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Headquarters
Marine Corps Combat Development Command
Department of the Navy
Headquarters, United States Marine Corps
Washington, DC

Operational Terms and Graphics

1. This change rescinds "Section I – Brevity Codes" from FM 1-02/MCRP 5-12A that FM 1-02.1/ MCRP 3-25B, *Multi-Service Brevity Codes*, (30 October 2007) has superseded.

2. A plus sign (+) marks new material.

3. FM 1-02 (FM 101-5-1), 21 September 2004, is changed as follows:

Remove Old Pages	Insert New Pages
pages i through ii	pages i through ii.
pages 3-1 through 3-26	pages 3-1 through 3-2.
pages 4-1 through 4-10	pages 4-1 through 4-10.

4. File this transmittal sheet in front of the publication for reference purposes.

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By order of the Secretary of the Army:

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General, United States Army
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Operational Terms and Graphics

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Figures

Chapter 3

Multi-Service Brevity Codes, Procedure Words, and Tactical Tasks

SECTION I – BREVITY CODES

+This section is rescinded. Refer to FM 1-02.1.

SECTION II – PROCEDURE WORDS (PROWORDS)

3-1. To keep voice transmissions as short and clear as possible, radio operators employ procedure words (prowords)—a word or phrase limited to radio telephone procedure, used to facilitate communication by conveying information in a condensed standard form. The following is a list of commonly used prowords; their meanings are given in chapter 1.

all after	I authenticate	silence
all before	I read back	silence lifted
authenticate	I say again	speak slower
authentication is	I spell	this is
break	I verify	time
correct	message	to
correction	more to follow	unknown station
disregard this transmission—out	out	verify
do not answer	over	wait
exempt	priority	wait out
figures	read back	wilco
flash	relay to	word after
from	roger	word before
groups	routine	words twice
immediate	say again	wrong
info	service	

SECTION III – TACTICAL MISSION TASKS

3-2. A tactical mission task is the specific activity performed by a unit while executing a form of tactical operation or form of maneuver. It may be expressed in terms of either actions by a friendly force or effects on an enemy force. Tactical mission tasks describe the results or effects the commander wants to achieve, the what and why of a mission statement. The following is a list of commonly used tactical mission tasks; their meanings are given in chapter 1.

attack by fire	destroy	neutralize
block	disengage	occupy
breach	disrupt	reduce
bypass	exfiltrate	retain
canalize	fix	secure
clear	follow and assume	seize
contain	follow and support	support-by-fire
control	interdict	suppress
counter reconnaissance	isolate	turn
defeat		

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This chapter implements STANAG 2019, STANAG 2022, QSTAG 509, and QSTAG 511.

Chapter 4
Military Symbols

A military symbol is a graphic representation of units, equipment, installations, control measures, and other elements relevant to military operations. As a part of doctrine, these symbols provide a common visual language for all users. Standardization of military symbols is essential if operational information is to be passed among military units without misunderstanding. This chapter defines the single standard used to develop and depict hand-drawn and computer-generated military symbols for situation maps, overlays, and annotated aerial photographs for all types of military operations. It provides rules for building specific sets of military symbols. These rules provide details of construction, but allow enough flexibility for the user to build symbols to meet operational needs.

PURPOSE

4-1. The main purpose of military symbology is to allow commanders and staffs to graphically display certain elements of the operational picture. Situation maps, overlays, and annotated aerial photographs are used to express an operation plan or order, concept, or friendly or hostile (enemy) situation. The combination of unit and equipment symbols and control measures, as well as other military symbols, creates an indispensable tool for quickly portraying military operations.

> This manual primarily focuses on land military symbols. Chapter 4 discusses a single standard for military symbols. For detailed requirements for the composition and construction of symbols and control measures, see—
>
> - Chapter 5, Unit Symbols.
> - Chapter 6, Equipment Symbols.
> - Chapter 7, Graphic Control Measures.
> - Chapter 8, Installation Symbols.
> - Chapter 9, Stability Operations and Support Operations Symbols.
>
> Where applicable, links are provided between symbols and terms for greater understanding. The Army field manuals referenced with the terms provide an explanation of how those terms are used.
>
> The symbology defined in this manual is in compliance with Department of Defense Military Standard 2525, *Common Warfighting Symbology*.

ORIENTATION OF MILITARY SYMBOLS

4-2. All the military symbols in this manual are designed to be displayed with a single orientation. The symbols will be displayed with the top of the symbol pointed north.

COMPOSITION OF MILITARY SYMBOLS

4-3. A military symbol is composed of a frame, color (fill), icon(s), and may include text or graphic modifiers that provide additional information (see figure 4-1.) Included in military symbols are graphic control measures, which are composed of boundaries; lines; areas; points; targets; and nuclear, biological, or chemical attacks/events. The composition of graphic control measures varies from that of unit, equipment, installation, and support operations and stability operations symbols. Graphic control measures have the same attributes as other military symbols, but utilize different rules for building. The details for building graphic control measures are provided in chapter 7 of this manual.
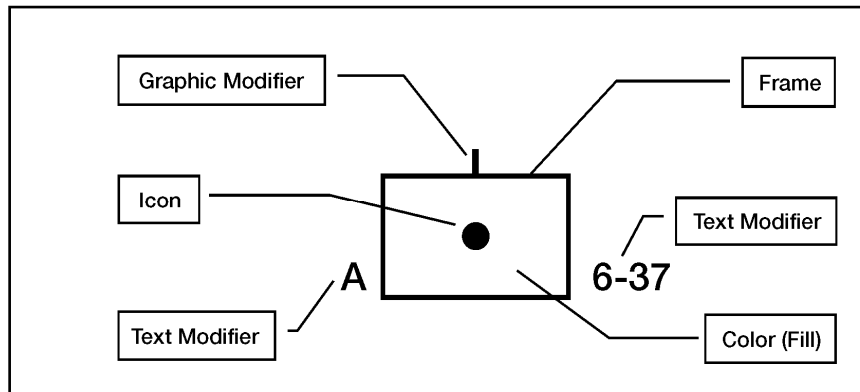
Figure 4-1. Components of a Military Symbol

FRAME

4-4. The frame is the geometric border of a military symbol. It represents affiliation, dimension, and status. The frame serves as the base to which the other components of the symbol are added. A frame can be black or colored, depending on the system being used for representation (see color paragraph below). The frame may include modifiers (U or ?) that are placed inside or outside the frame that help determine affiliation. These modifiers are considered to be an integral part of the frame.

● **Affiliation.** Affiliation refers to the relationship of the symbol being represented to friendly forces. The affiliation categories are friend, assumed friend, hostile, suspect, neutral, unknown, and pending. (The frame shapes for affiliation are shown in table 4-1.)

● **Dimension.** Dimension refers to the primary mission area for the symbol being represented. There are five dimensions that can be represented: land, sea surface, sea subsurface, air and space, and unknown. Normally, if the dimension cannot or has not been determined, it is considered to be unknown. This manual focuses on the land dimension (see table 4-1).
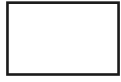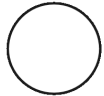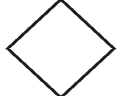
● **Status.** Status refers to whether a unit is known to be present at the location identified or whether it is a planned or suspected location. Regardless of affiliation, present status is indicated by a solid line and planned or suspected status is indicated by a dashed line (see table 4-2).

Table 4-1. Frame Shapes for All Affiliations and Dimensions

Dimension ➤ Affiliation ▼	Land			Sea Surface	Sub Surface	Air & Space	Unknown
	Units	Equipment	Instal-lations				
Friend	▭	◯	▭	◯	∪	⌒	N/A
Assumed Friend	▭?	◯?	▭?	◯?	∪?	⌒?	N/A
Hostile	◇	◇	◇	◇	∨	∧	N/A
Suspect	◇?	◇?	◇?	◇?	∨?	∧?	N/A
Neutral	▢	▢	▢	▢	∪	⊓	N/A
Unknown	✿	✿	✿	✿	✿	✿	✿U
Pending	✿?	✿?	✿?	✿?	✿?	✿?	✿U?

Table 4-2. Status of Symbols

Status	Friendly			Hostile	Neutral	Unknown
	Unit	Equipment	Installation			
Present	▭	○	▭	◇	▢	✚
Planned or Suspected	▭	○	▭	◇	▢	✚

COLOR (FILL)

4-5. Color indicates affiliation. Color is the hue of the line marking the geometric border or the fill of the interior area of the frame. Table 4-3 depicts the default colors that are used to designate colored symbols for either hand-drawn or computer-generated displays. The use of any colors other than those in table 4-3 for military symbols must be explained in an accompanying legend.

Table 4-3. Color Defaults

Affiliation	Hand-Drawn	Computer-Generated
Friend, Assumed Friend	Blue	Cyan
Hostile, Suspect	Red	Red
Neutral	Green	Green
Unknown, Pending	Yellow	Yellow

ICON

4-6. The icon is the innermost part of the military symbol providing an abstract pictorial or alphanumeric representation of the function or role of the military symbol. Within the frame and as an integral part of a basic icon, there may also be additional graphic or text modifiers that further define the function or role of the military symbol being displayed. See chapters 4, 5, 7, and 8 for application and examples.

TEXT OR GRAPHIC MODIFIERS

4-7. A text or graphic modifier provides additional information about a symbol. This information is displayed on the outside of the frame. The default placement of modifiers in fields around the frame is shown in figure 4-2. The placement of these modifiers is the same, regardless of frame shape.
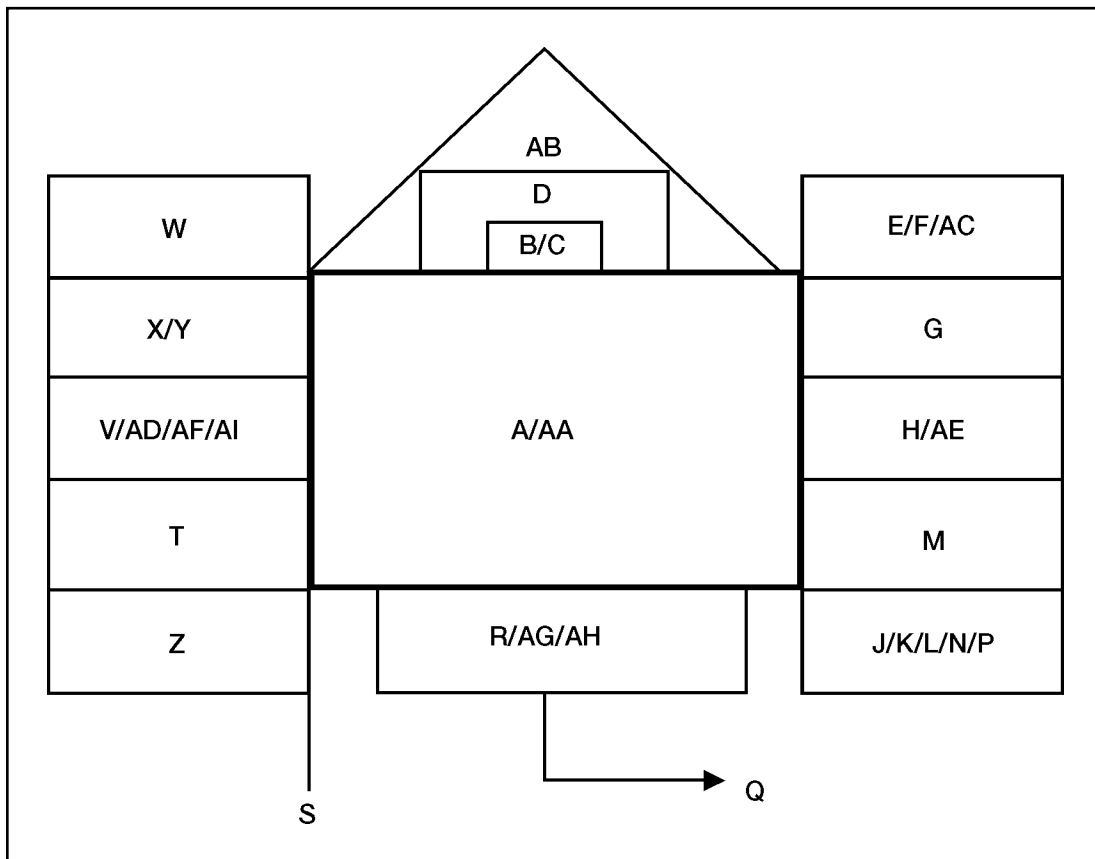
**Figure 4-2. Field Positions for Text or Graphic Modifiers**

4-8. The field entries in table 4-4 correspond with the field positions in figure 4-2. This table includes all entries used for military symbols. Selected portions of this table are reproduced in chapters 5, 6, 7, 8, and 9 for easy reference in building symbols. For many of the fields in table 4-4, specific entries are found in chapters 5, 6, 7, 8, and 9.

Table 4-4. Descriptions of Fields for Text or Graphic Modifiers for Military Symbols

Field	Field Title	Description	Application	Text/ Graphic
A	Symbol Indicator	Icon or icons that represent the basic functions of the symbol. (The innermost part of a symbol.)	All	Both
B	Echelon	A symbol modifier that denotes the size of a unit (see table 5-6, page 5-33). Also used to denote a command (see paragraph 5-5 and figure 5-3, page 5-34).	Unit, control measures	Both
C	Quantity	A modifier that identifies the number of items present.	Equipment, SO/SO	Text
D	Task Force	A symbol placed over the echelon indicator to denote a task-organized unit (see figure 5-4, page 5-34).	Unit	Graphic
E	Frame Shape Modifier	Helps determine affiliation or battle dimension of symbol. "U" represents unknown battle dimension. Question mark "?" represents suspect or assumed friend affiliation.	Unit, equipment, installation, SO/SO	Text
F	Reinforced or Detached	Indicates whether a unit is reinforced (+), reduced (-), or reinforced and reduced (±) (see figure 5-5, page 5-35).	Unit	Text
G	Staff Comments	Free text. Can be used by staff for information required by commander.	Unit, equipment, installation, SO/SO	Text
H	Additional Information	Free text. Additional information not covered by other fields.	All	Text
J	Evaluation Rating	Degree of confidence that may be placed on the information represented by the symbol. It is shown as one letter and one number made up of Reliability of Source and Credibility of Information. **Reliability of Source:** A. Completely reliable B. Usually reliable C. Fairly reliable D. Not usually reliable E. Unreliable F. Reliability cannot be judged. **Credibility of Information:** 1. Confirmed by other sources 2. Probably true 3. Possibly true	Unit, SO/SO, equipment, installation	Text

Table 4-4. Descriptions of Fields for Text or Graphic Modifiers for Military Symbols

Field	Field Title	Description	Application	Text/ Graphic
		4. Doubtful 5. Improbable 6. Truth cannot be judged.		
K	Combat Effectiveness	Effectiveness of unit or equipment displayed. 1. Fully operational 2. Substantially operational 3. Marginally operational 4. Not operational	Unit, equipment, installation	Text
	Capacity of Installation	Capacity of installation displayed, such as number of items produced or repaired.		
L	Signature Equipment	Uses an exclamation point "!"as a text modifier to indicate a detectable electronic signature for hostile equipment.	Equipment	Text
M	Higher Formation	Number or title of the next higher echelon command of unit being displayed.	Unit, SO/SO, equipment, installation	Text
N	Hostile (Enemy)	Denotes hostile graphic control measure. The letters "ENY" are used when the color red is not used. Can also be used for neutral or unknown when required. The letters "NEU" or "UNK" are used.	Control measures	Text
P	Identification Friend or Foe (IFF)/Selective Identification Feature (SIF)	IFF/SIF identification modes and codes.	Unit, equipment	Text
Q	Direction of Movement Arrow	With arrow, it denotes the direction symbol is moving or will move.	All	Graphic
		For nuclear, biological, or chemical release events, indicates downwind direction.		
	Offset Location Indicator	Without arrow, it is used to denote precise location of units or to declutter mutiple unit locations (see figure 5-6, page 5-42.), except for headquarters (see field S).		
R	Mobility Indicator	Pictorial representation of the mobility of the symbol.	Equipment	Graphic

Table 4-4. Descriptions of Fields for Text or Graphic Modifiers for Military Symbols

Field	Field Title	Description	Application	Text/ Graphic
S	Headquarters Staff Indicator	Identifies symbol as a headquarters.	Unit, installation, SO/SO	Graphic
	Offset Location Indicator	Used to indicate precise location of headquarters or to declutter multiple headquarters locations (see figure 5-7, page 5-42.).		
T	Unique Designation	An alphanumeric designator that uniquely identifies a particular unit (designation); equipment (number); installation (name).	All	Text
		For friendly nuclear strikes, this designates the friendly delivery system (missile, satellite, aircraft).		
V	Type of Equipment	Identifies unique designation.	Unit, equipment, SO/SO	Text
		Nuclear: Friendly weapons type.		
W	Date-Time Group	An alphanumeric designator for displaying a date-time group (DDHHMMSSZMONYY) or "O/O" for on order. The date-time group is composed of a group of six numeric digits with a time zone suffix and the standardized three-letter abbreviation for the month followed by two digits. The first pair of digits represents the day; the second pair, the hour; the third pair, the minutes. The last two digits of the year are after the month. For automated systems, two digits may be added before the time zone suffix and after the minutes to designate seconds.	All	Text
X	Altitude/Depth	Altitude as displayed on the global positioning system (GPS).	All	Text
		Flight level for aircraft.		
		Depth for submerged objects.		
		Height in feet of equipment or structure on the ground.		
		Nuclear: Height of burst.		
Y	Location	Latitude and longitude or grid coordinates.	All	Text
Z	Speed	Displays speed in nautical miles per hour or kilometers per hour.	Units, equipment, SO/SO	Text

Table 4-4. Descriptions of Fields for Text or Graphic Modifiers for Military Symbols

Field	Field Title	Description	Application	Text/ Graphic
AA	Named C2 Headquarters or SO/SO nonmilitary organizations	This field applies to named commands such as SHAPE, SACLANT, EUCOM, USARPAC, or joint, multinational, or coalition commands such as CJTF, JTF. (see table 5-7, page 5-36.). Can be used to indicate international organizations (UN or ICRC/RC), nongovernment organizations (NGO), national governmental agencies (USAID), or regional intragovernmental organizations (EU).	Unit, SO/SO, installation	Text
AB	Feint or Dummy Indicator	Indicates that it is a dummy or a feint for deception purposes.	All	Graphic
AC	Country Indicator	A two-letter code that indicates the country of origin of the unit (see chapter 2). This field can be used also for factions or groups in support operations and stability operations. (Names of factions or groups must be spelled out.)	All	Text
AD	Platform Type	Electronic Intelligence Notation (ELNOT) or Communications Intelligence Notation (CENOT)	Equipment	Text
AE	Equipment Teardown Time	Equipment teardown time in minutes.	Equipment	Text
AF	Common Identifier	Example: Paladin for M109A6 howitzer or Abrams for the M-1 tank.	Unit, equipment	Text
AG	Auxiliary Equipment Indicator	Indicates the presence of a towed sonar array. Used with surface and subsurface equipment.	Equipment	Graphic
AH	Headquarters Elements	Indicates what type of element of a headquarters is being represented, such as TOC, MAIN. (see table 5-8, page 5-39.).	Unit	Text
AI	Installation Composition	Indicates the composition of the installation, such as production, service, storage, research, or utility.	Installation	Text

4-9. For information on building air, sea surface, sea subsurface, and space military symbols, refer to Military Standard 2525. The rules for the construction of these military symbols are identical to those for land symbols. All the frame shapes that are used with each of the domains: air, land, sea surface, sea subsurface, and space can be found in table 4-1, page 4-3. This also provides a reference for users of this manual to understand how land symbology fits into joint symbology. Selected parts of the land portions of table 4-1, page 4-3, are reproduced in chapters 4, 5, 7, and 8 as necessary for the construction of those symbols and the understanding of building symbols.

BASIC RULES FOR BUILDING SYMBOLS

4-10. When building symbols as described in chapters 5 through 7, follow the basic rules:

- Use existing symbols or modifiers whenever possible as building blocks for new symbols.
- Symbols must be usable in both hand-drawn and computer-generated automated modes.
- Symbols must be easily distinguishable so as not to be confused with other symbols.
- Friendly symbols must not use attributes that could be confused with enemy symbols.
- Symbols must be distinguishable without color for use on a monochrome display.
- Composite symbols will generally have the primary symbol centered above or below the modifying symbols.

4-11. All symbols will be drawn or portrayed with the top of the symbol facing the top of the overlay (normally north is at the top). Orientation of the symbol will be accomplished by using the "Q" field for moving symbols or another graphic such as a battle position or support by fire position.