



NATO Map Marking Symbols Pack 2

Icons for Equipment and Weapons (EAW)

Guide

These APP-6a symbols have been created so they can be used in two ways. As in real life, marking maps up in colour is not always an option so `borders` have been used around the symbols to depict the side of the equipment or weapons being depicted without having to colour the unit. Alternatively you can choose to colour the symbols using the appropriate colour choice in the editor.

Finding Symbols in the Editor

In the drop down list in the mission Editor, the ** will be replaced by a 2 letter prefix. I.e. a hostile Missile launcher will appear in the editor as "EN msl Launcher"

The prefixes used are as follows:

NK – NOT KNOW (UNKNOWN)
FR – FRIEND
NU – NEUTRAL
EN – HOSTILE (ENEMY)





UNKNOWN	FRIEND	NEUTRAL	HOSTILE	DESCRIPTION
				Missile Launchers Named In Editor: ** Msl Launch Description:





UNKNOWN	FRIEND	NEUTRAL	HOSTILE	DESCRIPTION
				Air Defense Missile Launcher Named In Editor: ** AD Msl Launch Description:





UNKNOWN	FRIEND	NEUTRAL	HOSTILE	DESCRIPTION
				AD Missile Launcher (Short Range) Named In Editor: ** AD Msl Launch SR Description:





UNKNOWN	FRIEND	NEUTRAL	HOSTILE	DESCRIPTION
				AD Missile Launcher (Medium Range) Named In Editor: ** AD Msl Launch MR Description:





UNKNOWN	FRIEND	NEUTRAL	HOSTILE	DESCRIPTION
				AD Missile Launcher (Long Range) Named In Editor: ** AD Msl Launch LR Description:





UNKNOWN	FRIEND	NEUTRAL	HOSTILE	DESCRIPTION
				AD Missile Launcher - Theatre Named In Editor: ** <i>AD Msl Launch THR</i> Description:





UNKNOWN	FRIEND	NEUTRAL	HOSTILE	DESCRIPTION
				Missile Launchers - Anti-Tank Named In Editor: ** <i>Msl Launch AT</i> Description:





UNKNOWN	FRIEND	NEUTRAL	HOSTILE	DESCRIPTION
				Missile Launchers - Anti-Tank (Light) Named In Editor: ** <i>Msl Launch AT LT</i> Description:





UNKNOWN	FRIEND	NEUTRAL	HOSTILE	DESCRIPTION
				Missile Launchers - Anti-Tank (Medium) Named In Editor: ** <i>Msl Launch AT MED</i> Description:





UNKNOWN	FRIEND	NEUTRAL	HOSTILE	DESCRIPTION
				Missile Launchers - Anti-Tank (Heavy) Named In Editor: ** <i>Msl Launch AT HY</i> Description:





UNKNOWN	FRIEND	NEUTRAL	HOSTILE	DESCRIPTION
				Single Rocket Launcher Named In Editor: ** <i>Single RL</i> Description:





UNKNOWN	FRIEND	NEUTRAL	HOSTILE	DESCRIPTION
				Single Rocket Launcher (Light) Named In Editor: ** <i>Single RL LT</i> Description:





UNKNOWN	FRIEND	NEUTRAL	HOSTILE	DESCRIPTION
				Single Rocket Launcher (Medium) Named In Editor: ** <i>Single RL MED</i> Description:





UNKNOWN	FRIEND	NEUTRAL	HOSTILE	DESCRIPTION
				Single Rocket Launcher (Heavy) Named In Editor: ** <i>Single RL HY</i> Description:





UNKNOWN	FRIEND	NEUTRAL	HOSTILE	DESCRIPTION
				Multiple Rocket Launcher Named In Editor: ** <i>MRL</i> Description:





UNKNOWN	FRIEND	NEUTRAL	HOSTILE	DESCRIPTION
				Multiple Rocket Launcher (Light) Named In Editor: ** <i>MRL LT</i> Description:





UNKNOWN	FRIEND	NEUTRAL	HOSTILE	DESCRIPTION
				Multiple Rocket Launcher (Medium) Named In Editor: ** <i>MRL MED</i> Description:





UNKNOWN	FRIEND	NEUTRAL	HOSTILE	DESCRIPTION
				Multiple Rocket Launcher (Heavy) Named In Editor: ** <i>MRL HY</i> Description:





UNKNOWN	FRIEND	NEUTRAL	HOSTILE	DESCRIPTION
				Anti-Tank Rocket Launcher Named In Editor: ** <i>AT RL</i> Description:





UNKNOWN	FRIEND	NEUTRAL	HOSTILE	DESCRIPTION
				Anti-Tank Rocket Launcher (Light) Named In Editor: ** <i>AT RL LT</i> Description:





UNKNOWN	FRIEND	NEUTRAL	HOSTILE	DESCRIPTION
				Anti-Tank Rocket Launcher (Medium) Named In Editor: ** <i>AT RL MED</i> Description:





UNKNOWN	FRIEND	NEUTRAL	HOSTILE	DESCRIPTION
				Anti-Tank Rocket Launcher (Heavy) Named In Editor: ** <i>AT RL HY</i> Description:





UNKNOWN	FRIEND	NEUTRAL	HOSTILE	DESCRIPTION
				Rifle/Automatic Weapon Named In Editor: ** <i>Weapon</i> Description:





UNKNOWN	FRIEND	NEUTRAL	HOSTILE	DESCRIPTION
				Rifle Named In Editor: ** <i>Rifle</i> Description:





UNKNOWN	FRIEND	NEUTRAL	HOSTILE	DESCRIPTION
				Light Machine Gun Named In Editor: ** <i>LMG</i> Description:





UNKNOWN	FRIEND	NEUTRAL	HOSTILE	DESCRIPTION
				Heavy Machine Gun Named In Editor: ** HMG Description:





UNKNOWN	FRIEND	NEUTRAL	HOSTILE	DESCRIPTION
				Grenade Launcher Named In Editor: ** Gren Launch Description:





UNKNOWN	FRIEND	NEUTRAL	HOSTILE	DESCRIPTION
				Grenade Launcher (Light) Named In Editor: ** Gren Launch LT Description:





UNKNOWN	FRIEND	NEUTRAL	HOSTILE	DESCRIPTION
				Grenade Launcher (Medium) Named In Editor: ** Gren Launch MED Description:





UNKNOWN	FRIEND	NEUTRAL	HOSTILE	DESCRIPTION
				Grenade Launcher (Heavy) Named In Editor: ** Gren Launch HY Description:





UNKNOWN	FRIEND	NEUTRAL	HOSTILE	DESCRIPTION
				Mortar Named In Editor: ** Mortar Description:





UNKNOWN	FRIEND	NEUTRAL	HOSTILE	DESCRIPTION
				Mortar (Light) Named In Editor: ** Mortar LT Description:





UNKNOWN	FRIEND	NEUTRAL	HOSTILE	DESCRIPTION
				Mortar (Medium) Named In Editor: ** Mortar MED Description:





UNKNOWN	FRIEND	NEUTRAL	HOSTILE	DESCRIPTION
				Mortar (Heavy) Named In Editor: ** Mortar HY Description:





UNKNOWN	FRIEND	NEUTRAL	HOSTILE	DESCRIPTION
				Howitzer Named In Editor: ** Howitzer Description:





UNKNOWN	FRIEND	NEUTRAL	HOSTILE	DESCRIPTION
				Howitzer (Light) Named In Editor: ** <i>Howitzer LT</i> Description:





UNKNOWN	FRIEND	NEUTRAL	HOSTILE	DESCRIPTION
				Howitzer (Medium) Named In Editor: ** <i>Howitzer MED</i> Description:





UNKNOWN	FRIEND	NEUTRAL	HOSTILE	DESCRIPTION
				Howitzer (Heavy) Named In Editor: ** <i>Howitzer HY</i> Description:





UNKNOWN	FRIEND	NEUTRAL	HOSTILE	DESCRIPTION
				Howitzer Self Propelled Named In Editor: ** <i>How SP</i> Description:





UNKNOWN	FRIEND	NEUTRAL	HOSTILE	DESCRIPTION
				Howitzer Self Propelled (Light) Named In Editor: ** <i>How SP LT</i> Description:





UNKNOWN	FRIEND	NEUTRAL	HOSTILE	DESCRIPTION
				Howitzer Self Propelled (Medium) Named In Editor: ** <i>How SP MED</i> Description:





UNKNOWN	FRIEND	NEUTRAL	HOSTILE	DESCRIPTION
				Howitzer Self Propelled (Heavy) Named In Editor: ** <i>How SP HY</i> Description:





UNKNOWN	FRIEND	NEUTRAL	HOSTILE	DESCRIPTION
				Anti-Tank Gun Named In Editor: ** <i>AT Gun</i> Description:





UNKNOWN	FRIEND	NEUTRAL	HOSTILE	DESCRIPTION
				Anti-Tank Gun (Light) Named In Editor: ** <i>AT Gun LT</i> Description:





UNKNOWN	FRIEND	NEUTRAL	HOSTILE	DESCRIPTION
				Anti-Tank Gun (Medium) Named In Editor: ** <i>AT Gun MED</i> Description:





UNKNOWN	FRIEND	NEUTRAL	HOSTILE	DESCRIPTION
				Anti-Tank Gun (Heavy) Named In Editor: ** AT Gun HY Description:





UNKNOWN	FRIEND	NEUTRAL	HOSTILE	DESCRIPTION
				Direct Fire Gun Named In Editor: ** DF Gun Description:





UNKNOWN	FRIEND	NEUTRAL	HOSTILE	DESCRIPTION
				Direct Fire Gun (Light) Named In Editor: ** DF Gun LT Description:





UNKNOWN	FRIEND	NEUTRAL	HOSTILE	DESCRIPTION
				Direct Fire Gun(Medium) Named In Editor: ** GD Gun MED Description:





UNKNOWN	FRIEND	NEUTRAL	HOSTILE	DESCRIPTION
				Direct Fire Gun (Heavy) Named In Editor: ** DF Gun HY Description:





UNKNOWN	FRIEND	NEUTRAL	HOSTILE	DESCRIPTION
				Direct Fire Gun Self-Propelled (Light) Named In Editor: ** DF Gun SP LT Description:





UNKNOWN	FRIEND	NEUTRAL	HOSTILE	DESCRIPTION
				Direct Fire Gun Self-Propelled (Medium) Named In Editor: ** DF Gun SP MED Description:





UNKNOWN	FRIEND	NEUTRAL	HOSTILE	DESCRIPTION
				Direct Fire Gun Self-Propelled (Heavy) Named In Editor: ** DF Gun SP HY Description:





UNKNOWN	FRIEND	NEUTRAL	HOSTILE	DESCRIPTION
				Air Defense Gun Named In Editor: ** AD Gun Description:





UNKNOWN	FRIEND	NEUTRAL	HOSTILE	DESCRIPTION
				Air Defense Gun (Light) Named In Editor: ** AD Gun LT Description:





UNKNOWN	FRIEND	NEUTRAL	HOSTILE	DESCRIPTION
				Air Defense Gun (Medium) Named In Editor: ** AD Gun MED Description:





UNKNOWN	FRIEND	NEUTRAL	HOSTILE	DESCRIPTION
				Air Defense Gun (Heavy) Named In Editor: ** AD Gun HY Description:





UNKNOWN	FRIEND	NEUTRAL	HOSTILE	DESCRIPTION
				Ground Vehicle Named In Editor: ** Ground Veh Description:





UNKNOWN	FRIEND	NEUTRAL	HOSTILE	DESCRIPTION
				Armored Vehicle Named In Editor: ** Armd Veh Description:





UNKNOWN	FRIEND	NEUTRAL	HOSTILE	DESCRIPTION
				Tank Named In Editor: ** Tank Description:





UNKNOWN	FRIEND	NEUTRAL	HOSTILE	DESCRIPTION
				Tank (Light) Named In Editor: ** Tank LT Description:





UNKNOWN	FRIEND	NEUTRAL	HOSTILE	DESCRIPTION
				Tank (Medium) Named In Editor: ** Tank MED Description:





UNKNOWN	FRIEND	NEUTRAL	HOSTILE	DESCRIPTION
				Tank (Heavy) Named In Editor: ** Tank HY Description:





UNKNOWN	FRIEND	NEUTRAL	HOSTILE	DESCRIPTION
				Tank Recovery Named In Editor: ** Tank Recov Description:





UNKNOWN	FRIEND	NEUTRAL	HOSTILE	DESCRIPTION
				Tank (Light) Recovery Named In Editor: ** Tank Recov LT Description:





UNKNOWN	FRIEND	NEUTRAL	HOSTILE	DESCRIPTION
				Tank (Medium) Recovery Named In Editor: ** <i>Tank Recov MED</i> Description:





UNKNOWN	FRIEND	NEUTRAL	HOSTILE	DESCRIPTION
				Tank (Heavy) Recovery Named In Editor: ** <i>Tank Recov HY</i> Description:





UNKNOWN	FRIEND	NEUTRAL	HOSTILE	DESCRIPTION
				Armored Personnel Carrier Named In Editor: ** <i>APC</i> Description:





UNKNOWN	FRIEND	NEUTRAL	HOSTILE	DESCRIPTION
				Armored Personnel Carrier - Recovery Named In Editor: ** <i>APC Recov</i> Description:





UNKNOWN	FRIEND	NEUTRAL	HOSTILE	DESCRIPTION
				Armored Infantry Vehicle Named In Editor: ** <i>Armd Inf Veh</i> Description:





UNKNOWN	FRIEND	NEUTRAL	HOSTILE	DESCRIPTION
				Armored Command Vehicle Named In Editor: ** <i>Armd Cmd Veh</i> Description:





UNKNOWN	FRIEND	NEUTRAL	HOSTILE	DESCRIPTION
				Armored Combat Service Support Vehicle Named In Editor: ** <i>Armd CSS Veh</i> Description:





UNKNOWN	FRIEND	NEUTRAL	HOSTILE	DESCRIPTION
				Light Armored Vehicle (Wheeled) Named In Editor: ** <i>Armd Veh LT WLD</i> Description:





UNKNOWN	FRIEND	NEUTRAL	HOSTILE	DESCRIPTION
				Utility Vehicle Named In Editor: ** <i>Utility Veh</i> Description:





UNKNOWN	FRIEND	NEUTRAL	HOSTILE	DESCRIPTION
				Utility Vehicle – limited Cross Country Named In Editor: ** <i>Uty Veh Ltd Xcountry</i> Description:





UNKNOWN	FRIEND	NEUTRAL	HOSTILE	DESCRIPTION
				Utility Vehicle – Cross Country Named In Editor: ** <i>Uty Veh Xcountry</i> Description:





UNKNOWN	FRIEND	NEUTRAL	HOSTILE	DESCRIPTION
				Utility Vehicle – Amphibious Named In Editor: ** <i>Uty Veh Amphib</i> Description:





UNKNOWN	FRIEND	NEUTRAL	HOSTILE	DESCRIPTION
				Bus Named In Editor: ** <i>Bus</i> Description:





UNKNOWN	FRIEND	NEUTRAL	HOSTILE	DESCRIPTION
				Engineer Vehicle Named In Editor: ** <i>Engnr Veh</i> Description:





UNKNOWN	FRIEND	NEUTRAL	HOSTILE	DESCRIPTION
				Engineer Vehicle - Bridging Named In Editor: ** <i>Engnr Veh - Bridging</i> Description:





UNKNOWN	FRIEND	NEUTRAL	HOSTILE	DESCRIPTION
				Engineer Vehicle – Earth Mover Named In Editor: ** <i>Engnr Veh - Earth</i> Description:





UNKNOWN	FRIEND	NEUTRAL	HOSTILE	DESCRIPTION
				Engineer Vehicle – Construction Named In Editor: ** <i>Engnr Veh - Const</i> Description:





UNKNOWN	FRIEND	NEUTRAL	HOSTILE	DESCRIPTION
				Mine Laying Vehicle Named In Editor: ** <i>Mine Lay veh</i> Description:





UNKNOWN	FRIEND	NEUTRAL	HOSTILE	DESCRIPTION
				Mine Laying Vehicle (Armoured) Named In Editor: ** <i>Mine Lay Veh - Armd</i> Description:





UNKNOWN	FRIEND	NEUTRAL	HOSTILE	DESCRIPTION
				Mine Laying Vehicle (Trailer Mounted) Named In Editor: ** <i>Mine Lay Veh TM</i> Description:





UNKNOWN	FRIEND	NEUTRAL	HOSTILE	DESCRIPTION
				Mine Laying Armored Vehicle With Volcano Named In Editor: ** <i>Mine Lay Veh Armd V</i> Description:





UNKNOWN	FRIEND	NEUTRAL	HOSTILE	DESCRIPTION
				Engineer Vehicle – Mine Laying With Volcano Named In Editor: ** <i>Engnr Veh Mine Lay V</i> Description:





UNKNOWN	FRIEND	NEUTRAL	HOSTILE	DESCRIPTION
				Train Locomotive Named In Editor: ** <i>Train</i> Description:





UNKNOWN	FRIEND	NEUTRAL	HOSTILE	DESCRIPTION
				Civilian Vehicle Named In Editor: ** <i>Civ Veh</i> Description:





UNKNOWN	FRIEND	NEUTRAL	HOSTILE	DESCRIPTION
				Sensor Named In Editor: ** <i>Sensor</i> Description:





UNKNOWN	FRIEND	NEUTRAL	HOSTILE	DESCRIPTION
				Radar Named In Editor: ** <i>Radar</i> Description:





UNKNOWN	FRIEND	NEUTRAL	HOSTILE	DESCRIPTION
				Emplaced Sensor Named In Editor: ** <i>Emplaced Sensor</i> Description:





UNKNOWN	FRIEND	NEUTRAL	HOSTILE	DESCRIPTION
				Laser Named In Editor: ** <i>Laser</i> Description:

UNKNOWN	FRIEND	NEUTRAL	HOSTILE	DESCRIPTION
				NBC Equipment Named In Editor: ** <i>NBC Eqpt</i> Description:

UNKNOWN	FRIEND	NEUTRAL	HOSTILE	DESCRIPTION
				Flame Thrower Named In Editor: ** <i>Flame Thrower</i> Description:

UNKNOWN	FRIEND	NEUTRAL	HOSTILE	DESCRIPTION
				Land Mines Named In Editor: ** <i>Land Mines</i> Description:

UNKNOWN	FRIEND	NEUTRAL	HOSTILE	DESCRIPTION
				Land Mines - Claymore Named In Editor: ** <i>Land Mines Claymore</i> Description:

UNKNOWN	FRIEND	NEUTRAL	HOSTILE	DESCRIPTION
				Land Mines - Less Than Lethal Named In Editor: ** <i>Land Mines LTL</i> Description:

Disclaimer: This addon is Copyright ©SASMOD (<http://sasmod.ofpcentral.co.uk>). It is for non-commercial use only and is not to be edited in any form whatsoever without the prior permission of myself.

This addon has been thoroughly tested on our machines before public release however, we hold no responsibility for any damage caused or data lost whilst using it.

USE AT YOU OWN RISK!!

SASMOD is in no way affiliated with Bohemia Interactive Studios and they (BIA) in no way endorse this addon.