

## APPENDIX B

**C<sup>2</sup> SYMOLOGY: MILITARY OPERATIONS (TACTICAL GRAPHICS)****B.1 SCOPE**

**B.1.1 Scope.** This appendix addresses tactical graphics that support military operations in the C<sup>2</sup> domain. The tables in this appendix present graphics that support battlefield planning and management by delineating responsibilities and missions, providing guidance, establishing control measures, and identifying items of interest. While FM101-5-1/MCRP 5-2A is the principal source for correct usage of these tactical graphics for operations, MIL-STD-2525 contains the correct implementation instructions. This appendix is a mandatory part of this standard. The information contained herein is intended for compliance.

**B.2 APPLICABLE DOCUMENTS**

This section is not applicable to this appendix.

**B.3 DEFINITIONS**

The definitions in section 3 of this standard apply to this appendix.

**B.4 GENERAL REQUIREMENTS**

**B.4.1 Organization.** The purpose of warfighting symbology is to convey information about objects in the warfighter battlespace. This appendix contains the technical specifications, symbol coding scheme, symbology hierarchy, and the tactical graphics for the C<sup>2</sup> Symbology: Military Operations symbology set.

**B.5 DETAILED REQUIREMENTS**

**B.5.1 Technical Specifications.** Composition, construction, display, and transmission of tactical graphics are explained in the Detailed Requirements section of the standard. Additional construction specifications are explained here.

**B.5.1.1 Phase Lines.** Phase lines are lines on map that are easily identifiable from a ground or air vantage point. They may include features such as ridgelines, treelines, hilltops, roads, and rivers. The generic line described in Figure 10 of the main document includes a class of lines called phase lines. Though a phase line might not change, its meaning can vary based on the line style or nomenclature associated with it. For instance, the same phase line may define a Forward Line of Own Troops (FLOT), Fire Support Coordination Line (FSCL), or Light Line (LL) depending on the ebb and flow of a battle. This appendix describes how to draw various line-type tactical graphics as if they do not already exist on a map or display. Implementors should consider that operators may want to change the line-type associated with an existing tactical graphic rather than replace it with a new tactical graphic. This may require a change in line-type (FSCL to FLOT), nomenclature (FSCL to LL), or both.

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B.5.1.2 Graphic Orientation. Unless otherwise stated, tactical graphics in table B-IV whose orientations depend on enemy location are oriented with the enemy on the right hand side of the page. All tactical graphics can use offset location indicators. Offset location indicators shall be placed so they do not confuse the meaning of the graphic.

B.5.2 Symbol identification (ID) coding scheme. A symbol ID code is a 15-character alphanumeric identifier that provides the information necessary to display or transmit a tactical graphic between MIL-STD-2525 compliant systems.

B.5.2.1 Code positions. The positions of the symbol ID code are described below. Since many graphics do not have an entry in every code position, a dash (-) is used to fill each unused position. An asterisk (\*) indicates positions that are user defined based on specific symbol circumstances, such as affiliation or echelon/size. Table B-I identifies the fields of information included in a symbol ID code and the position each occupies in the 15-character identifier. The values in each field are filled from left to right unless otherwise specified.

- a. Position 1, code scheme, indicates which overall symbology set a graphic belongs to.
- b. Position 2, affiliation, indicates the graphic's affiliation.
- c. Position 3, category, indicates which of the groups of operation the graphic belongs to.
- d. Position 4, status, indicates the graphic's planned or present status.
- e. Positions 5 through 10, function ID, identifies a graphic's function. Each position indicates an increasing level of detail and specialization.
- f. Positions 11 and 12, echelon/size indicator, identifies the command level of a unit or the size in kilotons of a nuclear event. Table B-II contains the specific values used in this field.
- g. Positions 13 and 14, country code, identifies the country with which a symbol is associated. Country code identifiers are listed in the Federal Information Processing Standard (FIPS) Pub 10 series.
- h. Position 15, order of battle, provides additional information about the role of a symbol in the battlespace. All tactical graphics described in this appendix will have an "X" in this position.

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TABLE B-I. Symbol ID code positions and categories.

CODING SCHEME (1) (POSITION 1)		AFFILIATION (1) (POSITION 2)	CATEGORY (1) (POSITION 3)	STATUS (1) (POSITION 4)
S	- C <sup>2</sup> Symbology: Units, Equipment, and Installations	P - Pending	T - Tasks	A - Anticipated/Planned
G	- C <sup>2</sup> Symbology: Military Operations	U - Unknown	G - C <sup>2</sup> & General Maneuver	P - Present
W	- METOC	A - Assumed Friend	M - Mobility/survivability	
I	- Signals Intelligence	F - Friend	F - Fire Support	
M	- Mapping (Reserved - under Development)	N - Neutral	S - Combat Service Support	
O	- Military Operations Other than War (MOOTW)	S - Suspect	O - Other	
		H - Hostile		
		J - Joker		
		K - Faker		
		O - None Specified		
FUNCTION ID (6) (POSITIONS 5 - 10)		ECHELON/SIZE (2) (POSITIONS 11, 12)	COUNTRY CODE (2) (POSITIONS 13, 14)	ORDER OF BATTLE (1) (POSITION 15)
See table B-III for specific values.		See table B-II for specific values	See FIPS Pub series 10	X - Control Markings

TABLE B-II. Echelon/size codes.

CODE	DESCRIPTION	CODE	DESCRIPTION
- A	TEAM/CREW	- H	BRIGADE
- B	SQUAD	- I	DIVISION
- C	SECTION	- J	CORPS/MEF
- D	PLATOON/DETACHMENT	- K	ARMY
- E	COMPANY/BATTERY/TROOP	- L	ARMY GROUP/FRONT
- F	BATTALION/SQUADRON	- M	REGION
- G	REGIMENT/GROUP	--	NULL
		K -	NUCLEAR YIELD IN KILOTONS - Size value located in field modifier C.

B.5.2.2 Symbol ID code table. The following table lists the codes for tactical graphics. As stated earlier in paragraph B.5.2.1, a dash (-) is used to fill each unused position. An asterisk (\*) indicates positions that are user defined based on specific symbol circumstances, such as affiliation or echelon/size.

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HIERARCHY	C O D E S C H E M E	A F T I L I A T I O N	C A T E G O R Y N	S T A T U S	F U N C T I O N	E C H E L O N / S I Z E	C O H U T R Y O N	O R D E R O F C O B A T T L E	DESCRIPTION	
2.X	G	*	-	-	--	--	--	--	X	TACTICAL GRAPHICS
2.X.1	G	*	T	*	--	--	--	**	**	X TASKS
2.X.1.1	G	*	T	*	B-	--	--	**	**	X BLOCK
2.X.1.2	G	*	T	*	H-	--	--	**	**	X BREACH
2.X.1.3	G	*	T	*	Y-	--	--	**	**	X BYPASS
2.X.1.4	G	*	T	*	C-	--	--	**	**	X CANALIZE
2.X.1.5	G	*	T	*	X-	--	--	**	**	X CLEAR
2.X.1.6	G	*	T	*	J-	--	--	**	**	X CONTAIN
2.X.1.7	G	*	T	*	K-	--	--	**	**	X COUNTERATTACK (CATK)
2.X.1.7.1	G	*	T	*	KF	--	--	**	**	X COUNTERATTACK BY FIRE
2.X.1.8	G	*	T	*	L-	--	--	**	**	X DELAY
2.X.1.9	G	*	T	*	D-	--	--	**	**	X DESTROY
2.X.1.10	G	*	T	*	T-	--	--	**	**	X DISRUPT
2.X.1.11	G	*	T	*	F-	--	--	**	**	X FIX
2.X.1.12	G	*	T	*	A-	--	--	**	**	X FOLLOW AND ASSUME
2.X.1.12.1	G	*	T	*	AS	--	--	**	**	X FOLLOW AND SUPPORT
2.X.1.13	G	*	T	*	I-	--	--	**	**	X INTERDICT
2.X.1.14	G	*	T	*	E-	--	--	**	**	X ISOLATE
2.X.1.15	G	*	T	*	N-	--	--	**	**	X NEUTRALIZE
2.X.1.16	G	*	T	*	O-	--	--	**	**	X OCCUPY
2.X.1.17	G	*	T	*	P-	--	--	**	**	X PENETRATE
2.X.1.18	G	*	T	*	R-	--	--	**	**	X RELIEF IN PLACE (RIP)
2.X.1.19	G	*	T	*	Q-	--	--	**	**	X RETAIN
2.X.1.20	G	*	T	*	M-	--	--	**	**	X RETIREMENT
2.X.1.21	G	*	T	*	S-	--	--	**	**	X SECURE
2.X.1.22	G	-	T	*	U-	--	--	--	X	SECURITY
2.X.1.22.1	G	*	T	*	US	--	--	**	**	X SCREEN
2.X.1.22.2	G	*	T	*	UG	--	--	**	**	X GUARD
2.X.1.22.3	G	*	T	*	UC	--	--	**	**	X COVER
2.X.1.23	G	*	T	*	Z-	--	--	**	**	X SEIZE
2.X.1.24	G	*	T	*	W-	--	--	**	**	X WITHDRAW
2.X.1.24.1	G	*	T	*	WP	--	--	**	**	X WITHDRAW UNDER PRESSURE
2.X.2	G	*	G	*	--	--	--	**	**	X COMMAND AND CONTROL AND GENERAL MANEUVER
2.X.2.1	G	*	G	*	G-	--	--	**	**	X GENERAL
2.X.2.1.1	G	*	G	*	GP	--	--	**	**	X POINTS
2.X.2.1.1.1	G	*	G	*	GP	U-	--	**	**	X UNDER SEA WARFARE
2.X.2.1.1.1.1	G	*	G	*	GP	UU	--	**	**	X UNDERWATER

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HIERARCHY	C O D E S C H E M E	A F T I L A T I O N /	C A R Y O N O N I D	S T A T U T I O N -	F U N C T I O N -	E C H E L O N S I Z E	C O H U T R Y O F C O B A T T E	O R D E R O F B A T T E	DESCRIPTION
2.X.2.1.1.1.1.1	G	*	G	*	GP UU D-	**	**	X	DATUM
2.X.2.1.1.1.1.2	G	*	G	*	GP UU B-	**	**	X	BRIEF CONTACT
2.X.2.1.1.1.1.3	G	*	G	*	GP UU L-	**	**	X	LOST CONTACT
2.X.2.1.1.1.1.4	G	*	G	*	GP UU S-	**	**	X	SINKER
2.X.2.1.1.1.2	G	*	G	*	GP UY --	**	**	X	SONOBUOY
2.X.2.1.1.1.2.1	G	*	G	*	GP UY P-	**	**	X	PATTERN CENTER
2.X.2.1.1.1.2.2	G	*	G	*	GP UY D-	**	**	X	DIRECTIONAL FREQUENCY ANALYZING AND RECORDING (DIFAR)
2.X.2.1.1.1.2.3	G	*	G	*	GP UY L-	**	**	X	LOW FREQUENCY ANALYZING AND RECORDING (LOFAR)
2.X.2.1.1.1.2.4	G	*	G	*	GP UY C-	**	**	X	COMMAND ACTIVE SONOBUOY SYSTEM (CASS)
2.X.2.1.1.1.2.5	G	*	G	*	GP UY S-	**	**	X	DIRECTIONAL COMMAND ACTIVE SONOBUOY SYSTEM (DICASS)
2.X.2.1.1.1.2.6	G	*	G	*	GP UY B-	**	**	X	BATHYTHERMOGRAPH TRANSMITTING (BT)
2.X.2.1.1.1.2.7	G	*	G	*	GP UY A-	**	**	X	ANM
2.X.2.1.1.1.2.8	G	*	G	*	GP UY V-	**	**	X	VERTICAL LINE ARRAY DIFAR (VLAD)
2.X.2.1.1.1.2.9	G	*	G	*	GP UY T-	**	**	X	ATAC
2.X.2.1.1.1.2.10	G	*	G	*	GP UY R-	**	**	X	RANGE ONLY (RO)
2.X.2.1.1.1.2.11	G	*	G	*	GP UY K-	**	**	X	KINGPIN
2.X.2.1.1.1.3	G	*	G	*	GP US --	**	**	X	SEARCH
2.X.2.1.1.1.3.1	G	*	G	*	GP US A-	**	**	X	SEARCH AREA
2.X.2.1.1.1.3.2	G	*	G	*	GP US D-	**	**	X	DIP POSITION
2.X.2.1.1.1.3.3	G	*	G	*	GP US C-	**	**	X	SEARCH CENTER
2.X.2.1.1.2	G	*	G	*	GP R- --	**	**	X	REFERENCE POINT
2.X.2.1.1.2.1	G	*	G	*	GP RS --	**	**	X	SPECIAL POINT
2.X.2.1.1.2.2	G	*	G	*	GP RN --	**	**	X	NAV REFERENCE
2.X.2.1.1.2.3	G	*	G	*	GP RD --	**	**	X	DLRP
2.X.2.1.1.2.4	G	*	G	*	GP RI --	**	**	X	POINT OF INTEREST
2.X.2.1.1.3	G	*	G	*	GP W- --	**	**	X	WEAPON
2.X.2.1.1.3.1	G	*	G	*	GP WA --	**	**	X	AIM POINT
2.X.2.1.1.3.2	G	*	G	*	GP WD --	**	**	X	DROP POINT
2.X.2.1.1.3.3	G	*	G	*	GP WE --	**	**	X	ENTRY POINT
2.X.2.1.1.3.4	G	*	G	*	GP WG --	**	**	X	GROUND ZERO
2.X.2.1.1.3.5	G	*	G	*	GP WM --	**	**	X	MSL DETECT POINT
2.X.2.1.1.3.6	G	*	G	*	GP WI --	**	**	X	IMPACT POINT
2.X.2.1.1.3.7	G	*	G	*	GP WP --	**	**	X	PREDICTED IMPACT POINT
2.X.2.1.1.4	G	*	G	*	GP F- --	**	**	X	FORMATION
2.X.2.1.1.5	G	*	G	*	GP H- --	**	**	X	HARBOR (GENERAL)

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HIERARCHY	C O D E S C H E M E	A F T I L A T I O N A R Y I O N T U S G O N O N I D	C A C T E T A T I O N /	F U N C T I O N I D	E C H E L O N S I Z E	C O H U T R Y O C O D E	O R D E R O F B A T T L E	DESCRIPTION	
2.X.2.1.1.5.1	G	*	G	*	GP HQ --	**	**	X	POINT Q
2.X.2.1.1.5.2	G	*	G	*	GP HA --	**	**	X	POINT A
2.X.2.1.1.5.3	G	*	G	*	GP HY --	**	**	X	POINT Y
2.X.2.1.1.5.4	G	*	G	*	GP HX --	**	**	X	POINT X
2.X.2.1.1.6	G	*	G	*	GP O- --	**	**	X	ROUTE
2.X.2.1.1.6.1	G	*	G	*	GP OZ --	**	**	X	RENDEZVOUS
2.X.2.1.1.6.2	G	*	G	*	GP OD --	**	**	X	DIVERSIONS
2.X.2.1.1.6.3	G	*	G	*	GP OW --	**	**	X	WAYPOINT
2.X.2.1.1.6.4	G	*	G	*	GP OP --	**	**	X	PIM
2.X.2.1.1.6.5	G	*	G	*	GP OR --	**	**	X	POINT R
2.X.2.1.1.7	G	*	G	*	GP A- --	**	**	X	AIR CONTROL
2.X.2.1.1.7.1	G	*	G	*	GP AP --	**	**	X	COMBAT AIR PATROL (CAP)
2.X.2.1.1.7.2	G	*	G	*	GP AW --	**	**	X	AIRBORNE EARLY WARNING (AEW)
2.X.2.1.1.7.3	G	*	G	*	GP AT --	**	**	X	TACAN
2.X.2.1.1.7.4	G	*	G	*	GP AK --	**	**	X	TANKING
2.X.2.1.1.7.5	G	*	G	*	GP AA --	**	**	X	ANTISUBMARINE WARFARE , FIXED WING
2.X.2.1.1.7.6	G	*	G	*	GP AH --	**	**	X	ANTISUBMARINE WARFARE, ROTARY WING
2.X.2.1.1.7.7	G	*	G	*	GP AO --	**	**	X	TOMCAT
2.X.2.1.1.7.8	G	*	G	*	GP AR --	**	**	X	RESCUE
2.X.2.1.1.7.9	G	*	G	*	GP AL --	**	**	X	REPLENISH
2.X.2.1.1.7.10	G	*	G	*	GP AM --	**	**	X	MARSHALL
2.X.2.1.1.7.11	G	*	G	*	GP AS --	**	**	X	STRIKE IP
2.X.2.1.1.7.12	G	*	G	*	GP AC --	**	**	X	CORRIDOR TAB
2.X.2.1.1.8	G	*	G	*	GP P- --	**	**	X	ACTION POINTS (GENERAL)
2.X.2.1.1.8.1	G	*	G	*	GP PK --	**	**	X	CHECK POINT
2.X.2.1.1.8.2	G	*	G	*	GP PC --	**	**	X	CONTACT POINT
2.X.2.1.1.8.3	G	*	G	*	GP PO --	**	**	X	COORDINATION POINT
2.X.2.1.1.8.4	G	*	G	*	GP PD --	**	**	X	DECISION POINT
2.X.2.1.1.8.5	G	*	G	*	GP PL --	**	**	X	LINKUP POINT
2.X.2.1.1.8.6	G	*	G	*	GP PP --	**	**	X	PASSAGE POINT
2.X.2.1.1.8.7	G	*	G	*	GP PR --	**	**	X	RALLY POINT
2.X.2.1.1.8.8	G	*	G	*	GP PE --	**	**	X	RELEASE POINT
2.X.2.1.1.8.9	G	*	G	*	GP PS --	**	**	X	START POINT
2.X.2.1.1.8.10	G	*	G	*	GP PW --	**	**	X	WAYPOINT
2.X.2.1.2	G	*	G	*	GL -- --	**	**	X	LINES
2.X.2.1.2.1	G	*	G	*	GL B- --	**	**	X	BOUNDARIES
2.X.2.1.2.2	G	*	G	*	GL F- --	**	**	X	FORWARD LINE OF OWN TROOPS (FLOT)
2.X.2.1.2.3	G	*	G	*	GL C- --	**	**	X	LINE OF CONTACT

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HIERARCHY	C O D E S C H E M E	A F T I L I A T I O N /	C A T E G O R Y N S I Z E	S T A T U T I O N I D	F U N C T I O N I	E C H E L O N /	C O H U T R Y S I D E	O R D E R O F C O B A T T L E	DESCRIPTION
2.X.2.1.2.4	G	*	G	*	GL P- --	**	**	X	PHASE LINE
2.X.2.1.2.5	G	*	G	*	GL L- --	**	**	X	LIGHT LINE
2.X.2.1.3	G	*	G	*	GA -- --	**	**	X	AREAS
2.X.2.1.3.1	G	*	G	*	GA G- --	**	**	X	GENERAL AREA
2.X.2.1.3.2	G	*	G	*	GA A- --	**	**	X	ASSEMBLY AREA
2.X.2.1.3.3	G	*	G	*	GA E- --	**	**	X	ENGAGEMENT AREA
2.X.2.1.3.4	G	*	G	*	GA F- --	**	**	X	FORTIFIED AREA
2.X.2.1.3.5	G	*	G	*	GA D- --	**	**	X	DROP ZONE
2.X.2.1.3.6	G	*	G	*	GA X- --	**	**	X	EXTRACTION ZONE (EZ)
2.X.2.1.3.7	G	*	G	*	GA L- --	**	**	X	LANDING ZONE (LZ)
2.X.2.1.3.8	G	*	G	*	GA P- --	**	**	X	PICKUP ZONE (PZ)
2.X.2.1.3.9	G	*	G	*	GA S- --	**	**	X	SEARCH AREA/RECONNAISSANCE AREA
2.X.2.1.3.10	G	*	G	*	GA Y- --	**	**	X	LIMITED ACCESS AREA
2.X.2.1.3.11	G	*	G	*	GA Z- --	**	**	X	AIRFIELD ZONE
2.X.2.2	G	*	G	*	A- -- --	**	**	X	AVIATION
2.X.2.2.1	G	*	G	*	AP -- --	**	**	X	POINTS
2.X.2.2.1.1	G	*	G	*	AP P- --	**	**	X	AIR CONTROL POINT (ACP)
2.X.2.2.1.2	G	*	G	*	AP C- --	**	**	X	COMMUNICATIONS CHECKPOINT (CCP)
2.X.2.2.1.3	G	*	G	*	AP U- --	**	**	X	POP-UP POINT (PUP)
2.X.2.2.1.4	G	*	G	*	AP D- --	**	**	X	DOWNED AIRCREW PICKUP POINT
2.X.2.2.2	G	*	G	*	AL -- --	**	**	X	LINES
2.X.2.2.2.1	G	*	G	*	AL C- --	**	**	X	AIR CORRIDOR
2.X.2.2.2.2	G	*	G	*	AL M- --	**	**	X	MINIMUM RISK ROUTE (MRR)
2.X.2.2.2.3	G	*	G	*	AL S- --	**	**	X	STANDARD-USE ARMY AIRCRAFT FLIGHT ROUTE (SAAFR)
2.X.2.2.2.4	G	*	G	*	AL U- --	**	**	X	UNMANNED AERIAL VEHICLE (UAV) ROUTE
2.X.2.2.2.5	G	*	G	*	AL L- --	**	**	X	LOW LEVEL TRANSIT ROUTE (LLTR)
2.X.2.2.3	G	*	G	*	AA -- --	**	**	X	AREAS
2.X.2.2.3.1	G	*	G	*	AA R- --	**	**	X	RESTRICTED OPERATIONS ZONE (ROZ)
2.X.2.2.3.2	G	*	G	*	AA F- --	**	**	X	FORWARD AREA AIR DEFENSE ZONE (FAADEZ)
2.X.2.2.3.3	G	*	G	*	AA H- --	**	**	X	HIGH DENSITY AIRSPACE CONTROL ZONE (HIDACZ)
2.X.2.2.3.4	G	*	G	*	AA M- --	**	**	X	MISSILE ENGAGEMENT ZONE (MEZ)
2.X.2.2.3.4.1	G	*	G	*	AA ML --	**	**	X	LOW ALTITUDE MEZ
2.X.2.2.3.4.2	G	*	G	*	AA MH --	**	**	X	HIGH ALTITUDE MEZ
2.X.2.2.3.5	G	*	G	*	AA W- --	**	**	X	WEAPONS FREE ZONE
2.X.2.3	G	*	G	*	P- -- --	**	**	X	DECEPTION
2.X.2.3.1	G	*	G	*	PD -- --	**	**	X	DUMMY (DECEPTION/DECoy)
2.X.2.3.2	G	*	G	*	PA -- --	**	**	X	AXIS OF ADVANCE FOR FEINT

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HIERARCHY	C O D E S C H E M E	A F T I L A T I O N /	C A R Y O N I D	S T A T U O N I D	F U N C T I O N	E C H E L O N /	C O H U T R Y S I Z E	O R D E R O F C O B A T T L E	DESCRIPTION
2.X.2.3.3	G	*	G	*	PF -- --	**	**	X	DIRECTION OF ATTACK FOR FEINT
2.X.2.3.4	G	*	G	*	PM -- --	**	**	X	DECOY MINED AREA
2.X.2.3.5	G	*	G	*	PY -- --	**	**	X	DECOY MINED AREA, FENCED
2.X.2.3.6	G	*	G	*	PN -- --	**	**	X	DUMMY MINEFIELD (STATIC)
2.X.2.3.7	G	*	G	*	PC -- --	**	**	X	DUMMY MINEFIELD (DYNAMIC)
2.X.2.4	G	*	G	*	D- -- --	**	**	X	DEFENSE
2.X.2.4.1	G	*	G	*	DP -- --	**	**	X	POINTS
2.X.2.4.1.1	G	*	G	*	DP T- --	**	**	X	TARGET REFERENCE POINT (TRP)
2.X.2.4.1.2	G	*	G	*	DP O- --	**	**	X	OBSERVATION POST/OUTPOST
2.X.2.4.1.2.1	G	*	G	*	DP OC --	**	**	X	COMBAT OUTPOST
2.X.2.4.1.2.2	G	*	G	*	DP OR --	**	**	X	OBSERVATION POST OCCUPIED BY DISMOUNTED SCOUTS OR RECONNAISSANCE
2.X.2.4.1.2.3	G	*	G	*	DP OF --	**	**	X	FORWARD OBSERVER POSITION
2.X.2.4.1.2.4	G	*	G	*	DP OS --	**	**	X	SENSOR OUTPOST/LISTENING POST (OP/LP)
2.X.2.4.1.2.5	G	*	G	*	DP ON --	**	**	X	NBC OBSERVATION POST (DISMOUNTED)
2.X.2.4.2	G	*	G	*	DL -- --	**	**	X	LINES
2.X.2.4.2.1	G	*	G	*	DL F- --	**	**	X	FORWARD EDGE OF BATTLE AREA (FEBA)
2.X.2.4.2.2	G	*	G	*	DL P- --	**	**	X	PRINCIPAL DIRECTION OF FIRE (PDF)
2.X.2.4.3	G	*	G	*	DA -- --	**	**	X	AREAS
2.X.2.4.3.1	G	*	G	*	DA B- --	**	**	X	BATTLE POSITION
2.X.2.4.3.1.1	G	*	G	*	DA BP --	**	**	X	PREPARED BUT NOT OCCUPIED
2.X.2.4.3.2	G	*	G	*	DA E- --	**	**	X	ENGAGEMENT AREA
2.X.2.5	G	*	G	*	O- -- --	**	**	X	OFFENSE
2.X.2.5.1	G	*	G	*	OP -- --	**	**	X	POINTS
2.X.2.5.1.1	G	*	G	*	OP P- --	**	**	X	POINT OF DEPARTURE
2.X.2.5.2	G	*	G	*	OL -- --	**	**	X	LINES
2.X.2.5.2.1	G	*	G	*	OL A- --	**	**	X	AXIS OF ADVANCE
2.X.2.5.2.1.1	G	*	G	*	OL AV --	**	**	X	FRIENDLY AVIATION
2.X.2.5.2.1.2	G	*	G	*	OL AA --	**	**	X	FRIENDLY AIRBORNE
2.X.2.5.2.1.3	G	*	G	*	OL AR --	**	**	X	FRIENDLY ATTACK, ROTARY WING
2.X.2.5.2.1.4	G	*	G	*	OL AG --	**	**	X	GROUND
2.X.2.5.2.1.4.1	G	*	G	*	OL AG M-	**	**	X	MAIN ATTACK
2.X.2.5.2.1.4.2	G	*	G	*	OL AG S-	**	**	X	SUPPORTING ATTACK
2.X.2.5.2.2	G	*	G	*	OL K- --	**	**	X	DIRECTION OF ATTACK
2.X.2.5.2.2.1	G	*	G	*	OL KA --	**	**	X	AVIATION
2.X.2.5.2.2.2	G	*	G	*	OL KG --	**	**	X	GROUND
2.X.2.5.2.2.2.1	G	*	G	*	OL KG M-	**	**	X	MAIN ATTACK
2.X.2.5.2.2.2.2	G	*	G	*	OL KG S-	**	**	X	SUPPORTING ATTACK

## APPENDIX B

HIERARCHY	C O D E S C H E M E	A F T I L I A T I O N /	C A T E G O R Y N I D	S T A T U T I O N I D	F U N C T I O N I D	E C H E L O N /	C O H U T R Y S I Z E	O R D E R O F C O B A T T L E	DESCRIPTION
2.X.2.5.2.3	G	*	G	*	OL F- --	**	**	X	FINAL COORDINATION LINE
2.X.2.5.2.4	G	*	G	*	OL I- --	**	**	X	INFILTRATION LINE
2.X.2.5.2.5	G	*	G	*	OL L- --	**	**	X	LIMIT OF ADVANCE
2.X.2.5.2.6	G	*	G	*	OL T- --	**	**	X	LINE OF DEPARTURE
2.X.2.5.2.7	G	*	G	*	OL C- --	**	**	X	LINE OF DEPARTURE/LINE OF CONTACT (LD/LC)
2.X.2.5.2.8	G	*	G	*	OL P- --	**	**	X	PROBABLE LINE OF DEPLOYMENT (PLD)
2.X.2.5.3	G	*	G	*	OA -- --	**	**	X	AREAS
2.X.2.5.3.1	G	*	G	*	OA A- --	**	**	X	ASSAULT POSITION
2.X.2.5.3.2	G	*	G	*	OA K- --	**	**	X	ATTACK POSITION
2.X.2.5.3.3	G	*	G	*	OA F- --	**	**	X	ATTACK BY FIRE POSITION
2.X.2.5.3.4	G	*	G	*	OA S- --	**	**	X	SUPPORT BY FIRE POSITION
2.X.2.5.3.5	G	*	G	*	OA O- --	**	**	X	OBJECTIVE
2.X.2.5.3.6	G	*	G	*	OA P- --	**	**	X	PENETRATION BOX
2.X.2.6	G	*	G	*	S- -- --	**	**	X	SPECIAL
2.X.2.6.1	G	*	G	*	SL -- --	**	**	X	LINE
2.X.2.6.1.1	G	*	G	*	SL A- --	**	**	X	AMBUSH
2.X.2.6.1.2	G	*	G	*	SL H- --	**	**	X	HOLDING LINE
2.X.2.6.1.3	G	*	G	*	SL R- --	**	**	X	RELEASE LINE
2.X.2.6.2	G	*	G	*	SA -- --	**	**	X	AREA
2.X.2.6.2.1	G	*	G	*	SA O- --	**	**	X	AREA OF OPERATIONS (AO)
2.X.2.6.2.2	G	*	G	*	SA A- --	**	**	X	AIRHEAD
2.X.2.6.2.3	G	*	G	*	SA B- --	**	**	X	BRIDGEHEAD
2.X.2.6.2.4	G	*	G	*	SA E- --	**	**	X	ENCIRCLEMENT
2.X.2.6.2.5	G	*	G	*	SA N- --	**	**	X	NAMED AREA OF INTEREST (NAI)
2.X.2.6.2.6	G	*	G	*	SA T- --	**	**	X	TARGETED AREA OF INTEREST (TAI)
2.X.3	G	*	M	*	-- -- --	**	**	X	MOBILITY/SURVIVABILITY
2.X.3.1	G	*	M	*	O- -- --	**	**	X	OBSTACLES
2.X.3.1.1	G	*	M	*	OG -- --	**	**	X	GENERAL
2.X.3.1.1.1	G	*	M	*	OG B- --	**	**	X	BELT
2.X.3.1.1.2	G	*	M	*	OG L- --	**	**	X	LINE
2.X.3.1.1.3	G	*	M	*	OG Z- --	**	**	X	ZONE
2.X.3.1.1.4	G	*	M	*	OG F- --	**	**	X	OBSTACLE FREE AREA
2.X.3.1.1.5	G	*	M	*	OG R- --	**	**	X	OBSTACLE RESTRICTED AREA
2.X.3.1.2	G	*	M	*	OS -- --	**	**	X	ABATIS
2.X.3.1.3	G	*	M	*	OA -- --	**	**	X	ANTITANK OBSTACLES
2.X.3.1.3.1	G	*	M	*	OA D- --	**	**	X	ANTITANK DITCH
2.X.3.1.3.1.1	G	*	M	*	OA DU --	**	**	X	UNDER CONSTRUCTION
2.X.3.1.3.1.2	G	*	M	*	OA DC --	**	**	X	COMPLETE

## APPENDIX B

HIERARCHY	C O D E S C H E M E	A F I L I A T I O N	C A T E G A R Y	S T A T U S	F U N C T I O N	E C H E L O N / S I Z E	C O H E N T R Y O F	O R D E R O B A T T L E	DESCRIPTION
2.X.3.1.3.2	G	*	M	*	OA R- --	**	**	X	ANTITANK DITCH REINFORCED WITH ANTITANK MINES
2.X.3.1.3.3	G	*	M	*	OA O- --	**	**	X	ANTITANK OBSTACLES: TETRAHEDRONS, DRAGONS TEETH, AND OTHER SIMILAR OBSTACLES
2.X.3.1.3.3.1	G	*	M	*	OA OF --	**	**	X	FIXED AND PREFABRICATED
2.X.3.1.3.3.2	G	*	M	*	OA OM --	**	**	X	MOVEABLE
2.X.3.1.3.3.3	G	*	M	*	OA OP --	**	**	X	MOVEABLE AND PREFABRICATED
2.X.3.1.3.4	G	*	M	*	OA W- --	**	**	X	ANTITANK WALL
2.X.3.1.4	G	*	M	*	OB -- --	**	**	X	BOOBY TRAP
2.X.3.1.5	G	*	M	*	OM -- --	**	**	X	MINES
2.X.3.1.5.1	G	*	M	*	OM U- --	**	**	X	UNSPECIFIED MINE
2.X.3.1.5.2	G	*	M	*	OM T- --	**	**	X	ANTITANK MINE (AT)
2.X.3.1.5.3	G	*	M	*	OM D- --	**	**	X	ANTITANK MINE WITH ANTIHANDLING DEVICE
2.X.3.1.5.4	G	*	M	*	OM E- --	**	**	X	ANTITANK MINE (DIRECTIONAL)
2.X.3.1.5.5	G	*	M	*	OM P- --	**	**	X	ANTIPERSONNEL (AP) MINES
2.X.3.1.5.6	G	*	M	*	OM W- --	**	**	X	WIDE AREA MINES
2.X.3.1.5.7	G	*	M	*	OM C- --	**	**	X	MINE CLUSTER
2.X.3.1.6	G	*	M	*	OF -- --	**	**	X	MINEFIELDS
2.X.3.1.6.1	G	*	M	*	OF S- --	**	**	X	STATIC DEPICTION
2.X.3.1.6.2	G	*	M	*	OF D- --	**	**	X	DYNAMIC DEPICTION
2.X.3.1.6.3	G	*	M	*	OF G- --	**	**	X	GAP
2.X.3.1.6.4	G	*	M	*	OF A- --	**	**	X	MINED AREA
2.X.3.1.7	G	*	M	*	OE -- --	**	**	X	OBSTACLE EFFECT
2.X.3.1.7.1	G	*	M	*	OE B- --	**	**	X	BLOCK
2.X.3.1.7.2	G	*	M	*	OE F- --	**	**	X	FIX
2.X.3.1.7.3	G	*	M	*	OE T- --	**	**	X	TURN
2.X.3.1.7.4	G	*	M	*	OE D- --	**	**	X	DISRUPT
2.X.3.1.8	G	*	M	*	OU -- --	**	**	X	UNEXPLDED ORDNANCE AREA (UXO)
2.X.3.1.9	G	*	M	*	OR -- --	**	**	X	ROADBLOCKS, CRATERS, AND BLOWN BRIDGES
2.X.3.1.9.1	G	*	M	*	OR P- --	**	**	X	PLANNED
2.X.3.1.9.2	G	*	M	*	OR S- --	**	**	X	EXPLOSIVES, STATE OF READINESS 1 (SAFE)
2.X.3.1.9.3	G	*	M	*	OR A- --	**	**	X	EXPLOSIVES, STATE OF READINESS 2 (ARMED-BUT PASSABLE)
2.X.3.1.9.4	G	*	M	*	OR C- --	**	**	X	ROADBLOCk COMPLETE (EXECUTED)
2.X.3.1.10	G	*	M	*	OT -- --	**	**	X	TRIP WIRE
2.X.3.1.11	G	*	M	*	OW -- --	**	**	X	WIRE OBSTACLE
2.X.3.1.11.1	G	*	M	*	OW U- --	**	**	X	UNSPECIFIED

## APPENDIX B

HIERARCHY	C O D E S C H E M E	A F T I L A T I O N /	C A R E G O N I D	S T A T U T I O N -	F U N C T I O N -	E C H E L O N S I Z E	C O H U T R Y O C O D E	O R D E R O F B A T T L E	DESCRIPTION	
2.X.3.1.11.2	G	*	M	*	OW S--	--	**	**	X	SINGLE FENCE
2.X.3.1.11.3	G	*	M	*	OW D--	--	**	**	X	DOUBLE FENCE
2.X.3.1.11.4	G	*	M	*	OW A--	--	**	**	X	DOUBLE APRON FENCE
2.X.3.1.11.5	G	*	M	*	OW L--	--	**	**	X	LOW WIRE FENCE
2.X.3.1.11.6	G	*	M	*	OW H--	--	**	**	X	HIGH WIRE FENCE
2.X.3.1.11.7	G	*	M	*	OW C--	--	**	**	X	CONCERTINA
2.X.3.1.11.7.1	G	*	M	*	OW CS	--	**	**	X	SINGLE CONCERTINA
2.X.3.1.11.7.2	G	*	M	*	OW CD	--	**	**	X	DOUBLE STRAND CONCERTINA
2.X.3.1.11.7.3	G	*	M	*	OW CT	--	**	**	X	TRIPLE STRAND CONCERTINA
2.X.3.2	G	*	M	*	B-	--	--	**	X	OBSTACLE BYPASS
2.X.3.2.1	G	*	M	*	BD	--	--	**	X	OBSTACLE BYPASS DIFFICULTY
2.X.3.2.1.1	G	*	M	*	BD E-	--	--	**	X	BYPASS EASY
2.X.3.2.1.2	G	*	M	*	BD D-	--	--	**	X	BYPASS DIFFICULT
2.X.3.2.1.3	G	*	M	*	BD I-	--	--	**	X	BYPASS IMPOSSIBLE
2.X.3.2.2	G	*	M	*	BC	--	--	**	X	CROSSING SITE/WATER CROSSING
2.X.3.2.2.1	G	*	M	*	BC A-	--	--	**	X	ASSAULT CROSSING AREA
2.X.3.2.2.2	G	*	M	*	BC B-	--	--	**	X	BRIDGE OR GAP
2.X.3.2.2.3	G	*	M	*	BC F-	--	--	**	X	FERRY
2.X.3.2.2.4	G	*	M	*	BC E-	--	--	**	X	FORD EASY
2.X.3.2.2.5	G	*	M	*	BC D-	--	--	**	X	FORD DIFFICULT
2.X.3.2.2.6	G	*	M	*	BC L-	--	--	**	X	LANE
2.X.3.2.2.7	G	*	M	*	BC R-	--	--	**	X	RAFT SITE
2.X.3.2.2.8	G	*	M	*	BC P-	--	--	**	X	ENGINEER REGULATING POINT
2.X.3.3	G	*	M	*	S-	--	--	**	X	SURVIVABILITY
2.X.3.3.1	G	*	M	*	SE	--	--	**	X	EARTHWORK, SMALL TRENCH OR FORTIFICATION
2.X.3.3.2	G	*	M	*	SF	--	--	**	X	FORT
2.X.3.3.3	G	*	M	*	SL	--	--	**	X	FORTIFIED LINE
2.X.3.3.4	G	*	M	*	SW	--	--	**	X	FOXHOLE, EMPLACEMENT OR WEAPON SITE
2.X.3.3.5	G	*	M	*	SP	--	--	**	X	STRONG POINT
2.X.3.3.6	G	*	M	*	SS	--	--	**	X	SURFACE SHELTER
2.X.3.3.7	G	*	M	*	SU	--	--	**	X	UNDERGROUND SHELTER
2.X.3.4	G	*	M	*	N-	--	--	**	X	NUCLEAR, BIOLOGICAL AND CHEMICAL
2.X.3.4.1	G	*	M	*	NM	--	--	**	X	MINIMUM SAFE DISTANCE ZONES
2.X.3.4.2	G	*	M	*	NZ	--	--	**	X	NUCLEAR DETINATIONS GROUND ZERO
2.X.3.4.3	G	*	M	*	NF	--	--	**	X	FALLOUT PRODUCING
2.X.3.4.4	G	*	M	*	NR	--	--	**	X	RADIOACTIVE AREA
2.X.3.4.5	G	*	M	*	NB	--	--	**	X	BIOLOGICALLY CONTAMINATED AREA

## APPENDIX B

HIERARCHY	C O D E S C H E M E	A F T I L I A T I O N /	C A R E G O R Y N S I Z E	S T A T U T I O N I D	F U N C T I O N I	E C H E L O N /	C O H U T R Y S I D E	O R D E R O F C O B A T T L E	DESCRIPTION	
2.X.3.4.6	G	*	M	*	NC	--	--	**	**	X CHEMICALLY CONTAMINATED AREA
2.X.3.4.7	G	*	M	*	NE	--	--	**	**	X RELEASE EVENTS
2.X.3.4.7.1	G	*	M	*	NE	B-	--	**	**	X BIOLOGICAL
2.X.3.4.7.2	G	*	M	*	NE	C-	--	**	**	X CHEMICAL
2.X.3.4.8	G	*	M	*	ND	--	--	**	**	X DECONTAMINATION (DECON) POINTS
2.X.3.4.8.1	G	*	M	*	ND	P-	--	**	**	X DECON SITE/POINT (UNSPECIFIED)
2.X.3.4.8.2	G	*	M	*	ND	A-	--	**	**	X ALTERNATE DECON SITE/POINT (UNSPECIFIED)
2.X.3.4.8.3	G	*	M	*	ND	T-	--	**	**	X DECON SITE/POINT (TROOPS)
2.X.3.4.8.4	G	*	M	*	ND	E-	--	**	**	X DECON SITE/POINT (EQUIPMENT)
2.X.3.4.8.5	G	*	M	*	ND	B-	--	**	**	X DECON SITE/POINT (EQUIPMENT AND TROOPS)
2.X.3.4.8.6	G	*	M	*	ND	O-	--	**	**	X DECON SITE/POINT (OPERATIONAL DECONTAMINATION)
2.X.3.4.8.7	G	*	M	*	ND	D-	--	**	**	X DECON SITE/POINT (THOROUGH DECONTAMINATION)
2.X.3.4.9	G	*	M	*	NL	--	--	**	**	X DOSE RATE CONTOUR LINES
2.X.4	G	*	F	*	--	--	--	**	**	X FIRE SUPPORT
2.X.4.1	G	*	F	*	P-	--	--	**	**	X POINT
2.X.4.1.1	G	*	F	*	PT	--	--	**	**	X TARGET
2.X.4.1.1.1	G	*	F	*	PT	S-	--	**	**	X POINT/SINGLE TARGET
2.X.4.1.1.2	G	*	F	*	PT	N-	--	**	**	X NUCLEAR TARGET
2.X.4.1.1.3	G	*	F	*	PT	C-	--	**	**	X CIRCULAR TARGET
2.X.4.1.1.4	G	*	F	*	PT	R-	--	**	**	X RECTANGULAR TARGET
2.X.4.1.2	G	*	F	*	PS	--	--	**	**	X FIRE SUPPORT STATION
2.X.4.2	G	*	F	*	L-	--	--	**	**	X LINES
2.X.4.2.1	G	*	F	*	LF	--	--	**	**	X FIRE SUPPORT COORDINATION LINE (FSCL)
2.X.4.2.2	G	*	F	*	LC	--	--	**	**	X COORDINATED FIRE LINE (CFL)
2.X.4.2.3	G	*	F	*	LN	--	--	**	**	X NO-FIRE LINE (NFL)
2.X.4.2.4	G	*	F	*	LR	--	--	**	**	X RESTRICTIVE FIRE LINE (RFL)
2.X.4.2.5	G	*	F	*	LL	--	--	**	**	X LINEAR TARGET
2.X.4.2.6	G	*	F	*	LP	--	--	**	**	X FINAL PROTECTIVE FIRE (FPF)
2.X.4.2.7	G	*	F	*	LS	--	--	**	**	X LINEAR SMOKE TARGET
2.X.4.3	G	*	F	*	A-	--	--	**	**	X AREAS
2.X.4.3.1	G	*	F	*	AA	--	--	**	**	X FIRE SUPPORT AREA (FSA)
2.X.4.3.2	G	*	F	*	AC	--	--	**	**	X AIRSPACE COORDINATION AREA (ACA)
2.X.4.3.3	G	*	F	*	AT	--	--	**	**	X AREA TARGET
2.X.4.3.4	G	*	F	*	AK	--	--	**	**	X SMOKE
2.X.4.3.5	G	*	F	*	AS	--	--	**	**	X SERIES OR GROUP OF TARGETS
2.X.4.3.6	G	*	F	*	AB	--	--	**	**	X BOMB AREA
2.X.4.3.7	G	*	F	*	AF	--	--	**	**	X FREE FIRE AREA (FFA)

## APPENDIX B

HIERARCHY	C O D E S C H E M E	A F T I L A R T I O N /	C A T E G O R Y N S I Z E	S T A T U T I O N I D	F U N C T I O N I	E C H E L O N /	C O H U T R Y S I D E	O R D E R O F B A T T L E	DESCRIPTION
2.X.4.3.8	G	*	F	*	AN -- --	**	**	X	NO-FIRE AREA (NFA)
2.X.4.3.9	G	*	F	*	AR -- --	**	**	X	RESTRICTIVE FIRE AREA (RFA)
2.X.4.3.10	G	*	F	*	AP -- --	**	**	X	POSITION AREA FOR ARTILLERY (PAA)
2.X.5	G	*	S	*	-- -- --	**	**	X	COMBAT SERVICE SUPPORT
2.X.5.1	G	*	S	*	P- -- --	**	**	X	POINTS
2.X.5.1.1	G	*	S	*	PX -- --	**	**	X	AMBULANCE EXCHANGE POINT
2.X.5.1.2	G	*	S	*	PC -- --	**	**	X	CANNIBALIZATION POINT
2.X.5.1.3	G	*	S	*	PY -- --	**	**	X	CASUALTY COLLECTION POINT
2.X.5.1.4	G	*	S	*	PT -- --	**	**	X	CIVILIAN COLLECTION POINT
2.X.5.1.5	G	*	S	*	PD -- --	**	**	X	DETAINEE COLLECTION POINT
2.X.5.1.6	G	*	S	*	PE -- --	**	**	X	ENEMY PRISONER OF WAR (EPW) COLLECTION POINT
2.X.5.1.7	G	*	S	*	PL -- --	**	**	X	LOGISTICS RELEASE POINT (LRP)
2.X.5.1.8	G	*	S	*	PM -- --	**	**	X	MAINTENANCE COLLECTION POINT
2.X.5.1.9	G	*	S	*	PR -- --	**	**	X	REARM, REFUEL AND RESUPPLY POINT
2.X.5.1.10	G	*	S	*	PU -- --	**	**	X	REFUEL ON THE MOVE (ROM) POINT
2.X.5.1.11	G	*	S	*	PO -- --	**	**	X	TRAFFIC CONTROL POST (TCP)
2.X.5.1.12	G	*	S	*	PI -- --	**	**	X	TRAILER TRANSFER POINT
2.X.5.1.13	G	*	S	*	PN -- --	**	**	X	UNIT MAINTENANCE COLLECTION POINT
2.X.5.1.14	G	*	S	*	PS -- --	**	**	X	SUPPLY POINTS
2.X.5.1.14.1	G	*	S	*	PS Z- --	**	**	X	GENERAL
2.X.5.1.14.2	G	*	S	*	PS A- --	**	**	X	CLASS I
2.X.5.1.14.3	G	*	S	*	PS B- --	**	**	X	CLASS II
2.X.5.1.14.4	G	*	S	*	PS C- --	**	**	X	CLASS III
2.X.5.1.14.5	G	*	S	*	PS D- --	**	**	X	CLASS IV
2.X.5.1.14.6	G	*	S	*	PS E- --	**	**	X	CLASS V
2.X.5.1.14.7	G	*	S	*	PS F- --	**	**	X	CLASS VI
2.X.5.1.14.8	G	*	S	*	PS G- --	**	**	X	CLASS VII
2.X.5.1.14.9	G	*	S	*	PS H- --	**	**	X	CLASS VIII
2.X.5.1.14.10	G	*	S	*	PS I- --	**	**	X	CLASS IX
2.X.5.1.14.11	G	*	S	*	PS J- --	**	**	X	CLASS X
2.X.5.1.15	G	*	S	*	PA -- --	**	**	X	AMMUNITION POINTS
2.X.5.1.15.1	G	*	S	*	PA S- --	**	**	X	AMMUNITION SUPPLY POINT (ASP)
2.X.5.1.15.2	G	*	S	*	PA T- --	**	**	X	AMMUNITION TRANSFER POINT (ATP)
2.X.5.2	G	*	S	*	L- -- --	**	**	X	LINES
2.X.5.2.1	G	*	S	*	LC -- --	**	**	X	CONVOYS
2.X.5.2.1.1	G	*	S	*	LC M- --	**	**	X	MOVING CONVOY
2.X.5.2.1.2	G	*	S	*	LC H- --	**	**	X	HALTED CONVOY

## APPENDIX B

HIERARCHY	C O D E S C H E M E	A F T I O A T I O N	C A R Y O R U T I O N	S T A T U S	F U N C T T I O N	E C H E L O N / S I Z E	C O H U T R Y /	O R D E R O F C O B A T T L E	DESCRIPTION	
2.X.5.2.2	G	*	S	*	LR	--	--	**	**	X SUPPLY ROUTES
2.X.5.2.2.1	G	*	S	*	LR	M-	--	**	**	X MAIN SUPPLY ROUTE
2.X.5.2.2.2	G	*	S	*	LR	A-	--	**	**	X ALTERNATE SUPPLY ROUTE
2.X.5.2.2.3	G	*	S	*	LR	O-	--	**	**	X ONE-WAY TRAFFIC
2.X.5.2.2.4	G	*	S	*	LR	T-	--	**	**	X ALTERNATING TRAFFIC
2.X.5.2.2.5	G	*	S	*	LR	W-	--	**	**	X TWO-WAY TRAFFIC
2.X.5.3	G	*	S	*	A-	--	--	**	**	X AREA
2.X.5.3.1	G	*	S	*	AD	--	--	**	**	X DETAINEE HOLDING AREA
2.X.5.3.2	G	*	S	*	AE	--	--	**	**	X ENEMY PRISONER OF WAR (EPW) HOLDING AREA
2.X.5.3.3	G	*	S	*	AR	--	--	**	**	X FORWARD ARMING AND REFUELING AREA (FARP)
2.X.5.3.4	G	*	S	*	AH	--	--	**	**	X REFUGEE HOLDING AREA
2.X.5.3.5	G	*	S	*	AS	--	--	**	**	X SUPPORT AREAS
2.X.5.3.5.1	G	*	S	*	AS	B-	--	**	**	X BRIGADE (BSA)
2.X.5.3.5.2	G	*	S	*	AS	D-	--	**	**	X DIVISION (DSA)
2.X.5.3.5.3	G	*	S	*	AS	R-	--	**	**	X REGIMENTAL (RSA)
2.X.6	G	*	O	*	--	--	--	**	**	X OTHER
2.X.6.1	G	*	O	*	E-	--	--	**	**	X EMERGENCY
2.X.6.1.1	G	*	O	*	ED	--	--	**	**	X DITCHED AIRCRAFT
2.X.6.1.2	G	*	O	*	EP	--	--	**	**	X PERSON IN WATER
2.X.6.1.3	G	*	O	*	EV	--	--	**	**	X DISTRESSED VESSEL
2.X.6.2	G	*	O	*	H-	--	--	**	**	X HAZARD
2.X.6.2.1	G	*	O	*	HM	--	--	**	**	X SEA MINE-LIKE
2.X.6.2.2	G	*	O	*	HN	--	--	**	**	X NAVIGATIONAL
2.X.6.2.3	G	*	O	*	HI	--	--	**	**	X ICEBERG
2.X.6.2.4	G	*	O	*	HO	--	--	**	**	X OIL RIG
2.X.6.3	G	*	O	*	S-	--	--	**	**	X SEA SUBSURFACE RETURNS
2.X.6.3.1	G	*	O	*	SB	--	--	**	**	X BOTTOM RETURN/NOMBO
2.X.6.3.1.1	G	*	O	*	SB	M-	--	**	**	X INSTALLATION/MANMADE
2.X.6.3.1.2	G	*	O	*	SB	N-	--	**	**	X SEABED ROCK/STONE, OBSTACLE, OTHER
2.X.6.3.1.3	G	*	O	*	SB	W-	--	**	**	X WRECK
2.X.6.3.2	G	*	O	*	SM	--	--	**	**	X MARINE LIFE
2.X.6.3.3	G	*	O	*	SS	--	--	**	**	X SEA ANOMALY (WAKE, CURRENT, KNUCKLE)
2.X.6.4	G	*	O	*	B-	--	--	**	**	X BEARING LINE
2.X.6.4.1	G	*	O	*	BE	--	--	**	**	X ELECTRONIC
2.X.6.4.2	G	*	O	*	BA	--	--	**	**	X ACOUSTIC
2.X.6.4.3	G	*	O	*	BT	--	--	**	**	X TORPEDO
2.X.6.4.4	G	*	O	*	BO	--	--	**	**	X ELECTRO-OPTICAL INTERCEPT

## APPENDIX B

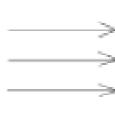
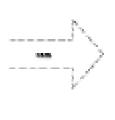
HIERARCHY	C	A	C	S	F	E	C	O	R	DESCRIPTION	
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	E	I	E	T	C	L	T	R	E		
	S	L	G	U	T	O	N	Y	O		
	C	I	O	S	I	/	S	C	F		
	H	A	R	N	O	I	Z	O	B		
	E	T	Y		N	D	E	D	A		
	M	I	O						T		
	E	N							L		
									E		
<b>2.X.6.5</b>	G	*	O	*	F-	--	--	**	**	X	FIX
<b>2.X.6.5.1</b>	G	*	O	*	FA	--	--	**	**	X	ACOUSTIC
<b>2.X.6.5.2</b>	G	*	O	*	FE	--	--	**	**	X	ELECTRO-MAGNETIC
<b>2.X.6.5.3</b>	G	*	O	*	FO	--	--	**	**	X	ELECTRO-OPTICAL

## APPENDIX B

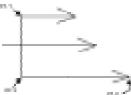
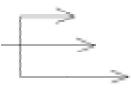
**B.5.3 Symbology set.** The following table provides a graphic representation of each approved tactical graphic in the C<sup>2</sup> Symbology: Military Operations set. In the following table, the Description column provides a concise description of each tactical graphic using operational terminology. The Static/Dynamic column indicates whether the tactical graphic's size is fixed or changes in proportion with the background projection. The Hierarchy/SYM ID column presents the information hierarchy (taxonomy) number and the 15-character alphanumeric identifier necessary for automated systems to create each specific graphic. As indicated previously, an asterisk (\*) indicates a position that is defined by the user based on specific symbol circumstances, while a dash (-) indicates that no information is provided in the position.

GRAPHIC	UNKNOWN	FRIEND
<b>2.X</b> TACTICAL GRAPHICS Static/Dynamic:	N/A	N/A
<b>2.X.1</b> TACTICAL GRAPHICS TASKS Static/Dynamic:	N/A	N/A
<b>2.X.1.1</b> TACTICAL GRAPHICS TASKS BLOCK Static/Dynamic:		
	G-TPB-----X	G-TPB-----X
<b>2.X.1.2</b> TACTICAL GRAPHICS TASKS BREACH Static/Dynamic:		
	G-TPH-----X	G-TPH-----X
<b>2.X.1.3</b> TACTICAL GRAPHICS TASKS BYPASS Static/Dynamic:		
	G-TPY-----X	G-TPY-----X

## APPENDIX B

GRAPHIC	UNKNOWN	FRIEND
<b>2.X.1.4</b>  TACTICAL GRAPHICS TASKS CANALIZE  Static/Dynamic:		
	G-TPC-----X	G-TPC-----X
<b>2.X.1.5</b>  TACTICAL GRAPHICS TASKS CLEAR  Static/Dynamic:		
	G-TPX-----X	G-TPX-----X
<b>2.X.1.6</b>  TACTICAL GRAPHICS TASKS CONTAIN  Static/Dynamic:		
	G-TPJ-----X	G-TPJ-----X
<b>2.X.1.7</b>  TACTICAL GRAPHICS TASKS COUNTERATTACK (CATK)  Static/Dynamic:		
	G-TPK-----X	G-TPK-----X
<b>2.X.1.7.1</b>  TACTICAL GRAPHICS TASKS COUNTERATTACK (CATK) COUNTERATTACK BY FIRE  Static/Dynamic:		
	G-TPKF-----X	G-TPKF-----X
<b>2.X.1.8</b>  TACTICAL GRAPHICS TASKS DELAY  Static/Dynamic:		
	G-TPL-----X	G-TPL-----X

## APPENDIX B

GRAPHIC	UNKNOWN	FRIEND
<b>2.X.1.9</b>  TACTICAL GRAPHICS TASKS DESTROY  Static/Dynamic:		
	G-TPD-----X	G-TPD-----X
<b>2.X.1.10</b>  TACTICAL GRAPHICS TASKS DISRUPT  Static/Dynamic:		
	G-TPT-----X	G-TPT-----X
<b>2.X.1.11</b>  TACTICAL GRAPHICS TASKS FIX  Static/Dynamic:		
	G-TPF-----X	G-TPF-----X
<b>2.X.1.12</b>  TACTICAL GRAPHICS TASKS FOLLOW AND ASSUME  Static/Dynamic:		
	G-TPA-----X	G-TPA-----X
<b>2.X.1.12.1</b>  TACTICAL GRAPHICS TASKS FOLLOW AND ASSUME FOLLOW AND SUPPORT  Static/Dynamic:		
	G-TPAS-----X	G-TPAS-----X
<b>2.X.1.13</b>  TACTICAL GRAPHICS TASKS INTERDICT  Static/Dynamic:		
	G-TPI-----X	G-TPI-----X

## APPENDIX B

GRAPHIC	UNKNOWN	FRIEND
<b>2.X.1.14</b>  TACTICAL GRAPHICS TASKS ISOLATE  Static/Dynamic:		
	G-TPE-----X	G-TPE-----X
<b>2.X.1.15</b>  TACTICAL GRAPHICS TASKS NEUTRALIZE  Static/Dynamic:		
	G-TPN-----X	G-TPN-----X
<b>2.X.1.16</b>  TACTICAL GRAPHICS TASKS OCCUPY  Static/Dynamic:		
	G-TPO-----X	G-TPO-----X
<b>2.X.1.17</b>  TACTICAL GRAPHICS TASKS PENETRATE  Static/Dynamic:		
	G-TPP-----X	G-TPP-----X
<b>2.X.1.18</b>  TACTICAL GRAPHICS TASKS RELIEF IN PLACE (RIP)  Static/Dynamic:		
	G-TPR-----X	G-TPR-----X
<b>2.X.1.19</b>  TACTICAL GRAPHICS TASKS RETAIN  Static/Dynamic:		
	G-TPQ-----X	G-TPQ-----X

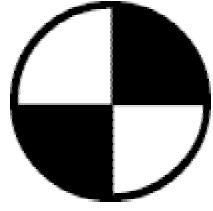
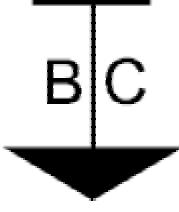
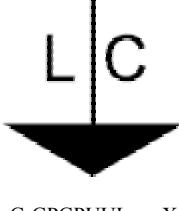
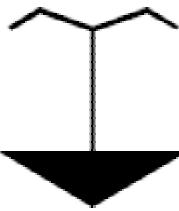
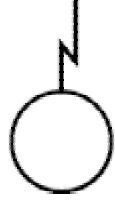
## APPENDIX B

GRAPHIC	UNKNOWN	FRIEND
<b>2.X.1.20</b>  TACTICAL GRAPHICS TASKS RETIREMENT  Static/Dynamic:		
	G-TPM-----X	G-TPM-----X
<b>2.X.1.21</b>  TACTICAL GRAPHICS TASKS SECURE  Static/Dynamic:		
	G-TPS-----X	G-TPS-----X
<b>2.X.1.22</b>  TACTICAL GRAPHICS TASKS SECURITY  Static/Dynamic:	N/A	N/A
<b>2.X.1.22.1</b>  TACTICAL GRAPHICS TASKS SECURITY SCREEN  Static/Dynamic:		
	G-TPUS-----X	G-TPUS-----X
<b>2.X.1.22.2</b>  TACTICAL GRAPHICS TASKS SECURITY GUARD  Static/Dynamic:		
	G-TPUG-----X	G-TPUG-----X
<b>2.X.1.22.3</b>  TACTICAL GRAPHICS TASKS SECURITY COVER  Static/Dynamic:		
	G-TPUC-----X	G-TPUC-----X

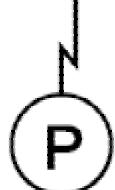
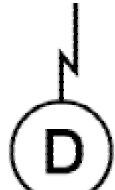
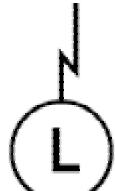
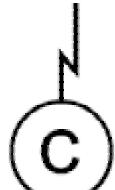
## APPENDIX B

GRAPHIC	UNKNOWN	FRIEND
<b>2.X.1.23</b>  TACTICAL GRAPHICS TASKS SEIZE  Static/Dynamic:	  G-TPZ-----X	  G-TPZ-----X
<b>2.X.1.24</b>  TACTICAL GRAPHICS TASKS WITHDRAW  Static/Dynamic:	  G-TPW-----X	  G-TPW-----X
<b>2.X.1.24.1</b>  TACTICAL GRAPHICS TASKS WITHDRAW WITHDRAW UNDER PRESSURE  Static/Dynamic:	  G-TPWP-----X	  G-TPWP-----X
<b>2.X.2</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER  Static/Dynamic:	N/A	N/A
<b>2.X.2.1</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL  Static/Dynamic:	N/A	N/A
<b>2.X.2.1.1</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS  Static/Dynamic:	N/A	N/A
<b>2.X.2.1.1.1</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS UNDER SEA WARFARE  Static/Dynamic:	N/A	N/A

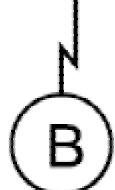
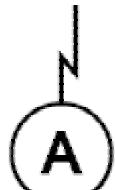
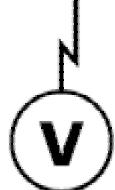
## APPENDIX B

GRAPHIC	UNKNOWN	FRIEND
<b>2.X.2.1.1.1.1</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS UNDER SEA WARFARE UNDERWATER	N/A	N/A
Static/Dynamic:		
<b>2.X.2.1.1.1.1.1</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS UNDER SEA WARFARE UNDERWATER DATUM		 G-GPGPUUD----X
Static/Dynamic:		
<b>2.X.2.1.1.1.1.2</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS UNDER SEA WARFARE UNDERWATER BRIEF CONTACT		 G-GPGPUUB----X
Static/Dynamic:		
<b>2.X.2.1.1.1.1.3</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS UNDER SEA WARFARE UNDERWATER LOST CONTACT		 G-GPGPUUL----X
Static/Dynamic:		
<b>2.X.2.1.1.1.1.4</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS UNDER SEA WARFARE UNDERWATER SINKER		 G-GPGPUUS----X
Static/Dynamic:		
<b>2.X.2.1.1.1.2</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS UNDER SEA WARFARE SONOBUOY		 G-GPGPUY----X
Static/Dynamic:		

## APPENDIX B

GRAPHIC	UNKNOWN	FRIEND
<b>2.X.2.1.1.1.2.1</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS UNDER SEA WARFARE SONOBUOY PATTERN CENTER  Static/Dynamic:		 G-GPGPUYP----X
<b>2.X.2.1.1.1.2.2</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS UNDER SEA WARFARE SONOBUOY DIRECTIONAL FREQUENCY ANALYZING AND RECORDING (DIFAR)  Static/Dynamic:		 G-GPGPUYD----X
<b>2.X.2.1.1.1.2.3</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS UNDER SEA WARFARE SONOBUOY LOW FREQUENCY ANALYZING AND RECORDING (LOFAR)  Static/Dynamic:		 G-GPGPUYL----X
<b>2.X.2.1.1.1.2.4</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS UNDER SEA WARFARE SONOBUOY COMMAND ACTIVE SONOBUOY SYSTEM (CASS)  Static/Dynamic:		 G-GPGPUYC----X
<b>2.X.2.1.1.1.2.5</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS UNDER SEA WARFARE SONOBUOY DIRECTIONAL COMMAND ACTIVE SONOBUOY SYSTEM (DICASS)  Static/Dynamic:		 G-GPGPUYS----X

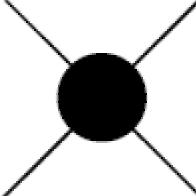
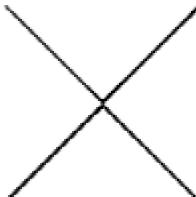
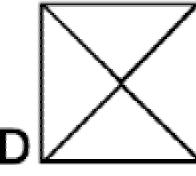
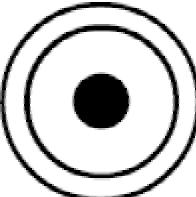
## APPENDIX B

GRAPHIC	UNKNOWN	FRIEND
<b>2.X.2.1.1.1.2.6</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS UNDER SEA WARFARE SONOBUOY BATHYTHERMOGRAPH TRANSMITTING (BT)  Static/Dynamic:	 G-GPGPUYB----X	 G-GPGPUYB----X
<b>2.X.2.1.1.1.2.7</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS UNDER SEA WARFARE SONOBUOY ANM  Static/Dynamic:	 G-GPGPUYA----X	 G-GPGPUYA----X
<b>2.X.2.1.1.1.2.8</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS UNDER SEA WARFARE SONOBUOY VERTICAL LINE ARRAY DIFAR (VLAD)  Static/Dynamic:	 G-GPGPUYV----X	 G-GPGPUYV----X
<b>2.X.2.1.1.1.2.9</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS UNDER SEA WARFARE SONOBUOY ATAC  Static/Dynamic:	 G-GPGPUYT----X	 G-GPGPUYT----X
<b>2.X.2.1.1.1.2.10</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS UNDER SEA WARFARE SONOBUOY RANGE ONLY (RO)  Static/Dynamic:	 G-GPGPUYR----X	 G-GPGPUYR----X

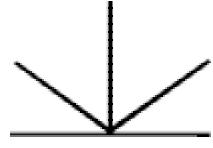
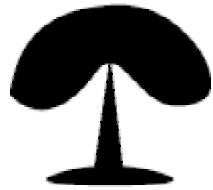
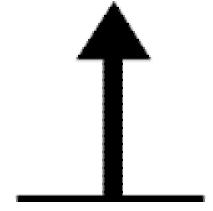
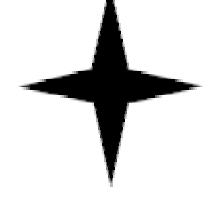
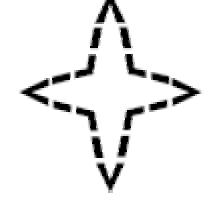
## APPENDIX B

GRAPHIC	UNKNOWN	FRIEND
<b>2.X.2.1.1.1.2.11</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS UNDER SEA WARFARE SONOBUOY KINGPIN  Static/Dynamic:		
<b>2.X.2.1.1.1.3</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS UNDER SEA WARFARE SEARCH  Static/Dynamic:		
<b>2.X.2.1.1.1.3.1</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS UNDER SEA WARFARE SEARCH SEARCH AREA  Static/Dynamic:		
<b>2.X.2.1.1.1.3.2</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS UNDER SEA WARFARE SEARCH DIP POSITION  Static/Dynamic:		
<b>2.X.2.1.1.1.3.3</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS UNDER SEA WARFARE SEARCH SEARCH CENTER  Static/Dynamic:		
<b>2.X.2.1.1.2</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS REFERENCE POINT  Static/Dynamic:	N/A	N/A

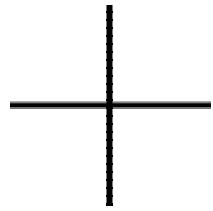
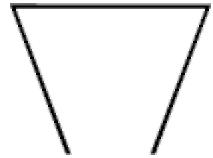
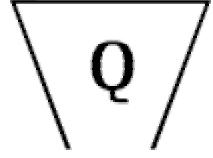
## APPENDIX B

GRAPHIC	UNKNOWN	FRIEND
<b>2.X.2.1.1.2.1</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS REFERENCE POINT SPECIAL POINT  Static/Dynamic:		 G-GPGPRS-----X
<b>2.X.2.1.1.2.2</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS REFERENCE POINT NAV REFERENCE  Static/Dynamic:		 G-GPGPRN-----X
<b>2.X.2.1.1.2.3</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS REFERENCE POINT DLRP  Static/Dynamic:		 G-GPGPRD-----X
<b>2.X.2.1.1.2.4</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS REFERENCE POINT POINT OF INTEREST  Static/Dynamic:		 G-GPGPRI-----X
<b>2.X.2.1.1.3</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS WEAPON  Static/Dynamic:	N/A	N/A
<b>2.X.2.1.1.3.1</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS WEAPON AIM POINT  Static/Dynamic:		 G-GPGPWA-----X

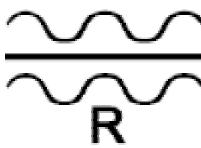
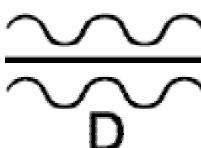
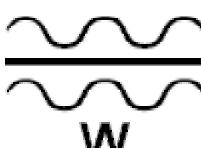
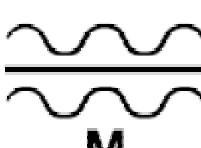
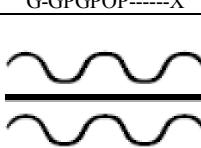
## APPENDIX B

GRAPHIC	UNKNOWN	FRIEND
<b>2.X.2.1.1.3.2</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS WEAPON DROP POINT  Static/Dynamic:		 G-GPGPWD-----X
<b>2.X.2.1.1.3.3</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS WEAPON ENTRY POINT  Static/Dynamic:		 G-GPGPWE-----X
<b>2.X.2.1.1.3.4</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS WEAPON GROUND ZERO  Static/Dynamic:		 G-GPGPWG-----X
<b>2.X.2.1.1.3.5</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS WEAPON MSL DETECT POINT  Static/Dynamic:		 G-GPGPWM-----X
<b>2.X.2.1.1.3.6</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS WEAPON IMPACT POINT  Static/Dynamic:		 G-GPGPWI-----X
<b>2.X.2.1.1.3.7</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS WEAPON PREDICTED IMPACT POINT  Static/Dynamic:		 G-GPGPWP-----X

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GRAPHIC	UNKNOWN	FRIEND
<b>2.X.2.1.1.4</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS FORMATION  Static/Dynamic:		
<b>2.X.2.1.1.5</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS HARBOR (GENERAL)  Static/Dynamic:		
<b>2.X.2.1.1.5.1</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS HARBOR (GENERAL) POINT Q  Static/Dynamic:		
<b>2.X.2.1.1.5.2</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS HARBOR (GENERAL) POINT A  Static/Dynamic:		
<b>2.X.2.1.1.5.3</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS HARBOR (GENERAL) POINT Y  Static/Dynamic:		
<b>2.X.2.1.1.5.4</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS HARBOR (GENERAL) POINT X  Static/Dynamic:		

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GRAPHIC	UNKNOWN	FRIEND
<b>2.X.2.1.1.6</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS ROUTE  Static/Dynamic:		  G-GPGPO-----X
<b>2.X.2.1.1.6.1</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS ROUTE RENDEZVOUS  Static/Dynamic:		  G-GPGPOZ-----X
<b>2.X.2.1.1.6.2</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS ROUTE DIVERSIONS  Static/Dynamic:		  G-GPGPOD-----X
<b>2.X.2.1.1.6.3</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS ROUTE WAYPOINT  Static/Dynamic:		  G-GPGPOW-----X
<b>2.X.2.1.1.6.4</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS ROUTE PIM  Static/Dynamic:		  G-GPGPOP-----X
<b>2.X.2.1.1.6.5</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS ROUTE POINT R  Static/Dynamic:		  G-GPGPOR-----X

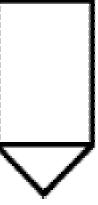
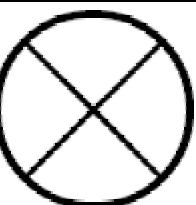
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GRAPHIC	UNKNOWN	FRIEND
<b>2.X.2.1.1.7</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS AIR CONTROL	N/A	N/A
Static/Dynamic:		
<b>2.X.2.1.1.7.1</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS AIR CONTROL COMBAT AIR PATROL (CAP)		
Static/Dynamic:	G-GPGPAP-----X	G-GPGPAP-----X
<b>2.X.2.1.1.7.2</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS AIR CONTROL AIRBORNE EARLY WARNING (AEW)		
Static/Dynamic:	G-GPGPAW-----X	G-GPGPAW-----X
<b>2.X.2.1.1.7.3</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS AIR CONTROL TACAN		
Static/Dynamic:	G-GPGPAT-----X	G-GPGPAT-----X
<b>2.X.2.1.1.7.4</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS AIR CONTROL TANKING		
Static/Dynamic:	G-GPGPAK-----X	G-GPGPAK-----X
<b>2.X.2.1.1.7.5</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS AIR CONTROL ANTISUBMARINE WARFARE , FIXED WING		
Static/Dynamic:	G-GPGPAA-----X	G-GPGPAA-----X

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GRAPHIC	UNKNOWN	FRIEND
<b>2.X.2.1.1.7.6</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS AIR CONTROL ANTISUBMARINE WARFARE, ROTARY WING  Static/Dynamic:		
<b>2.X.2.1.1.7.7</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS AIR CONTROL TOMCAT  Static/Dynamic:		
<b>2.X.2.1.1.7.8</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS AIR CONTROL RESCUE  Static/Dynamic:		
<b>2.X.2.1.1.7.9</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS AIR CONTROL REPLENISH  Static/Dynamic:		
<b>2.X.2.1.1.7.10</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS AIR CONTROL MARSHALL  Static/Dynamic:		
<b>2.X.2.1.1.7.11</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS AIR CONTROL STRIKE IP  Static/Dynamic:		

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GRAPHIC	UNKNOWN	FRIEND
<b>2.X.2.1.1.7.12</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS AIR CONTROL CORRIDOR TAB  Static/Dynamic:		
<b>2.X.2.1.1.8</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS ACTION POINTS (GENERAL)  Static/Dynamic:		
<b>2.X.2.1.1.8.1</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS ACTION POINTS (GENERAL) CHECK POINT  Static/Dynamic:		
<b>2.X.2.1.1.8.2</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS ACTION POINTS (GENERAL) CONTACT POINT  Static/Dynamic:		
<b>2.X.2.1.1.8.3</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS ACTION POINTS (GENERAL) COORDINATION POINT  Static/Dynamic:		
<b>2.X.2.1.1.8.4</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS ACTION POINTS (GENERAL) DECISION POINT  Static/Dynamic:		

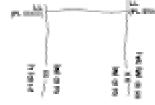
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GRAPHIC	UNKNOWN	FRIEND
<b>2.X.2.1.1.8.5</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS ACTION POINTS (GENERAL) LINKUP POINT  Static/Dynamic:		
<b>2.X.2.1.1.8.6</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS ACTION POINTS (GENERAL) PASSAGE POINT  Static/Dynamic:		
<b>2.X.2.1.1.8.7</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS ACTION POINTS (GENERAL) RALLY POINT  Static/Dynamic:		
<b>2.X.2.1.1.8.8</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS ACTION POINTS (GENERAL) RELEASE POINT  Static/Dynamic:		
<b>2.X.2.1.1.8.9</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS ACTION POINTS (GENERAL) START POINT  Static/Dynamic:		
<b>2.X.2.1.1.8.10</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS ACTION POINTS (GENERAL) WAYPOINT  Static/Dynamic:		

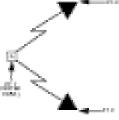
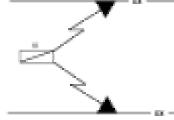
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GRAPHIC	UNKNOWN	FRIEND
<b>2.X.2.1.2</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL LINES  Static/Dynamic:	N/A	N/A
<b>2.X.2.1.2.1</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL LINES BOUNDARIES  Static/Dynamic:	 G-GPGLB-----X	 GFGAGLB-----X
	 GFGPGLB-----X	 GHGAGLB-----X
	 GHGPGLB-----X	N/A
<b>2.X.2.1.2.2</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL LINES FORWARD LINE OF OWN TROOPS (FLOT)  Static/Dynamic:	 G-GPGLF-----X	 G-GPGLF-----X
<b>2.X.2.1.2.3</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL LINES LINE OF CONTACT  Static/Dynamic:	 G-GPGLC-----X	 G-GPGLC-----X

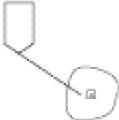
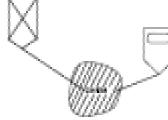
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GRAPHIC	UNKNOWN	FRIEND
<b>2.X.2.1.2.4</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL LINES PHASE LINE  Static/Dynamic:	  G-GPGLP-----X	  G-GPGLP-----X
<b>2.X.2.1.2.5</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL LINES LIGHT LINE  Static/Dynamic:	  G-GPGLL-----X	  G-GPGLL-----X
<b>2.X.2.1.3</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL AREAS  Static/Dynamic:	N/A	N/A
<b>2.X.2.1.3.1</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL AREAS GENERAL AREA  Static/Dynamic:	  G-GPGAG-----X	  G-GPGAG-----X
<b>2.X.2.1.3.2</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL AREAS ASSEMBLY AREA  Static/Dynamic:	  G-GPGAA-----X	  G-GPGAA-----X
<b>2.X.2.1.3.3</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL AREAS ENGAGEMENT AREA  Static/Dynamic:	  G-GPGAE-----X	  G-GPGAE-----X

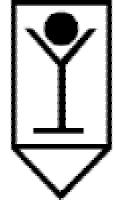
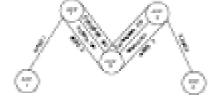
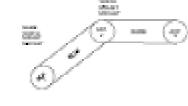
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GRAPHIC	UNKNOWN	FRIEND
<b>2.X.2.1.3.4</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL AREAS FORTIFIED AREA  Static/Dynamic:		
<b>2.X.2.1.3.5</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL AREAS DROP ZONE  Static/Dynamic:		
<b>2.X.2.1.3.6</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL AREAS EXTRACTION ZONE (EZ)  Static/Dynamic:		
<b>2.X.2.1.3.7</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL AREAS LANDING ZONE (LZ)  Static/Dynamic:		
<b>2.X.2.1.3.8</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL AREAS PICKUP ZONE (PZ)  Static/Dynamic:		
<b>2.X.2.1.3.9</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL AREAS SEARCH AREA/RECONNAISSANCE AREA  Static/Dynamic:		

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GRAPHIC	UNKNOWN	FRIEND
<b>2.X.2.1.3.10</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL AREAS LIMITED ACCESS AREA  Static/Dynamic:		
<b>2.X.2.1.3.11</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL AREAS AIRFIELD ZONE  Static/Dynamic:		
<b>2.X.2.2</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER AVIATION  Static/Dynamic:	N/A	N/A
<b>2.X.2.2.1</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER AVIATION POINTS  Static/Dynamic:	N/A	N/A
<b>2.X.2.2.1.1</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER AVIATION POINTS AIR CONTROL POINT (ACP)  Static/Dynamic:		
<b>2.X.2.2.1.2</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER AVIATION POINTS COMMUNICATIONS CHECKPOINT (CCP)  Static/Dynamic:		

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GRAPHIC	UNKNOWN	FRIEND
<b>2.X.2.2.1.3</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER AVIATION POINTS POP-UP POINT (PUP)  Static/Dynamic:	 G-GPAPU-----X	 G-GPAPU-----X
<b>2.X.2.2.1.4</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER AVIATION POINTS DOWNED AIRCREW PICKUP POINT  Static/Dynamic:	 G-GPAPD-----X	 G-GPAPD-----X
<b>2.X.2.2.2</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER AVIATION LINES  Static/Dynamic:	N/A	N/A
<b>2.X.2.2.2.1</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER AVIATION LINES AIR CORRIDOR  Static/Dynamic:	 G-GPALC-----X	 G-GPALC-----X
<b>2.X.2.2.2.2</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER AVIATION LINES MINIMUM RISK ROUTE (MRR)  Static/Dynamic:	 G-GPALM-----X	 G-GPALM-----X
<b>2.X.2.2.2.3</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER AVIATION LINES STANDARD-USE ARMY AIRCRAFT FLIGHT ROUTE (SAAFR)  Static/Dynamic:	 G-GPALS-----X	 G-GPALS-----X

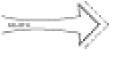
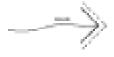
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GRAPHIC	UNKNOWN	FRIEND
<b>2.X.2.2.2.4</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER AVIATION LINES UNMANNED AERIAL VEHICLE (UAV) ROUTE  Static/Dynamic:	  G-GPALU-----X	  G-GPALU-----X
<b>2.X.2.2.5</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER AVIATION LINES LOW LEVEL TRANSIT ROUTE (LLTR)  Static/Dynamic:	  G-GPALL-----X	  G-GPALL-----X
<b>2.X.2.2.3</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER AVIATION AREAS  Static/Dynamic:	N/A	N/A
<b>2.X.2.2.3.1</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER AVIATION AREAS RESTRICTED OPERATIONS ZONE (ROZ)  Static/Dynamic:	  G-GPAAR-----X	  G-GPAAR-----X
<b>2.X.2.2.3.2</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER AVIATION AREAS FORWARD AREA AIR DEFENSE ZONE (FAADEZ)  Static/Dynamic:	  G-GPAAF-----X	  G-GPAAF-----X
<b>2.X.2.2.3.3</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER AVIATION AREAS HIGH DENSITY AIRSPACE CONTROL ZONE (HIDACZ)  Static/Dynamic:	  G-GPAAH-----X	  G-GPAAH-----X

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GRAPHIC	UNKNOWN	FRIEND
<b>2.X.2.2.3.4</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER AVIATION AREAS MISSILE ENGAGEMENT ZONE (MEZ)  Static/Dynamic:		
<b>2.X.2.2.3.4.1</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER AVIATION AREAS MISSILE ENGAGEMENT ZONE (MEZ) LOW ALTITUDE MEZ  Static/Dynamic:		
<b>2.X.2.2.3.4.2</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER AVIATION AREAS MISSILE ENGAGEMENT ZONE (MEZ) HIGH ALTITUDE MEZ  Static/Dynamic:		
<b>2.X.2.2.3.5</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER AVIATION AREAS WEAPONS FREE ZONE  Static/Dynamic:		
<b>2.X.2.3</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER DECEPTION  Static/Dynamic:	N/A	N/A
<b>2.X.2.3.1</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER DECEPTION DUMMY (DECEPTION/DECOY)  Static/Dynamic:		

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GRAPHIC	UNKNOWN	FRIEND
<b>2.X.2.3.2</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER DECEPTION AXIS OF ADVANCE FOR FEINT  Static/Dynamic:	  G-GPPA-----X	  G-GPPA-----X
<b>2.X.2.3.3</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER DECEPTION DIRECTION OF ATTACK FOR FEINT  Static/Dynamic:	  G-GPPF-----X	  G-GPPF-----X
<b>2.X.2.3.4</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER DECEPTION DECOY MINED AREA  Static/Dynamic:	  G-GPPM-----X	  G-GPPM-----X
<b>2.X.2.3.5</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER DECEPTION DECOY MINED AREA, FENCED  Static/Dynamic:	  G-GPPY-----X	  G-GPPY-----X
<b>2.X.2.3.6</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER DECEPTION DUMMY MINEFIELD (STATIC)  Static/Dynamic:	  G-GPPN-----X	  G-GPPN-----X
<b>2.X.2.3.7</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER DECEPTION DUMMY MINEFIELD (DYNAMIC)  Static/Dynamic:	  G-GPPC-----X	  G-GPPC-----X

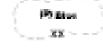
## APPENDIX B

GRAPHIC	UNKNOWN	FRIEND
<b>2.X.2.4</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER DEFENSE	N/A	N/A
Static/Dynamic:		
<b>2.X.2.4.1</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER DEFENSE POINTS	N/A	N/A
Static/Dynamic:		
<b>2.X.2.4.1.1</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER DEFENSE POINTS TARGET REFERENCE POINT (TRP)		
Static/Dynamic:	G-GPDPT-----X	G-GPDPT-----X
<b>2.X.2.4.1.2</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER DEFENSE POINTS OBSERVATION POST/OUTPOST		
Static/Dynamic:	G-GPDPO-----X	G-GPDPO-----X
<b>2.X.2.4.1.2.1</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER DEFENSE POINTS OBSERVATION POST/OUTPOST COMBAT OUTPOST		
Static/Dynamic:	G-GPDPOC-----X	G-GPDPOC-----X
<b>2.X.2.4.1.2.2</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER DEFENSE POINTS OBSERVATION POST/OUTPOST OBSERVATION POST OCCUPIED BY DISMOUNTED SCOUTS OR RECONNAISSANCE		
Static/Dynamic:	G-GPDPOR-----X	G-GPDPOR-----X

## APPENDIX B

GRAPHIC	UNKNOWN	FRIEND
<b>2.X.2.4.1.2.3</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER DEFENSE POINTS OBSERVATION POST/OUTPOST FORWARD OBSERVER POSITION  Static/Dynamic:		
<b>2.X.2.4.1.2.4</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER DEFENSE POINTS OBSERVATION POST/OUTPOST SENSOR OUTPOST/LISTENING POST (OP/LP)  Static/Dynamic:		
<b>2.X.2.4.1.2.5</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER DEFENSE POINTS OBSERVATION POST/OUTPOST NBC OBSERVATION POST (DISMOUNTED)  Static/Dynamic:		
<b>2.X.2.4.2</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER DEFENSE LINES  Static/Dynamic:	N/A	N/A
<b>2.X.2.4.2.1</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER DEFENSE LINES FORWARD EDGE OF BATTLE AREA (FEBA)  Static/Dynamic:		
<b>2.X.2.4.2.2</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER DEFENSE LINES PRINCIPAL DIRECTION OF FIRE (PDF)  Static/Dynamic:		

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GRAPHIC	UNKNOWN	FRIEND
<b>2.X.2.4.3</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER DEFENSE AREAS  Static/Dynamic:	N/A	N/A
<b>2.X.2.4.3.1</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER DEFENSE AREAS BATTLE POSITION  Static/Dynamic:		
	G-GPDAB-----X	GFGADAB-----X
		N/A
	GFGPDAB-----X	
<b>2.X.2.4.3.1.1</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER DEFENSE AREAS BATTLE POSITION PREPARED BUT NOT OCCUPIED  Static/Dynamic:		
	G-GPDABP-----X	G-GPDABP-----X
<b>2.X.2.4.3.2</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER DEFENSE AREAS ENGAGEMENT AREA  Static/Dynamic:		
	G-GPDAE-----X	G-GPDAE-----X
<b>2.X.2.5</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER OFFENSE  Static/Dynamic:	N/A	N/A
<b>2.X.2.5.1</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER OFFENSE POINTS  Static/Dynamic:	N/A	N/A

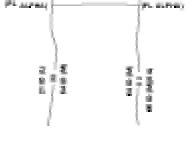
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GRAPHIC	UNKNOWN	FRIEND
<b>2.X.2.5.1.1</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER OFFENSE POINTS POINT OF DEPARTURE  Static/Dynamic:		 LD (PL CHARLIE)
<b>2.X.2.5.2</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER OFFENSE LINES  Static/Dynamic:	N/A	N/A
<b>2.X.2.5.2.1</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER OFFENSE LINES AXIS OF ADVANCE  Static/Dynamic:	N/A	N/A
<b>2.X.2.5.2.1.1</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER OFFENSE LINES AXIS OF ADVANCE FRIENDLY AVIATION  Static/Dynamic:		 G-GPOLAV-----X
<b>2.X.2.5.2.1.2</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER OFFENSE LINES AXIS OF ADVANCE FRIENDLY AIRBORNE  Static/Dynamic:		 G-GPOLAA-----X
<b>2.X.2.5.2.1.3</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER OFFENSE LINES AXIS OF ADVANCE FRIENDLY ATTACK, ROTARY WING  Static/Dynamic:		 G-GPOLAR-----X

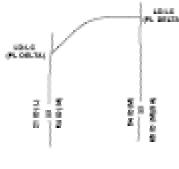
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GRAPHIC	UNKNOWN	FRIEND
<b>2.X.2.5.2.1.4</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER OFFENSE LINES AXIS OF ADVANCE GROUND  Static/Dynamic:	N/A	N/A
<b>2.X.2.5.2.1.4.1</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER OFFENSE LINES AXIS OF ADVANCE GROUND MAIN ATTACK  Static/Dynamic:		
<b>2.X.2.5.2.1.4.2</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER OFFENSE LINES AXIS OF ADVANCE GROUND SUPPORTING ATTACK  Static/Dynamic:		
<b>2.X.2.5.2.2</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER OFFENSE LINES DIRECTION OF ATTACK  Static/Dynamic:	N/A	N/A
<b>2.X.2.5.2.2.1</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER OFFENSE LINES DIRECTION OF ATTACK AVIATION  Static/Dynamic:		
<b>2.X.2.5.2.2.2</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER OFFENSE LINES DIRECTION OF ATTACK GROUND  Static/Dynamic:	N/A	N/A

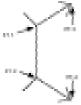
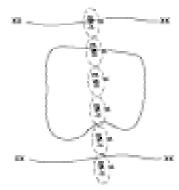
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GRAPHIC	UNKNOWN	FRIEND
<b>2.X.2.5.2.2.1</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER OFFENSE LINES DIRECTION OF ATTACK GROUND MAIN ATTACK  Static/Dynamic:		  G-GPOLKGM----X
<b>2.X.2.5.2.2.2</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER OFFENSE LINES DIRECTION OF ATTACK GROUND SUPPORTING ATTACK  Static/Dynamic:		  G-GPOLKGS----X
<b>2.X.2.5.2.3</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER OFFENSE LINES FINAL COORDINATION LINE  Static/Dynamic:		  G-GPOLF-----X
<b>2.X.2.5.2.4</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER OFFENSE LINES INFILTRATION LINE  Static/Dynamic:		  G-GPOLI-----X
<b>2.X.2.5.2.5</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER OFFENSE LINES LIMIT OF ADVANCE  Static/Dynamic:		  G-GPOLL-----X
<b>2.X.2.5.2.6</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER OFFENSE LINES LINE OF DEPARTURE  Static/Dynamic:		  G-GPOLT-----X

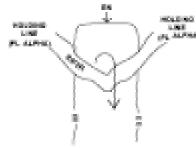
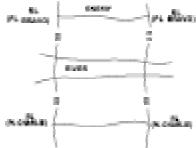
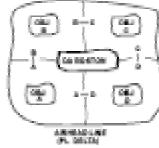
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GRAPHIC	UNKNOWN	FRIEND
<b>2.X.2.5.2.7</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER OFFENSE LINES LINE OF DEPARTURE/LINE OF CONTACT (LD/LC)  Static/Dynamic:		  G-GPOLC-----X
<b>2.X.2.5.2.8</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER OFFENSE LINES PROBABLE LINE OF DEPLOYMENT (PLD)  Static/Dynamic:		  G-GPOLP-----X
<b>2.X.2.5.3</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER OFFENSE AREAS  Static/Dynamic:	N/A	N/A
<b>2.X.2.5.3.1</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER OFFENSE AREAS ASSAULT POSITION  Static/Dynamic:		  G-GPOAA-----X
<b>2.X.2.5.3.2</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER OFFENSE AREAS ATTACK POSITION  Static/Dynamic:		  G-GPOAK-----X
<b>2.X.2.5.3.3</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER OFFENSE AREAS ATTACK BY FIRE POSITION  Static/Dynamic:		  G-GPOAF-----X

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GRAPHIC	UNKNOWN	FRIEND
<b>2.X.2.5.3.4</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER OFFENSE AREAS SUPPORT BY FIRE POSITION  Static/Dynamic:		
<b>2.X.2.5.3.5</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER OFFENSE AREAS OBJECTIVE  Static/Dynamic:		
<b>2.X.2.5.3.6</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER OFFENSE AREAS PENETRATION BOX  Static/Dynamic:		
<b>2.X.2.6</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER SPECIAL  Static/Dynamic:	N/A	N/A
<b>2.X.2.6.1</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER SPECIAL LINE  Static/Dynamic:	N/A	N/A
<b>2.X.2.6.1.1</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER SPECIAL LINE AMBUSH  Static/Dynamic:		

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GRAPHIC	UNKNOWN	FRIEND
<b>2.X.2.6.1.2</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER SPECIAL LINE HOLDING LINE  Static/Dynamic:		
<b>2.X.2.6.1.3</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER SPECIAL LINE RELEASE LINE  Static/Dynamic:		
<b>2.X.2.6.2</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER SPECIAL AREA  Static/Dynamic:	N/A	N/A
<b>2.X.2.6.2.1</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER SPECIAL AREA AREA OF OPERATIONS (AO)  Static/Dynamic:		
<b>2.X.2.6.2.2</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER SPECIAL AREA AIRHEAD  Static/Dynamic:		
<b>2.X.2.6.2.3</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER SPECIAL AREA BRIDGEHEAD  Static/Dynamic:		

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GRAPHIC	UNKNOWN	FRIEND
<b>2.X.2.6.2.4</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER SPECIAL AREA ENCIRCLEMENT  Static/Dynamic:	  G-GPSAE-----X	  G-GPSAE-----X
	  G-GPSAE-----X	N/A
<b>2.X.2.6.2.5</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER SPECIAL AREA NAMED AREA OF INTEREST (NAI)  Static/Dynamic:	  G-GPSAN-----X	  G-GPSAN-----X
<b>2.X.2.6.2.6</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER SPECIAL AREA TARGETED AREA OF INTEREST (TAI)  Static/Dynamic:	  G-GPSAT-----X	  G-GPSAT-----X
<b>2.X.3</b>  TACTICAL GRAPHICS MOBILITY/SURVIVABILITY  Static/Dynamic:	N/A	N/A
<b>2.X.3.1</b>  TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLES  Static/Dynamic:	N/A	N/A
<b>2.X.3.1.1</b>  TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLES GENERAL  Static/Dynamic:	N/A	N/A

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GRAPHIC	UNKNOWN	FRIEND
<b>2.X.3.1.1.1</b>  TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLES GENERAL BELT  Static/Dynamic:		
<b>2.X.3.1.1.2</b>  TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLES GENERAL LINE  Static/Dynamic:		
<b>2.X.3.1.1.3</b>  TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLES GENERAL ZONE  Static/Dynamic:		
<b>2.X.3.1.1.4</b>  TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLES GENERAL OBSTACLE FREE AREA  Static/Dynamic:		
<b>2.X.3.1.1.5</b>  TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLES GENERAL OBSTACLE RESTRICTED AREA  Static/Dynamic:		
<b>2.X.3.1.2</b>  TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLES ABATIS  Static/Dynamic:		

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GRAPHIC	UNKNOWN	FRIEND
<b>2.X.3.1.3</b>  TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLES ANTITANK OBSTACLES  Static/Dynamic:	N/A	N/A
<b>2.X.3.1.3.1</b>  TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLES ANTITANK OBSTACLES ANTITANK DITCH  Static/Dynamic:	N/A	N/A
<b>2.X.3.1.3.1.1</b>  TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLES ANTITANK OBSTACLES ANTITANK DITCH UNDER CONSTRUCTION  Static/Dynamic:		
<b>2.X.3.1.3.1.2</b>  TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLES ANTITANK OBSTACLES ANTITANK DITCH COMPLETE  Static/Dynamic:		
<b>2.X.3.1.3.2</b>  TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLES ANTITANK OBSTACLES ANTITANK DITCH REINFORCED WITH ANTITANK MINES  Static/Dynamic:		
<b>2.X.3.1.3.3</b>  TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLES ANTITANK OBSTACLES ANTITANK OBSTACLES: TETRAHEDRONS, DRAGONS TEETH, AND OTHER SIMILAR OBS  Static/Dynamic:	N/A	N/A

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GRAPHIC	UNKNOWN	FRIEND
<b>2.X.3.1.3.3.1</b>  TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLES ANTITANK OBSTACLES ANTITANK OBSTACLES: TETRAHEDRONS, DRAGONS TEETH, AND OTHER SIMILAR OBS FIXED AND PREFABRICATED  Static/Dynamic:		
<b>2.X.3.1.3.3.2</b>  TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLES ANTITANK OBSTACLES ANTITANK OBSTACLES: TETRAHEDRONS, DRAGONS TEETH, AND OTHER SIMILAR OBS MOVEABLE  Static/Dynamic:		
<b>2.X.3.1.3.3.3</b>  TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLES ANTITANK OBSTACLES ANTITANK OBSTACLES: TETRAHEDRONS, DRAGONS TEETH, AND OTHER SIMILAR OBS MOVEABLE AND PREFABRICATED  Static/Dynamic:		
<b>2.X.3.1.3.4</b>  TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLES ANTITANK OBSTACLES ANTITANK WALL  Static/Dynamic:		
<b>2.X.3.1.4</b>  TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLES BOOBY TRAP  Static/Dynamic:		
<b>2.X.3.1.5</b>  TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLES MINES  Static/Dynamic:	N/A	N/A

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GRAPHIC	UNKNOWN	FRIEND
<b>2.X.3.1.5.1</b>  TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLES MINES UNSPECIFIED MINE  Static/Dynamic:		
<b>2.X.3.1.5.2</b>  TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLES MINES ANTITANK MINE (AT)  Static/Dynamic:		
<b>2.X.3.1.5.3</b>  TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLES MINES ANTITANK MINE WITH ANTIHANDLING DEVICE  Static/Dynamic:		
<b>2.X.3.1.5.4</b>  TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLES MINES ANTITANK MINE (DIRECTIONAL)  Static/Dynamic:		
<b>2.X.3.1.5.5</b>  TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLES MINES ANTIPERSONNEL (AP) MINES  Static/Dynamic:		
<b>2.X.3.1.5.6</b>  TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLES MINES WIDE AREA MINES  Static/Dynamic:		

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GRAPHIC	UNKNOWN	FRIEND
<b>2.X.3.1.5.7</b>  TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLES MINES MINE CLUSTER  Static/Dynamic:		
<b>2.X.3.1.6</b>  TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLES MINEFIELDS  Static/Dynamic:	N/A	N/A
<b>2.X.3.1.6.1</b>  TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLES MINEFIELDS STATIC DEPICTION  Static/Dynamic:		
	GFMAOFS-----X	GFMPOFS-----X
	GHMAOFS-----X	GHMPOFS-----X
<b>2.X.3.1.6.2</b>  TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLES MINEFIELDS DYNAMIC DEPICTION  Static/Dynamic:		
	G-MPOFD-----X	G-MPOFD-----X

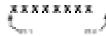
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GRAPHIC	UNKNOWN	FRIEND
<b>2.X.3.1.6.3</b>  TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLES MINEFIELDS GAP  Static/Dynamic:		
<b>2.X.3.1.6.4</b>  TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLES MINEFIELDS MINED AREA  Static/Dynamic:		
<b>2.X.3.1.7</b>  TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLES OBSTACLE EFFECT  Static/Dynamic:	N/A	N/A
<b>2.X.3.1.7.1</b>  TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLES OBSTACLE EFFECT BLOCK  Static/Dynamic:		
<b>2.X.3.1.7.2</b>  TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLES OBSTACLE EFFECT FIX  Static/Dynamic:		
<b>2.X.3.1.7.3</b>  TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLES OBSTACLE EFFECT TURN  Static/Dynamic:		

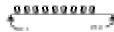
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GRAPHIC	UNKNOWN	FRIEND
<b>2.X.3.1.7.4</b>  TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLES OBSTACLE EFFECT DISRUPT  Static/Dynamic:	 G-MPOED-----X	 G-MPOED-----X
<b>2.X.3.1.8</b>  TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLES UNEXPLODED ORDINANCE AREA (UXO)  Static/Dynamic:	 G-MPOU-----X	 G-MPOU-----X
<b>2.X.3.1.9</b>  TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLES ROADBLOCKS, CRATERS, AND BLOWN BRIDGES  Static/Dynamic:	N/A	N/A
<b>2.X.3.1.9.1</b>  TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLES ROADBLOCKS, CRATERS, AND BLOWN BRIDGES PLANNED  Static/Dynamic:	 G-MPORP-----X	 G-MPORP-----X
<b>2.X.3.1.9.2</b>  TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLES ROADBLOCKS, CRATERS, AND BLOWN BRIDGES EXPLOSIVES, STATE OF READINESS 1 (SAFE)  Static/Dynamic:	 G-MPORS-----X	 G-MPORS-----X
<b>2.X.3.1.9.3</b>  TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLES ROADBLOCKS, CRATERS, AND BLOWN BRIDGES EXPLOSIVES, STATE OF READINESS 2 (ARMED-BUT PASSABLE)  Static/Dynamic:	 G-MPORA-----X	 G-MPORA-----X

## APPENDIX B

GRAPHIC	UNKNOWN	FRIEND
<b>2.X.3.1.9.4</b>  TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLES ROADBLOCKS, CRATERS, AND BLOWN BRIDGES ROADBLOCK COMPLETE (EXECUTED)  Static/Dynamic:		
<b>2.X.3.1.10</b>  TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLES TRIP WIRE  Static/Dynamic:		
<b>2.X.3.1.11</b>  TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLES WIRE OBSTACLE  Static/Dynamic:	N/A	N/A
<b>2.X.3.1.11.1</b>  TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLES WIRE OBSTACLE UNSPECIFIED  Static/Dynamic:		
<b>2.X.3.1.11.2</b>  TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLES WIRE OBSTACLE SINGLE FENCE  Static/Dynamic:		
<b>2.X.3.1.11.3</b>  TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLES WIRE OBSTACLE DOUBLE FENCE  Static/Dynamic:		

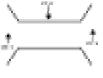
## APPENDIX B

GRAPHIC	UNKNOWN	FRIEND
<b>2.X.3.1.11.4</b>  TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLES WIRE OBSTACLE DOUBLE APRON FENCE  Static/Dynamic:		
<b>2.X.3.1.11.5</b>  TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLES WIRE OBSTACLE LOW WIRE FENCE  Static/Dynamic:		
<b>2.X.3.1.11.6</b>  TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLES WIRE OBSTACLE HIGH WIRE FENCE  Static/Dynamic:		
<b>2.X.3.1.11.7</b>  TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLES WIRE OBSTACLE CONCERTINA  Static/Dynamic:	N/A	N/A
<b>2.X.3.1.11.7.1</b>  TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLES WIRE OBSTACLE CONCERTINA SINGLE CONCERTINA  Static/Dynamic:		
<b>2.X.3.1.11.7.2</b>  TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLES WIRE OBSTACLE CONCERTINA DOUBLE STRAND CONCERTINA  Static/Dynamic:		

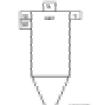
## APPENDIX B

GRAPHIC	UNKNOWN	FRIEND
<b>2.X.3.1.11.7.3</b>  TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLES WIRE OBSTACLE CONCERTINA TRIPLE STRAND CONCERTINA  Static/Dynamic:	 G-MPOWCT-----X	 G-MPOWCT-----X
<b>2.X.3.2</b>  TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLE BYPASS  Static/Dynamic:	N/A	N/A
<b>2.X.3.2.1</b>  TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLE BYPASS OBSTACLE BYPASS DIFFICULTY  Static/Dynamic:	N/A	N/A
<b>2.X.3.2.1.1</b>  TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLE BYPASS OBSTACLE BYPASS DIFFICULTY BYPASS EASY  Static/Dynamic:		 G-MPBDE-----X
<b>2.X.3.2.1.2</b>  TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLE BYPASS OBSTACLE BYPASS DIFFICULTY BYPASS DIFFICULT  Static/Dynamic:		 G-MPBDD-----X
<b>2.X.3.2.1.3</b>  TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLE BYPASS OBSTACLE BYPASS DIFFICULTY BYPASS IMPOSSIBLE  Static/Dynamic:		 G-MPBDI-----X
<b>2.X.3.2.2</b>  TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLE BYPASS CROSSING SITE/WATER CROSSING  Static/Dynamic:	N/A	N/A

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GRAPHIC	UNKNOWN	FRIEND
<b>2.X.3.2.2.1</b>  TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLE BYPASS CROSSING SITE/WATER CROSSING ASSAULT CROSSING AREA  Static/Dynamic:		
<b>2.X.3.2.2.2</b>  TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLE BYPASS CROSSING SITE/WATER CROSSING BRIDGE OR GAP  Static/Dynamic:		
<b>2.X.3.2.2.3</b>  TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLE BYPASS CROSSING SITE/WATER CROSSING FERRY  Static/Dynamic:		
<b>2.X.3.2.2.4</b>  TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLE BYPASS CROSSING SITE/WATER CROSSING FORD EASY  Static/Dynamic:		
<b>2.X.3.2.2.5</b>  TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLE BYPASS CROSSING SITE/WATER CROSSING FORD DIFFICULT  Static/Dynamic:		
<b>2.X.3.2.2.6</b>  TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLE BYPASS CROSSING SITE/WATER CROSSING LANE  Static/Dynamic:		

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GRAPHIC	UNKNOWN	FRIEND
<b>2.X.3.2.2.7</b>  TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLE BYPASS CROSSING SITE/WATER CROSSING RAFT SITE  Static/Dynamic:		
<b>2.X.3.2.2.8</b>  TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLE BYPASS CROSSING SITE/WATER CROSSING ENGINEER REGULATING POINT  Static/Dynamic:		
<b>2.X.3.3</b>  TACTICAL GRAPHICS MOBILITY/SURVIVABILITY SURVIVABILITY  Static/Dynamic:	N/A	N/A
<b>2.X.3.3.1</b>  TACTICAL GRAPHICS MOBILITY/SURVIVABILITY SURVIVABILITY EARTHWORK, SMALL TRENCH OR FORTIFICATION  Static/Dynamic:		
<b>2.X.3.3.2</b>  TACTICAL GRAPHICS MOBILITY/SURVIVABILITY SURVIVABILITY FORT  Static/Dynamic:		
<b>2.X.3.3.3</b>  TACTICAL GRAPHICS MOBILITY/SURVIVABILITY SURVIVABILITY FORTIFIED LINE  Static/Dynamic:		

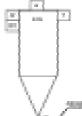
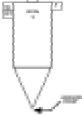
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GRAPHIC	UNKNOWN	FRIEND
<b>2.X.3.3.4</b>  TACTICAL GRAPHICS MOBILITY/SURVIVABILITY SURVIVABILITY FOXHOLE, EMPLACEMENT OR WEAPON SITE  Static/Dynamic:		
<b>2.X.3.3.5</b>  TACTICAL GRAPHICS MOBILITY/SURVIVABILITY SURVIVABILITY STRONG POINT  Static/Dynamic:		
<b>2.X.3.3.6</b>  TACTICAL GRAPHICS MOBILITY/SURVIVABILITY SURVIVABILITY SURFACE SHELTER  Static/Dynamic:		
<b>2.X.3.3.7</b>  TACTICAL GRAPHICS MOBILITY/SURVIVABILITY SURVIVABILITY UNDERGROUND SHELTER  Static/Dynamic:		
<b>2.X.3.4</b>  TACTICAL GRAPHICS MOBILITY/SURVIVABILITY NUCLEAR, BIOLOGICAL AND CHEMICAL  Static/Dynamic:	N/A	N/A
<b>2.X.3.4.1</b>  TACTICAL GRAPHICS MOBILITY/SURVIVABILITY NUCLEAR, BIOLOGICAL AND CHEMICAL MINIMUM SAFE DISTANCE ZONES  Static/Dynamic:		

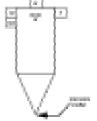
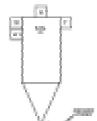
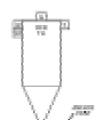
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GRAPHIC	UNKNOWN	FRIEND
<b>2.X.3.4.2</b>  TACTICAL GRAPHICS MOBILITY/SURVIVABILITY NUCLEAR, BIOLOGICAL AND CHEMICAL NUCLEAR DETINATIONS GROUND ZERO  Static/Dynamic:		
<b>2.X.3.4.3</b>  TACTICAL GRAPHICS MOBILITY/SURVIVABILITY NUCLEAR, BIOLOGICAL AND CHEMICAL FALLOUT PRODUCING  Static/Dynamic:		
<b>2.X.3.4.4</b>  TACTICAL GRAPHICS MOBILITY/SURVIVABILITY NUCLEAR, BIOLOGICAL AND CHEMICAL RADIOACTIVE AREA  Static/Dynamic:		
<b>2.X.3.4.5</b>  TACTICAL GRAPHICS MOBILITY/SURVIVABILITY NUCLEAR, BIOLOGICAL AND CHEMICAL BIOLOGICALLY CONTAMINATED AREA  Static/Dynamic:		
<b>2.X.3.4.6</b>  TACTICAL GRAPHICS MOBILITY/SURVIVABILITY NUCLEAR, BIOLOGICAL AND CHEMICAL CHEMICALLY CONTAMINATED AREA  Static/Dynamic:		
<b>2.X.3.4.7</b>  TACTICAL GRAPHICS MOBILITY/SURVIVABILITY NUCLEAR, BIOLOGICAL AND CHEMICAL RELEASE EVENTS  Static/Dynamic:	N/A	N/A

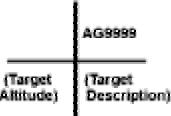
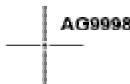
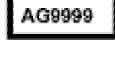
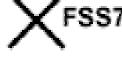
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GRAPHIC	UNKNOWN	FRIEND
<b>2.X.3.4.7.1</b>  TACTICAL GRAPHICS MOBILITY/SURVIVABILITY NUCLEAR, BIOLOGICAL AND CHEMICAL RELEASE EVENTS BIOLOGICAL  Static/Dynamic:		
<b>2.X.3.4.7.2</b>  TACTICAL GRAPHICS MOBILITY/SURVIVABILITY NUCLEAR, BIOLOGICAL AND CHEMICAL RELEASE EVENTS CHEMICAL  Static/Dynamic:		
<b>2.X.3.4.8</b>  TACTICAL GRAPHICS MOBILITY/SURVIVABILITY NUCLEAR, BIOLOGICAL AND CHEMICAL DECONTAMINATION (DECON) POINTS  Static/Dynamic:	N/A	N/A
<b>2.X.3.4.8.1</b>  TACTICAL GRAPHICS MOBILITY/SURVIVABILITY NUCLEAR, BIOLOGICAL AND CHEMICAL DECONTAMINATION (DECON) POINTS DECON SITE/POINT (UNSPECIFIED)  Static/Dynamic:		
<b>2.X.3.4.8.2</b>  TACTICAL GRAPHICS MOBILITY/SURVIVABILITY NUCLEAR, BIOLOGICAL AND CHEMICAL DECONTAMINATION (DECON) POINTS ALTERNATE DECON SITE/POINT (UNSPECIFIED)  Static/Dynamic:		
<b>2.X.3.4.8.3</b>  TACTICAL GRAPHICS MOBILITY/SURVIVABILITY NUCLEAR, BIOLOGICAL AND CHEMICAL DECONTAMINATION (DECON) POINTS DECON SITE/POINT (TROOPS)  Static/Dynamic:		

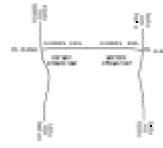
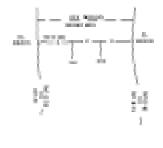
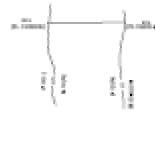
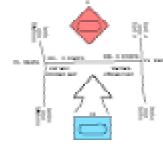
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GRAPHIC	UNKNOWN	FRIEND
<b>2.X.3.4.8.4</b>  TACTICAL GRAPHICS MOBILITY/SURVIVABILITY NUCLEAR, BIOLOGICAL AND CHEMICAL DECONTAMINATION (DECON) POINTS DECON SITE/POINT (EQUIPMENT)		
Static/Dynamic:	G-MPNDE-----X	G-MPNDE-----X
<b>2.X.3.4.8.5</b>  TACTICAL GRAPHICS MOBILITY/SURVIVABILITY NUCLEAR, BIOLOGICAL AND CHEMICAL DECONTAMINATION (DECON) POINTS DECON SITE/POINT (EQUIPMENT AND TROOPS)		
Static/Dynamic:	G-MPNDB-----X	G-MPNDB-----X
<b>2.X.3.4.8.6</b>  TACTICAL GRAPHICS MOBILITY/SURVIVABILITY NUCLEAR, BIOLOGICAL AND CHEMICAL DECONTAMINATION (DECON) POINTS DECON SITE/POINT (OPERATIONAL DECONTAMINATION)		
Static/Dynamic:	G-MPNDO-----X	G-MPNDO-----X
<b>2.X.3.4.8.7</b>  TACTICAL GRAPHICS MOBILITY/SURVIVABILITY NUCLEAR, BIOLOGICAL AND CHEMICAL DECONTAMINATION (DECON) POINTS DECON SITE/POINT (THOROUGH DECONTAMINATION)		
Static/Dynamic:	G-MPNDD-----X	G-MPNDD-----X
<b>2.X.3.4.9</b>  TACTICAL GRAPHICS MOBILITY/SURVIVABILITY NUCLEAR, BIOLOGICAL AND CHEMICAL DOSE RATE CONTOUR LINES		
Static/Dynamic:	G-MPNL-----X	G-MPNL-----X
<b>2.X.4</b>  TACTICAL GRAPHICS FIRE SUPPORT	N/A	N/A
Static/Dynamic:		
<b>2.X.4.1</b>  TACTICAL GRAPHICS FIRE SUPPORT POINT	N/A	N/A
Static/Dynamic:		

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GRAPHIC	UNKNOWN	FRIEND
<b>2.X.4.1.1</b>  TACTICAL GRAPHICS FIRE SUPPORT POINT TARGET  Static/Dynamic:	N/A	N/A
<b>2.X.4.1.1.1</b>  TACTICAL GRAPHICS FIRE SUPPORT POINT TARGET POINT/SINGLE TARGET  Static/Dynamic:		 G-FPPTS-----X
<b>2.X.4.1.1.2</b>  TACTICAL GRAPHICS FIRE SUPPORT POINT TARGET NUCLEAR TARGET  Static/Dynamic:		 G-FPPTN-----X
<b>2.X.4.1.1.3</b>  TACTICAL GRAPHICS FIRE SUPPORT POINT TARGET CIRCULAR TARGET  Static/Dynamic:		 G-FPPTC-----X
<b>2.X.4.1.1.4</b>  TACTICAL GRAPHICS FIRE SUPPORT POINT TARGET RECTANGULAR TARGET  Static/Dynamic:		 G-FPPTR-----X
<b>2.X.4.1.2</b>  TACTICAL GRAPHICS FIRE SUPPORT POINT FIRE SUPPORT STATION  Static/Dynamic:		 G-FPPS-----X

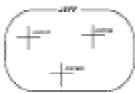
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GRAPHIC	UNKNOWN	FRIEND
<b>2.X.4.2</b>  TACTICAL GRAPHICS FIRE SUPPORT LINES  Static/Dynamic:	N/A	N/A
<b>2.X.4.2.1</b>  TACTICAL GRAPHICS FIRE SUPPORT LINES FIRE SUPPORT COORDINATION LINE (FSCL)  Static/Dynamic:		
<b>2.X.4.2.2</b>  TACTICAL GRAPHICS FIRE SUPPORT LINES COORDINATED FIRE LINE (CFL)  Static/Dynamic:		
<b>2.X.4.2.3</b>  TACTICAL GRAPHICS FIRE SUPPORT LINES NO-FIRE LINE (NFL)  Static/Dynamic:		
<b>2.X.4.2.4</b>  TACTICAL GRAPHICS FIRE SUPPORT LINES RESTRICTIVE FIRE LINE (RFL)  Static/Dynamic:		
<b>2.X.4.2.5</b>  TACTICAL GRAPHICS FIRE SUPPORT LINES LINEAR TARGET  Static/Dynamic:		

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GRAPHIC	UNKNOWN	FRIEND
<b>2.X.4.2.6</b>  TACTICAL GRAPHICS FIRE SUPPORT LINES FINAL PROTECTIVE FIRE (FPF)  Static/Dynamic:		
<b>2.X.4.2.7</b>  TACTICAL GRAPHICS FIRE SUPPORT LINES LINEAR SMOKE TARGET  Static/Dynamic:		
<b>2.X.4.3</b>  TACTICAL GRAPHICS FIRE SUPPORT AREAS  Static/Dynamic:	N/A	N/A
<b>2.X.4.3.1</b>  TACTICAL GRAPHICS FIRE SUPPORT AREAS FIRE SUPPORT AREA (FSA)  Static/Dynamic:		
<b>2.X.4.3.2</b>  TACTICAL GRAPHICS FIRE SUPPORT AREAS AIRSPACE COORDINATION AREA (ACA)  Static/Dynamic:		
<b>2.X.4.3.3</b>  TACTICAL GRAPHICS FIRE SUPPORT AREAS AREA TARGET  Static/Dynamic:		

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GRAPHIC	UNKNOWN	FRIEND
<b>2.X.4.3.4</b>  TACTICAL GRAPHICS FIRE SUPPORT AREAS SMOKE  Static/Dynamic:		
<b>2.X.4.3.5</b>  TACTICAL GRAPHICS FIRE SUPPORT AREAS SERIES OR GROUP OF TARGETS  Static/Dynamic:		
		N/A
	G-FPAS-----X	G-FPAS-----X
<b>2.X.4.3.6</b>  TACTICAL GRAPHICS FIRE SUPPORT AREAS BOMB AREA  Static/Dynamic:		
	G-FPAB-----X	G-FPAB-----X
<b>2.X.4.3.7</b>  TACTICAL GRAPHICS FIRE SUPPORT AREAS FREE FIRE AREA (FFA)  Static/Dynamic:		
	G-FPAF-----X	G-FPAF-----X
<b>2.X.4.3.8</b>  TACTICAL GRAPHICS FIRE SUPPORT AREAS NO-FIRE AREA (NFA)  Static/Dynamic:		
	G-FPAN-----X	G-FPAN-----X

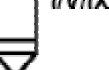
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GRAPHIC	UNKNOWN	FRIEND
<b>2.X.4.3.9</b>  TACTICAL GRAPHICS FIRE SUPPORT AREAS RESTRICTIVE FIRE AREA (RFA)  Static/Dynamic:		
<b>2.X.4.3.10</b>  TACTICAL GRAPHICS FIRE SUPPORT AREAS POSITION AREA FOR ARTILLERY (PAA)  Static/Dynamic:		
<b>2.X.5</b>  TACTICAL GRAPHICS COMBAT SERVICE SUPPORT  Static/Dynamic:	N/A	N/A
<b>2.X.5.1</b>  TACTICAL GRAPHICS COMBAT SERVICE SUPPORT POINTS  Static/Dynamic:	N/A	N/A
<b>2.X.5.1.1</b>  TACTICAL GRAPHICS COMBAT SERVICE SUPPORT POINTS AMBULANCE EXCHANGE POINT  Static/Dynamic:		
<b>2.X.5.1.2</b>  TACTICAL GRAPHICS COMBAT SERVICE SUPPORT POINTS CANNIBALIZATION POINT  Static/Dynamic:		
<b>2.X.5.1.3</b>  TACTICAL GRAPHICS COMBAT SERVICE SUPPORT POINTS CASUALTY COLLECTION POINT  Static/Dynamic:		

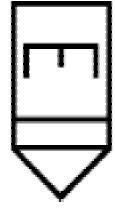
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GRAPHIC	UNKNOWN	FRIEND
<b>2.X.5.1.4</b>  TACTICAL GRAPHICS COMBAT SERVICE SUPPORT POINTS CIVILIAN COLLECTION POINT  Static/Dynamic:		
<b>2.X.5.1.5</b>  TACTICAL GRAPHICS COMBAT SERVICE SUPPORT POINTS DETAINEE COLLECTION POINT  Static/Dynamic:		
<b>2.X.5.1.6</b>  TACTICAL GRAPHICS COMBAT SERVICE SUPPORT POINTS ENEMY PRISONER OF WAR (EPW) COLLECTION POINT  Static/Dynamic:		
<b>2.X.5.1.7</b>  TACTICAL GRAPHICS COMBAT SERVICE SUPPORT POINTS LOGISTICS RELEASE POINT (LRP)  Static/Dynamic:		
<b>2.X.5.1.8</b>  TACTICAL GRAPHICS COMBAT SERVICE SUPPORT POINTS MAINTENANCE COLLECTION POINT  Static/Dynamic:		
<b>2.X.5.1.9</b>  TACTICAL GRAPHICS COMBAT SERVICE SUPPORT POINTS REARM, REFUEL AND RESUPPLY POINT  Static/Dynamic:		

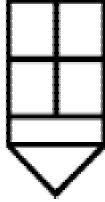
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GRAPHIC	UNKNOWN	FRIEND
<b>2.X.5.1.10</b>  TACTICAL GRAPHICS COMBAT SERVICE SUPPORT POINTS REFUEL ON THE MOVE (ROM) POINT  Static/Dynamic:		
<b>2.X.5.1.11</b>  TACTICAL GRAPHICS COMBAT SERVICE SUPPORT POINTS TRAFFIC CONTROL POST (TCP)  Static/Dynamic:		
<b>2.X.5.1.12</b>  TACTICAL GRAPHICS COMBAT SERVICE SUPPORT POINTS TRAILER TRANSFER POINT  Static/Dynamic:		
<b>2.X.5.1.13</b>  TACTICAL GRAPHICS COMBAT SERVICE SUPPORT POINTS UNIT MAINTENANCE COLLECTION POINT  Static/Dynamic:		
<b>2.X.5.1.14</b>  TACTICAL GRAPHICS COMBAT SERVICE SUPPORT POINTS SUPPLY POINTS  Static/Dynamic:	N/A	N/A
<b>2.X.5.1.14.1</b>  TACTICAL GRAPHICS COMBAT SERVICE SUPPORT POINTS SUPPLY POINTS GENERAL  Static/Dynamic:		

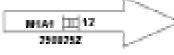
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GRAPHIC	UNKNOWN	FRIEND
<b>2.X.5.1.14.2</b>  TACTICAL GRAPHICS COMBAT SERVICE SUPPORT POINTS SUPPLY POINTS CLASS 1  Static/Dynamic:		 G-SPPSA-----X
<b>2.X.5.1.14.3</b>  TACTICAL GRAPHICS COMBAT SERVICE SUPPORT POINTS SUPPLY POINTS CLASS II  Static/Dynamic:		 G-SPPSB-----X
<b>2.X.5.1.14.4</b>  TACTICAL GRAPHICS COMBAT SERVICE SUPPORT POINTS SUPPLY POINTS CLASS III  Static/Dynamic:		 G-SPPSC-----X
<b>2.X.5.1.14.5</b>  TACTICAL GRAPHICS COMBAT SERVICE SUPPORT POINTS SUPPLY POINTS CLASS IV  Static/Dynamic:		 G-SPPSD-----X
<b>2.X.5.1.14.6</b>  TACTICAL GRAPHICS COMBAT SERVICE SUPPORT POINTS SUPPLY POINTS CLASS V  Static/Dynamic:		 G-SPPSE-----X
<b>2.X.5.1.14.7</b>  TACTICAL GRAPHICS COMBAT SERVICE SUPPORT POINTS SUPPLY POINTS CLASS VI  Static/Dynamic:		 G-SPPSF-----X

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GRAPHIC	UNKNOWN	FRIEND
<b>2.X.5.1.14.8</b>  TACTICAL GRAPHICS COMBAT SERVICE SUPPORT POINTS SUPPLY POINTS CLASS VII  Static/Dynamic:		 G-SPPSG-----X
<b>2.X.5.1.14.9</b>  TACTICAL GRAPHICS COMBAT SERVICE SUPPORT POINTS SUPPLY POINTS CLASS VIII  Static/Dynamic:		 G-SPPSH-----X
<b>2.X.5.1.14.10</b>  TACTICAL GRAPHICS COMBAT SERVICE SUPPORT POINTS SUPPLY POINTS CLASS IX  Static/Dynamic:		 G-SPPSI-----X
<b>2.X.5.1.14.11</b>  TACTICAL GRAPHICS COMBAT SERVICE SUPPORT POINTS SUPPLY POINTS CLASS X  Static/Dynamic:		 G-SPPSJ-----X
<b>2.X.5.1.15</b>  TACTICAL GRAPHICS COMBAT SERVICE SUPPORT POINTS AMMUNITION POINTS  Static/Dynamic:	N/A	N/A
<b>2.X.5.1.15.1</b>  TACTICAL GRAPHICS COMBAT SERVICE SUPPORT POINTS AMMUNITION POINTS AMMUNITION SUPPLY POINT (ASP)  Static/Dynamic:		 G-SPPAS-----X

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GRAPHIC	UNKNOWN	FRIEND
<b>2.X.5.1.15.2</b>  TACTICAL GRAPHICS COMBAT SERVICE SUPPORT POINTS AMMUNITION POINTS AMMUNITION TRANSFER POINT (ATP)  Static/Dynamic:		
<b>2.X.5.2</b>  TACTICAL GRAPHICS COMBAT SERVICE SUPPORT LINES  Static/Dynamic:	N/A	N/A
<b>2.X.5.2.1</b>  TACTICAL GRAPHICS COMBAT SERVICE SUPPORT LINES CONVOYS  Static/Dynamic:	N/A	N/A
<b>2.X.5.2.1.1</b>  TACTICAL GRAPHICS COMBAT SERVICE SUPPORT LINES CONVOYS MOVING CONVOY  Static/Dynamic:		
<b>2.X.5.2.1.2</b>  TACTICAL GRAPHICS COMBAT SERVICE SUPPORT LINES CONVOYS HALTED CONVOY  Static/Dynamic:		
<b>2.X.5.2.2</b>  TACTICAL GRAPHICS COMBAT SERVICE SUPPORT LINES SUPPLY ROUTES  Static/Dynamic:	N/A	N/A
<b>2.X.5.2.2.1</b>  TACTICAL GRAPHICS COMBAT SERVICE SUPPORT LINES SUPPLY ROUTES MAIN SUPPLY ROUTE  Static/Dynamic:		

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GRAPHIC	UNKNOWN	FRIEND
<b>2.X.5.2.2.2</b>  TACTICAL GRAPHICS COMBAT SERVICE SUPPORT LINES SUPPLY ROUTES ALTERNATE SUPPLY ROUTE  Static/Dynamic:	 G-SPLRA-----X	 G-SPLRA-----X
<b>2.X.5.2.2.3</b>  TACTICAL GRAPHICS COMBAT SERVICE SUPPORT LINES SUPPLY ROUTES ONE-WAY TRAFFIC  Static/Dynamic:	 G-SPLRO-----X	 G-SPLRO-----X
<b>2.X.5.2.2.4</b>  TACTICAL GRAPHICS COMBAT SERVICE SUPPORT LINES SUPPLY ROUTES ALTERNATING TRAFFIC  Static/Dynamic:	 G-SPLRT-----X	 G-SPLRT-----X
<b>2.X.5.2.2.5</b>  TACTICAL GRAPHICS COMBAT SERVICE SUPPORT LINES SUPPLY ROUTES TWO-WAY TRAFFIC  Static/Dynamic:	 G-SPLRW-----X	 G-SPLRW-----X
<b>2.X.5.3</b>  TACTICAL GRAPHICS COMBAT SERVICE SUPPORT AREA  Static/Dynamic:	N/A	N/A
<b>2.X.5.3.1</b>  TACTICAL GRAPHICS COMBAT SERVICE SUPPORT AREA DETAINEE HOLDING AREA  Static/Dynamic:	 G-SPAD-----X	 G-SPAD-----X

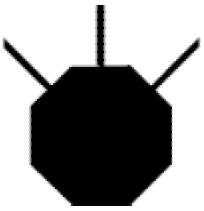
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GRAPHIC	UNKNOWN	FRIEND
<b>2.X.5.3.2</b>  TACTICAL GRAPHICS COMBAT SERVICE SUPPORT AREA ENEMY PRISONER OF WAR (EPW) HOLDING AREA  Static/Dynamic:		
<b>2.X.5.3.3</b>  TACTICAL GRAPHICS COMBAT SERVICE SUPPORT AREA FORWARD ARMING AND REFUELING AREA (FARP)  Static/Dynamic:		
<b>2.X.5.3.4</b>  TACTICAL GRAPHICS COMBAT SERVICE SUPPORT AREA REFUGEE HOLDING AREA  Static/Dynamic:		
<b>2.X.5.3.5</b>  TACTICAL GRAPHICS COMBAT SERVICE SUPPORT AREA SUPPORT AREAS  Static/Dynamic:	N/A	N/A
<b>2.X.5.3.5.1</b>  TACTICAL GRAPHICS COMBAT SERVICE SUPPORT AREA SUPPORT AREAS BRIGADE (BSA)  Static/Dynamic:		
<b>2.X.5.3.5.2</b>  TACTICAL GRAPHICS COMBAT SERVICE SUPPORT AREA SUPPORT AREAS DIVISION (DSA)  Static/Dynamic:		

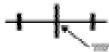
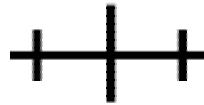
## APPENDIX B

GRAPHIC	UNKNOWN	FRIEND
<b>2.X.5.3.5.3</b>  TACTICAL GRAPHICS COMBAT SERVICE SUPPORT AREA SUPPORT AREAS REGIMENTAL (RSA)  Static/Dynamic:		
<b>2.X.6</b>  TACTICAL GRAPHICS OTHER  Static/Dynamic:	N/A	N/A
<b>2.X.6.1</b>  TACTICAL GRAPHICS OTHER EMERGENCY  Static/Dynamic:	N/A	N/A
<b>2.X.6.1.1</b>  TACTICAL GRAPHICS OTHER EMERGENCY DITCHED AIRCRAFT  Static/Dynamic:		
<b>2.X.6.1.2</b>  TACTICAL GRAPHICS OTHER EMERGENCY PERSON IN WATER  Static/Dynamic:		
<b>2.X.6.1.3</b>  TACTICAL GRAPHICS OTHER EMERGENCY DISTRESSED VESSEL  Static/Dynamic:		
<b>2.X.6.2</b>  TACTICAL GRAPHICS OTHER HAZARD  Static/Dynamic:	N/A	N/A

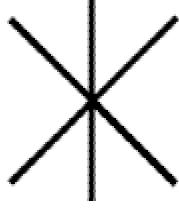
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GRAPHIC	UNKNOWN	FRIEND
<b>2.X.6.2.1</b>  TACTICAL GRAPHICS OTHER HAZARD SEA MINE-LIKE  Static/Dynamic:	  G-OPHM-----X	  G-OPHM-----X
<b>2.X.6.2.2</b>  TACTICAL GRAPHICS OTHER HAZARD NAVIGATIONAL  Static/Dynamic:	  G-OPHN-----X	  G-OPHN-----X
<b>2.X.6.2.3</b>  TACTICAL GRAPHICS OTHER HAZARD ICEBERG  Static/Dynamic:	  G-OPII-----X	  G-OPII-----X
<b>2.X.6.2.4</b>  TACTICAL GRAPHICS OTHER HAZARD OIL RIG  Static/Dynamic:	  G-OPHO-----X	  G-OPHO-----X
<b>2.X.6.3</b>  TACTICAL GRAPHICS OTHER SEA SUBSURFACE RETURNS  Static/Dynamic:	N/A	N/A
<b>2.X.6.3.1</b>  TACTICAL GRAPHICS OTHER SEA SUBSURFACE RETURNS BOTTOM RETURN/NOMBO  Static/Dynamic:	  G-OPSB-----X	  G-OPSB-----X

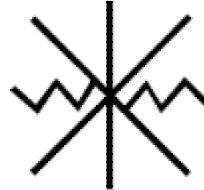
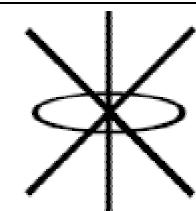
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GRAPHIC	UNKNOWN	FRIEND
<b>2.X.6.3.1.1</b>  TACTICAL GRAPHICS OTHER SEA SUBSURFACE RETURNS BOTTOM RETURN/NOMBO INSTALLATION/MANMADE  Static/Dynamic:	  G-OPSBM-----X	  G-OPSBM-----X
<b>2.X.6.3.1.2</b>  TACTICAL GRAPHICS OTHER SEA SUBSURFACE RETURNS BOTTOM RETURN/NOMBO SEABED ROCK/STONE, OBSTACLE, OTHER  Static/Dynamic:	  G-OPSBN-----X	  G-OPSBN-----X
<b>2.X.6.3.1.3</b>  TACTICAL GRAPHICS OTHER SEA SUBSURFACE RETURNS BOTTOM RETURN/NOMBO WRECK  Static/Dynamic:	  G-OPSBW-----X	  G-OPSBW-----X
<b>2.X.6.3.2</b>  TACTICAL GRAPHICS OTHER SEA SUBSURFACE RETURNS MARINE LIFE  Static/Dynamic:	  G-OPSM-----X	  G-OPSM-----X
<b>2.X.6.3.3</b>  TACTICAL GRAPHICS OTHER SEA SUBSURFACE RETURNS SEA ANOMALY (WAKE, CURRENT, KNUCKLE)  Static/Dynamic:	  G-OPSS-----X	  G-OPSS-----X
<b>2.X.6.4</b>  TACTICAL GRAPHICS OTHER BEARING LINE  Static/Dynamic:	  G-OPB-----X	  G-OPB-----X

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GRAPHIC	UNKNOWN	FRIEND
<b>2.X.6.4.1</b>  TACTICAL GRAPHICS OTHER BEARING LINE ELECTRONIC  Static/Dynamic:		  G-OPBE-----X
<b>2.X.6.4.2</b>  TACTICAL GRAPHICS OTHER BEARING LINE ACOUSTIC  Static/Dynamic:		  G-OPBA-----X
<b>2.X.6.4.3</b>  TACTICAL GRAPHICS OTHER BEARING LINE TORPEDO  Static/Dynamic:		  G-OPBT-----X
<b>2.X.6.4.4</b>  TACTICAL GRAPHICS OTHER BEARING LINE ELECTRO-OPTICAL INTERCEPT  Static/Dynamic:		  G-OPBO-----X
<b>2.X.6.5</b>  TACTICAL GRAPHICS OTHER FIX  Static/Dynamic:	N/A	N/A
<b>2.X.6.5.1</b>  TACTICAL GRAPHICS OTHER FIX ACOUSTIC  Static/Dynamic:		  G-OPFA-----X

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GRAPHIC	UNKNOWN	FRIEND
<b>2.X.6.5.2</b>  TACTICAL GRAPHICS OTHER FIX ELECTRO-MAGNETIC  Static/Dynamic:	  G-OPFE-----X	  G-OPFE-----X
<b>2.X.6.5.3</b>  TACTICAL GRAPHICS OTHER FIX ELECTRO-OPTICAL  Static/Dynamic:	  G-OPFO-----X	  G-OPFO-----X