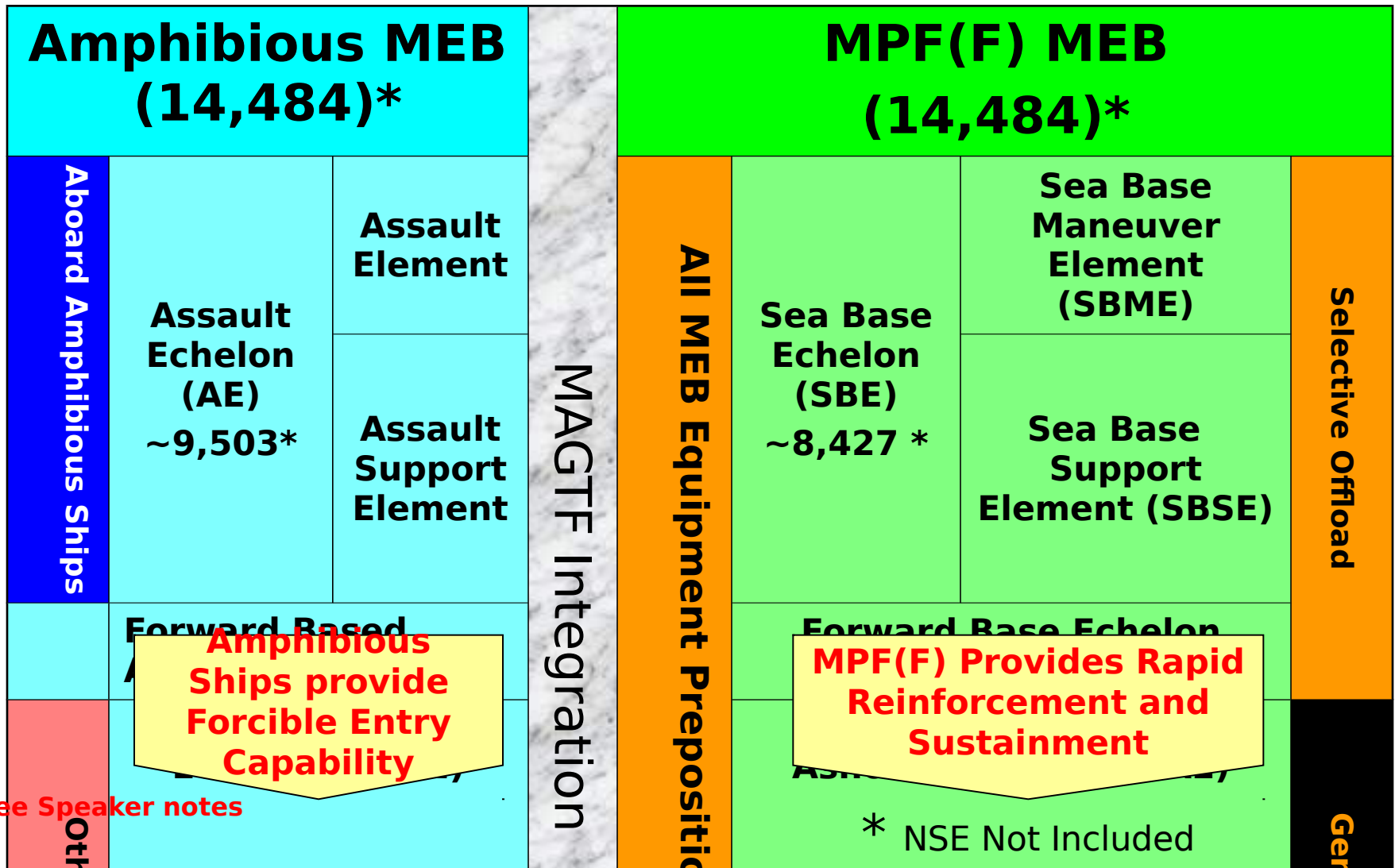
2015 Baseline

Personnel 14,484 (not including Navy Support Element (NSE))



2015 Baseline MEB Amphib and 2015 MPF(F) Synergy

Organization for Deployment and Employment

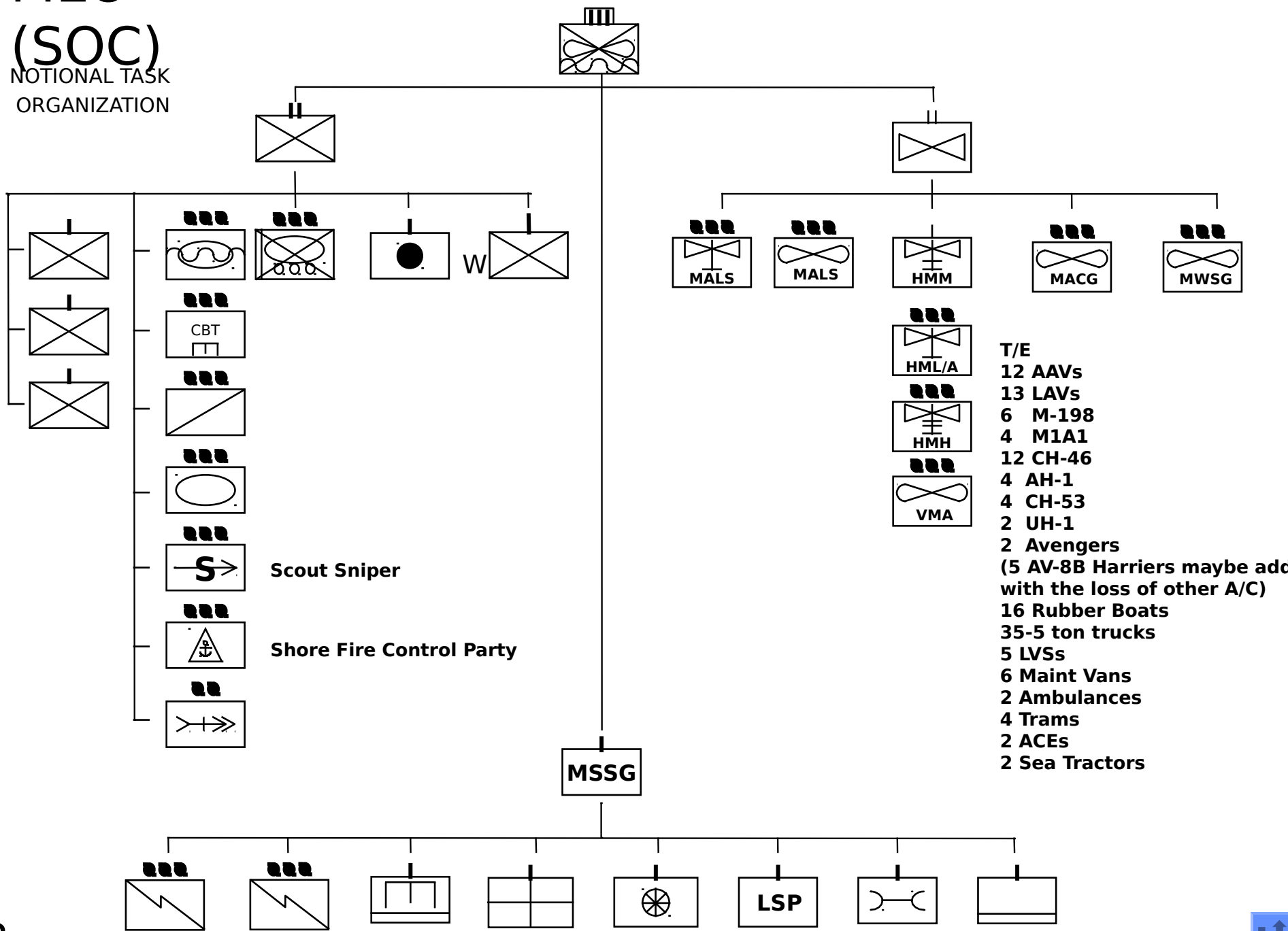


See Speaker notes



MEU

(SOC) NOTIONAL TASK ORGANIZATION



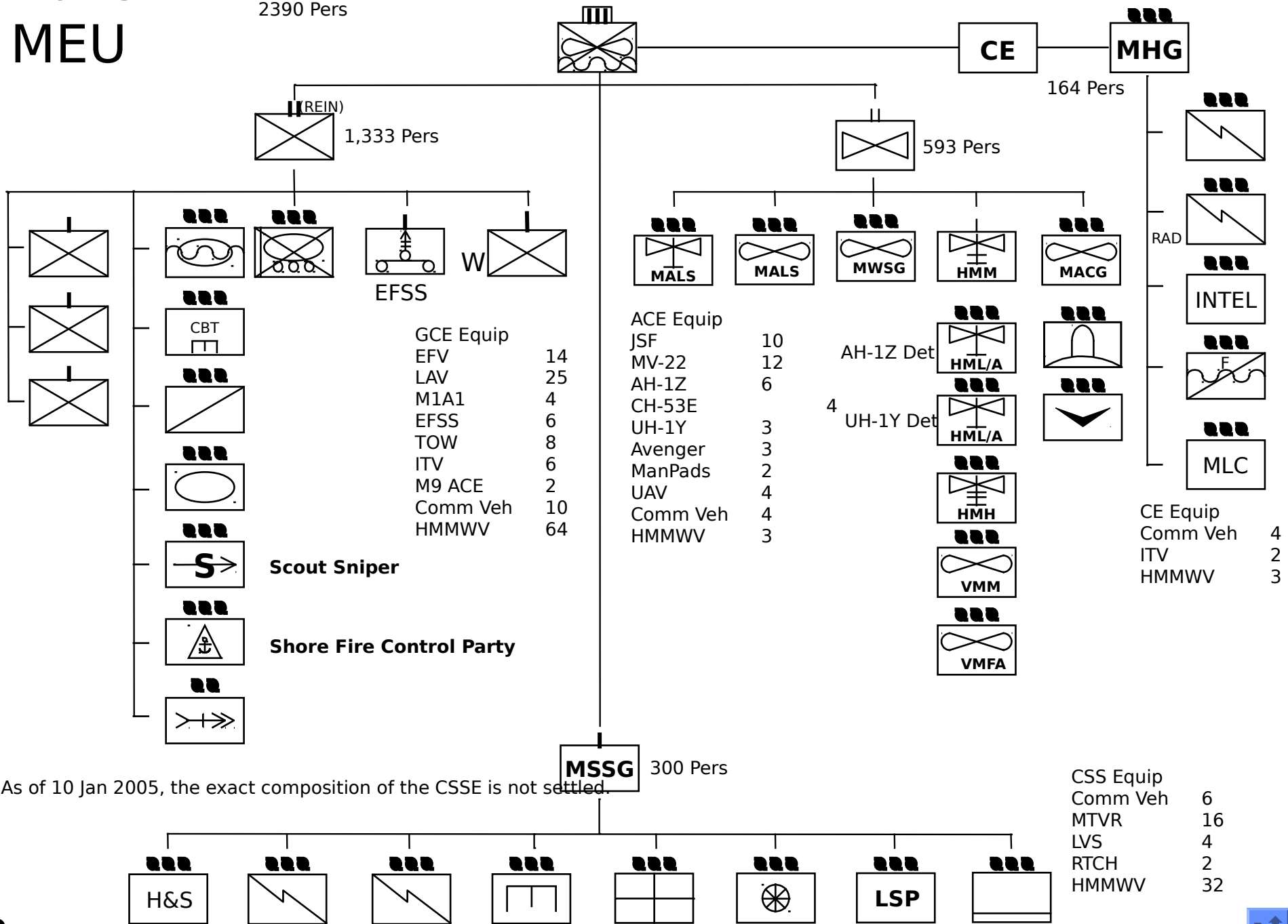
3

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2015 MEU

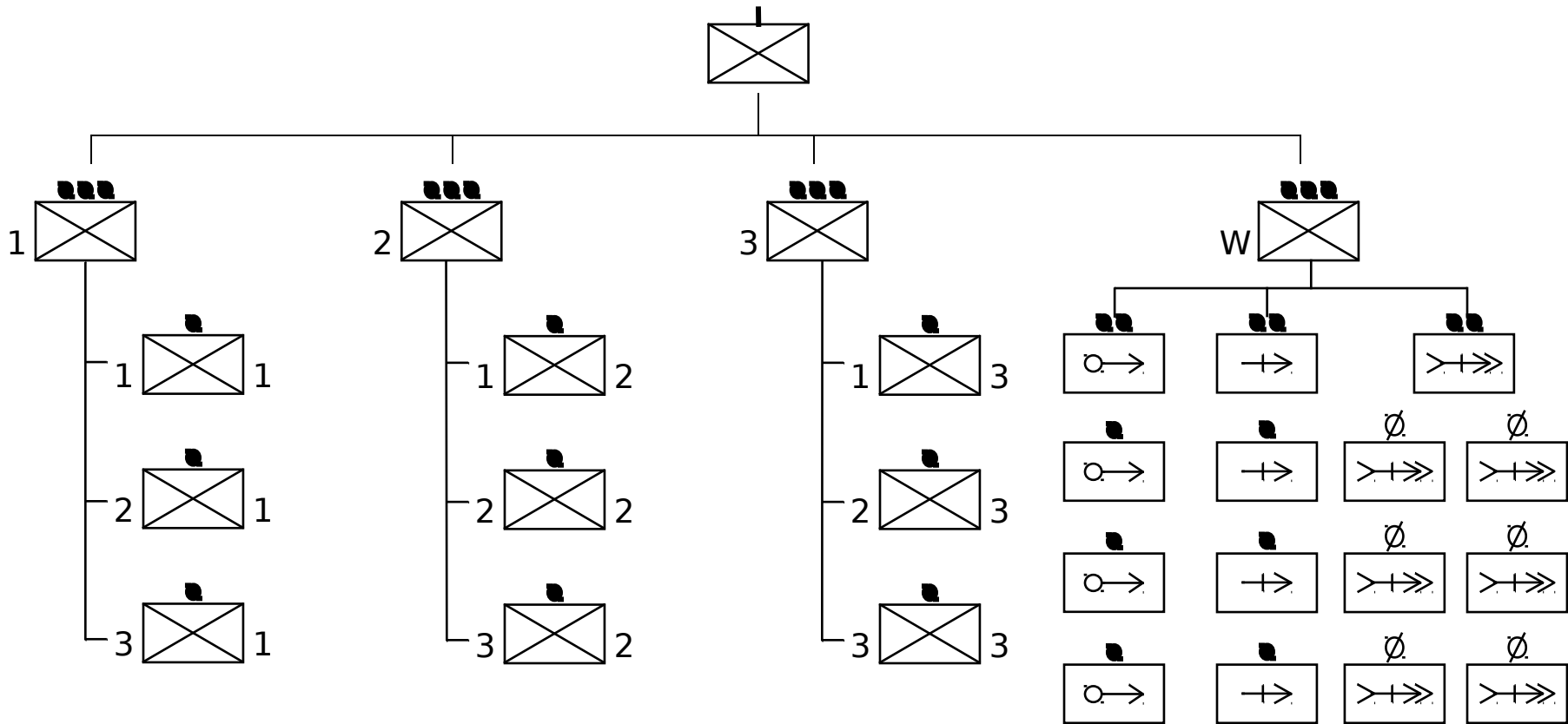
2390 Pers



As of 10 Jan 2005, the exact composition of the CSSE is not settled.



Notional Rifle Company



Individual Troop Symbols (2

slides)

References: FM 7-65 Marine Rifle Squad and MCO P5060.20 Marine Corps Drill and Ceremonies Manual

Undesignated

Unknown

Friendly

Neutral












Hostile

	Undesignated	Unknown	Friendly	Neutral	Hostile
Company Commander					
Gunnery Sergeant					
Platoon Commander					
Platoon Sergeant					
Squad Leader					
Fire Team Leader					
Automatic Rifleman					
Assistant Automatic Rifleman					
Rifleman					
Sniper					




Individual Troop Symbols

developed in support of Distributed Operations Research


Individual		ANGLICO or Universal Ground Spotter	
Military Intel		Vehicle Repair	
UAV Operator		Corpsman	
Sensor Operator		Ordinance Repair	
SIGINT Operator		Counter Intel	
Radio Operator			

Additional Duties and MOSs were defined by Adding text boxes

RO/06XX

DRIVER/CLS

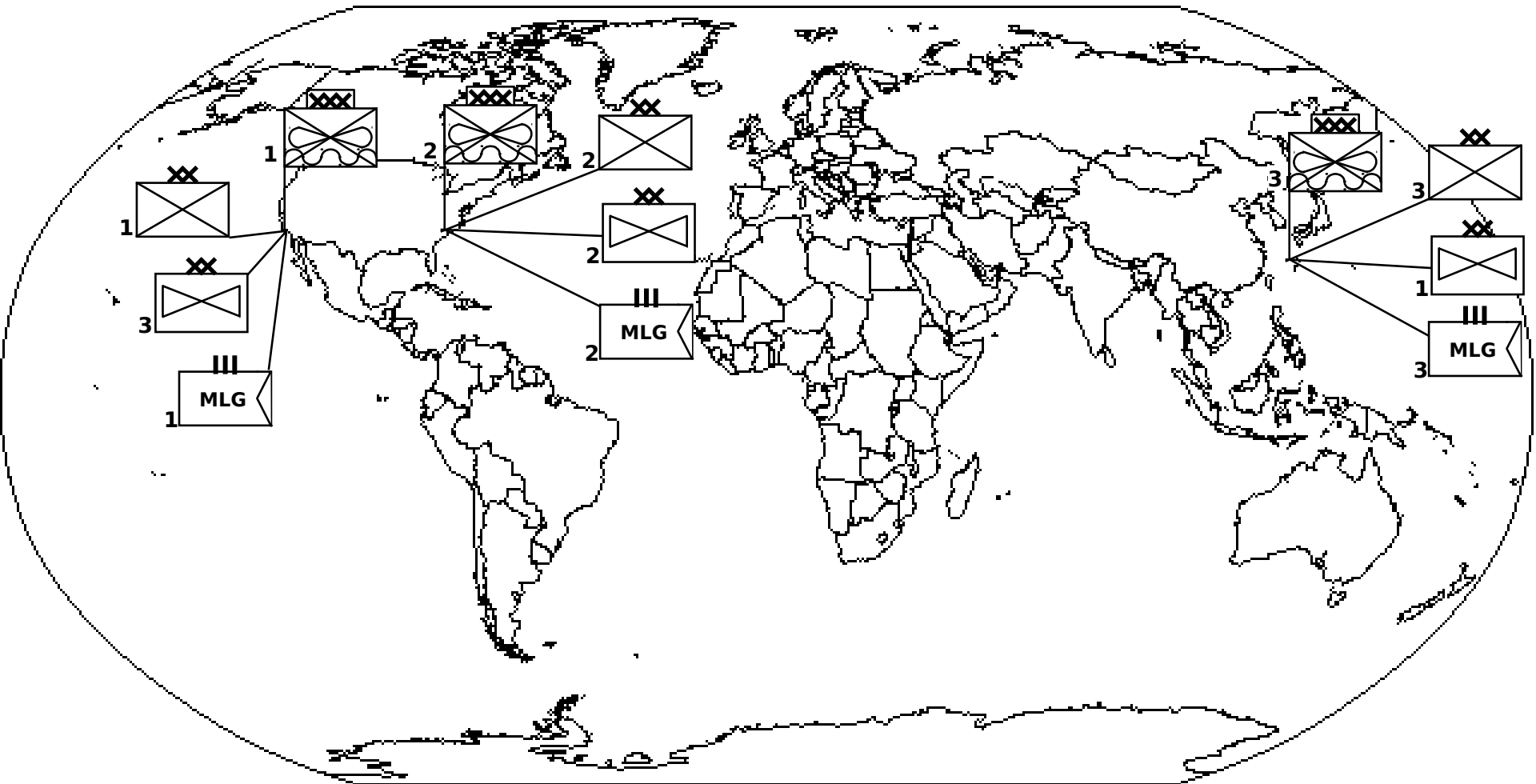
0211/HET

LINGUIST

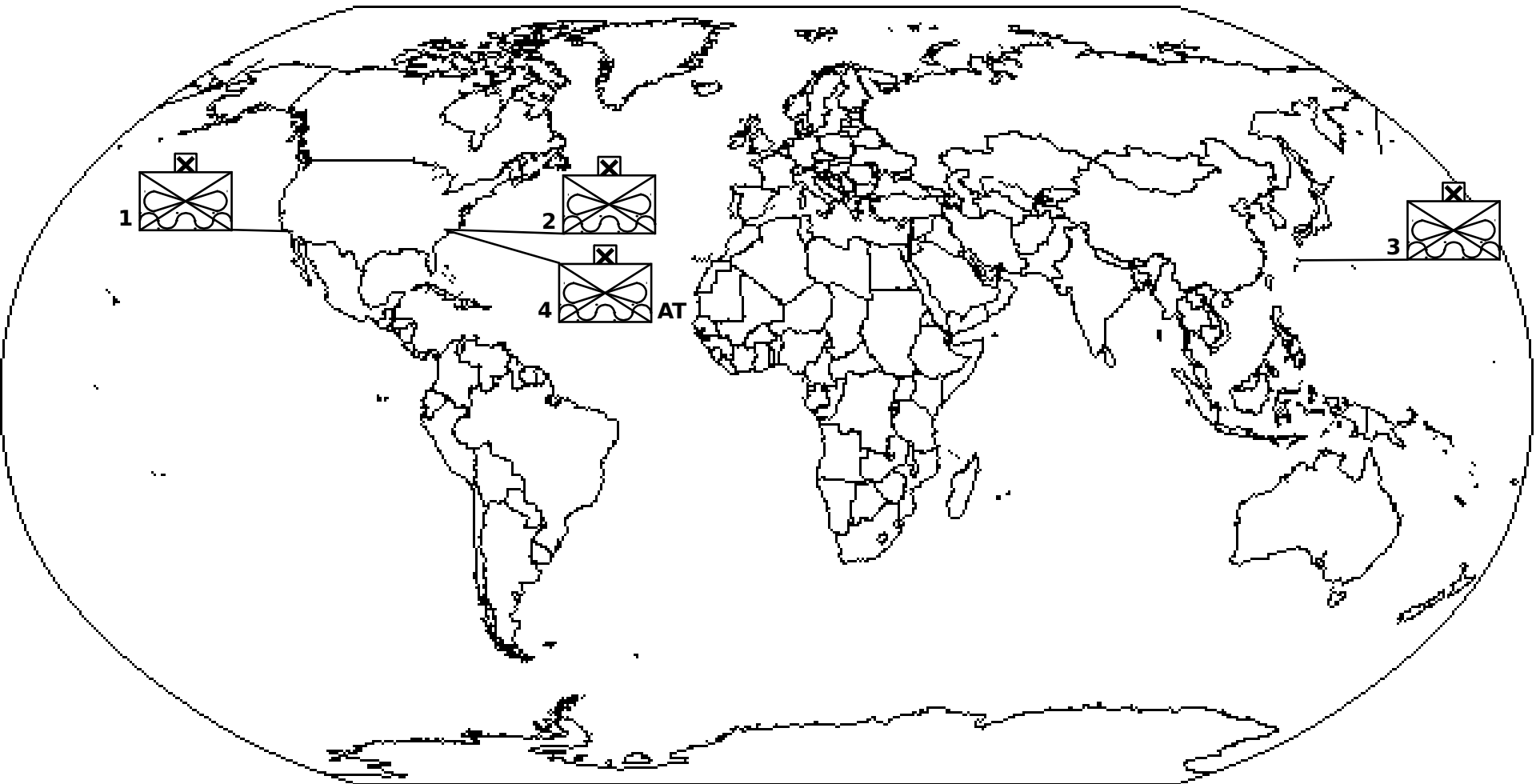
03XX/GUIDE

FSC/UGS



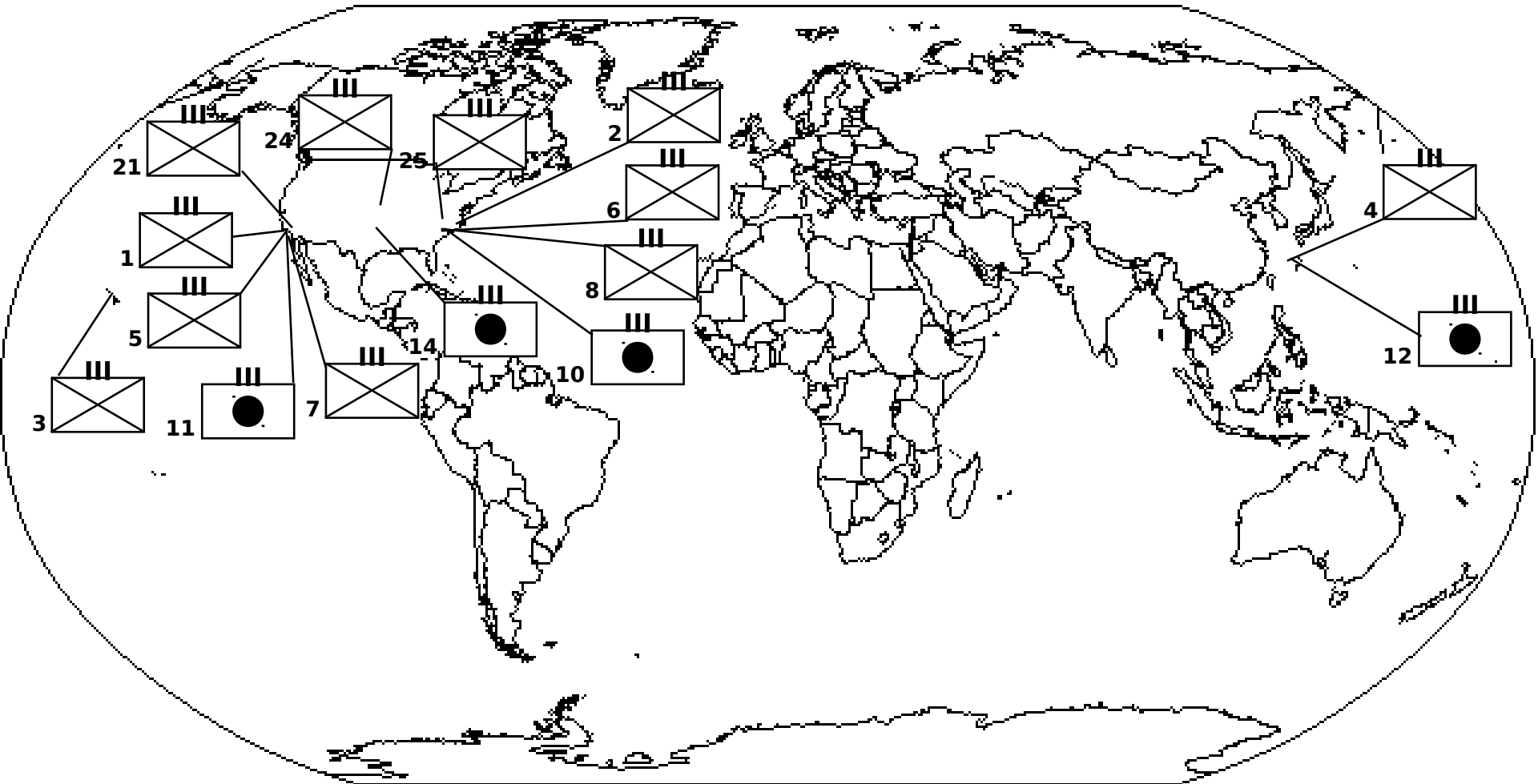
MEF and Major subordinate command locations



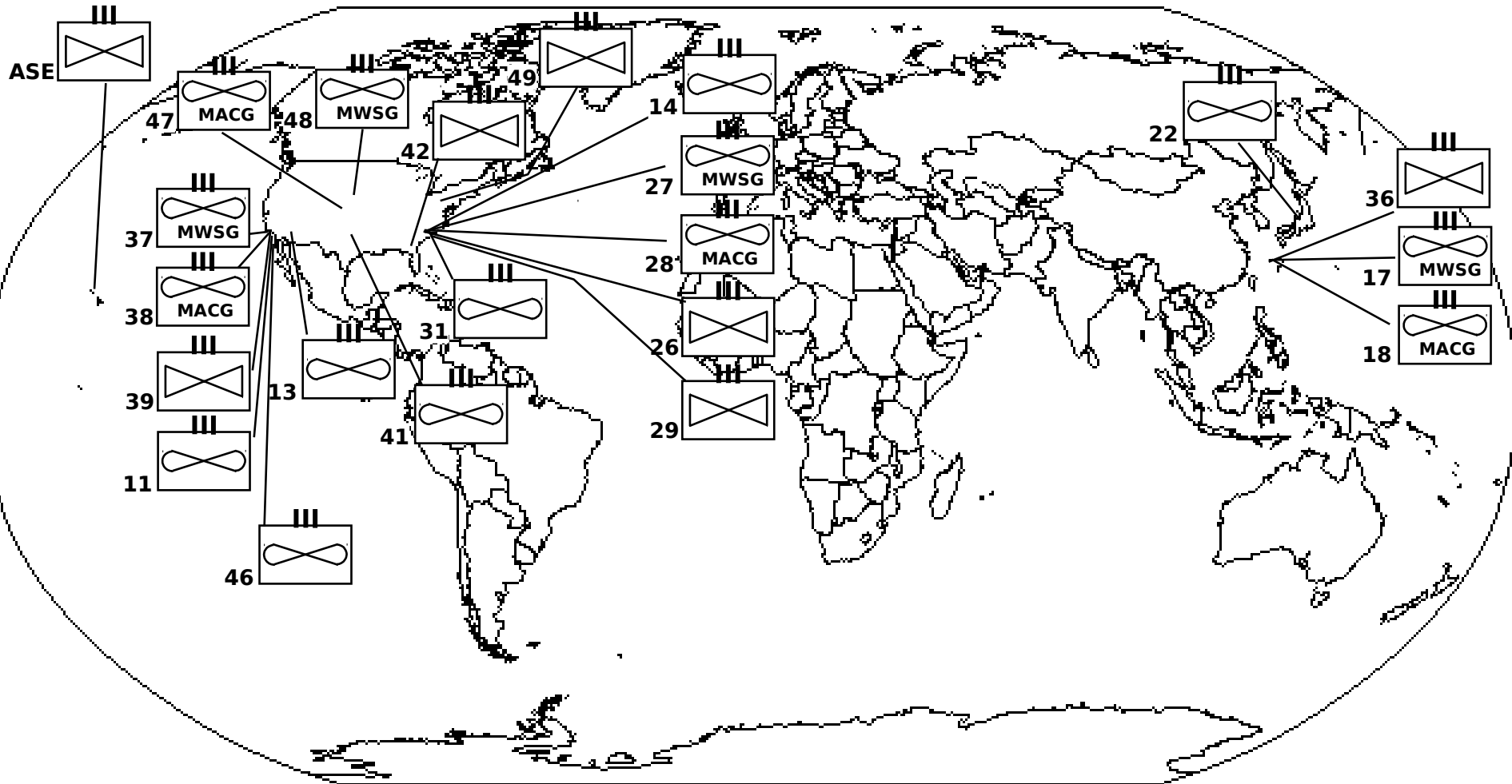
MEB locations



Infantry and Artillery Regiment locations



Aviation Group locations



The affiliation shape & Color can be added for visibility.

For more detail click



Weapons symbols

75mm M20 84 mm 106mm
SPG-9

Recoilless Rifle



Air Def. Gun



AT Gun



AT Missile SP
(Tracked)



AT Rocket
Launcher



Air Def. Gun SP



Direct Fire
or Cannon



Howitzer



Laser



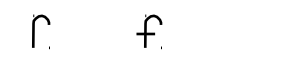
Rifle or Automatic



Mortar



Grenade Launchers



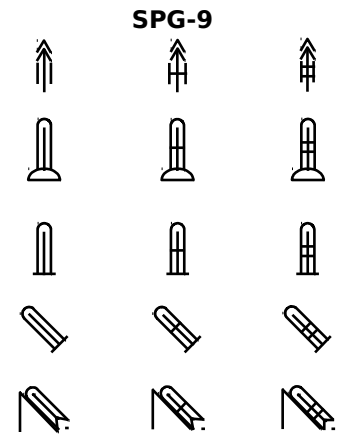
Flame Thrower



Smoke Generator

M203

Mk 19



Multi-barrel Rocket
Launcher

SAM

SSM

ASM

Non-LOS AT Missile



Armor Protected Wheeled



Mk 19 on HMMWV



Bradley-Stinger
Fighting Vehicle



LAV with 25mm



Scud on a TEL



Medium Tank with
Mine Rollers









Medium Tank with
Mine Plow



High Level Commands

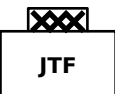
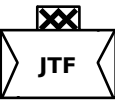
Army Service Component Commands

United States Army, Europe		EUCOM
United States Army, Pacific		PACOM
Forces Command		LANTCOM
Third US Army		CENTCOM
US Army South		SOUTHCOM
Eighth US Army		USFK

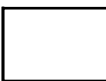
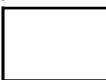
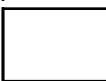


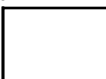




Field Army

Field Army (with Corps Attached)		CENTCOM
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Joint Task Force Commands

Joint Task Force South		SOUTH
Joint Support Command		SOUTH

Headquarters Types

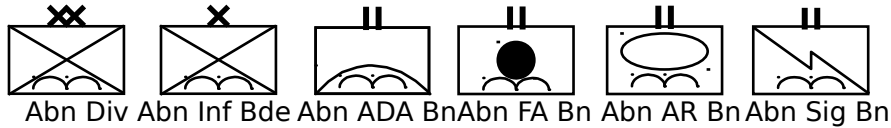
Tactical Operations Center (TOC)		TOC
Assault Command Post (ASLT)		ASLT
Base Defense Operations Center (BDOC)		BDOC
Command Group (CMD GP)		CMD
Combat Trains Command Post (CTCP)		CTCP
Field Trains Command Post (FTCP)		FTCP
Forward Command Post (FWD)		FWD
Main Command Post (MAIN)		MAIN
Rear Command Post (REAR)		REAR
Tactical Command Post (TAC)		TAC



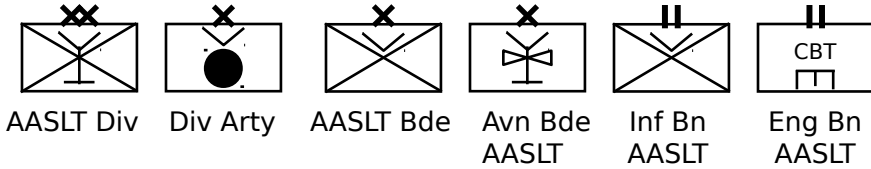
Examples of units in

Divisions

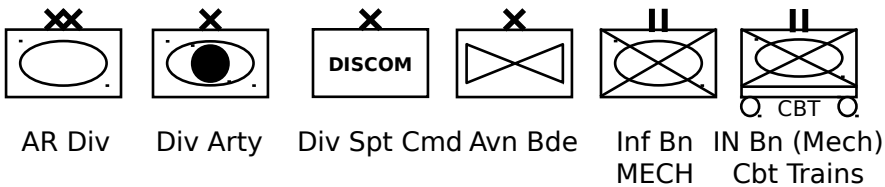
Airborne Division



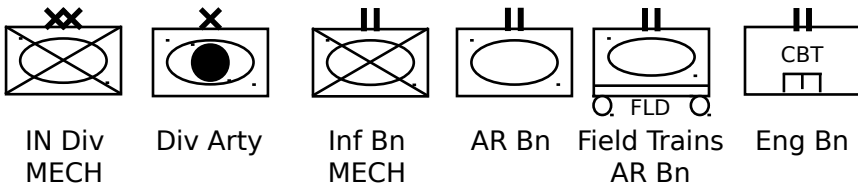
Air Assault Division



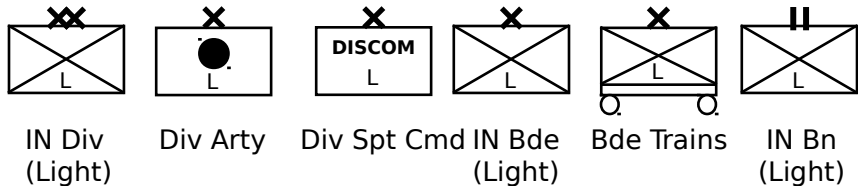
Armored Division



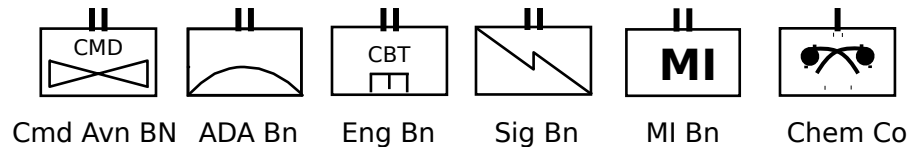
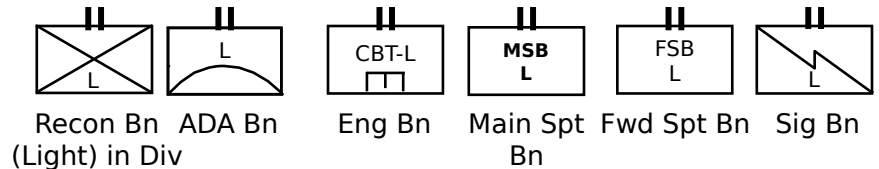
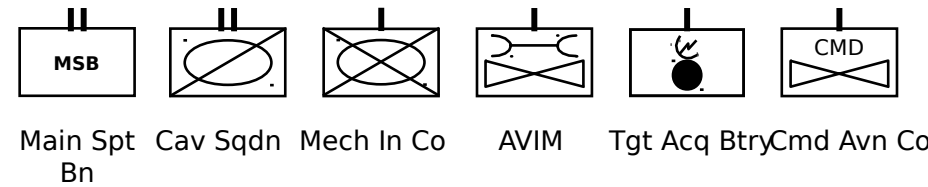
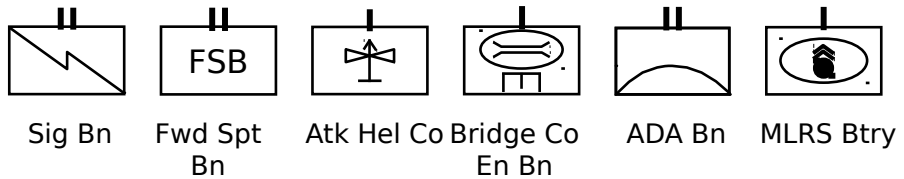
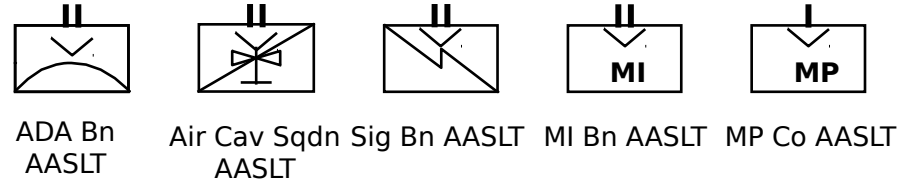
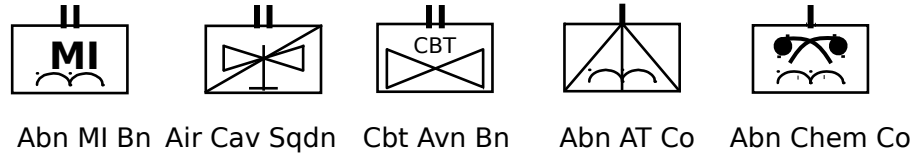
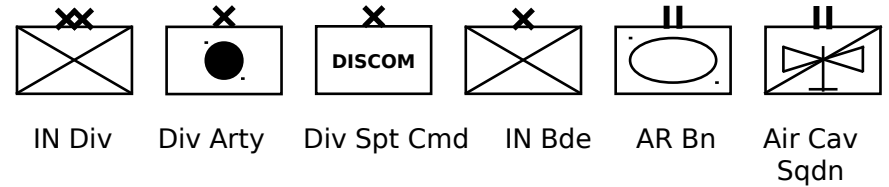
Mechanized Division



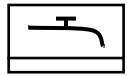
Infantry Division (Light)



Infantry Division (see pages A-4, 5 MCRP 5-12A or FM 101-5-1)



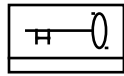
Examples of Supply Sites



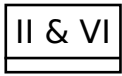
Water



Class I



Class II



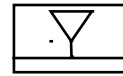
Multiple Classes



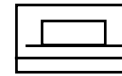
Class III Army Aviation



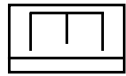
Class III USAF Aviation



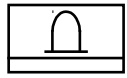
Class III Ground



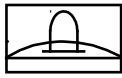
Class III Solid Fuel



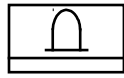
Class IV



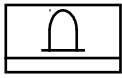
Class V All Types



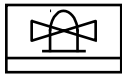
Class V Air Defense



ASP



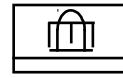
ATP



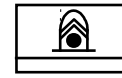
Class V Army Aviation



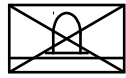
Class V Artillery



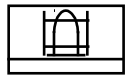
Class V Mines & Explosives



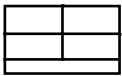
Class V Rocket Artillery



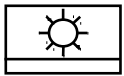
Class V Small Arms



Class V Tank



Class VII

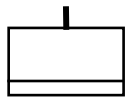


Class IX

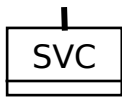


All Classes

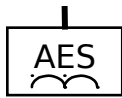
Examples of Combat Service Support Units



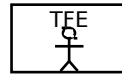
Division Supply Company



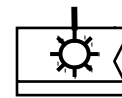
Division Supply & Services Co.



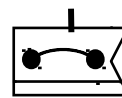
Airdrop Equip Support Co



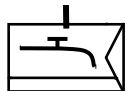
Tactical Field Exchange



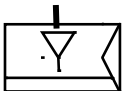
Repair Parts Supply Co. (GS)



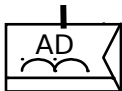
Heavy Material Supply Co (GS)



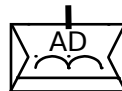
Water Supply Co. (GS)



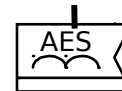
Petroleum Supply Co (GS)



Light Airdrop Supply Co



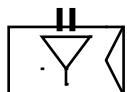
Heavy Airdrop Supply Co



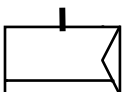
Airdrop Equip Support Co



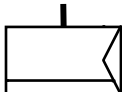
Airdrop Equip Repair & Supply Co



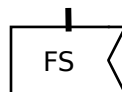
Petroleum Pipeline & Terminal Operating Bn



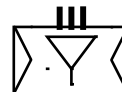
Supply Co (DS)



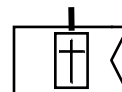
Supply Co (GS)



Field Service Co



Petroleum Group













Mortuary Affairs Co

The letters will not change scale with the graphics, the Font size must be changed












Mobility Modifiers

Symbols






















-  Wheeled Limited Cross Country
-  X country veh
-  Towed trailer
-  Railway
-  Half track
-  Over-snow (Prime Mover)
-  Sled (towed)
-  Horse, Camel Pack-Animal Equipped
-  Barge
-  Amphibious

Tactical

-   AP mine/belt
-   AT mine/belt
-   Unspecified mine/belt
-  AT Ditch prepared/under preparation
-  Unspecified Obstacle belt
-  Prepared positions



Vehicle Symbols

			Tank Lt, Med Heavy		Armored Combat Earth Mover (ACE)
			APC		Armored Vehicle- Launched Bridge (AVLB)
			Bradley		
			LAV		Hovercraft
			LVTC		
			LVTE		Armored Vehicle-Mounted MICLIC (AVLM)
					Trailer-mounted MICLIC
			LVTP		Tractor, Full-tracked Low-speed (doz)
			LVTR		Armored Carrier with Volcano
			Truck		Truck-mounted Volcano
			Locomotive		

Aircraft / Aerial Vehicles (2 pages)

Helicopters



Civilian



Attack/ASW/ASUW



Recon



Transport: light, med, heavy



Support: SAR & C2, MCM

Aviation Symbols

Army

Air Force

Army

Air Force

Helo

Fixed Wing

Helo



Fixed Wing



Attack



Bomber



Fighter



Recon



Lift



Airborne Unit Identifier



RPV



Air Assault Unit lift required



Air Assault Unit Lift Organic



Miscellaneous Comm or Electronics



Generic Signals or Electronic



Radio Retransmission



Direction Finder



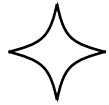
Signal or Comm Center



Radar



Electronic Warfare



Unattended Ground Sensor



Sensor String






Unit Size Indicators

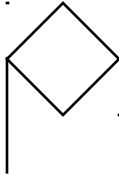
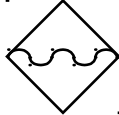






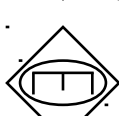
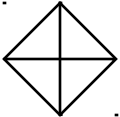

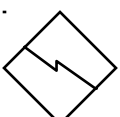

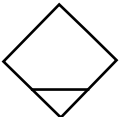
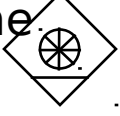
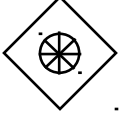
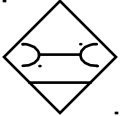
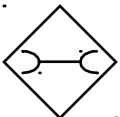
xxxxxx	Region	
xxxxx	Army Group	
xxxx	Army	xxxxx
xxx	Corps	xxxx
xx	Division/Wing	xxx
x	Brigade	xx
III	Regiment/Group	III
II	BN/Squadron	II
I	Co/Battery/Troop	I
●●●●	Platoon or Detachment	●●●●
●●	Section	●●
●	Squad	●
∅	Team / Crew	
■	Installation	

*Task Organization can also be designated by (M) in the text description

Examples of Enemy Equipment

-  Tank
-  Tracked Wheeled IFV
-  Tracked Wheeled IFV

Enemy Units (2 pages)

-  Headquarters
-  Amphibious
-  Military Intel
-  Military Police
-  NBC
-  Afloat or Riverine
-  Naval
-  Engineer
-  Mech Engineer
-  Medical
-  Medical Treatment
-  Communications / Signal
-  Electronic Warfare
-  Supply
-  Supply & Transport
-  Motor Transport
-  Supply & Repair
-  Maintenance

The letters will not change scale with the graphics, the Font size must be changed

121800Z
57
5

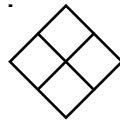

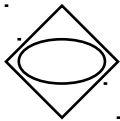
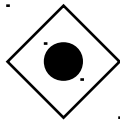
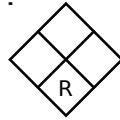
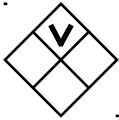
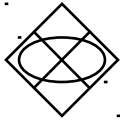
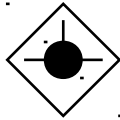
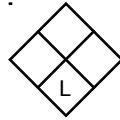

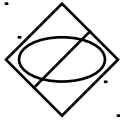
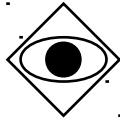
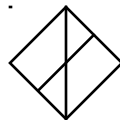
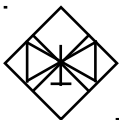


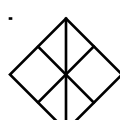




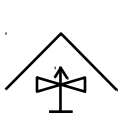
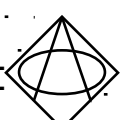
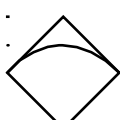
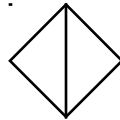
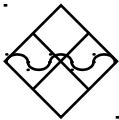
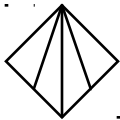
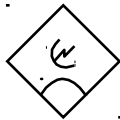
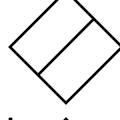
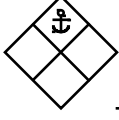

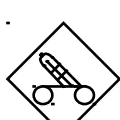

2- 57mm AT Guns report 121800Z

The letters will not change scale with the graphics, the Font size must be changed



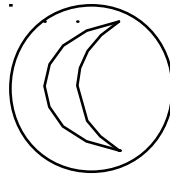
Enemy Units

The letters will not change scale with the graphic the Font size must be changed

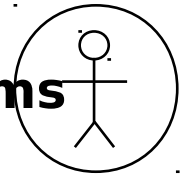
	Infantry		Airborne Infantry		Armor		Artillery
	Rangers		Air Assault Infantry with out aircraft		Mech Inf		Mortar
	Light		Air Assault Infantry with aircraft		Light Armor/ Armored Cav		SP Artillery
	Motorized Scouts		Air Cav		Mech or Armored (Wheeled)		MLRS
	Motorized Inf		Attack Helo on the Ground		Antiarmor		Counter-battery Radar
	Mountain		Attack Helo in Flight		AT Mech		Air Defense
	Motorized		Marine Infantry		AT Motorized		Air Defense Radar
	Recon/ Calvary		Naval Infantry		Mobile SSM (IRBM)		Mobile ASCM
	Special Forces						



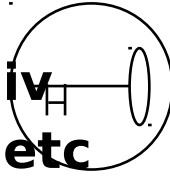
Class I Subsistence



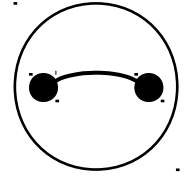
Class VI Personal Items



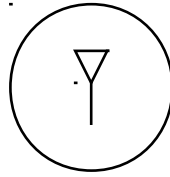
**Class II Clothing, Individual
Equipment, Tentage etc**



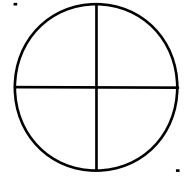
**Class VII Major End
Items**


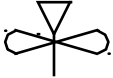

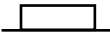


Class III POL & Fuel

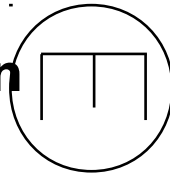


Class VIII Medical

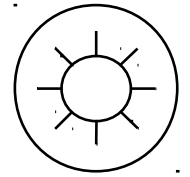


   
Ground Air Army Solid Fuel
Force Aviation (coal/wood)

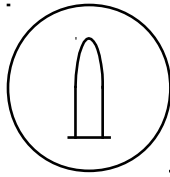
Class IV Construction



Class IX Repair Parts



Class V AMMO
all types less special



**Class X Civic
Affairs/Non Military**



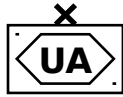
Army Unique Symbols

Experimental Units

Color Codes



Unit of Effort



Unit of Action



Mobility Enhancement Unit
A task organized unit
Consisting of MP's, Chemical Warfare, and Engineers



Place holder subordinate Bn
of undefined composition



Striker Brigade



Sustainment Brigade



Non-Line-of-Sight Fires



Air Assault



Medevac



Airborne Scout Recon



Artillery



Infantry



Armor

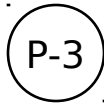
Reference: Experimental Units from Army OOB slides UC04, SV04, and EW04



Navy Unique Symbols



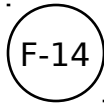
Guided Missile Cruiser



Patrol Aircraft
UAV, Recon, Etc



Guided Missile Destroyer



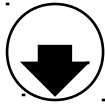
Fighter Aircraft



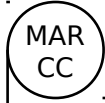
Guided Missile Frigate



Aircraft Carrier The Sea Surface Symbols in the MIL-STD 2525B ha
(Nuclear Powered) more examples of maritime symb



Amphibious Warfare
(Multiple Ships)



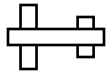
Maritime Component
Commander HQ



Nuclear Powered
Submarine (Submerged)



Air Force Unique Symbols



Civilian Aircraft



UAV, Recon, Etc



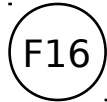
Military Aircraft



C3I, AEW



Bomber



Fighter



Support A/C (Tanker, Transport, etc)



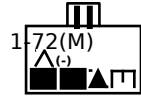
Air Component
Commander HQ

The "Ground Units Aviation" section in the MIL-STD 2525B
more examples of aviation symbols



Examples of Combat Effectives Graphics Task-Organized Composition Graphics

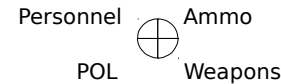
Example of a Task-Organized Composition Graphic



TF 1-72 IN(M) is organized with two mech Inf Co., one Armor Tm an AT Co. minus one platoon and an Engineer Co.

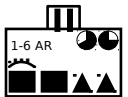
Commander's Assessment of Ability to Perform Mission	Effectiveness Pie Chart	Selected Status Pie Chart
"No Problem"		
"Some Problems" Personnel		
"Major Problems" Weapons Systems		
Can't Perform Mission Pers, Ammo, Weps		

Selected Status Pie Chart Code (see speaker notes)



Decision Graphics

Team A, 1st Bn, 72d IN(M) is organized with two mechanized infantry platoons and one armor platoon. It has "some difficulty" performing its mission because of deadlined weapons systems

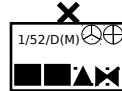


TF 1-6 AR is organized with two armor teams, two mechanized infantry teams, and an air defense platoon. It has "major problems" in performing its Mission because of personnel and weapon systems

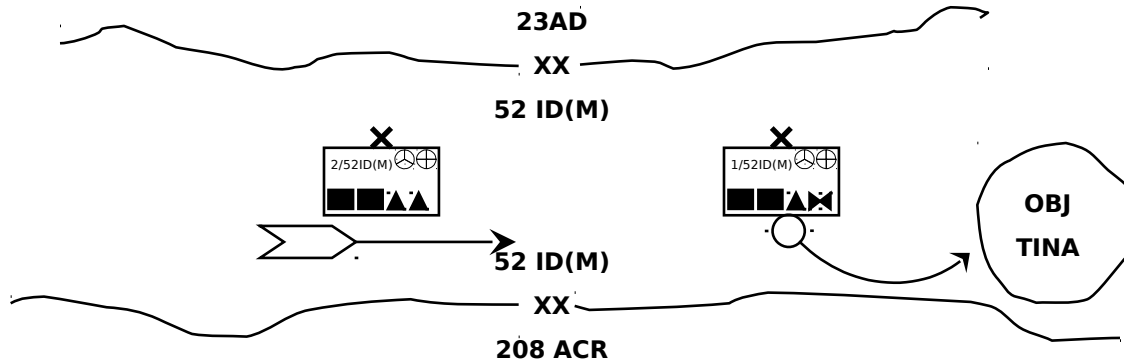
Shorthand Unit Symbols

- Armor
- Armored Cavalry
- Infantry
- Air Assault Infantry
- Airborne Infantry
- Light Infantry
- Mech Infantry
- Mountain Infantry
- Medium
- Antitank Mech
- Air Defense
- Engineer
- Artillery
- Attack Helicopter
- Air Cavalry
- Lift/Assault Helicopters

1st Bde, 52 ID(M), is organized with two mechanized infantry battalions, one armor battalion, and an attack helicopter battalion. It has "no problems" in performing its mission



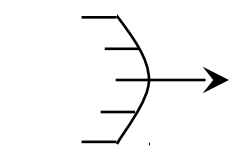
Mission Graphics



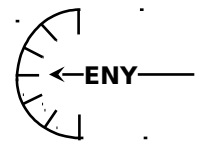
1st Bde, 52 Inf Div (Mechanized) is task organized with two mech infantry Bn's, an armor (tank) Bn, and an attack helo Bn. It has no deficiencies. Its task is to seize objective Tina. The 2d Bde, 52 ID (Mech) is task organized with two Mech IN Bn's and to Tank Bn's. It has no deficiencies. Its task is to follow and support the first brigade.

See Speaker notes

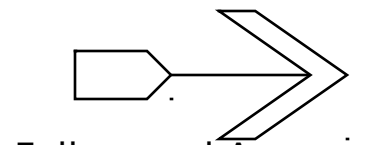




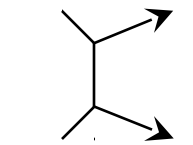
Ambush



Contain

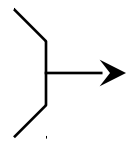


Follow and Assume

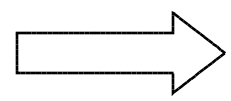


Support by Fire

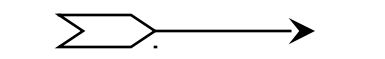
Tactical Mission Graphics



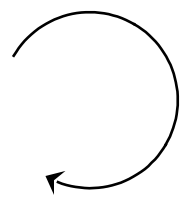
Attack by Fire



Counterattack



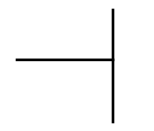
Follow and Support



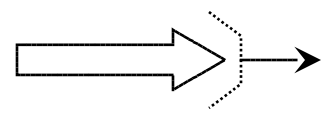
Secure



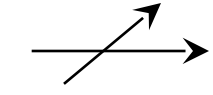
Withdrawal Under pressure



Block



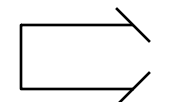
Counterattack by Fire



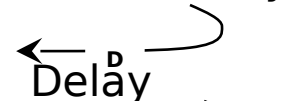
Interdict



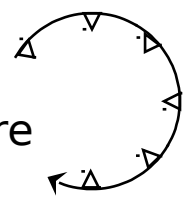
Relief in Place



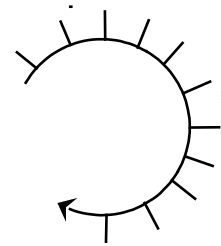
Breach



Delay



Isolate

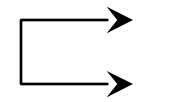


Retain



Air Assault

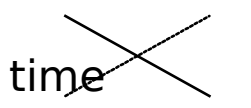
Delay until specified time
272100Z SEP



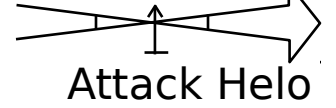
Bypass



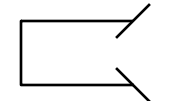
Destroy



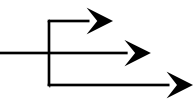
Neutralize



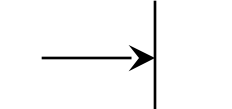
Attack Helo



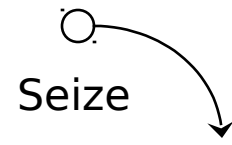
Canalize



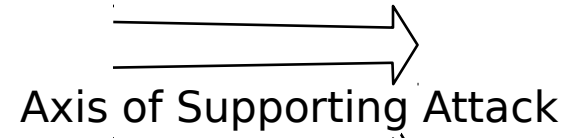
Disrupt



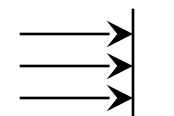
Penetrate



Seize



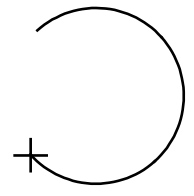
Axis of Supporting Attack



Clear



Fix



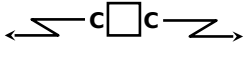
Occupy



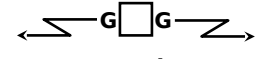
Retirement



Axis of Main Attack



Cover



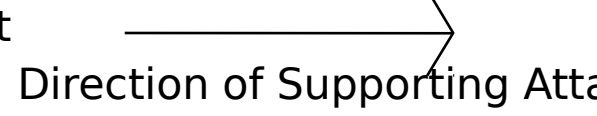
Guard



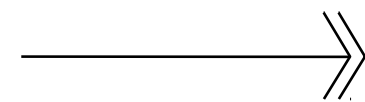
Screen



Withdrawal



Direction of Supporting Attack



Direction of Main Attack



MIL-STD-2525B

Department of Defense Interface Standard

COMMON WARFIGHTING SYMBOLOGY

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Contents





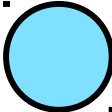

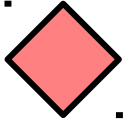

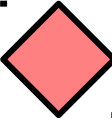









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Ground Symbols Artillery	▶	Sub Surface (Undersea)	▶
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Ground Symbols Engineers	▶		

Return to TOC










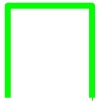

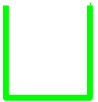


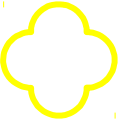
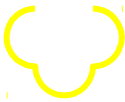


Default Fill Colors for Computer Displays

	Land	In-Flight	Surface	Subsurface
Friendly				
Enemy				
Neutral				
Unknown				



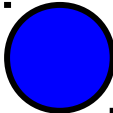

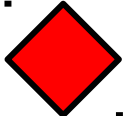

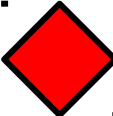









See Speaker notes

Default Icon Colors for Computer Displays

	Land	In-Flight	Surface	Subsurface
Friendly				
Enemy				
Neutral				
Unknown				

See Speaker notes



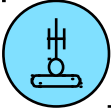
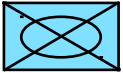



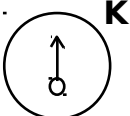
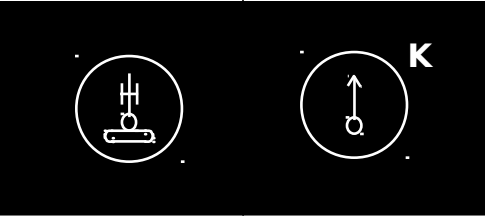


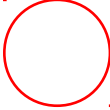





Default Colors for Hand Drawn Displays

	Land	In-Flight	Surface	Subsurface
Friendly				
Enemy				
Neutral				
Unknown				

See Speaker notes



Display Options

Colors and fills of the symbols can be varied to provide the best visibility against various backgrounds. The Dots at the bottom are used to indicate the actual location of the Symbols



Frame Shapes depicting affiliations and battle dimensions

Battle Dimension	Unknown	Above Surface		Surface			Sub surface	SOF	
		Space	Air	Ground					
				Units	Equipment	Installation			
Affiliation									
Pending									
Unknown									
Friend									
Neutral									
Hostile									
Assumed Friend									



Frame Shapes (Continued)

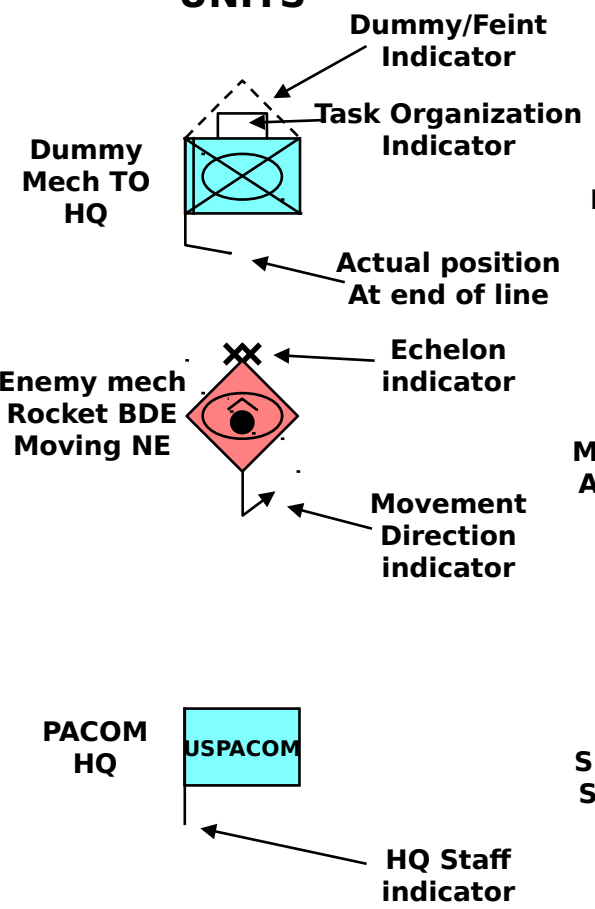
Battle Dimension	Unknown	Above Surface		Surface				Sub surface	SOF
		Space	Air	Ground			Sea Surface		
				Units	Equipment	Installation			
Affiliation									
Joker	N/A								
Faker	N/A	Present & Planned Status for Tactical Symbols							
Battle Dimension		Air/Space		Surface				Subsurface	

Status	Land			Sea Surface	Subsurface
	Units	Equipment			
Present Position For Framed Icons					
Anticipated, planned, on order or suspected positions					
Anticipated, planned, on order or suspected					

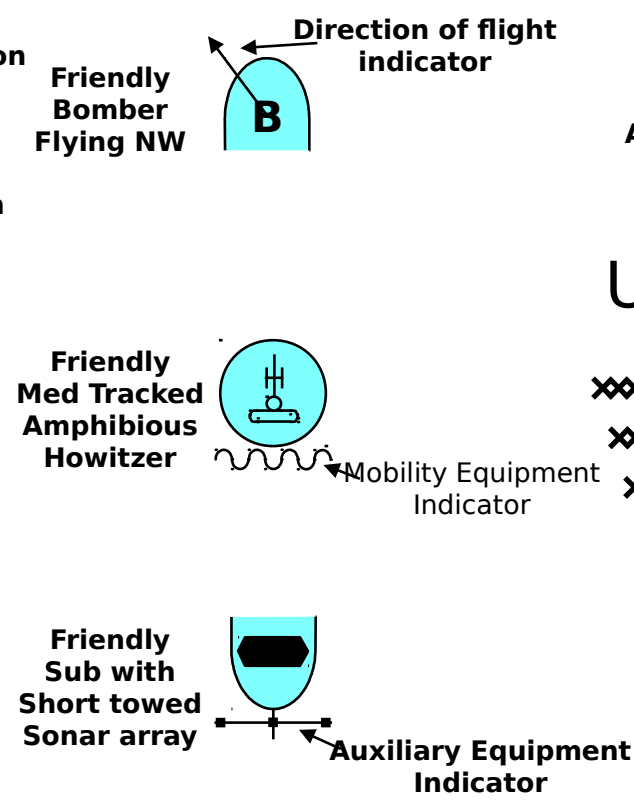


Graphic Modifiers for Tactical Symbol Modifiers

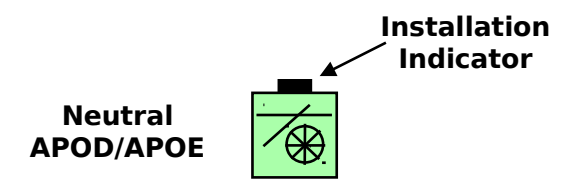
UNITS



EQUIPMENT



INSTALLATIONS



Unit Echelon Indicators

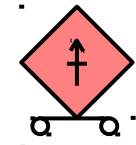
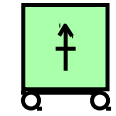
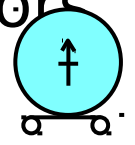
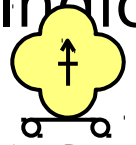
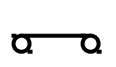
Symbol	Unit Echelon	Task Organized Symbol
XXXXXX	Region	XXXXXX
XXXXX	Army Group	XXXXX
XXXX	Army	XXXX
XXX	Corps	XXX
XX	Division/Wing	XX
X	Brigade	X
III	Regiment/Group	III
II	BN/Squadron	II
I	Co/Battery/Troop	I
●●●	Platoon or Detachment	●●●
●●	Section	●●
●	Squad	●
⊙	Team / Crew	⊙
■	Installation	■



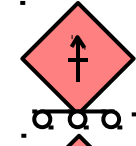
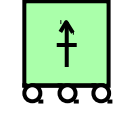
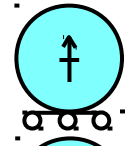
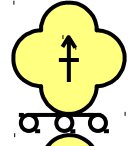
Equipment Mobility

Indicators

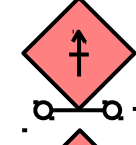
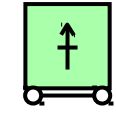
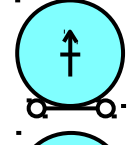
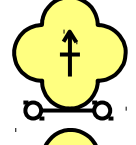
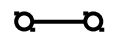
Wheeled Limited Cross Country



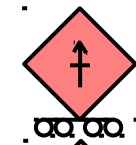
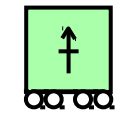
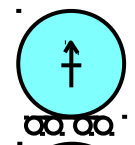
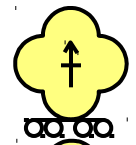
X country veh



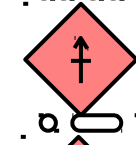
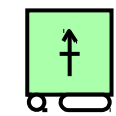
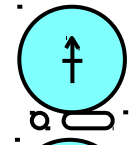
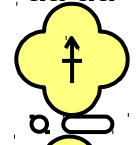
Towed trailer



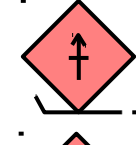
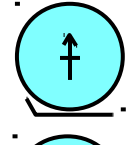
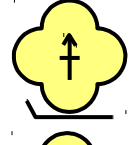
Railway



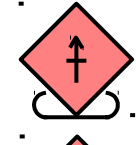
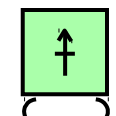
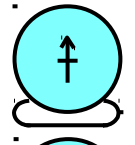
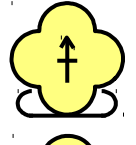
Half track



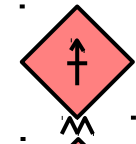
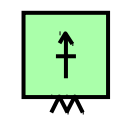
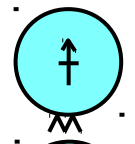
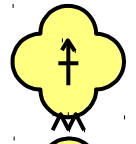
Over-snow (Prime Mover)



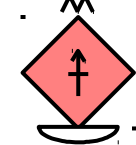
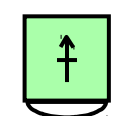
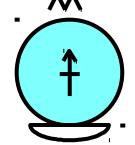
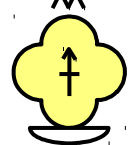
Sled (towed)



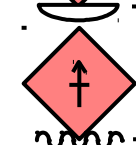
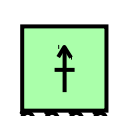
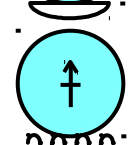
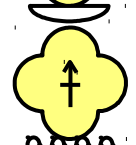
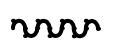
Horse, Camel Pack-Animal Equipped



Barge



Amphibious



Auxiliary Equipment Indicators

Mobility Symbol

Un-Framed

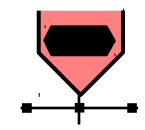
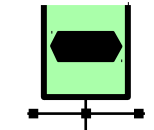
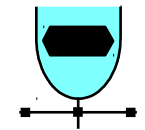
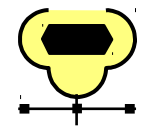
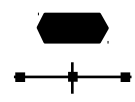
Unknown

Friend

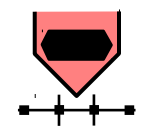
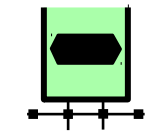
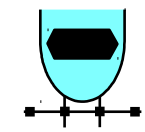
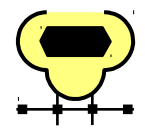
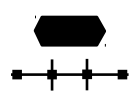
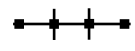
Neutral

Hostile

Towed Sonar Array (Short)



Towed Sonar Array (Long)



Ground Structures and Installations

Description	Unknown	Friendly	Neutral	Hostile
Installation				
Raw Material Production/Storage				
Mine				
Petroleum/Gas/Oil Production / Stowage				
NBC Production / Stowage				
NBC Biological Production / Stowage				
NBC Chemical Production / Stowage				
NBC Nuclear Production / Stowage				



Ground Structures and Installations Continued

Description	Unknown	Friendly	Neutral	Hostile
Processing Facility				
Decontamination Facility				
Equipment Manufacture				
Utility Service / Research Facility				
Technological Research Facility				
Telecommunications Facility				
Electric Power Plant				
Nuclear Power Plant				



Ground Structures and Installations Continued

Description	Unknown	Friendly	Neutral	Hostile
Nuclear Power Plant on Barge				
Hydroelectric Power Plant / Dam				
Fossil Fuel Power Plant				
Public Water Utility				
Nuclear Material Facility				
Atomic Energy Reactor				
Nuclear Material Production Facility				
Nuclear Weapons Grade Production Facility				



Ground Structures and Installations Continued

Description	Unknown	Friendly	Neutral	Hostile
Nuclear Material Storage Facility				
Ammunition Plant				
Aircraft Assembly Plant				
Armament Production				
Military Vehicle Production				
Engineering Equipment Production				
Bridge Production				
Bio Warfare Production				
Missile and Space System Production				



Ground Structures and Installations (continued)

Description	Unknown	Friendly	Neutral	Hostile
Government Leadership				
Navy Shipyard				
Naval Base				
Sea Port / Harbor				
Military Base / Facility				
Airport / Airbase				
Transportation Facility				
Medical facility				
Hospital				



Stability and Support Operations (7 slides)

Activities	Unknown	Friendly	Neutral	Hostile
Arrest				
Arson				
Computer Network Attack (CNA)				
Fire				
Assassination				
Execution				
Murder				
Bombing				
Booby Trap				

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Stability and Support Operations

(continued)

Activities	Unknown	Friendly	Neutral	Hostile
Demonstration				
Drive-By Shooting				
EW Intercept				
Extortion				
Foraging / Searching				
Graffiti				
Kidnapping				
Patrolling				
Poisoning				
Hijacking				
Vehicle Hijacking				

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MilSTD

Stability and Support Operations(continued)

Unknown

Friendly

Neutral

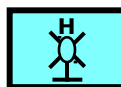
Hostile

Activities (Cont)

Airplane Hijacking



Helicopter Hijacking



Leisure Craft Hijacking

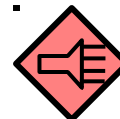


Merchant Hijacking



Psychological Operations

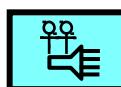
Psychological Operations



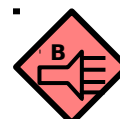
Psychological Operations
Distribution Center



Face-to-Face PSYOPS



Loudspeaker Broadcast
PSYOPS



Aerial Fixed Wing
Loud Speaker
Broadcast PSYOPS



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Stability and Support Operations(continued)

Unknown Friendly Neutral Hostile

Activities (Cont)

Aerial Rotary Wing Loudspeaker Broadcast PSYOPS				
Wheeled Vehicle Mounted Loudspeaker Broadcast PSYOPS				
Printing Services PSYOPS				
Radio Broadcast PSYOPS				
Psychological Operations Target Audience Location				
TV Broadcast PSYOPS				
Written PSYOPS				
Aerial Fixed Wing Leaflet Drops				
Aerial Rotary Wing Leaflet Drops				

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MilSTD



Stability and Support Operations (continued)

Activities (Cont)

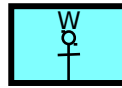
Unknown

Friendly

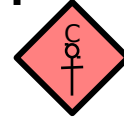
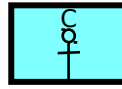
Neutral

Hostile

Willing Recruitment



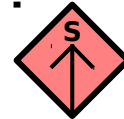
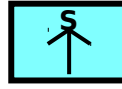
Coerced Recruitment



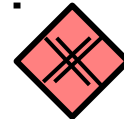
Riot



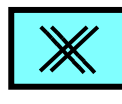
Sniping



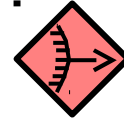
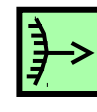
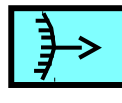
Roadblock*



Roadblock*
Under construction



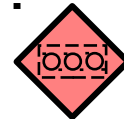
Ambush*



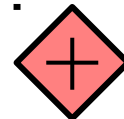
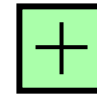
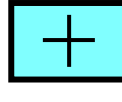
Vandalism / Rape / Plunder
Ransack / Loot / Sack / etc



Mine Laying In Progress*



Indirect Fire*



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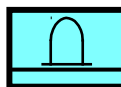


Stability and Support Operations(continued)

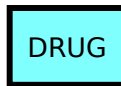
Unknown Friendly Neutral Hostile

Locations

Ammo Cache



Drug Operation



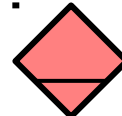
Food Distribution



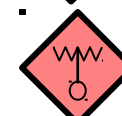
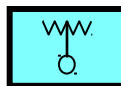
Mass Graves



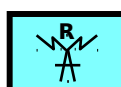
Supply Cache



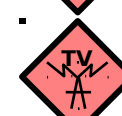
Radio



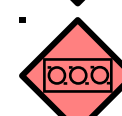
Radio Station



TV Station



Mine Field



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Stability and Support Operations (continued)

Locations (Cont)

List Locations (*see speaker notes*)

Black List

Gray List

White List

Nonmilitary Operations

Helicopter

Drug Vehicle

Known Insurgent Vehicle

Media

Refugees

Safe House

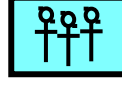
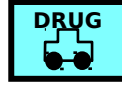
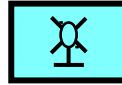
Spy

Unknown

Friendly

Neutral

Hostile



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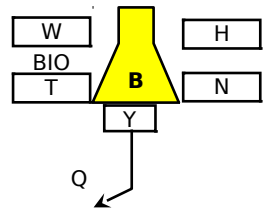
MILSTD



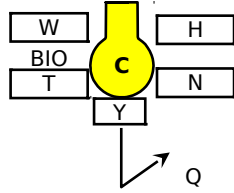
Labeling for Points, Lines, Areas, Boundaries, NBC

Events

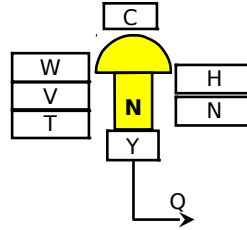
MIL-STD-2525B



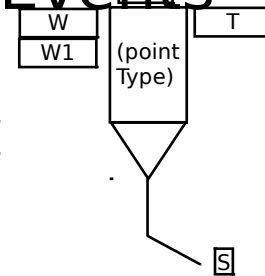
BIO Events



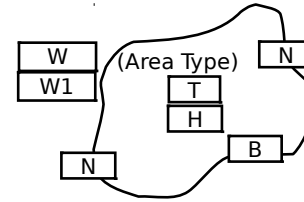
Chemical Events



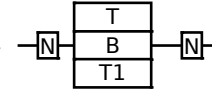
Nuclear Strike



Points

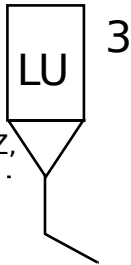


Areas



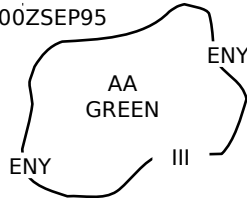
Boundaries

10095900ZJAN92

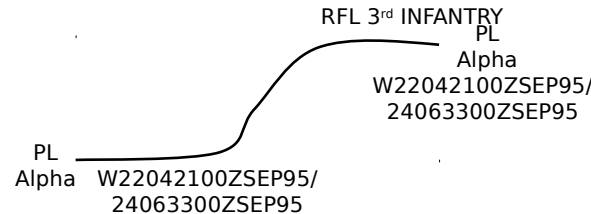


Link up point 3
Effective 0959Z,
10 Oct 1992

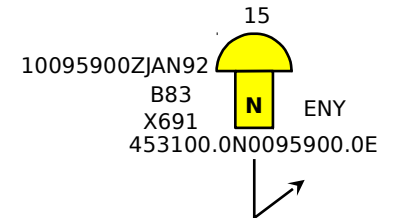
22042100ZSEPT95
24063300ZSEP95



Enemy Regimental
Assembly Area Green
effective 0421Z 22 Sept 95
To 0633Z 24 Sept 95



Lines



Nuclear Strike

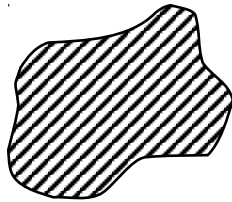
Field	Field Title	Description
A	Symbol	Frame shape, fill and icon showing the basic function of units, installations, or equipment with modifiers A1, A2, A3
B	Echelon	ID's command level
C	Quantity	Kiloton yield for a nuclear blast
H	Additional Information	Free Text
N	Enemy (Hostile)	Indicated by letters "ENY"
Q	Direction of Movement Arrow	Direction symbol is moving or will move. NBC: downwind direction
S	Offset location indicator	Used when placing a symbol away from actual location
T	Unique Designation	Alphanumeric title that ID's a particular symbol, track number, Nuclear:friendly delivery unit etc
V	Type of Equipment	Identifies unique designation
W	Date-Time Group	Date/time (DDHHMMSSZMONYY) or "o/o" for on order
Y	Location	Lat and Long or Grid Coord



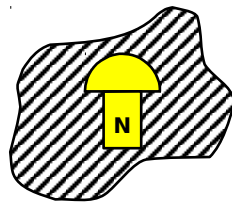
NBC Symbols



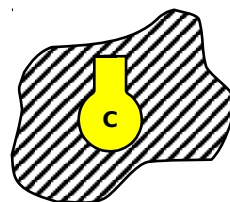
Fall out producing blast



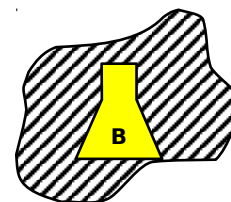
Contaminated Area



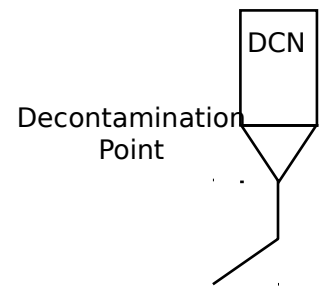
Radioactive Contaminated Area



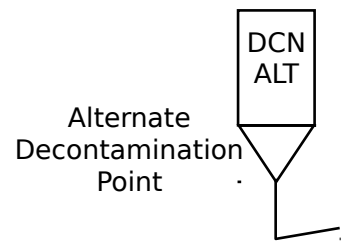
Chemical Contaminated Area



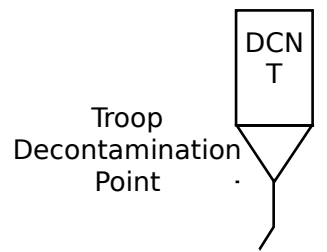
Biological Contaminated Area



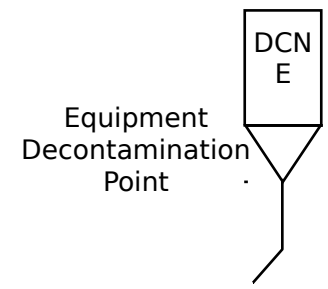
Decontamination Point



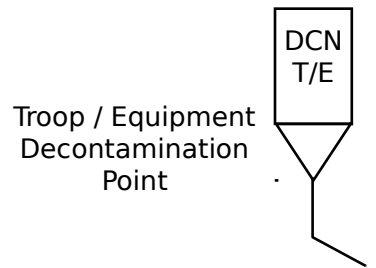
Alternate Decontamination Point



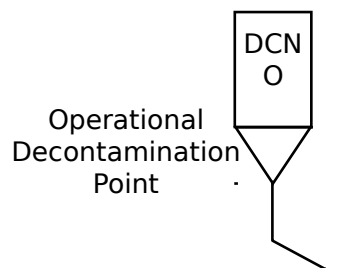
Troop Decontamination Point



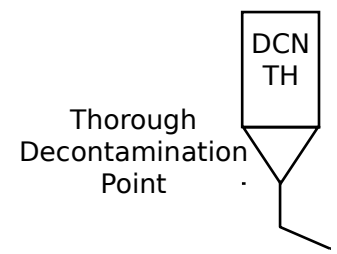
Equipment Decontamination Point



Troop / Equipment Decontamination Point



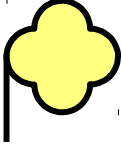
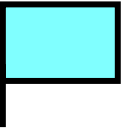
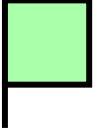
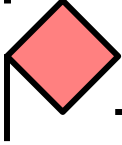



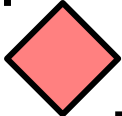





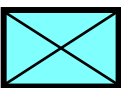



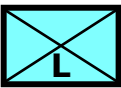


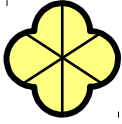
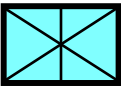

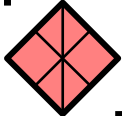




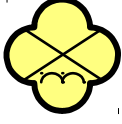



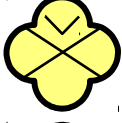
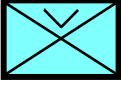

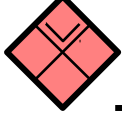

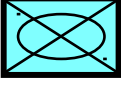


Operational Decontamination Point



Thorough Decontamination Point



HQ / Ground Units - Infantry (2

Units	Unknown	Friendly	Neutral	Hostile
Headquarters				
Ground Unit				
Ground Combat				
Infantry				
Light Infantry				
Motorized Infantry				
Mountain Infantry				
Airborne Infantry				
Air Assault Infantry				
Mech Infantry				




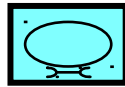



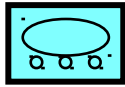



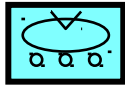


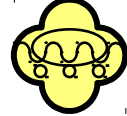
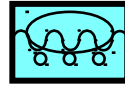







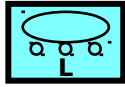



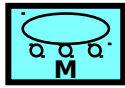



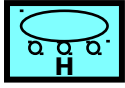



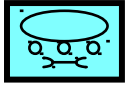


Ground Units - Infantry / Armor (2 slides)

Units	Unknown	Friendly	Neutral	Hostile
Naval Infantry				
Infantry Fighting Vehicle				
Artic Infantry				
Armour / Tracked				
Airborne Tracked				
Amphibious Tracked				
Amphibious Tracked Recovery				
Light Armor				
Armor Medium				
Armor Heavy				



Ground Units -Armor

(CONT)

Units	Unknown	Friendly	Neutral	Hostile
Armor Recovery Vehicle				
Wheeled Armor				
Wheeled Air Assault Armor				
Wheeled Armor Amphibious				
Wheeled Armor Amphibious Recovery				
Wheeled Armor Light				
Wheeled Armor Medium				
Wheeled Armor Heavy				
Wheeled Armor Recovery				



Ground Units - Anti-Armor (2

Units	Unknown	Friendly	Neutral	Hostile
Anti-Armor				
Anti-Armor Light				
Anti-Armor Airborne				
Anti-Armor Air Assault				
Anti-Armor Mountain				
Anti-Armor Artic				
Anti-Armor Armored				
Anti-Armor Armored Wheeled				
Anti-Armor Armored Air Assault				



Ground Units - Anti-Armor (Cont) / Recon (2 slides)

Units	Unknown	Friendly	Neutral	Hostile
Anti-Armor Motorized				
Anti-Armor Motorized Air Assault				
Reconnaissance				
Recon Horse Mounted				
Recon Cavalry				
Recon Cavalry Armored				
Recon Cavalry Motorized				
Recon Air Cavalry				
Recon Artic				



Ground Units - Recon

(Cont)

Units	Unknown	Friendly	Neutral	Hostile
Recon Air Assault				
Recon Airborne				
Recon Mountain				
Recon Light				
Recon Marine				
Recon Marine Division				
Recon Marine Force				
Recon Light Armored (LAR)				
Recon Long Range Surveillance				



Ground Units - Artillery (4

slides)

Units	Unknown	Friendly	Neutral	Hostile
Artillery				
Self-Propelled Artillery				
Air Assault Artillery				
Airborne Artillery				
Arctic Artillery				
Mountain Artillery				
Light Artillery				
Medium Artillery				
Heavy Artillery				



Ground Units - Artillery

Units	Unknown	(Friendly)	Neutral	Hostile
Amphibious				
Rocket				
Single Rocket Launcher				
Single Rocket launcher Self-Propelled				
Single Rocket launcher Truck				
Single Rocket launcher Towed				
Multiple Rocket Launcher				
Multiple Rocket Launcher Self Propelled				
Multiple Rocket Launcher Truck				
Multiple Rocket Launcher Towed				



Ground Units - Artillery

(Cont)

Unknown

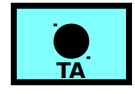
Friendly

Neutral

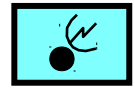
Hostile

Units

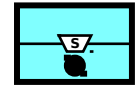
Artillery Target Acquisition



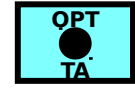
Artillery Target Acquisition Radar



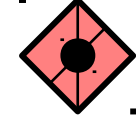
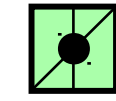
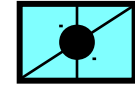
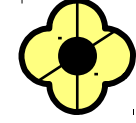
Artillery Sound Ranging



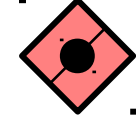
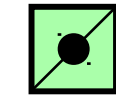
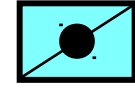
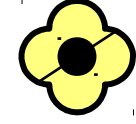
Artillery Flash Ranging



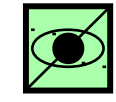
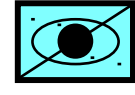
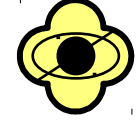
Artillery Target Acquisition COLT/FIST



Artillery Target Acquisition COLT/FIST Dismounted



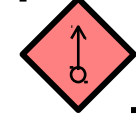
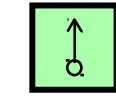
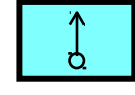
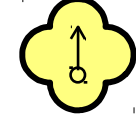
Artillery Target Acquisition COLT/FIST Tracked



ANGLICO



Mortar



Ground Units - Artillery

(Cont)

Units	Unknown	Friendly	Neutral	Hostile
Mortar SP Tracked				
Mortar SP Wheeled				
Mortar Towed				
Mortar Towed Air Assault				
Mortar Towed Airborne				
Mortar Towed Artic				
Mortar Towed Mountain				
Mortar Amphibious				
Artillery Survey				



*Added

Ground Units -

Rockets

Units

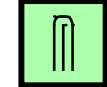
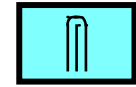
Unknown

Friendly

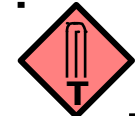
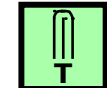
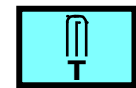
Neutral

Hostile

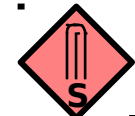
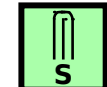
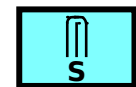
Surface to Surface Missile



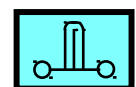
SSM Tactical



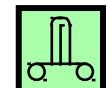
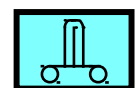
SSM Strategic



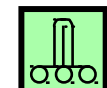
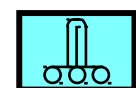
SSM Towed*



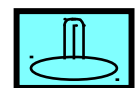
SSM SP Wheeled*




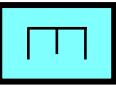






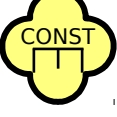
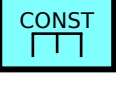



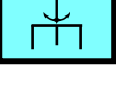

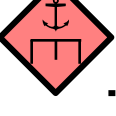
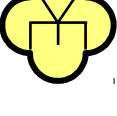
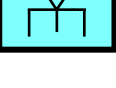


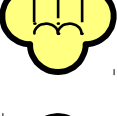


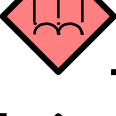



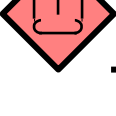




SSM SP Wheeled X-Country*



SSM SP Tracked*



Ground Units - Engineers (2 Slides)

Units	Unknown	Friendly	Neutral	Hostile
Engineer				
Combat Engineer				
Construction Engineers				
Naval Construction (Seabees)				
Air Assault Engineers				
Airborne Engineers				
Artic Engineers				
Sappers, Light Engineers				



Ground Units - Engineers

(Cont)

Units	Unknown	Friendly	Neutral	Hostile
Combat Engineers Medium				
Combat Engineers Heavy				
Mechanized Engineers				
Motorized Engineers				
Mountain Engineers				
Combat Recon Engineers				



Ground Units - Aviation (3 Slides)

Units

These Symbols represent Aviation Units on the ground

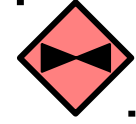
Unknown

Friendly

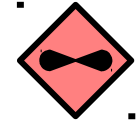
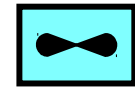
Neutral

Hostile

Aviation



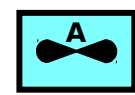
Fixed Wing



Fixed Wing Utility



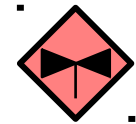
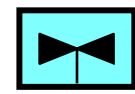
Fixed Wing Attack



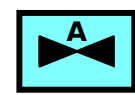
Fixed Wing Recon



Rotary Wing



Rotary Wing Attack



Rotary Wing Scout



Ground Units - Aviation

(Cont)

Units

These Symbols represent Aviation Units on the ground

Unknown

Friendly

Neutral

Hostile

Rotary Wing ASW Patrol



Rotary Wing Utility



Rotary Wing Light Utility



Rotary Wing Medium Utility



Rotary Wing Heavy Utility



Rotary Wing C2



Rotary Wing Medivac



Rotary Wing Mine Counter Measure



Ground Units - Aviation

(Cont)

Units	Unknown	Friendly	Neutral	Hostile
These Symbols represent Aviation Units on the ground				
Aviation Search and Rescue				
Aviation Composite				
VSTOL				
Unmanned Aerial Vehicle				
Unmanned Aerial Vehicle Fixed Wing				
Unmanned Aerial Vehicle Rotary Wing				
Lighter than Air Civil				
Lighter than Air Military				



Air Defense Units (2 slides)

Units

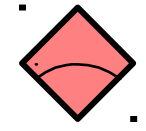
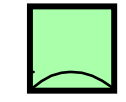
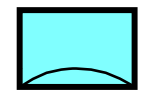
Unknown

Friendly

Neutral

Hostile

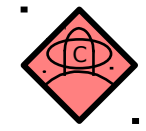
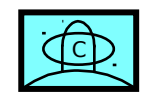
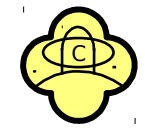
Air Defense



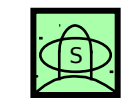
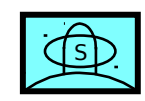
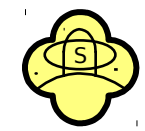
Air Defense Short Range



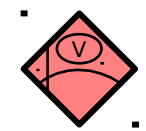
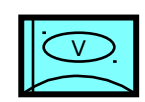
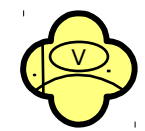
Chaparral



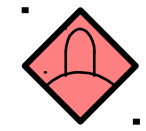
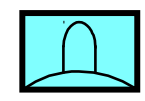
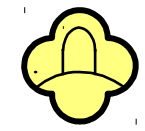
Stinger



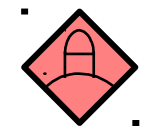
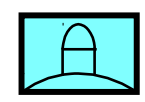
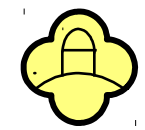
Vulcan



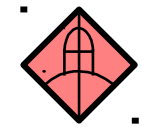
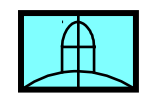
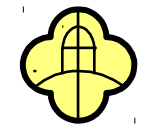
Air Defense Missile



Air Defense Missile Light



Avenger AD Missile Motorized



Air Defense Units

(Cont)

Units	Unknown	Friendly	Neutral	Hostile
AD Missile Medium				
AD Missile Heavy				
Air Defense Missile H/MAD				
Patriot				
Air Defense Gun Unit				
Air Defense Composite				
Theater Missile Defense				
Air Defense Targeting Unit				



Special Operations Forces (4 slides)

Units

Unknown

Friendly

Neutral

Hostile

SOF



SOF Aviation



SOF Fixed Wing



SOF Fixed Wing Attack



SOF Fixed Wing Refuel



SOF Fixed Wing Utility



SOF Fixed Wing Utility Light



SOF Fixed Wing Utility Medium



Special Operations Forces

(Cont)

Unknown

Friendly

Neutral

Hostile

Units

SOF Fixed Wing Utility Heavy



SOF Aviation V/STOL



SOF Rotary Wing



SOF Rotary Wing CSAR



SOF Rotary Wing Attack



SOF Rotary Wing Utility



SOF Rotary Wing Utility Light



Rotary Wing Utility Medium



Special Operations Forces

(Cont)

Units

Unknown

Friendly

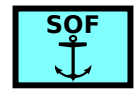
Neutral

Hostile

SOF Rotary Wing Utility Heavy



SOF Naval



SOF Naval Seal



SOF Naval Underwater Demolition Team



SOF Naval Special Boat Unit



SOF Naval Special SSNR or SSGN








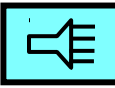














SOF Ground



SOF Ground Special Forces



Special Operations Forces (Cont)

Units	Unknown	Friendly	Neutral	Hostile
SOF Ranger				
SOF PSYOP				
SOF PSYOP Fixed Wing				
SOF Civil Affairs				
SOF Support				



Internal Security

Units

Unknown

Friendly

Neutral

Hostile

Units	Unknown	Friendly	Neutral	Hostile
Headquarters				
Ground Unit				
Riverine				
Dismounted				
Motorized				
Mechanized				
Wheeled Mechanized				
Railroad				
Aviation				



Combat Support

Units

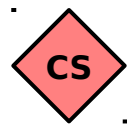
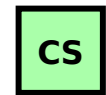
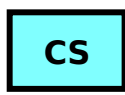
Unknown

Friendly

Neutral

Hostile

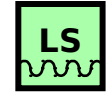
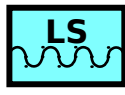
Combat Support



Information Warfare Unit



Landing Support



EOD



Combat Support NBC (2

Slides)

Units

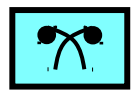
Unknown

Friendly

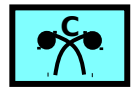
Neutral

Hostile

COMBAT SUPPORT - NBC



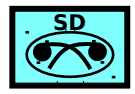
Chemical



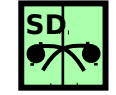
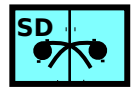
Smoke / Decon



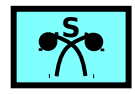
Smoke / Decon Mechanized



Smoke / Decon Motorized



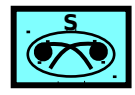
Smoke



Smoke Motorized



Smoke Armor



NBC (CONT)

Units

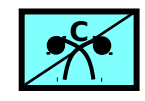
Unknown

Friendly

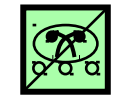
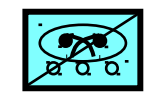
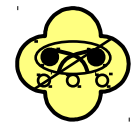
Neutral

Hostile

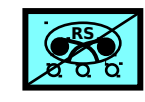
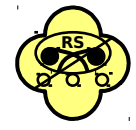
Chemical Recon



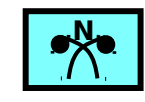
Chemical Recon Wheeled Armored



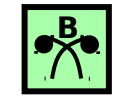
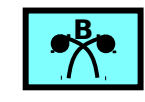
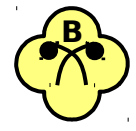
Chemical Recon Wheeled Armored Surveillance



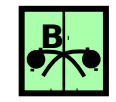
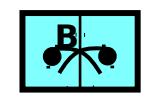
Nuclear



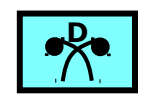
Biological



Biological Recon



NBC Decontamination



Military Intelligence (3 slides)

Unknown Friendly Neutral Hostile

Units

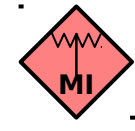
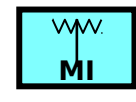
Military Intelligence



Aerial Exploitation



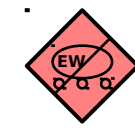
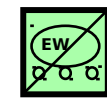
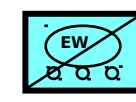
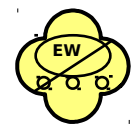
Signals Intelligence



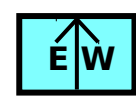
Electronic Warfare



EW Armored Wheeled Vehicle



EW Direction Finding



EW Intercept


























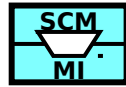








EW Jamming



Military Intelligence

(Cont)

Units	Unknown	Friendly	Neutral	Hostile
EW Theater				
EW Corps				
Counter Intelligence				
MI Surveillance				
MI Ground Surveillance Radar				
Sensor				
SCM Sensor				
Ground Station Module				



Military Intelligence

(Cont)

Unknown Friendly Neutral Hostile

Units

Meterology



Operations



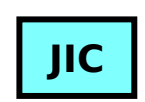
Tactical Exploitation



Interrogation



Joint Intelligence Center



Law Enforcement

Unknown

Friendly

Neutral

Hostile

Units

Law Enforcement Unit



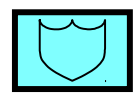
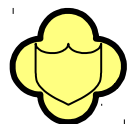
Shore Patrol



Military Police



Civilian Law Enforcement



Security Police (Air)



Central Intelligence Division (CID)



Combat Support - Signal Units (2


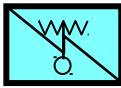



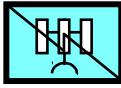


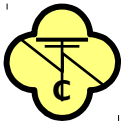
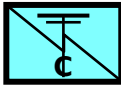



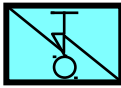



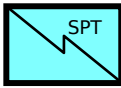


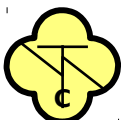
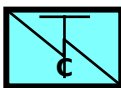

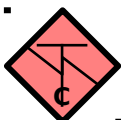



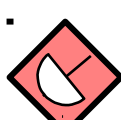
Pages)

Units	Unknown	Friendly	Neutral	Hostile
Signal Unit				
Signal Unit Area				
Signal Unit, Communication Configured Package				
Large Communication Configure Package				
Command Operations				
Forward Communications				
Multiple Subscriber Unit				
Multiple Subscriber Element Small Extension Node				
Multiple Subscriber Element Large Extension Node				



Signal Units

(Cont)

Units	Unknown	Friendly	Neutral	Hostile
Radio Unit				
Tactical Satellite Radio Unit				
Teletype Center				
Radio Relay				
Signal Support				
Telephone Switch				
Electronic Ranging				



Pages)

Unknown Friendly Neutral Hostile

Units

Combat Service Support

Administrative Unit

Theater Administrative Unit

Corps Administrative Unit

Judge Advocate General

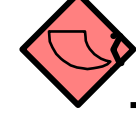
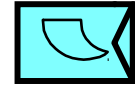
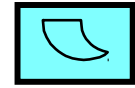
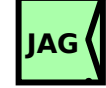
Theater Judge Advocate General

Corps Judge Advocate General

Postal

Theater Postal

Corps Postal



(CONT)

Units	Unknown	Friendly	Neutral	Hostile
Finance				
Theater Finance				
Corps Finance				
Personnel Services				
Theater Personnel Services				
Corps Personnel Services				
Mortuary / Graves Registration				
Theater Mortuary / Graves Registration				
Corps Mortuary / Graves Registration				


























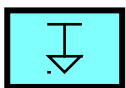

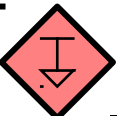

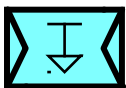



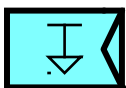




(CONT)

Units	Unknown	Friendly	Neutral	Hostile
Religious / Chaplain				
Theater Religious / Chaplain				
Corps Religious / Chaplain				
Public Affairs				
Theater Public Affairs				
Corps Public Affairs				
Public Affairs Broadcast				
Theater Public Affairs Broadcast				
Corps Public Affairs Broadcast				



(CONT)

Units	Unknown	Friendly	Neutral	Hostile
Joint Information Bureau				
Theater Joint Information Bureau				
Corps Joint Information Bureau				
Replacement Holding Unit				
Theater Replacement Holding Unit				
Corps Replacement Holding Unit				
Labor Unit				
Theater Labor Unit				
Corps Labor Unit				



Units

Unknown

Friendly

Neutral

Hostile

Morale, Welfare and Recreation



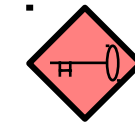
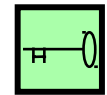
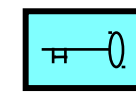
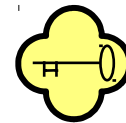
Theater Morale, Welfare and Recreation



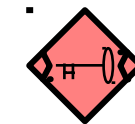
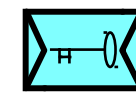
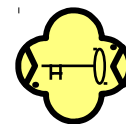
Corps Morale, Welfare and Recreation



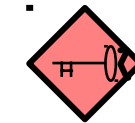
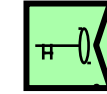
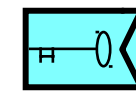
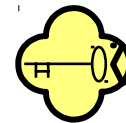
Quartermaster (Supply)



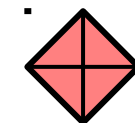
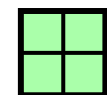
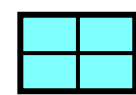
Theater Quartermaster (Supply)



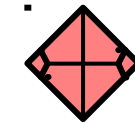
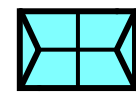
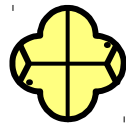
Corps Quartermaster (Supply)



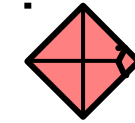
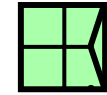
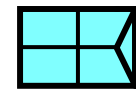
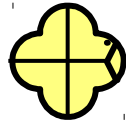
Medical



Theater Medical



Corps Medical



CSS Medical

(CONT)

Units	Unknown	Friendly	Neutral	Hostile
Medical Treatment Facility				
Theater Medical Treatment Facility				
Corps Medical Treatment Facility				
Veterinary				
Theater Veterinary				
Corps Veterinary				
Dental				
Theater Dental				
Corps Dental				



Units	Unknown	Friendly Supply	Neutral	Hostile
Psychological				
Theater Psychological				
Corps Psychological				
Supply				
Theater Supply				
Corps Supply				
Supply Class I				
Theater Supply Class I				
Corps Supply Class I				



CSS Supply

(CONT)

Units

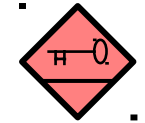
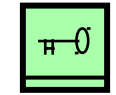
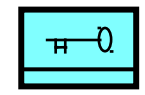
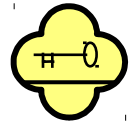
Unknown

Friendly

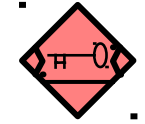
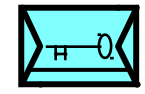
Neutral

Hostile

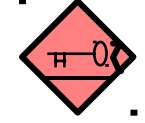
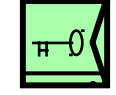
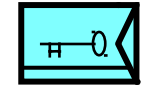
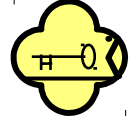
Supply Class II



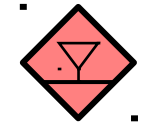
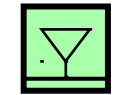
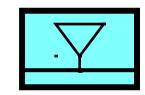
Theater Supply Class II



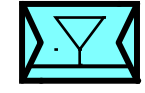
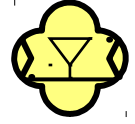
Corps Supply Class II



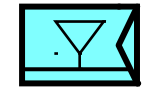
Supply Class III



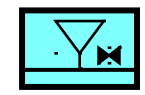
Theater Supply Class III



Corps Supply Class III



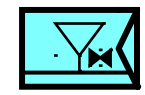
Supply Class III Aviation



Theater Supply Class III Aviation



Corps Supply Class III Aviation



CSS Supply (CONT)

Units

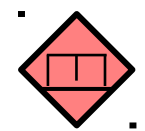
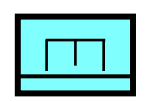
Unknown

Friendly

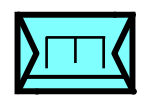
Neutral

Hostile

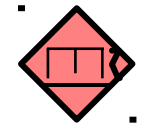
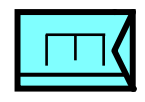
Supply Class IV



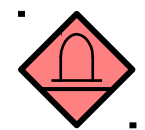
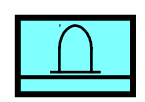
Theater Supply Class IV



Corps Supply Class IV



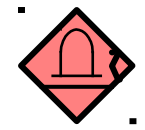
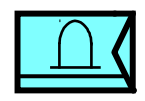
Supply Class V



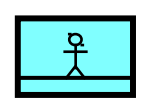
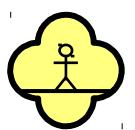
Theater Supply Class V



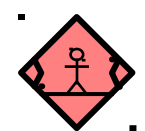
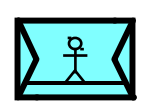
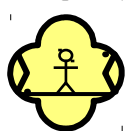
Corps Supply Class V



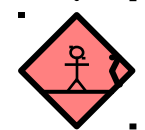
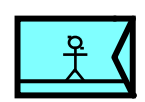
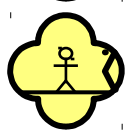
Supply Class VI



Theater Supply Class VI



Corps Supply Class VI

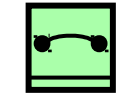
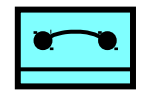
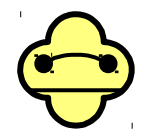


CSS Supply (CONT)

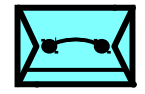
Units

Unknown Friendly Neutral Hostile

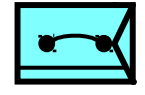
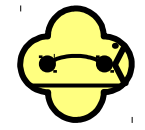
Supply Class VII



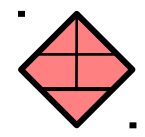
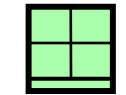
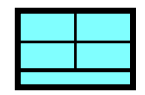
Theater Supply Class VII



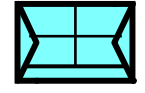
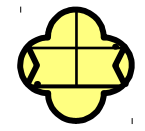
Corps Supply Class VII



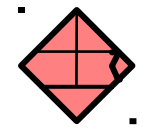
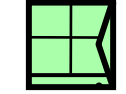
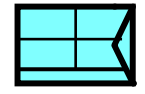
Supply Class VIII



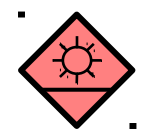
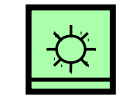
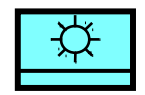
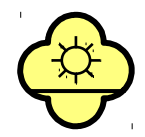
Theater Supply Class VIII



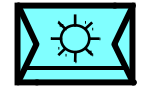
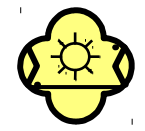
Corps Supply Class VIII



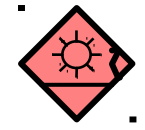
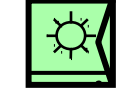
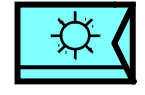
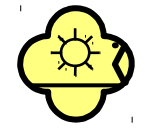
Supply Class IX



Theater Supply Class IX



Corps Supply Class IX

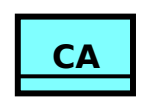


CSS Supply (CONT)

Units

Unknown Friendly Neutral Hostile

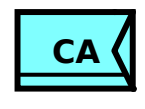
Supply Class X



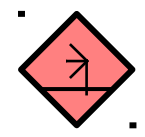
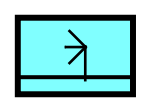
Theater Supply Class X



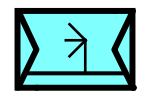
Corps Supply Class X



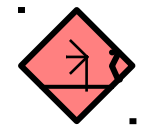
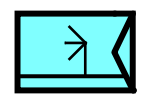
Laundry / Bath



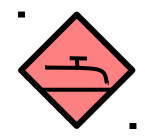
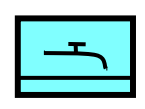
Theater Laundry / Bath



Corps Laundry / Bath



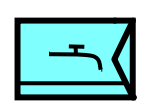
Water



Theater Water



Corps Water

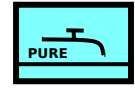


CSS Supply / Transportation

Units

Unknown Friendly Neutral Hostile

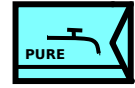
Water Purification



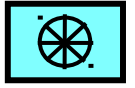
Theater Water Purification



Corps Water Purification



Transportation



Theater Transportation



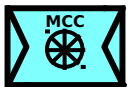
Corps Transportation



Movement Control Center



Theater Movement Control Center



Corps Movement Control Center



CSS Transportation

(Cont)

Units

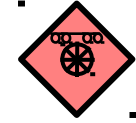
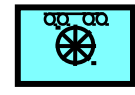
Unknown

Friendly

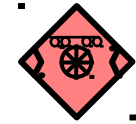
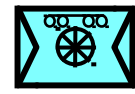
Neutral

Hostile

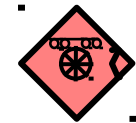
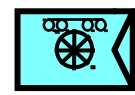
Railhead



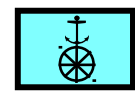
Theater Railhead



Corps Railhead



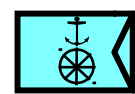
SPOD / SPOE



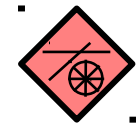
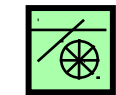
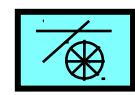
Theater SPOD / SPOE



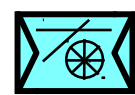
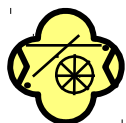
Corps SPOD / SPOE



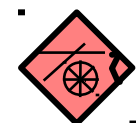
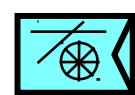
APOD / APOE



Theater APOD / APOE



Corps APOD / APOE



CSS Transportation / Maintenance

Unknown Friendly Neutral Hostile

Units

Unit Name	Unknown	Friendly	Neutral	Hostile
Missile Transportation				
Theater Missile Transportation				
Corps Missile Transportation				
Maintenance				
Theater Maintenance				
Corps Maintenance				
Heavy Maintenance				
Theater Heavy Maintenance				
Corps Heavy Maintenance				



CSS Maintenance

(Cont)

Units

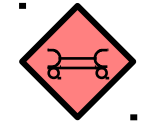
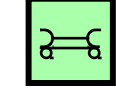
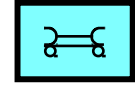
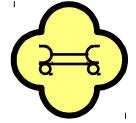
Unknown

Friendly

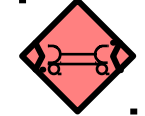
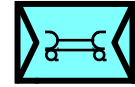
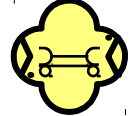
Neutral

Hostile

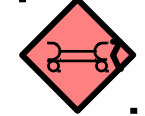
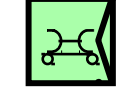
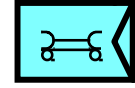
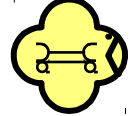
Maintenance Recovery



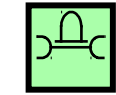
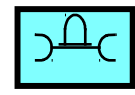
Theater Maintenance Recovery



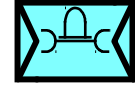
Corps Missile Transportation



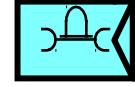
Ordinance Maintenance



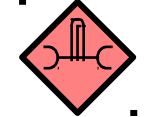
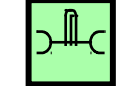
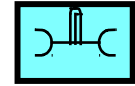
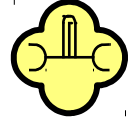
Theater Ordinance Maintenance



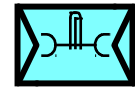
Corps Ordinance Maintenance



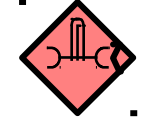
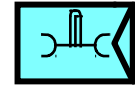
Missile Maintenance



Theater Missile Maintenance



Corps Missile Maintenance



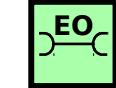
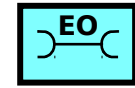
CSS Maintenance

(Cont)

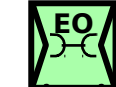
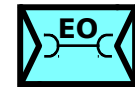
Units

Unknown **Friendly** **Neutral** **Hostile**

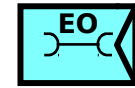
Electro-Optical Maintenance



Theater Electro-Optical Maintenance


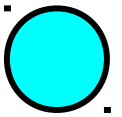

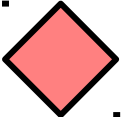

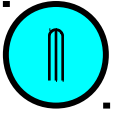







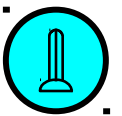






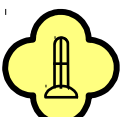
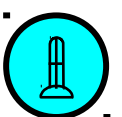






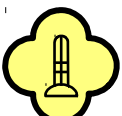
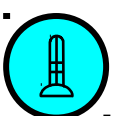






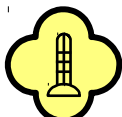
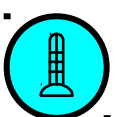








Corps Electro-Optical Maintenance



Ground Equipment / Weapons Systems (25

Slides)

Units	Unknown	Friendly	Neutral	Hostile
Ground Equipment				
Missile Launcher				
Missile Launcher				
AD Missile Launcher				
AD Missile Launcher				
Short Range AD Missile Launcher				
Short Range AD Missile Launcher				
Medium Range AD Missile Launcher				
Medium Range AD Missile Launcher				
Long Range AD Missile				
Long Range AD Missile				



Weapons Systems

(Cont)

Units	Unknown	Friendly	Neutral	Hostile
Theater AD Missile				
Theater AD Missile				
Surf to Surf Missile Launcher				
Surf to Surf Missile Launcher				
Short Range Surf to Surf Missile Launcher				
Short Range Surf to Surf Missile Launcher				
Medium Range Surf to Surf Missile Launcher				
Medium Range Surf to Surf Missile Launcher				
Long Range Surf to Surf Missile Launcher				
Long Range Surf to Surf Missile Launcher				



Weapons Systems

(Cont)

Units

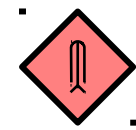
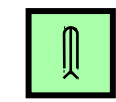
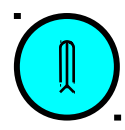
Unknown

Friendly

Neutral

Hostile

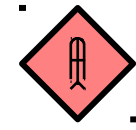
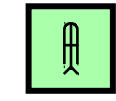
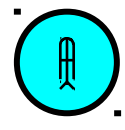
AT Missile Launcher



AT Missile Launcher



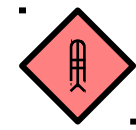
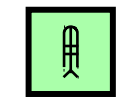
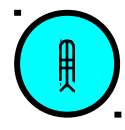
Light AT Missile Launcher



Light AT Missile Launcher



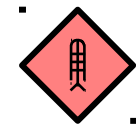
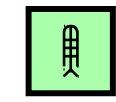
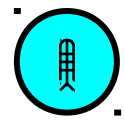
Medium AT Missile Launcher



Medium AT Missile Launcher



Heavy AT Missile Launcher



Heavy AT Missile Launcher



Weapons Systems

(Cont)

Units

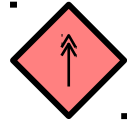
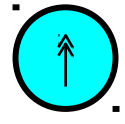
Unknown

Friendly

Neutral

Hostile

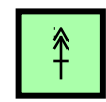
Single Rocket Launcher



Single Rocket Launcher



Light Single Rocket Launcher



Light Single Rocket Launcher



Medium Single Rocket Launcher



Medium Single Rocket Launcher



Heavy Single Rocket Launcher



































Heavy Single Rocket Launcher



Weapons Systems

































(Cont)

Units	Unknown	Friendly	Neutral	Hostile
Multiple Rocket Launcher				
Multiple Rocket Launcher				
Light Multiple Rocket Launcher				
Light Multiple Rocket Launcher				
Medium Multiple Rocket Launcher				
Medium Multiple Rocket Launcher				
Heavy Multiple Rocket Launcher				
Heavy Multiple Rocket Launcher				



Weapons Systems

(Cont)

Units	Unknown	Friendly	Neutral	Hostile
Single Antitank Rocket Launcher				
Single Antitank Rocket Launcher				
Light Antitank Rocket Launcher				
Light Antitank Rocket Launcher				
Medium Antitank Rocket Launcher				
Medium Antitank Rocket Launcher				
Heavy Antitank Rocket Launcher				
Heavy Antitank Rocket Launcher				



Weapons Systems

(Cont)

Units

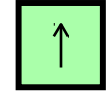
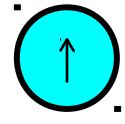
Unknown

Friendly

Neutral

Hostile

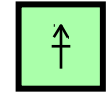
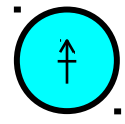
Rifle / Automatic Weapon



Rifle / Automatic Weapon



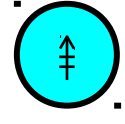
Light Rifle / Automatic Weapon



Light Rifle / Automatic Weapon



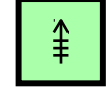
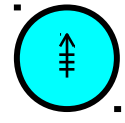
Medium Rifle / Automatic Weapon



Medium Rifle / Automatic Weapon



Heavy Rifle / Automatic Weapon



Heavy Rifle / Automatic Weapon



Weapons Systems

(Cont)

Units

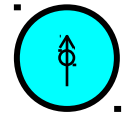
Unknown

Friendly

Neutral

Hostile

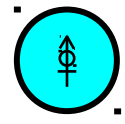
Grenade Launcher



Grenade Launcher



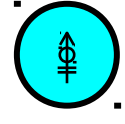
Light Grenade Launcher



Light Grenade Launcher



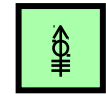
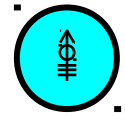
Medium Grenade Launcher



Medium Grenade Launcher



Heavy Grenade Launcher



Heavy Grenade Launcher



Weapons Systems

(Cont)

Units

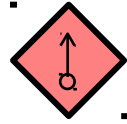
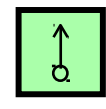
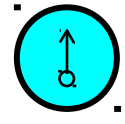
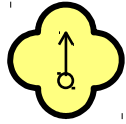
Unknown

Friendly

Neutral

Hostile

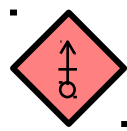
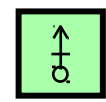
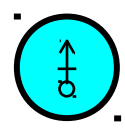
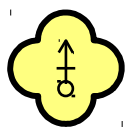
Mortar



Mortar



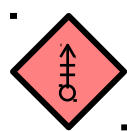
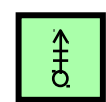
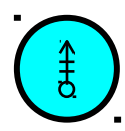
Light Mortar



Light Mortar



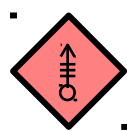
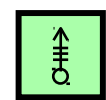
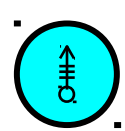
Medium Mortar



Medium Mortar



Heavy Mortar



Heavy Mortar



Weapons Systems

(Cont)

Units

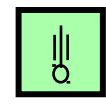
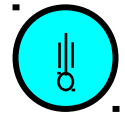
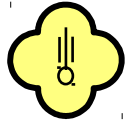
Unknown

Friendly

Neutral

Hostile

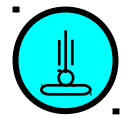
Howitzer



Howitzer



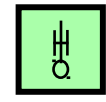
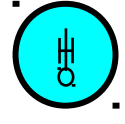
Howitzer SP



Howitzer SP



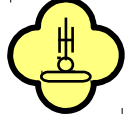
Light Howitzer



Light Howitzer



Light Howitzer SP



Light Howitzer SP



Weapons Systems

(Cont)

Units

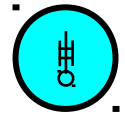
Unknown

Friendly

Neutral

Hostile

Medium Howitzer



Medium Howitzer



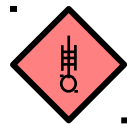
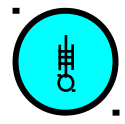
Medium Howitzer SP



Medium Howitzer SP



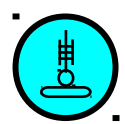
Heavy Howitzer



Heavy Howitzer



Heavy Howitzer SP



Heavy Howitzer SP



Weapons Systems

(Cont)

Units

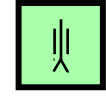
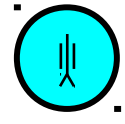
Unknown

Friendly

Neutral

Hostile

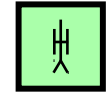
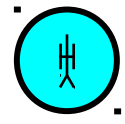
Antitank Gun



Antitank Gun



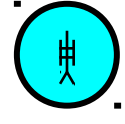
Light Antitank Gun



Light Antitank Gun



Medium Antitank Gun



Medium Antitank Gun



Heavy Antitank Gun



Heavy Antitank Gun



Weapons Systems

(Cont)

Units

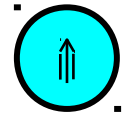
Unknown

Friendly

Neutral

Hostile

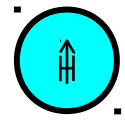
Recoilless AT Gun



Recoilless AT Gun r



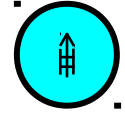
Light Recoilless AT Gun



Light Recoilless AT Gun



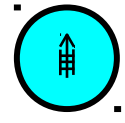
Medium Recoilless AT Gun



Medium Recoilless AT Gun



Heavy Recoilless AT Gun



Heavy Recoilless AT Gun



Weapons Systems

(Cont)

Units

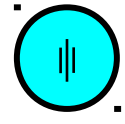
Unknown

Friendly

Neutral

Hostile

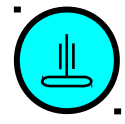
Direct Fire Gun



Direct Fire Gun



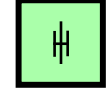
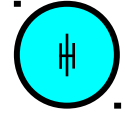
Direct Fire Gun SP



Direct Fire Gun SP



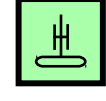
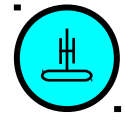
Light Direct Fire Gun



Light Direct Fire Gun



Light Direct Fire Gun SP



Light Direct Fire Gun SP



Weapons Systems

(Cont)

Units

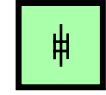
Unknown

Friendly

Neutral

Hostile

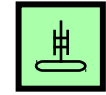
Medium Direct Fire Gun



Medium Direct Fire Gun



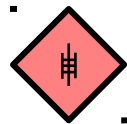
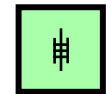
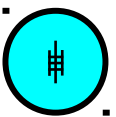
Medium Direct Fire Gun SP



Medium Direct Fire Gun SP



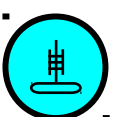
Heavy Direct Fire Gun



Heavy Direct Fire Gun



Heavy Direct Fire Gun SP



Heavy Direct Fire Gun SP



Weapons Systems

(Cont)

Units

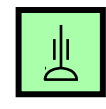
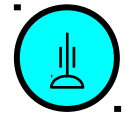
Unknown

Friendly

Neutral

Hostile

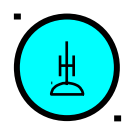
AD Gun



AD Gun



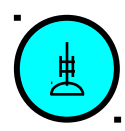
Light AD Gun



Light AD Gun



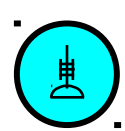
Medium AD Gun



Medium AD Gun



Heavy AD Gun



Heavy AD Gun



Weapons Systems

(Cont)

Units

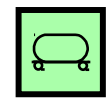
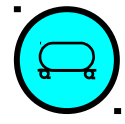
Unknown

Friendly

Neutral

Hostile

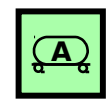
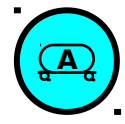
Ground Vehicle



Ground Vehicle



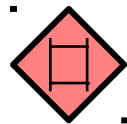
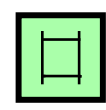
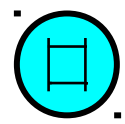
Armored Ground Vehicle



Armored Ground Vehicle



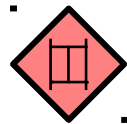
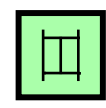
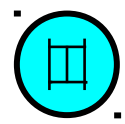
Tank



Tank



Light Tank



Light Tank



Weapons Systems

(Cont)

Units

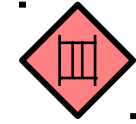
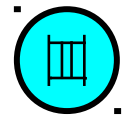
Unknown

Friendly

Neutral

Hostile

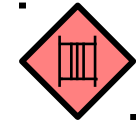
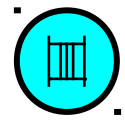
Medium Tank



Medium Tank



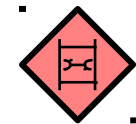
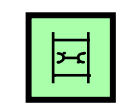
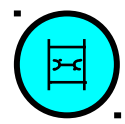
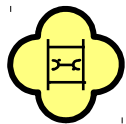
Heavy Tank



Heavy Tank



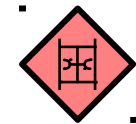
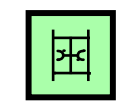
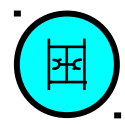
Tank Retriever



Tank Retriever



Light Tank Retriever



Light Tank Retriever



Weapons Systems

(Cont)

Units

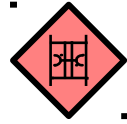
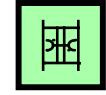
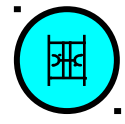
Unknown

Friendly

Neutral

Hostile

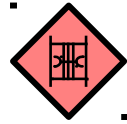
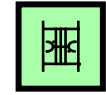
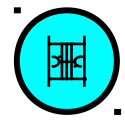
Medium Tank Retriever



Medium Tank Retriever



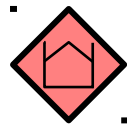
Heavy Tank Retriever



Heavy Tank Retriever



Armored Personnel Carrier (APC)



APC



APC Retriever



APC Retriever



Weapons Systems / Ground Equipment

(Cont)

Units

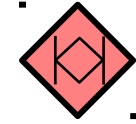
Unknown

Friendly

Neutral

Hostile

Armored Infantry Vehicle



Armored Infantry Vehicle



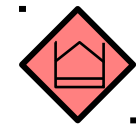
C2V / ACV



C2V / ACV



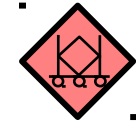
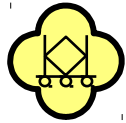
Armored Combat Service Support Vehicle



Armored Combat Service Support Vehicle



Light Armored Vehicle (LAV)



LAV



Weapons Systems / Ground Equipment

(Cont)

Units

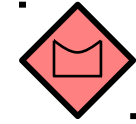
Unknown

Friendly

Neutral

Hostile

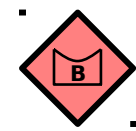
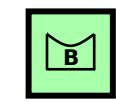
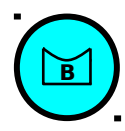
Utility Vehicle



Utility Vehicle



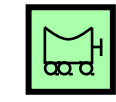
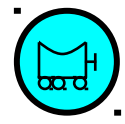
Bus



Bus



Semi



Semi



Truck



Truck



Weapons Systems / Ground Equipment

(Cont)

Units

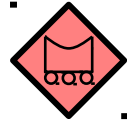
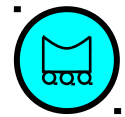
Unknown

Friendly

Neutral

Hostile

Cross Country Truck



Cross Country Truck



Amphibious Truck



Amphibious Truck



Engineer Vehicle



Engineer Vehicle



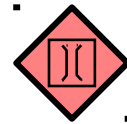
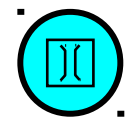
Engineer Construction Vehicle



Engineer Construction Vehicle



Engineer Bridge Vehicle



Engineer Bridge Vehicle



Weapons Systems / Ground Equipment

(Cont)

Units

Unknown

Friendly

Neutral

Hostile

Mine Laying Vehicle



Mine Laying Vehicle



Armored Mine Laying Vehicle w Volcano



Armored Mine Laying Vehicle w Volcano



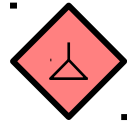
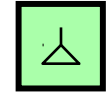
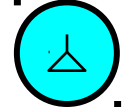
Mine Laying Truck w Volcano



Mine Laying Truck w Volcano



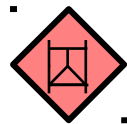
Mine Clearing Vehicle



Mine Clearing Vehicle



Armored Mine Clearing Vehicle



Armored Mine Clearing Vehicle



Weapons Systems / Ground Equipment

(Cont)

Units

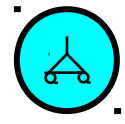
Unknown

Friendly

Neutral

Hostile

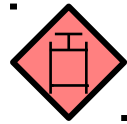
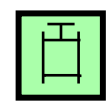
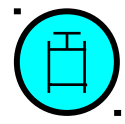
Trailer Mounted
Mine Clearing Vehicle



Trailer Mounted
Mine Clearing Vehicle



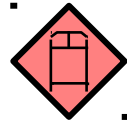
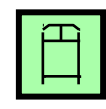
Engineering Dozer



Engineering Dozer



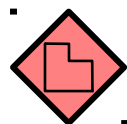
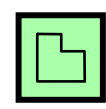
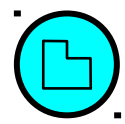
Engineering Earthmover



Engineering Earthmover



Locomotive



Locomotive



Civilian Vehicle



Civilian Vehicle

CIV

CIV

























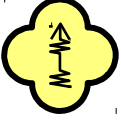







CIV

CIV



Weapons Systems / Equipment

(Cont)

Units		Unknown	Friendly	Neutral	Hostile
Sensors	Sensor				
	Sensor				
	Emplaced Sensor				
	Emplaced Sensor				
	Radar				
	Radar				
Special	Laser				
	Laser				



Weapons Systems / Ground Equipment

(Cont)

Units	Unknown	Friendly	Neutral	Hostile
Special NBC Equipment				
NBC Equipment				
Flame Thrower				
Flame Thrower				
Land Mines				
Land Mines				
Claymore Mine				
Claymore Mine				
Less Than Lethal Mine				
Less Than Lethal Mine				



Sea Surface Symbols (8 slides)

Sea Surface

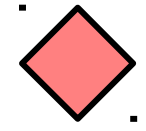
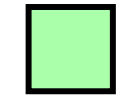
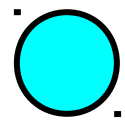
Unknown

Friendly

Neutral

Hostile

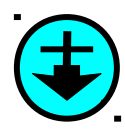
Sea Surface



Combatant



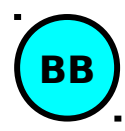
Warship (Line)



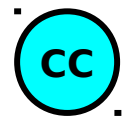
Aircraft Carrier



Battleship



Cruiser



Destroyer



Frigate / Corvette



Sea Surface Symbols (Cont)

Sea Surface

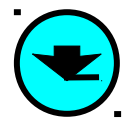
Unknown

Friendly

Neutral

Hostile

Amphibious Warfare Ship



Amphibious Assault Vessel



Landing Ship



Landing Craft



CG Mine Warfare Vessel



Minelayer



Minesweeper



Minehunter



Sea Surface Symbols

(Cont)

Sea Surface

Unknown

Friendly

Neutral

Hostile

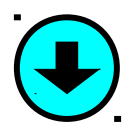
MCM Support



MCM Drone



Combatant Patrol



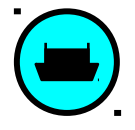
ASW Patrol



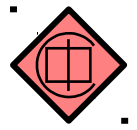
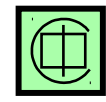
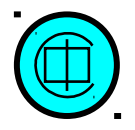
ASW Warfare



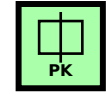
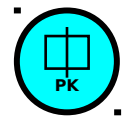
Hovercraft



Combatant Station



Combatant Picket Station



Sea Surface Symbols

(Cont)

Sea Surface

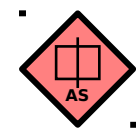
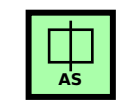
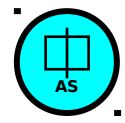
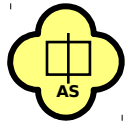
Unknown

Friendly

Neutral

Hostile

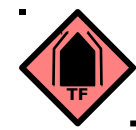
ASW Ship Station



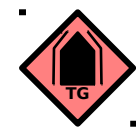
Navy Group



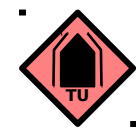
Navy Task Force



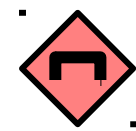
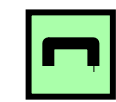
Navy Task Group



Navy Task Unit



Convoy



Sea Surface Symbols

(Cont)

Sea Surface

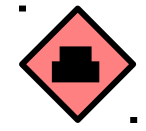
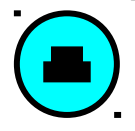
Unknown

Friendly

Neutral

Hostile

Noncombatant



Underway Replenishment
Oiler, Stores, Ammo Troop Transport



Tender



AGI



Yard Craft



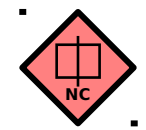
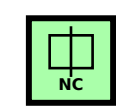
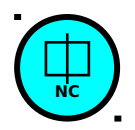
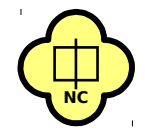
Hospital Ship



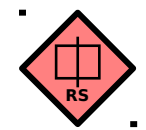
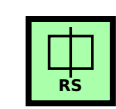
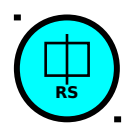
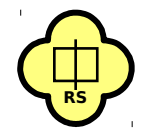
Non Combatant Hovercraft



Non-Combatant Station



Non-Combatant Rescue Station



Sea Surface Symbols Non

Units	Unknown	Military Friendly	Neutral	Hostile
Merchant				
Merchant				
Merchant Cargo				
Merchant Cargo				
Merchant Roll On / Roll Off (RO/RO)				
Merchant RO/RO				
Merchant Oiler / Tanker				
Merchant Oiler / Tanker				
Merchant Tug				
Merchant Tug				
Merchant Ferry				
Merchant Ferry				



Sea Surface Symbols Non

Units

Unknown

Military Friendly

Neutral

Hostile

Merchant Passenger



Passenger



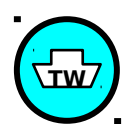
Hazardous Materials



Hazardous Materials



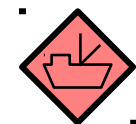
Towing Vessel



Towing Vessel



Merchant Fishing



Fishing



Fishing Drifter



Fishing Drifter



Fishing Dredge Nets



Fishing Dredge Nets



Sea Surface Symbols Non

Units

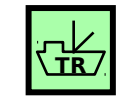
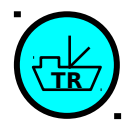
Unknown

Military Friendly

Neutral

Hostile

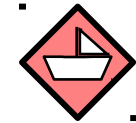
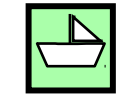
Fishing Trawler



Fishing Trawler



Leisure Craft



Leisure Craft



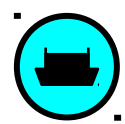
Law Enforcement /
Coast Guard



Law Enforcement /
Coast Guard



Hovercraft



Hovercraft



Oil Rig



Wreck



Sea Sub-Surface Symbols (2 slides)

Units

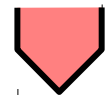
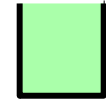
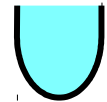
Unknown

Friendly

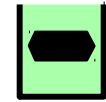
Neutral

Hostile

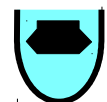
Subsurface



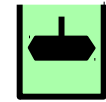
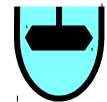
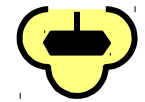
Submarine



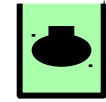
Nuclear
propulsion
Submarine



Non-nuclear
Propulsion
Submarine



Other Submersible
(rescue, Research, Underwater Tug)



Sea Sub-Surface Symbols

(Continued)

Units

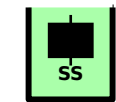
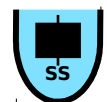
Unknown

Friendly

Neutral

Hostile

Submarine Station



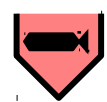
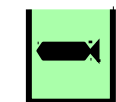
ASW Submarine



Underwater
Weapon



Torpedo



Unmanned Underwater Vehicle



Air Tracks (11

Slides)

Units

These Symbols represent
In flight units

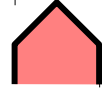
Unknown

Friendly

Neutral

Hostile

Air Track



Military



Fixed Wing



Bomber



Fighter



Interceptor



Trainer



Attack / Strike



Air Tracks (Continued)

Units

These Symbols represent
In flight units

Unknown

Friendly

Neutral

Hostile

VSTOL



Tanker



Cargo (Transport)



Light Cargo (Transport)



Medium Cargo (Transport)



Heavy Cargo (Transport)



ECM / Jammer



Medivac



Air Tracks (Continued)

Unknown **Friendly** **Neutral** **Hostile**

Units

These Symbols represent
In flight units

AEW



Recon ESM



Recon Photographic



Fixed Wing Patrol



Anti-Surface Warfare Patrol
(Naval)



Mine Counter Measures Patrol



Fixed Wing Utility



Light Fixed Wing Utility



Air Tracks (Continued)

Unknown **Friendly** **Neutral** **Hostile**

Units

These Symbols represent
In flight units

Medium Fixed Wing Utility



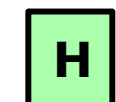
Heavy Fixed Wing Utility



Fixed Wing Communications (C3I)



Combat Search and Rescue (CSAR)



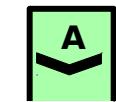
Airborne Command Post (C2)



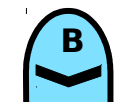
Fixed Wing Drone
(RPV/UAV)



Fixed Wing Drone
(RPV/UAV) Attack



Fixed Wing Drone
(RPV/UAV) Bomber



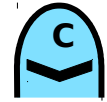
Air Tracks (Continued)

Unknown **Friendly** **Neutral** **Hostile**

Units

These Symbols represent
In flight units

Fixed Wing Drone
(RPV/UAV) Cargo



Fixed Wing Drone
(RPV/UAV) Airborne Command
Post



Fixed Wing Drone
(RPV/UAV) Fighter



Fixed Wing Drone
(RPV/UAV) Search & Rescue
CSAR



Fixed Wing Drone
(RPV/UAV) Electronic
Countermeasures Jammer



Fixed Wing Drone
(RPV/UAV) Tanker



Fixed Wing Drone
(RPV/UAV) VSTOL



Fixed Wing Drone
(RPV/UAV) SOF



Air Tracks (Continued)

Unknown **Friendly** **Neutral** **Hostile**

Units

These Symbols represent
In flight units

Fixed Wing Drone
(RPV/UAV) Mine
Countermeasures



Fixed Wing Drone
(RPV/UAV) Anti-Surface Warfare
(ASUW)



Fixed Wing Drone
(RPV/UAV) Patrol



Fixed Wing Drone
(RPV/UAV) Recon



Fixed Wing Drone
(RPV/UAV) Airborne Early
Warning



Fixed Wing Drone
(RPV/UAV) Recon
ESM



Fixed Wing Drone
(RPV/UAV)
Photo Recon



Fixed Wing Drone
(RPV/UAV) ASW



Air Tracks (Continued)

Unknown **Friendly** **Neutral** **Hostile**

Units

These Symbols represent
In flight units

Fixed Wing Drone
(RPV/UAV) Trainer



Fixed Wing Drone
(RPV/UAV) Utility



Fixed Wing Drone
(RPV/UAV) Communications (C3I)



Fixed Wing Drone
(RPV/UAV) Medivac



Fixed Wing ASW
Carrier based



Fixed Wing SOF



Military Rotary Wing



Military Rotary Wing Attack



Air Tracks (Continued)

Unknown **Friendly** **Neutral** **Hostile**

Units

These Symbols represent
In flight units

Rotary Wing
ASW / MPA



Rotary Wing
Utility



Rotary Wing Utility
Light



Rotary Wing Utility
Medium



Rotary Wing Utility
Heavy



Rotary Wing
MCM



Rotary Wing CSAR



Rotary Wing Recon



Air Tracks (Continued)

Units

These Symbols represent
In flight units

Unknown **Friendly** **Neutral** **Hostile**

Rotary Wing Drone
(RPV/UAV)



Rotary Wing
Cargo Airlift



Rotary Wing Cargo Airlift
Light



Rotary Wing Cargo Airlift
Medium



Rotary Wing Cargo Airlift
Heavy



Rotary Wing
Trainer



Rotary Wing CSAR



Rotary Wing SOF



Air Tracks (Continued)

Unknown **Friendly** **Neutral** **Hostile**

Units

These Symbols represent
In flight units

Rotary Wing
Airborne Command Post (C2)



Rotary Wing
Tanker



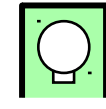
Rotary Wing ECM/Jammer



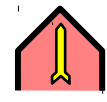
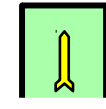
Military Lighter than Air



Civilian Lighter than Air



Missile in Flight



Missile in Flight
Surface Launched



Missile in Flight
Surface to Air



Air Tracks (Continued)

Units

These Symbols represent
In flight units

Unknown **Friendly** **Neutral** **Hostile**

Missile in Flight
Air Launched Missile



Missile in Flight
Air to Surface Missile



Missile in Flight
Air to Air Missile



Missile in Flight
Surface to Surface Missile



Missile in Flight
Cruise Missile



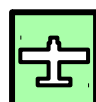
Air Decoy



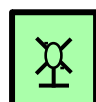
Civil Air Track



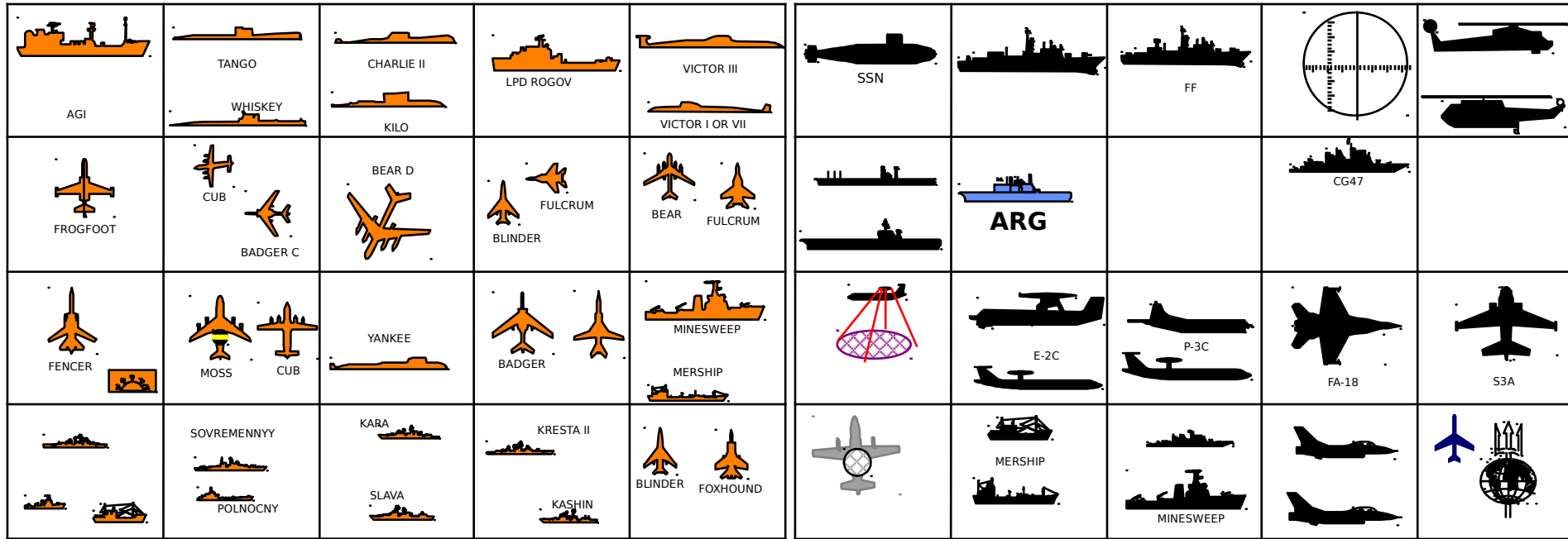
Civil Fixed Wing



Civil Rotary Wing



Miscellaneous Graphics Collections (Several pages)



LSD



FFG



DDG



Isd



spruance



Aoe

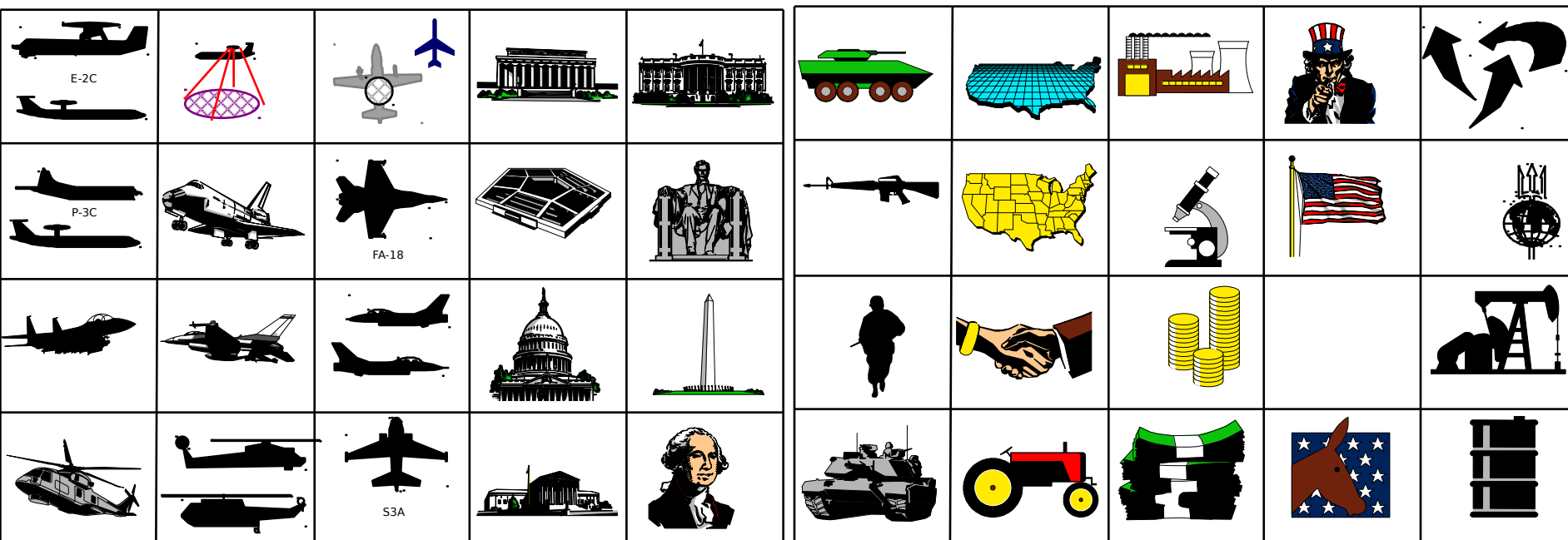
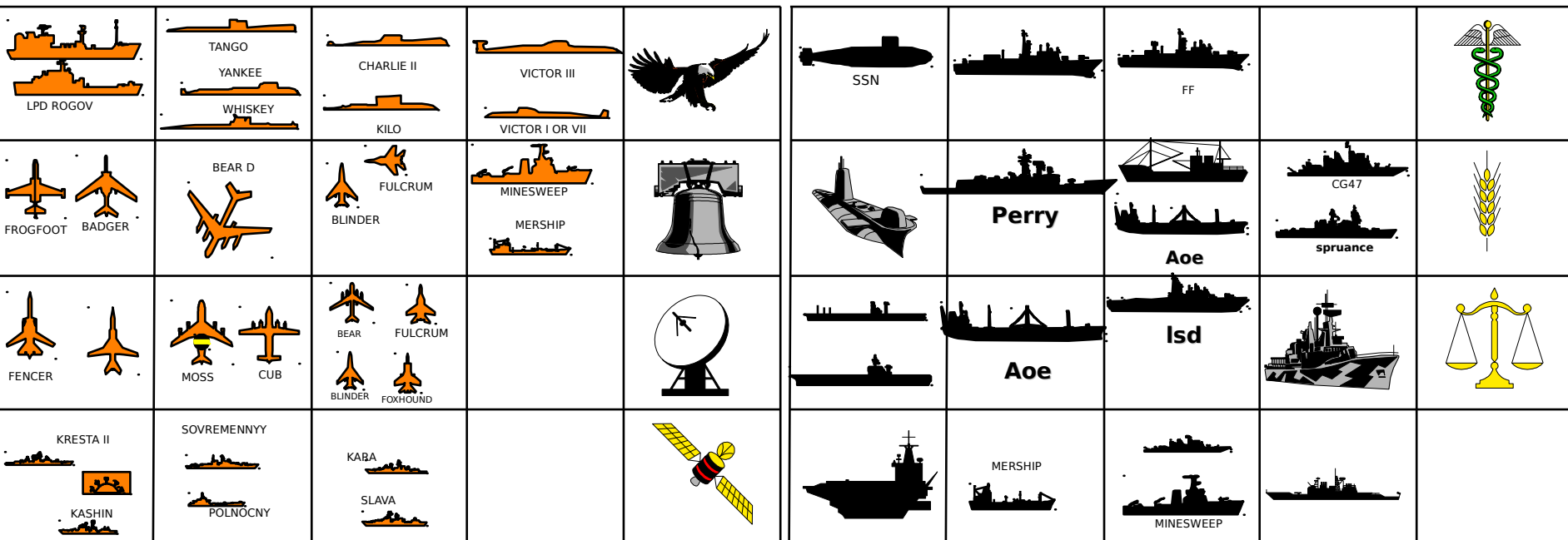






















Perry








Courtesy Navy Wargaming Division, Newport RI





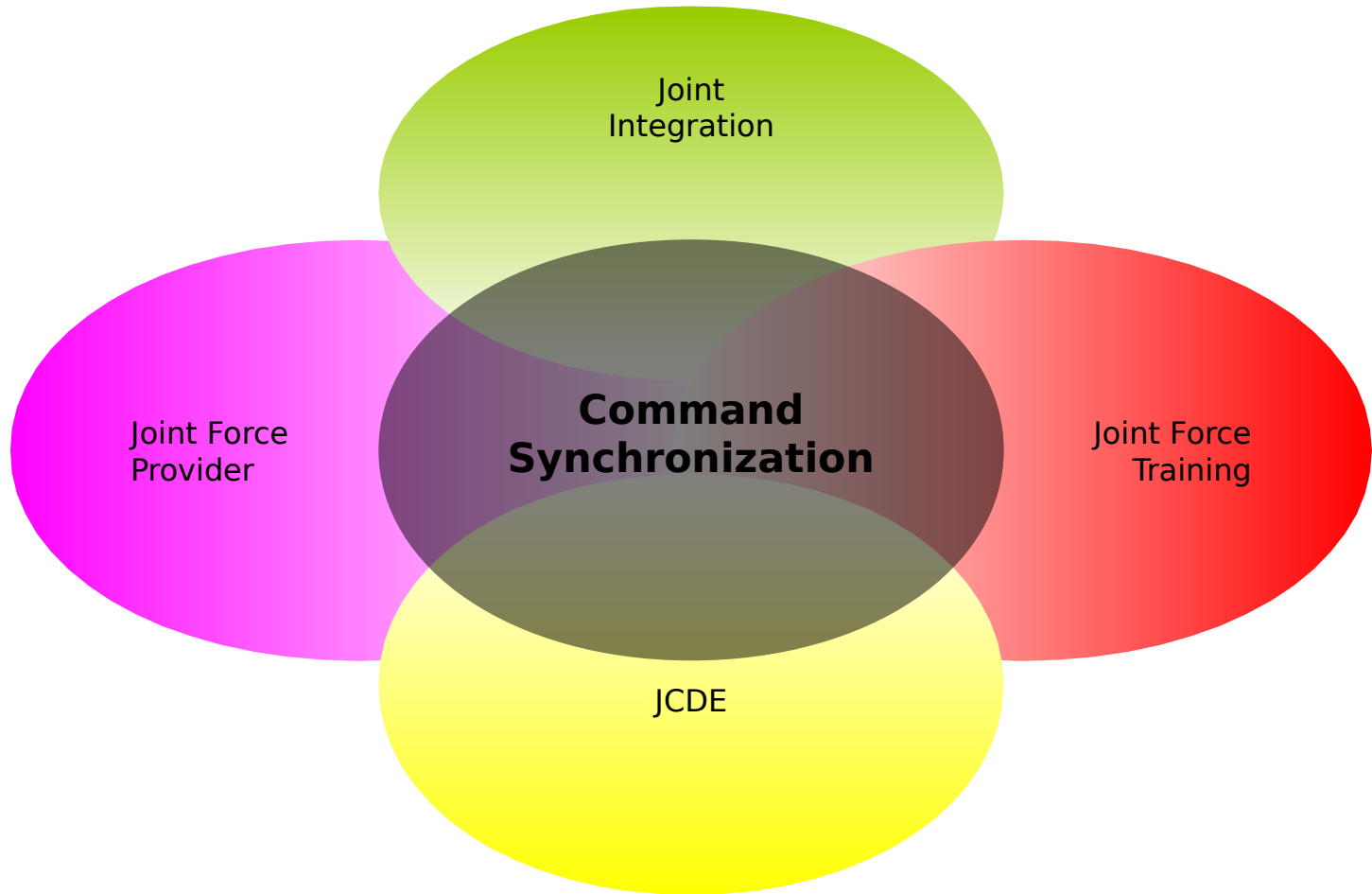
 SSN	 LA CLASS	 OHIO CLASS	 TRIDENT	 SEAWOLF
 LAFAYETTE	 Perry	 DDG 51	 SPRUANCE	 CG47
 FF	 CG - 51	 LSD	 CIMARRON AO	 MINESWEEP
 PRAIRIE AD	 BATTLE SHIP	 TICO	 KIDD	 MERSHIP

 NIMITZ	 KITTY HAWK	
 HOSPITAL SHIP	 SEA SHADOW	
 SACRAMENTO AOE		

Courtesy Navy Wargaming Division, Newport RI

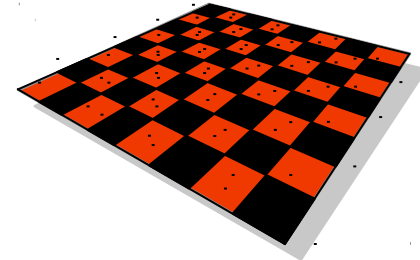
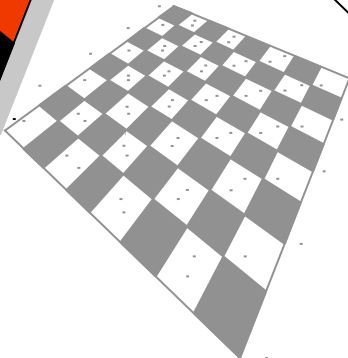
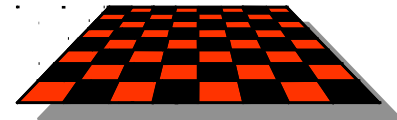
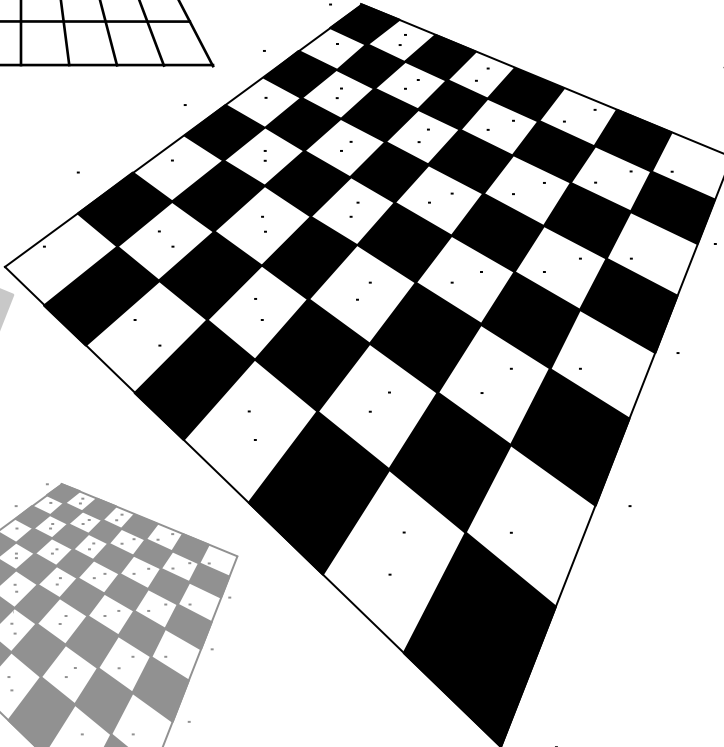
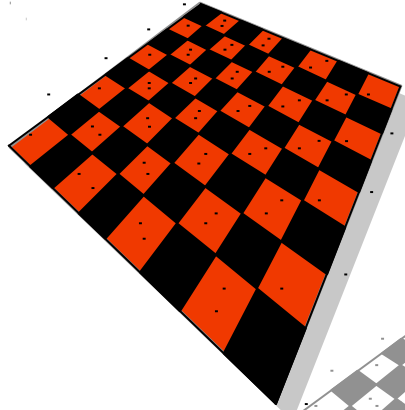
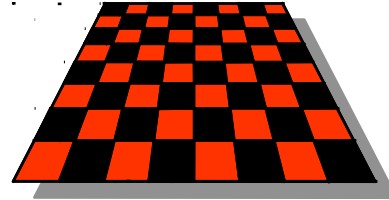
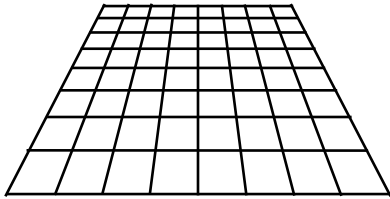
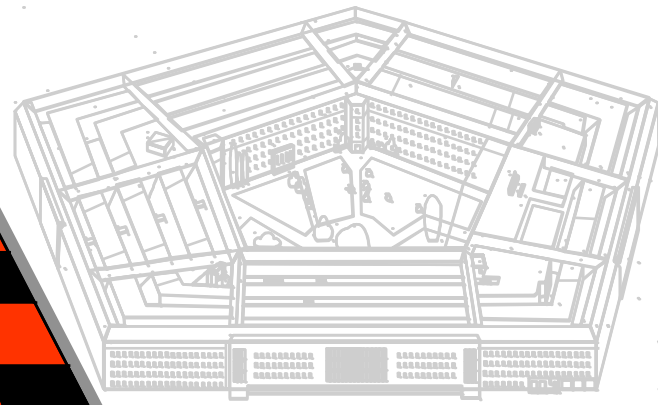
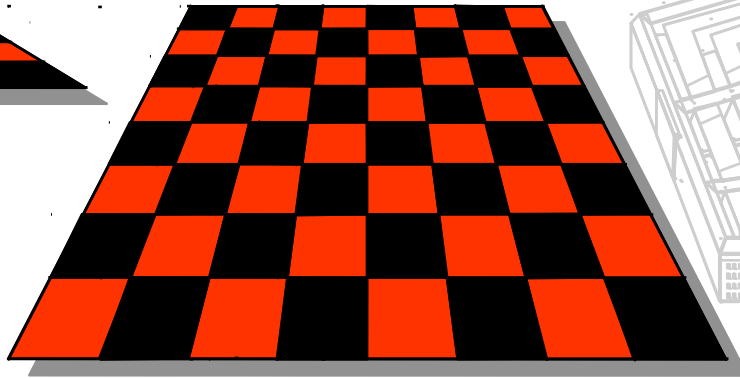
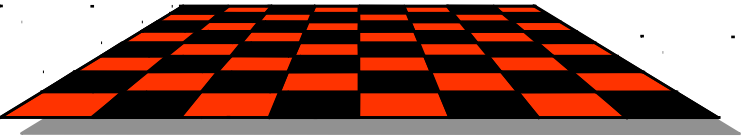


ILLUSTRATION of overlapping subordinate priorities



Courtesy JFCOM

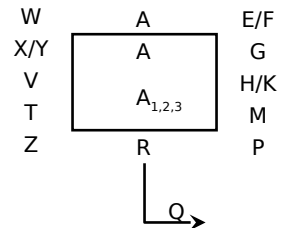
Chess Boards



See the next page for Tips and Instructions  Unit Labels, see pages 6 and 7 for details and examples 

Unit Size Indicators

	Region	Task Organized*
XXXXXX	Region	
XXXXX	Army Group	
XXXX	Army	XXXX
XXX	Corps	XXX
XX	Division/Wing	XX
X	Brigade	X
III	Regiment/Group	III
II	BN/Squadron	II
I	Co/Battery/Troop	I
■■■	Platoon or Detachment	■■■
■■	Section	■■
■	Squad	■
∅	Team / Crew	
■	Installation	



Tips and Instructions

Use the "Slide Show" Mode to navigate via hyperlink buttons

Then hit "Esc" button or the "Slide View" Mode to work on the graphics

This is a "Huge" brief, do NOT panic if your screen turns black for a long time while shifting to "Slide Show"

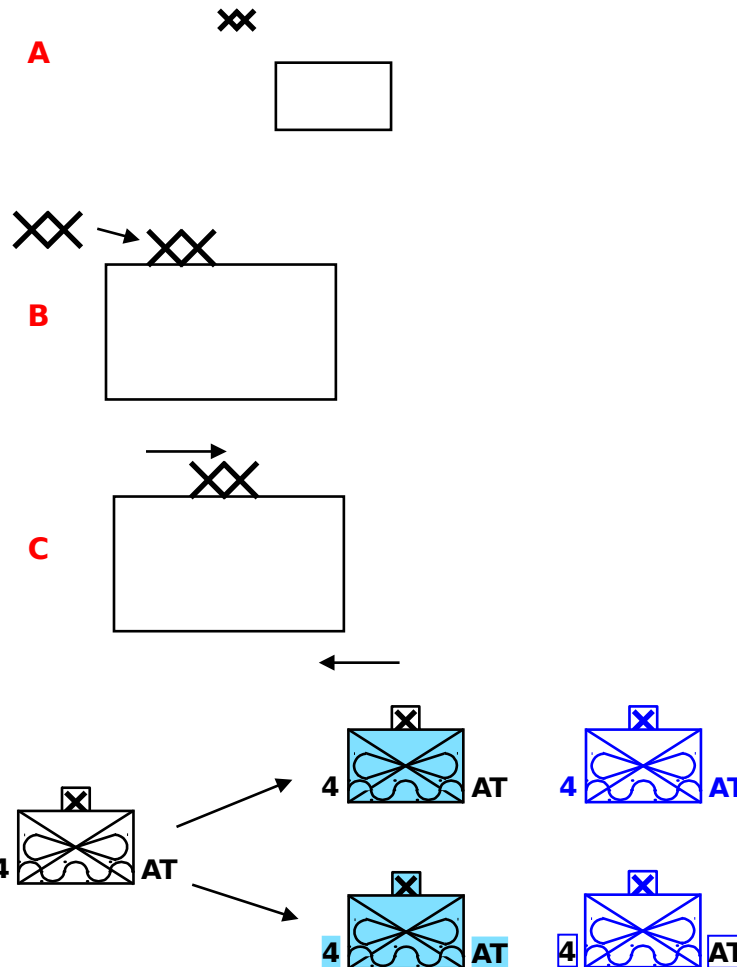
A To match up a unit with its size indicator cut and paste them onto the work sheet.

B Right click one of the symbols then zoom into 200%-400% for good visibility and manually move the size indicator on top of the unit symbol.

C right click both symbols, then center by clicking Draw, Align, Center, to center the indicator on top of the unit. Or you can hit the keys **alt** and **r** then **a** then **c**. While both symbols are selected, group them by clicking Draw, Group or hit the keys **alt** and **r** then **g**

The size indicator should be aligned and grouped before the text modifiers on the sides are attached, otherwise it will not center properly.

When changing the color of the fill or the lines in a symbol containing text or attachments, ungroup the text and attachments, change the colors selectively, then regroup. Otherwise colored lines or fill

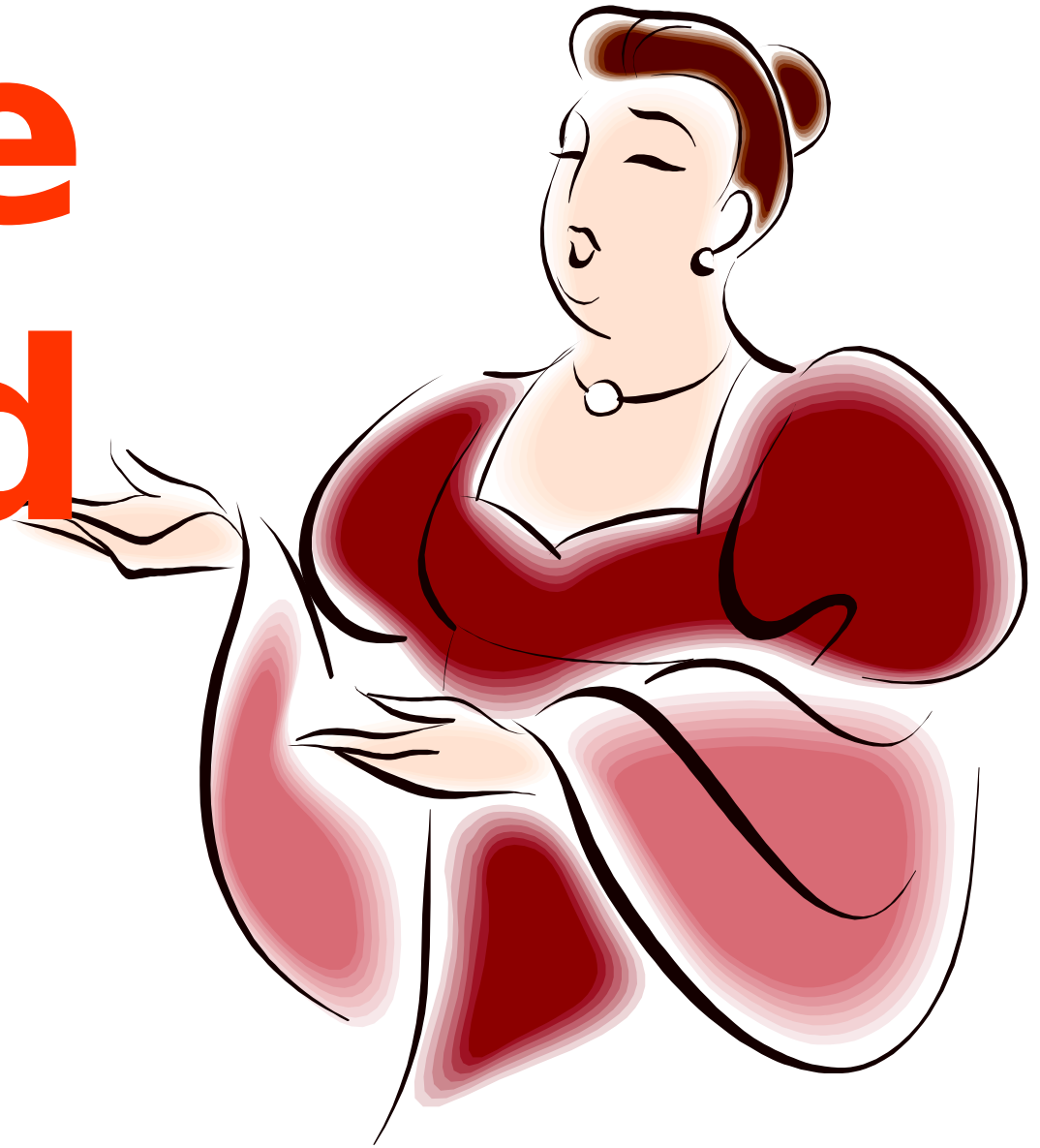


Good!

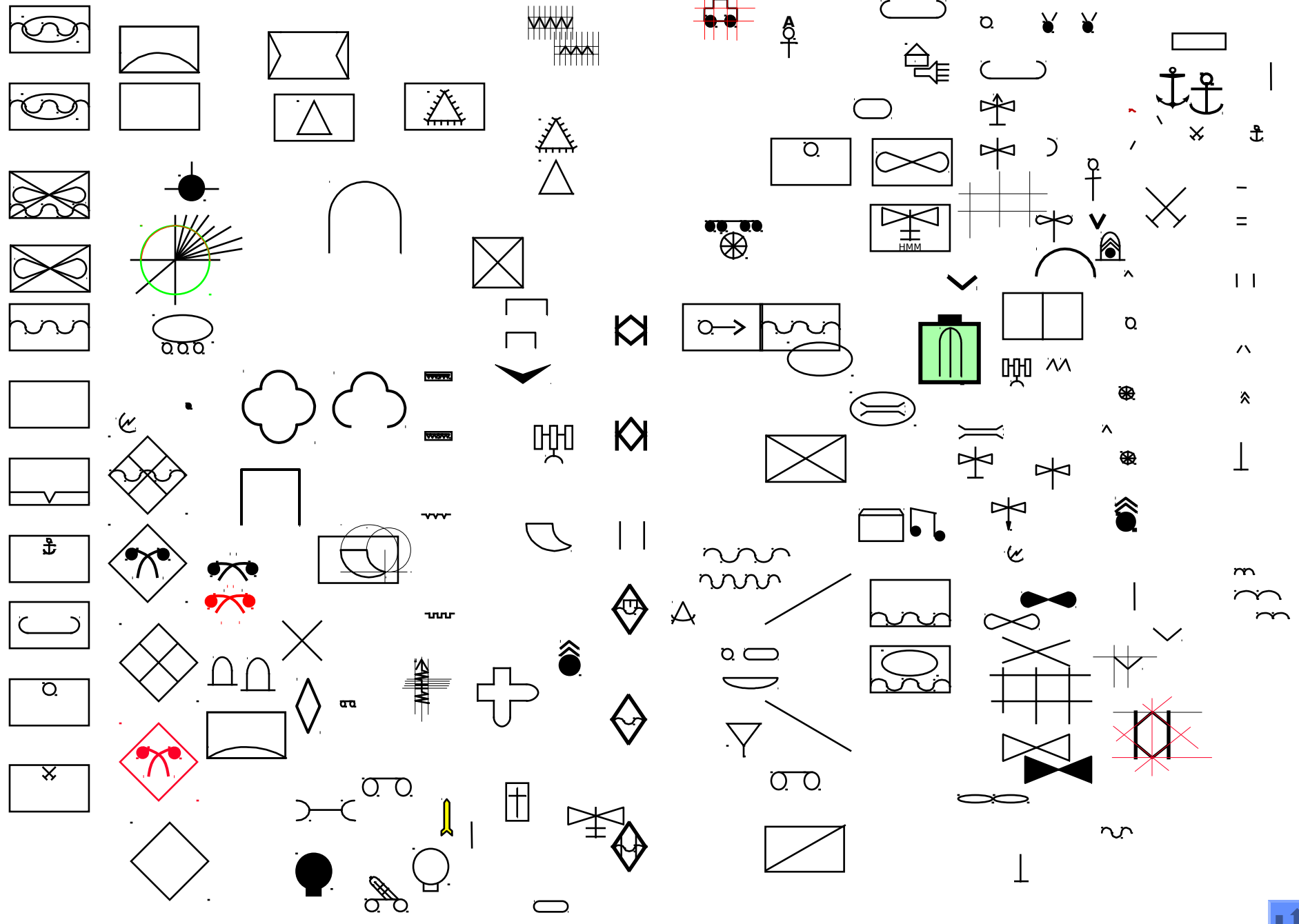
Bad & Ugly!



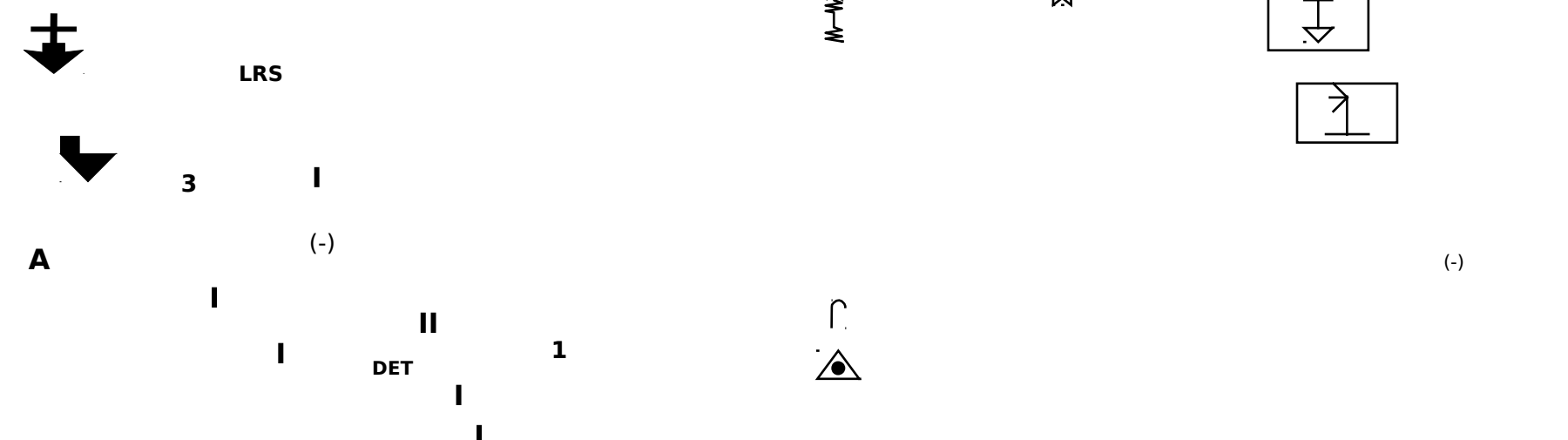
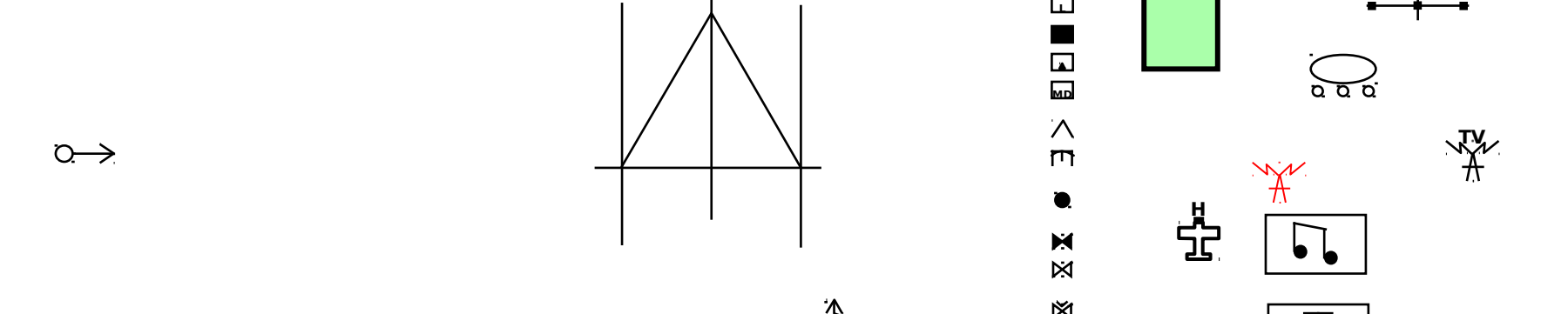
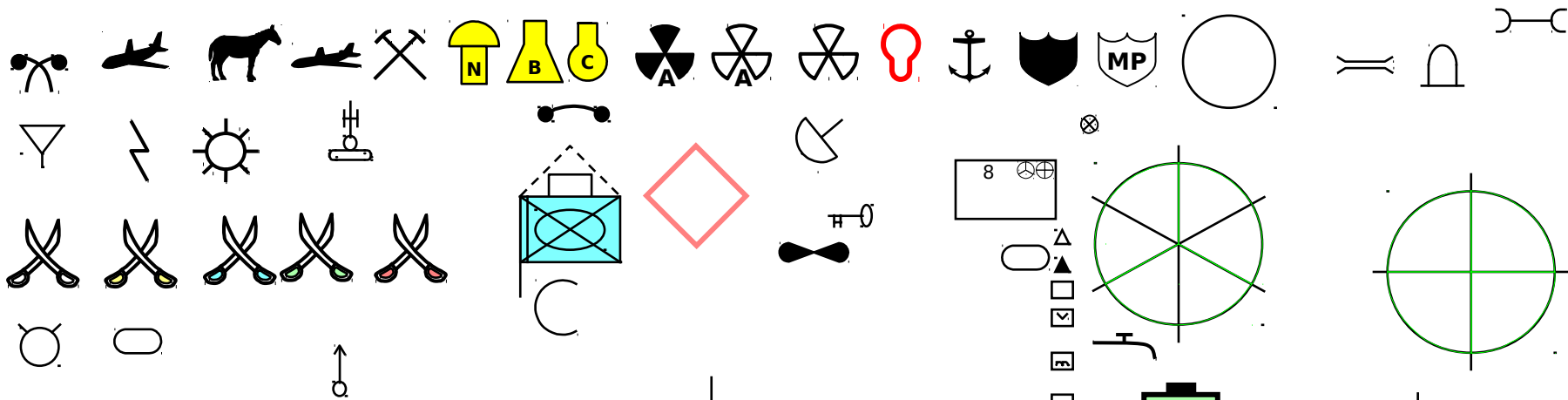
The
End



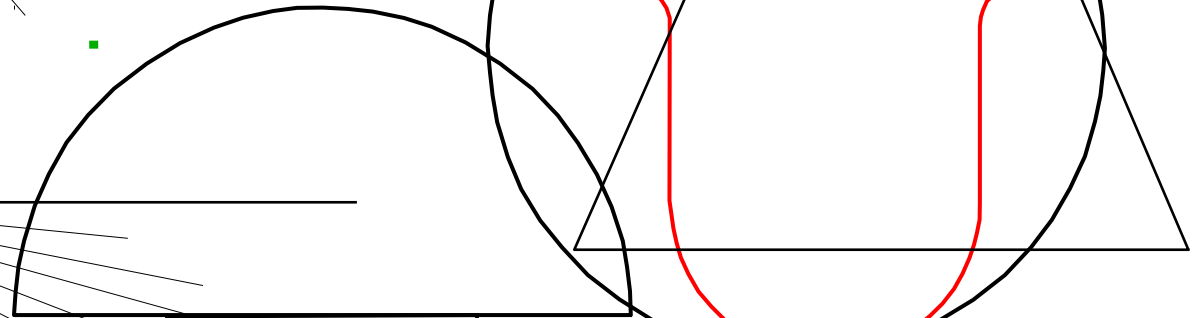
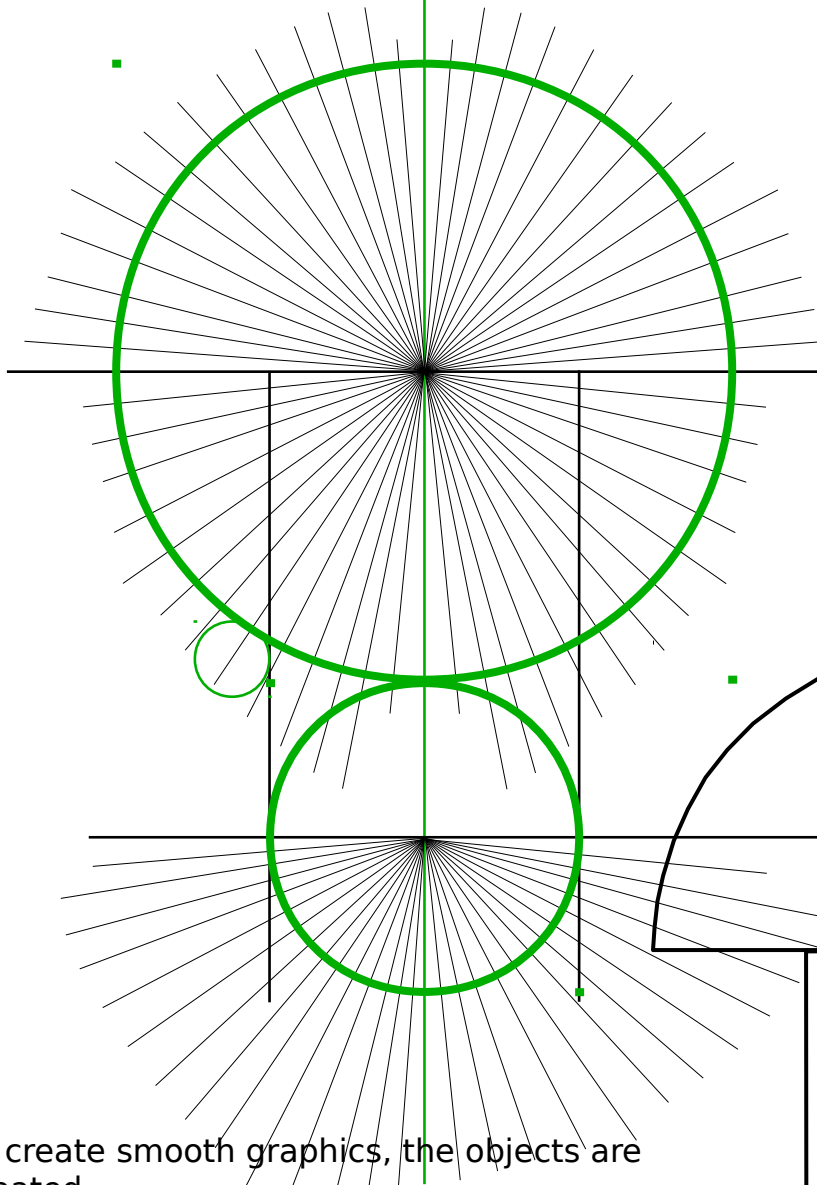
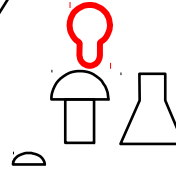
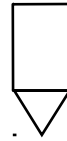
Scratch Sheet



Scratch Sheet



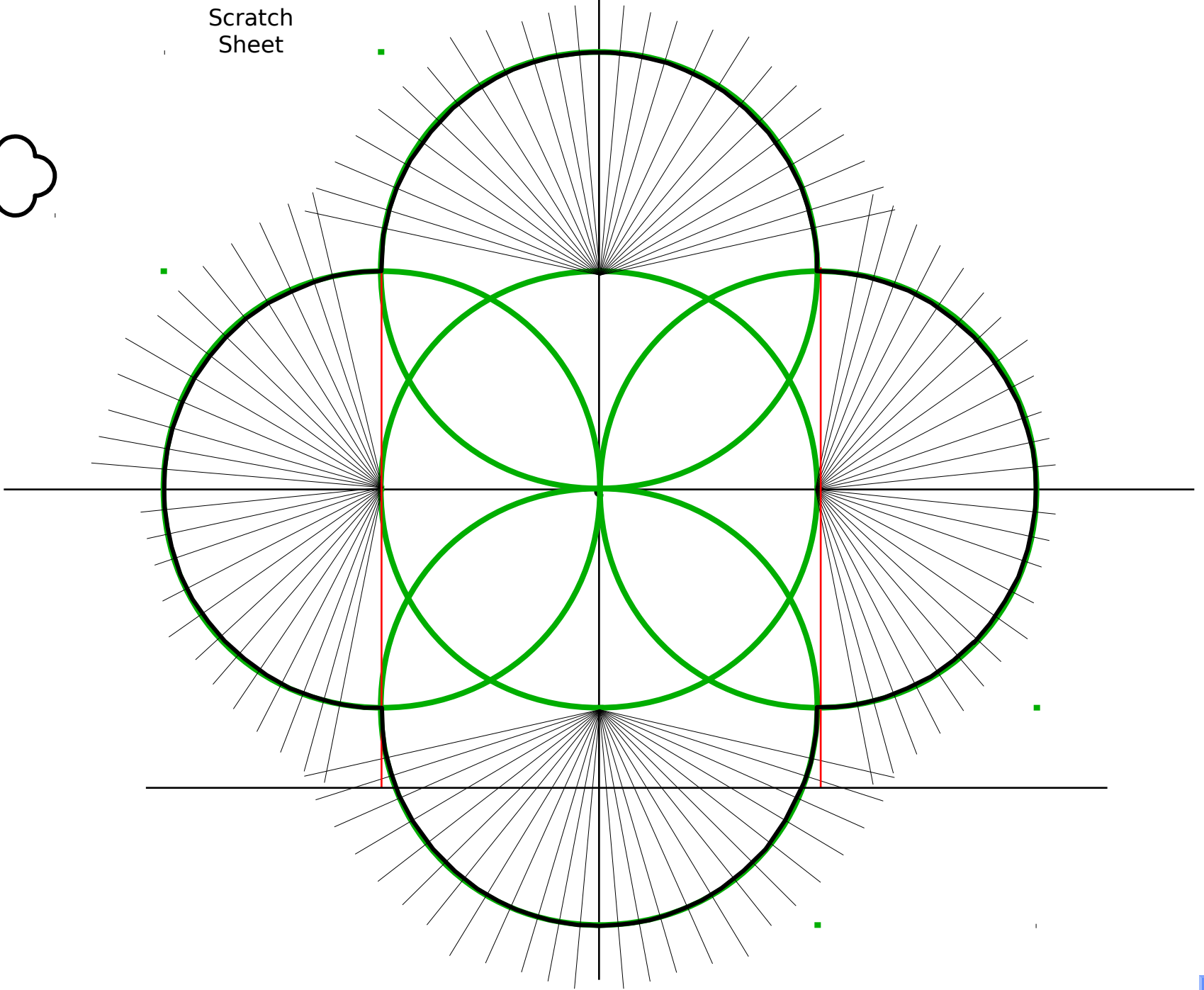
Scratch
Sheet

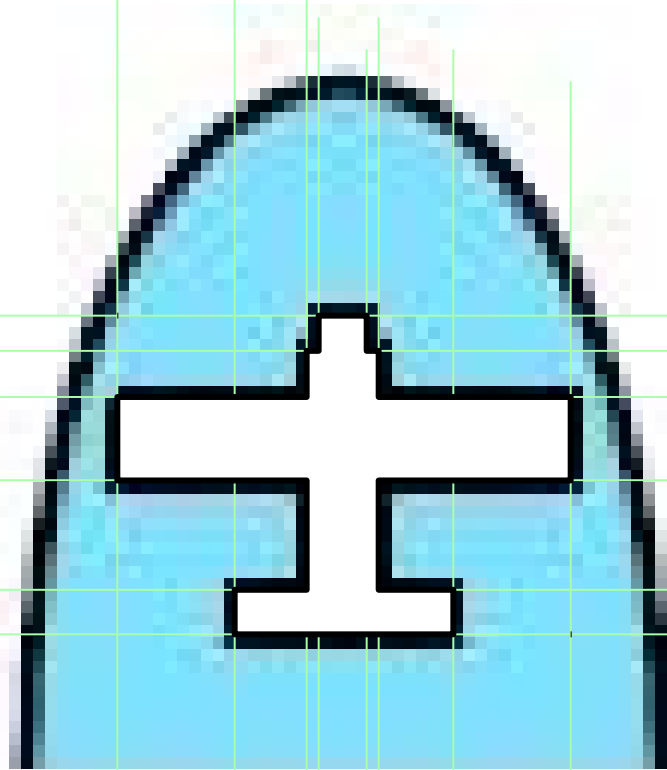
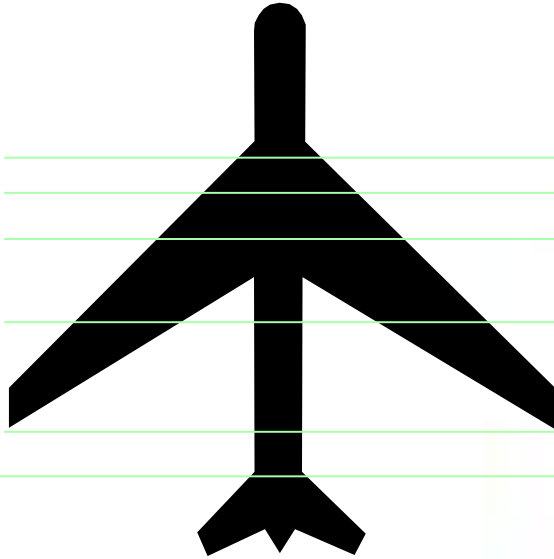
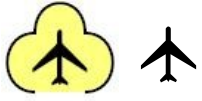


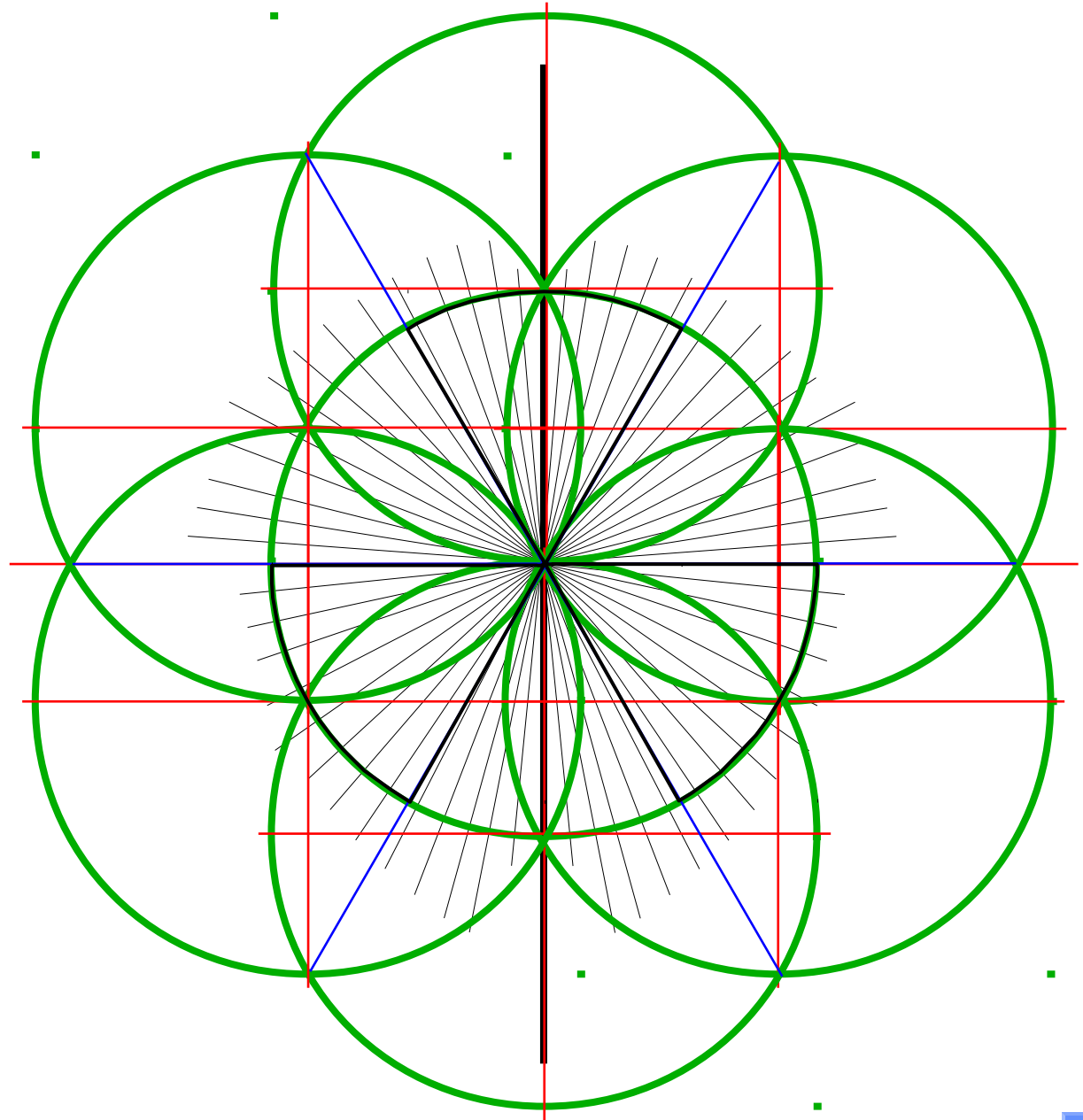
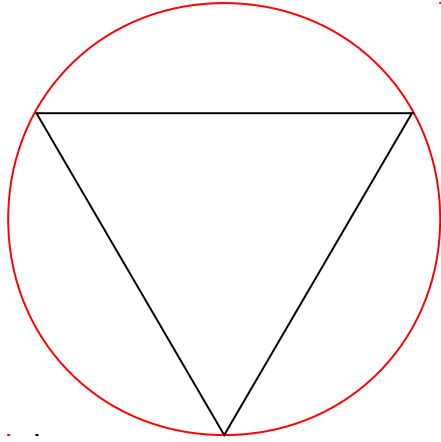
To create smooth graphics, the objects are created 10 times or 1000% larger than desired, then shrunk. Using the size function in the "format autoshape" window. The format window is reached by right clicking the object.

Graphics fitting inside the unit shapes should be sized to fit inside either the "neutral" square or the "hostile" diamond since those are the smallest shapes.

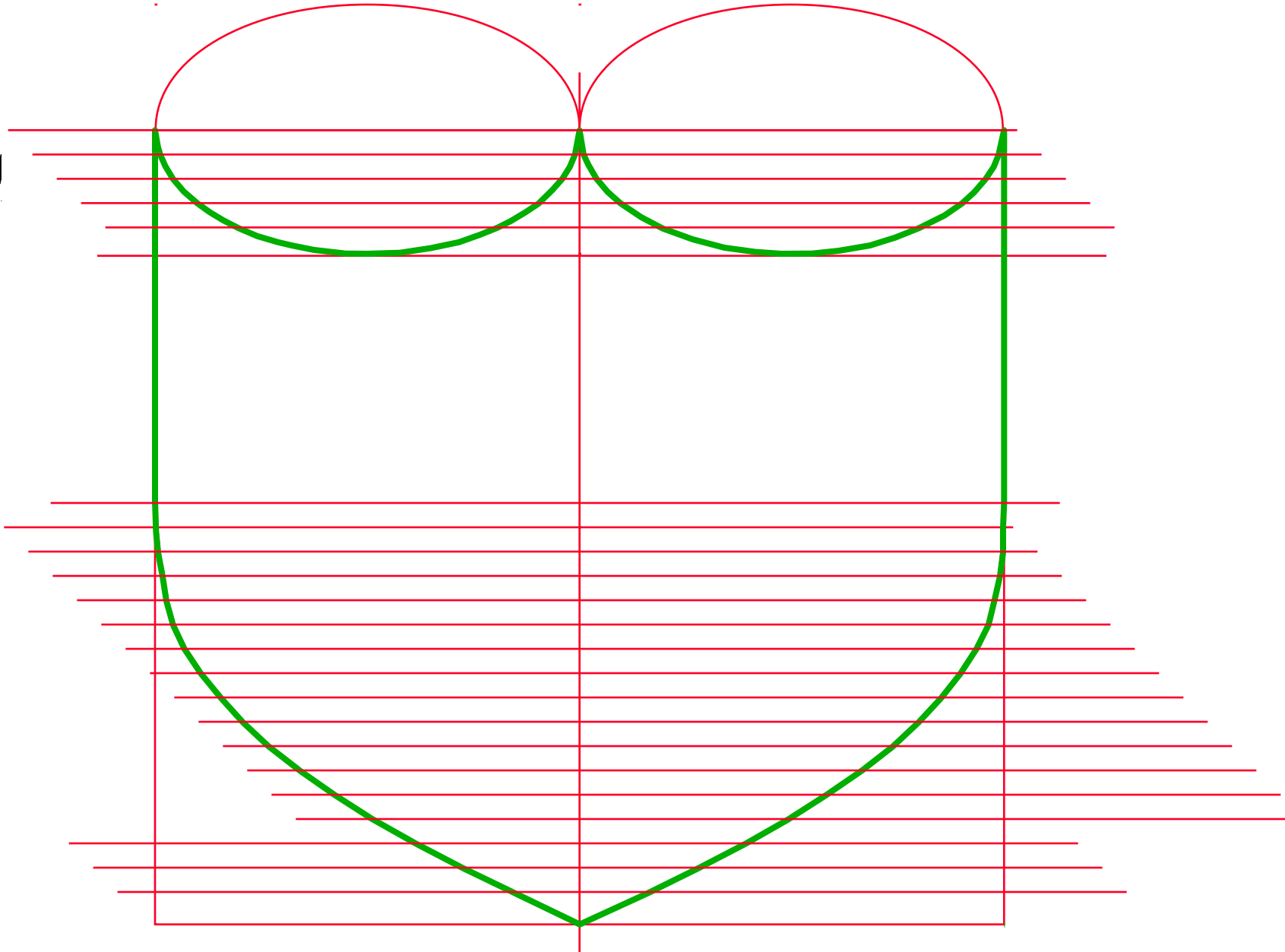




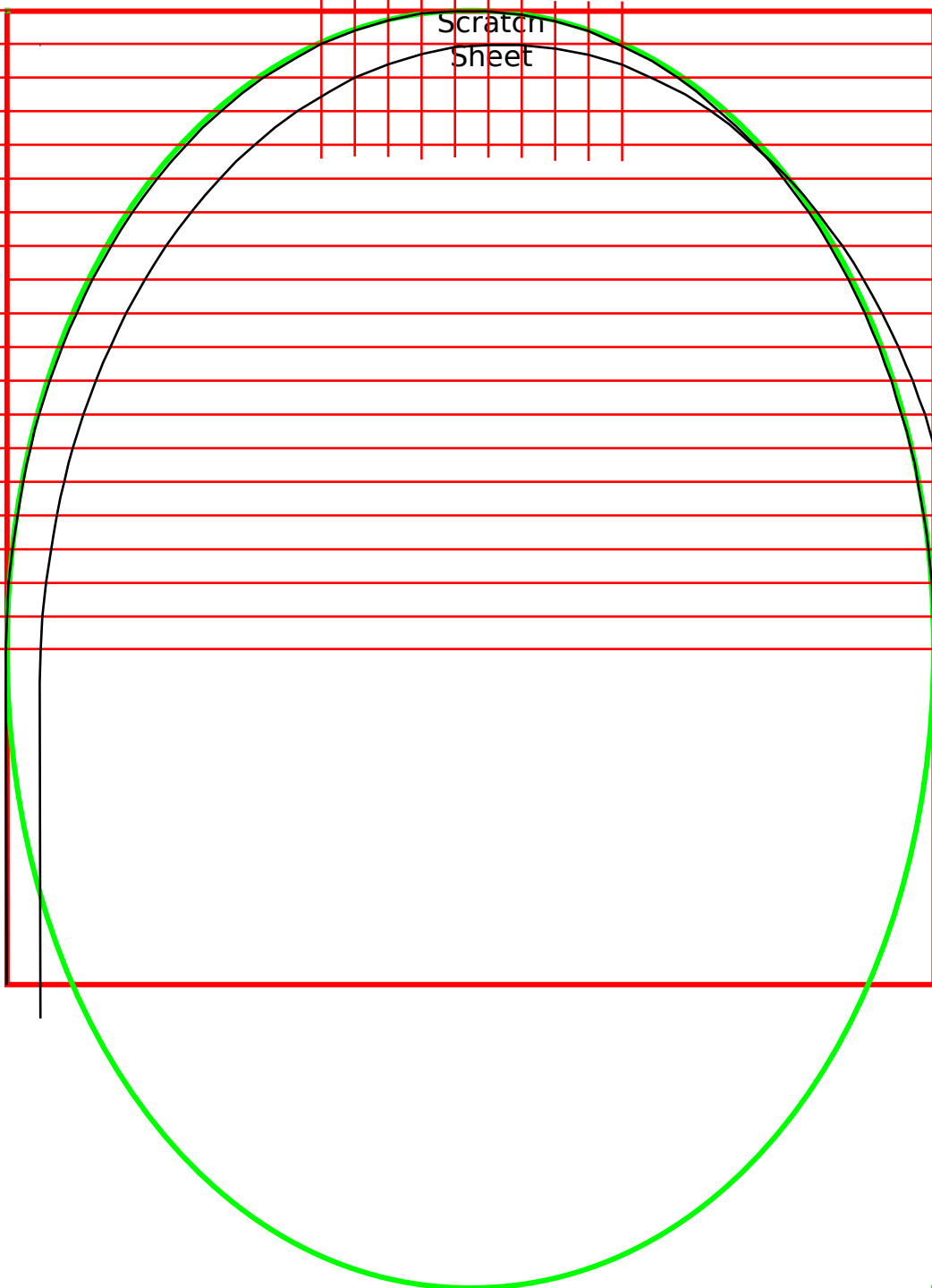
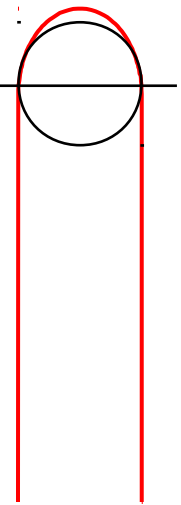


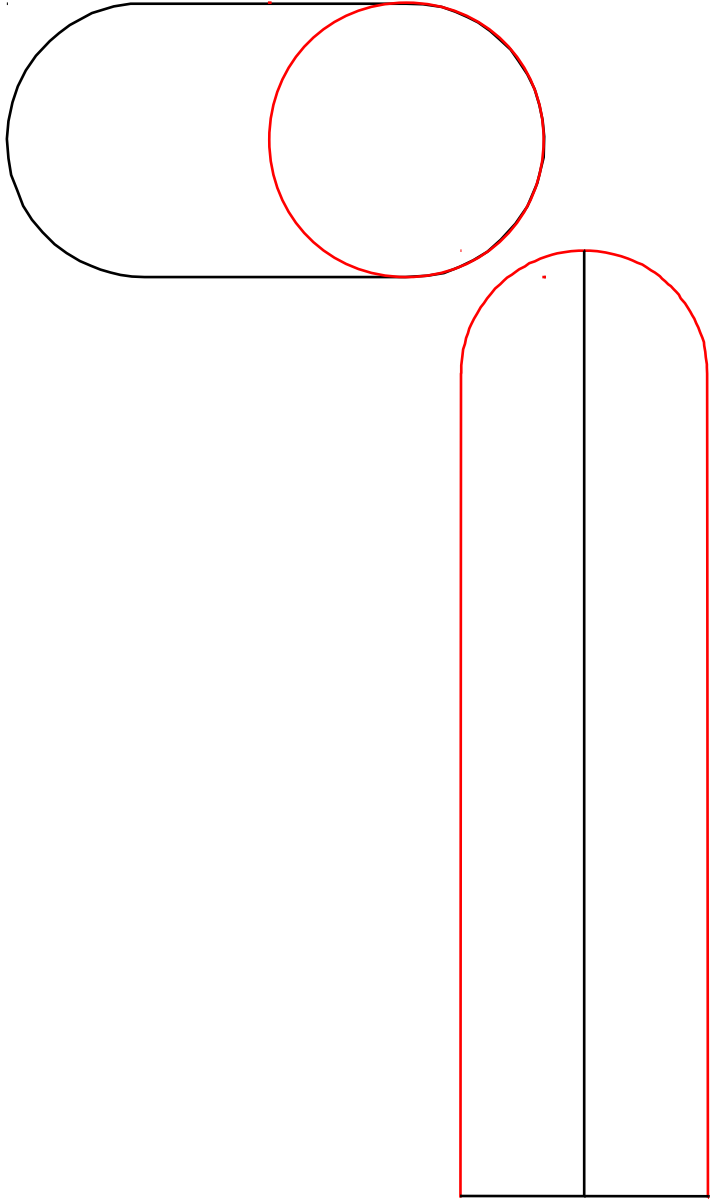


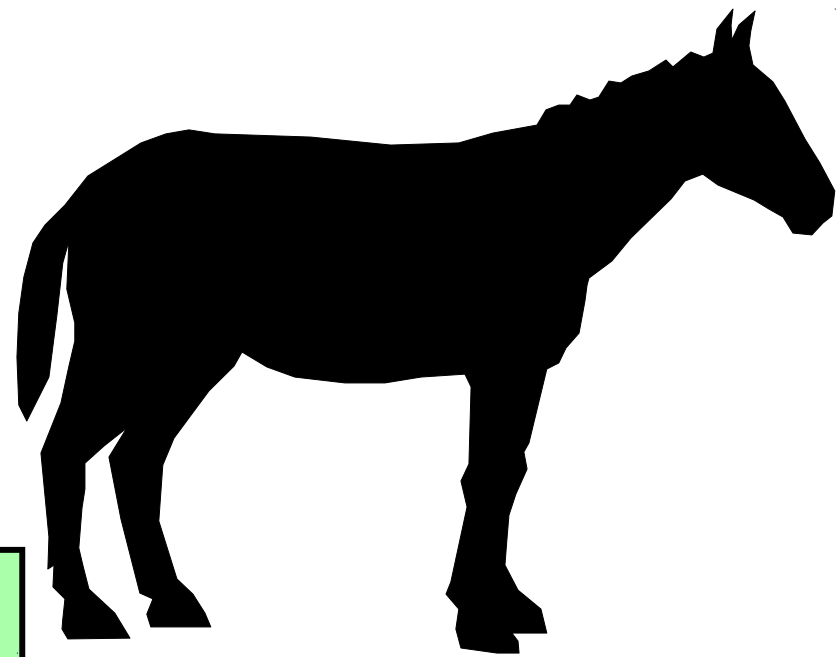
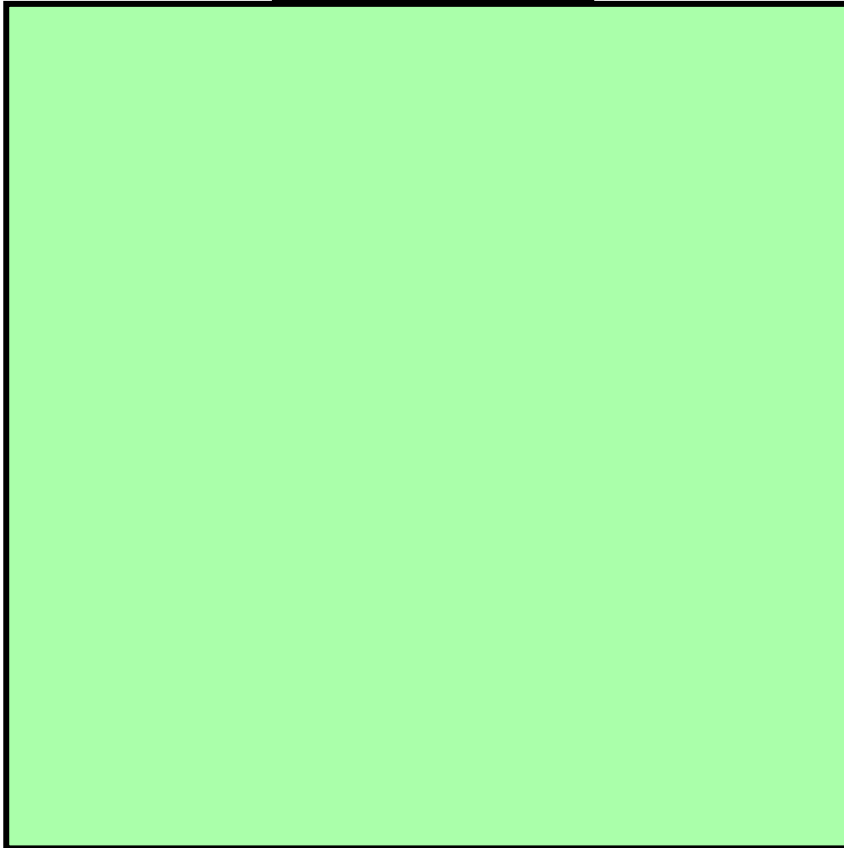
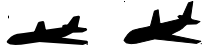
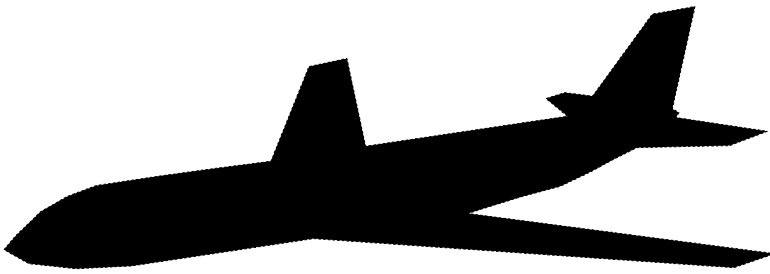
Scratch
Sheet



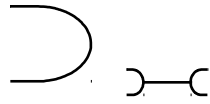
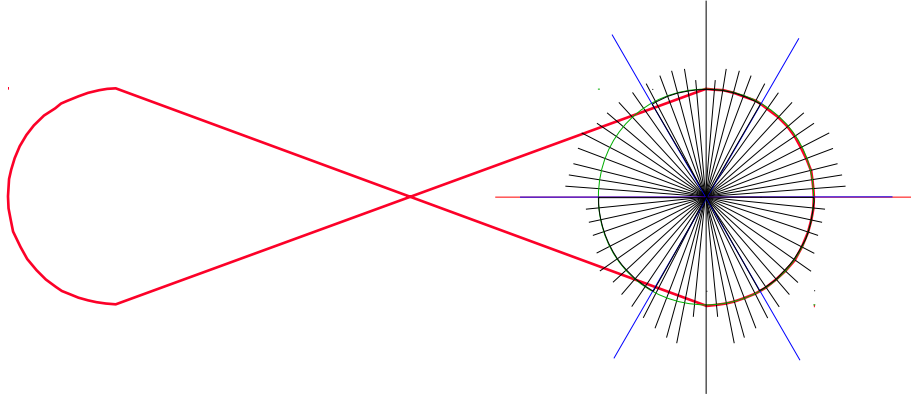
Scratch
Sheet



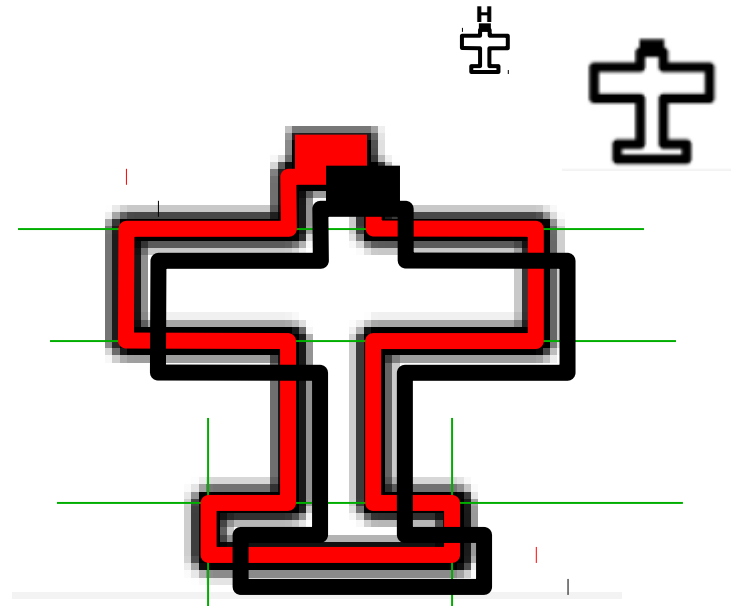
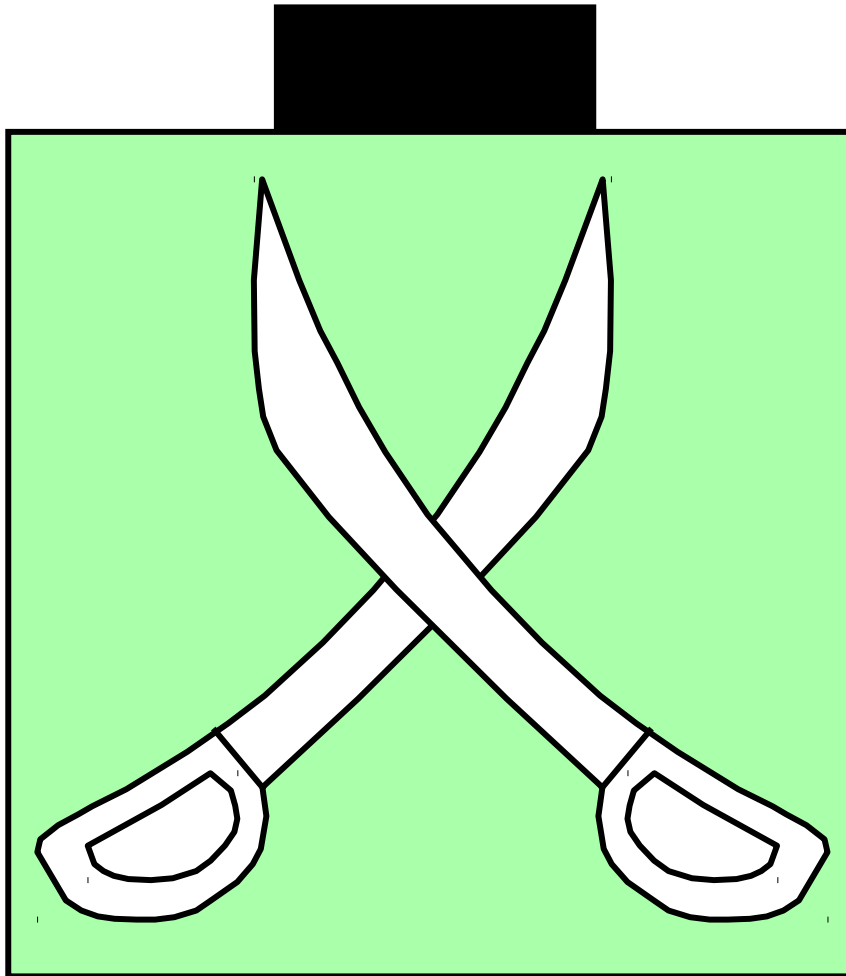




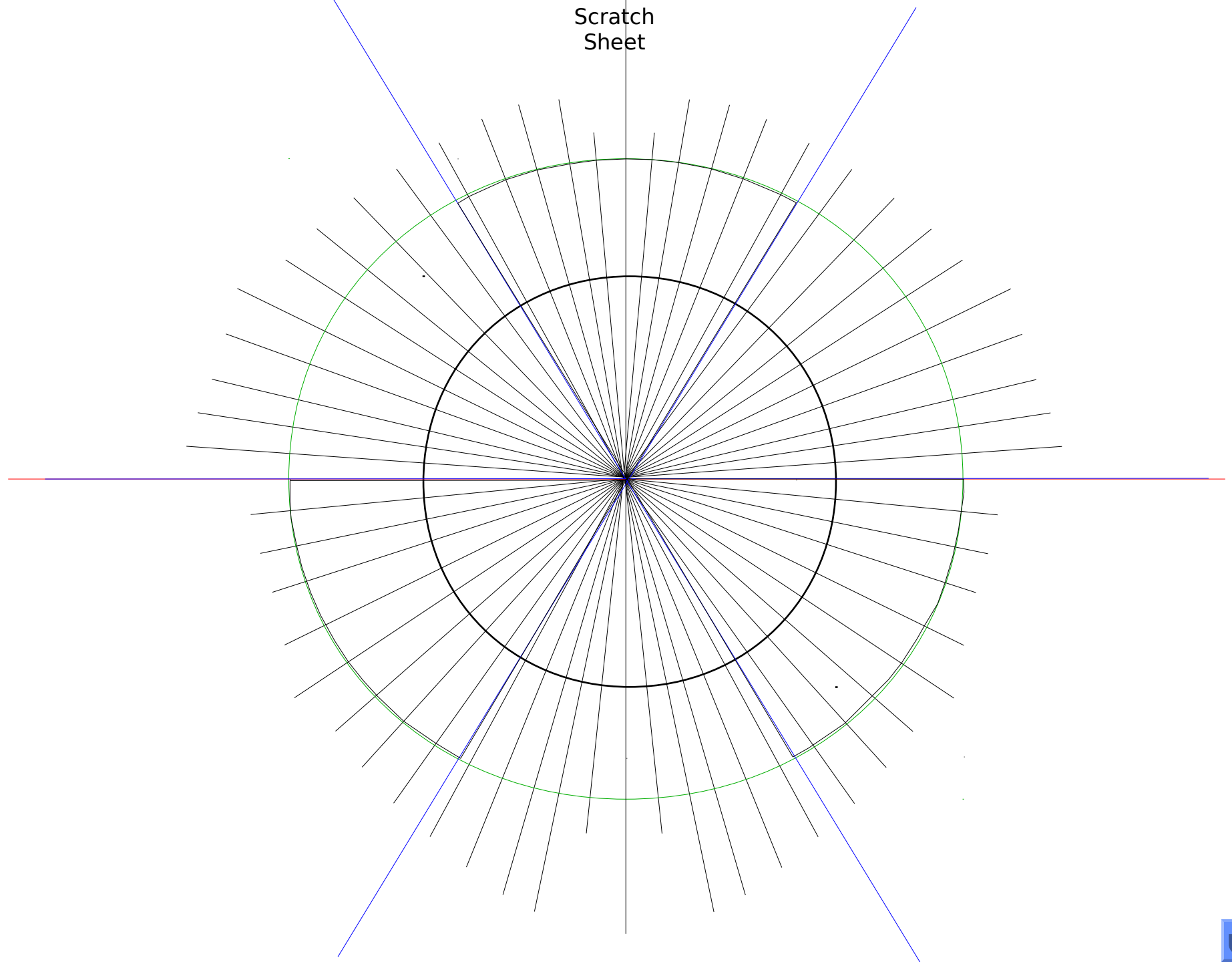
The plane and horse graphics were created by tracing over imported clipart using the “Lines” from the “Autoshapes” menu then using the “Edit Points” function under the “Draw” menu for fine adjustments while “zooming” in 200% to 400%.



Scratch
Sheet



Scratch
Sheet



Scratch Sheet

