

ARMY, MARINE CORPS, NAVY, AIR FORCE



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BREVITY

**MULTISERVICE
BREVITY CODES**

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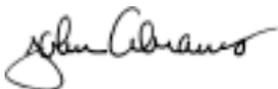
MULTISERVICE TACTICS, TECHNIQUES, AND PROCEDURES

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FOREWORD

This publication has been prepared under our direction for use by our respective commands and other commands as appropriate.



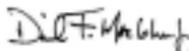
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PREFACE

Scope

This publication standardizes air-to-air, air-to-surface, surface-to-air, and surface-to-surface brevity code words. The scope is limited to those brevity codes used in multiservice operations and does not include words unique to single-service operations. While not authoritative in nature, all services agree to these brevity code meanings. These code words have been forwarded for inclusion or modification of current North Atlantic Treaty Organization (NATO) brevity code words.

2. Purpose

This publication will ease coordination and improve understanding during multiservice operations.

3. Application

This publication is intended for air and ground operations personnel at the tactical level.

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4. Implementation Plan

Participating service command offices of primary responsibility (OPRs) will review this publication, validate the information, and reference and incorporate it in service and command manuals, regulations, and curricula as follows:

Army. The Army will incorporate the brevity codes in this publication in US Army training and doctrinal publications as directed by the Commander, Army Training and Doctrine Command (TRADOC). Distribution is in accordance with DA Form 12-99-R.

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BREVITY

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Chapter I

Multiservice Brevity Codes

ABORT	Directive call to cease action/attack/event/mission.
ACTION	Directive call to initiate a briefed attack sequence or maneuver.
(system) ACTIVE (location/direction)	Referenced emitter is radiating at the stated location or along the stated bearing.
ADD (system/category)	Directive call to add a specific (system) or (EOB category) to search responsibilities.
AJAX	Landing zone/pickup zone is clear of threats.
ALARM	Directive/informative call indicating the termination of EMCON procedures. Opposite of SNOOZE.
ALLIGATOR	Link-11/ TADIL A.
ALPHA CHECK	Request for/confirmation of bearing and range from aircraft to described point.

ANCHOR(ED) (location)	<ol style="list-style-type: none"> 1. Directive call to orbit about a specific point. 2. Informative call to indicate a turning engagement at a specific location. 3. Refueling track flown by tanker.
ANGELS	Height of friendly aircraft in thousands of feet from mean sea level (MSL).
ARIZONA	No ARM ordnance remaining.
ARM	Element resulting from target maneuvers exceeding GROUP criteria.
AS FRAGGED	Unit or element will be performing exactly as stated by the air tasking order (ATO).
ATTACK(ING)	Directive/informative call indicating strike aircraft are committed to air-to-surface delivery on a specific ground target.
AUTHENTICATE	To request or provide a response to a coded challenge.
AUTOCAT	Any communications relay using automatic retransmissions.
(weapon) AWAY	Release/launch of specified weapon.
AZIMUTH	A picture label describing two GROUPs separated laterally.
BANDIT	An aircraft identified as an enemy in accordance with (IAW) theater ID criteria. The term does not necessarily imply direction or authority to engage.

BANZAI	Informative/directive call to execute launch and decide tactics.
BASE (+/- Number)	Reference number used to indicate such information as headings, altitude, fuels, etc.
BEAD WINDOW	Last transmission potentially disclosed unauthorized information.
BEAM (Cardinal Direction)	Contact stabilized within 70 to 110 degrees of aspect.
(system) BENT	System indicated is inoperative.
BINGO	Fuel state needed for recovery.
BIRD	Friendly surface-to-air missile (SAM).
BIRD(S) AFFIRM	Surface-to-Air informative call indicating a friendly unit is able and prepared to engage a specified target with SAMs. Opposite of BIRD(S) NEGAT.
BIRD(S) NEGATE	Surface-to-Air informative call indicating a friendly unit is unable to engage a specified target with SAMs. Opposite of BIRD(S) AFFIRM.
BIRDDOG	Directive call to maintain contact/targeting information on a maritime surface contact.
BITTERSWEET	Notification of possible blue-on-blue (fratricide) or blue-on-neutral situation relative to a designated track or friendly aircraft.

BLIND	No visual contact with friendly aircraft/ground position. Opposite of VISUAL.
BLOW THROUGH	Directive/informative call that aircraft will continue straight ahead at the merge and not become ANCHORED with target(s).
BOGEY	A radar or visual air contact whose identity is unknown.
BOGEY DOPE	Request for target information as requested or for closest group in BRAA (with appropriate fill-ins).
BOX	A picture label describing four distinct GROUPs with two in front and two behind in a square or offset square orientation.
BRAA	<ol style="list-style-type: none"> 1. Following information is in a tactical control format providing target bearing, range, altitude, and aspect, relative to the specified friendly aircraft. 2. Request/directive call to switch to tactical BRAA control format.
BRACKET (direction)	Directive call to maneuver to a position on opposing sides, either laterally or vertically from the target.
BREAK (Direction)	Directive call to perform an immediate maximum performance 180 degree turn (or as directed) in the indicated direction. Assumes a defensive situation.

BREAK AWAY	Tanker or receiver call indicating immediate vertical and nose/tail separation between tanker and receiver is required.
BREVITY	Directive call indicating the radio frequency is becoming saturated, degraded or jammed and briefer transmissions must follow.
BROADCAST	Request/directive call to switch to broadcast control format.
BROKE LOCK	Advisory call regarding loss of radar/IR lock-on.
BRUISER	Friendly air launched anti-ship missile.
BUDDY LOCK	Locked to a known friendly aircraft. Normally a response to a "SPIKED" or "BUDDY SPIKE" call.
BUDDY SPIKE (Posit/heading/alt)	Friendly aircraft air-to-air indication on radar warning receiver (RWR).
BUGOUT (Direction)	Separation from that particular engagement/attack/operation with no intent to reengage/return.
BULLDOG	Friendly surface/submarine launched anti-ship missile.
BULLSEYE	An established reference point from which the position of an object can be referenced.

BURN	Informative call that Gated Laser Illuminator (GLINT) is being used to provide illumination. Typically employed by AC-130 to illuminate surface points of interest.
BUSTER	Directive call to fly at maximum continuous speed (military power).
BUZZER	Electronic communications jamming.
CANDYGRAM	Informative call to aircraft that electronic warfare (EW) targeting information is available on a briefed secure net.
CAP/CAPPING (location)	<ol style="list-style-type: none"> 1. Directive call to establish a combat air patrol at a specified location. 2. Descriptive term for aircraft in a CAP.
CAPTURED	Aircrew has acquired and is able to track a specified air-to-ground (A/G) target with an on-board sensor.
CEASE ENGAGEMENT	A fire control order used to direct units to stop the firing sequence against a designated target. Guided missiles already in flight will continue to intercept.
CEASE FIRE	Discontinue firing/do not open fire. Complete intercept if weapons are in flight; continue to track.
CEASE LASER	Aircraft-to-aircraft directive to stop firing laser. Opposite of LASER ON.

CHAMPAGNE	A picture label describing three distinct GROUPS with two in front and one behind.
CHATTERMARK	Directive call to begin using briefed radio procedures to counter communications jamming.
CHEAPSHOT	AIM-120 missile data link terminated between high and medium PRF active.
CHECK (number, left/right)	Turn (number) degrees left or right and maintain new heading.
CHECK FIRING	(S/S) Directive call to cease firing immediately.
CHERUBS	Height of a friendly aircraft in hundreds of feet AGL.
CHICKS	Friendly aircraft.
CLEAN	<ol style="list-style-type: none"> 1. No sensor information on non-friendly group of interest. 2. No visible battle damage. 3. Aircraft not carrying external stores.
CLEAR(ED)	Response to requested action is authorized. No engaged/support roles are assumed.
CLEARED HOT	Ordnance release is authorized.
CLOAK	Directive/informative call to switch from normal/overt external lighting to covert NVD only compatible lighting.
CLOSING	Decreasing in separation.

COLD	<ol style="list-style-type: none"> 1. A descriptive/directive call to initiate a turn in the CAP away from the anticipated threats. 2. Defined area is not expected to receive fire (enemy or friendly). 3. Intercept geometry will result in a pass or roll out behind the target.
COLOR (System/Position)	Request for information on a type (system) at stated location; implies a request for ambiguity resolution. May be used with IDM data message-COLOR, DATA.
COMEBACK (direction)	Directive call to reverse course.
COMEOFF (direction)	<ol style="list-style-type: none"> 1. Directive call to maneuver as indicated to either regain mutual support or to deconflict flight paths. Implies both VISUAL and TALLY. 2. Directive call to maneuver or execute a specific instruction (e.g., COMEOFF DRY).
COMMIT	Directive call to intercept a GROUP of interest.
COMPOSITION	Request for number of contacts within a GROUP.
CONFETTI	Chaff lane or corridor.
CONS/CONNING	Descriptive term for nonfriendly aircraft leaving contrails.

CONTACT	<ol style="list-style-type: none"> 1. Sensor contact at the stated position. 2. Acknowledges sighting of a specified reference point. 3. Individual radar return within a GROUP or ARM.
CONTAINER	Inner GROUP formation with four contacts oriented in a square or offset square.
CONTINUE	Continue present maneuver, does not imply a change in clearance to engage or expend ordnance.
CONTINUE DRY	Ordnance release not authorized.
COVER*	Directive/Informative call to assign S/A weapons or establish an A/A posture that will allow engagement of a specified track or threat if required.
CRANK (Direction)	F-Pole maneuver in the direction indicated; implies illuminating target at radar GIMBAL limits.
CROSSING	Descriptive term for when two GROUPs initially separated in azimuth decrease azimuth separation to pass each other.
CUTOFF	Request for, or directive to, intercept using cutoff geometry.
CYCLOPS	Any UAV.
DASH (#)	Aircraft position within a flight. Use if specific callsign is unknown.

DATA (object, position)	Standby for IDM data message concerning object at stated location.
DEADEYE	Informative call by an airborne laser designator indicating the laser/IR system is inoperative.
DECLARE	Inquiry as to the identification of a specified track(s), target(s), or correlated GROUP.
DEEP	Descriptive term used to indicate separation between the nearest and farthest GROUPs in range in a relative formation, used to describe a LADDER, VIC, CHAMPAGNE, BOX.
DEFENSIVE	Speaker is under attack, engaged, maneuvering defensively, and unable to ensure deconfliction or mutual support.
DEFENDING (direction)	Aircraft is in a defensive position and maneuvering with reference to a surface-to-air threat.
DELOUSE	Directive call to detect, identify, and engage (if required) unknown aircraft trailing friendly aircraft.
DEPLOY	Directive call for the element to maneuver to briefed positioning.
DETAILS	Request for modified J-FIRE nine-line brief from Joint Surveillance Target Attack Radar System (JSTARS).
DIVERT	Proceed to alternate mission/base.
DOLLY	Link-4A/TADIL C.

DRAG (Cardinal Direction)	Contact aspect stabilized at 0-60 degrees angle from tail or 120-180 degrees angle from nose.
DROP(PING)	<ol style="list-style-type: none"> 1. Directive/informative call to stop monitoring a specified emitter/target and resume search responsibilities. 2. Informative call that fighter has discontinued tracking responsibility. 3. Remove the emitter/target from tactical picture/track stores. 4. Directive call to remove a specific system or EOB category from search responsibilities.
DUCK*	Air Launched Decoy (TALD/MALD/etc).
ECHELON (Direction)	Picture label/fill-in describing two GROUPs with one group displaced behind and to the side of the other group.
ECHO	Positive System M/Mode X (or comparable system) reply.
EMPTY	No emitters of interest detected.
ENGAGE	A fire control order used to direct or authorize units and/or weapon systems to fire on a designated target.

ENGAGED	Informative call from a fighter maneuvering with the intent to kill and used to establish support roles in the visual arena. Implies fighter is offensive/neutral with respect to the nonfriendly aircraft.
ESTIMATE	Provides estimate of the size, range, height, or other parameter of a specified contact; implies degradation.
EXTEND (ING) (Direction)	Short-term maneuver to gain energy, distance, or separation, normally with the intent of reengaging.
EYEBALL	1. Fighter with primary visual identification responsibility. 2. EO/IR/NVD acquisition of an aircraft. Normally followed by number of aircraft observed.
FADED	Radar contact is (temporarily) lost on nonfriendly air/surface contact and any positional information given is estimated.
FAST*	Target speed is estimated to be 600 – 900 knots /mach 1 – 1.5 ground speed.
FATHER	Shipboard TACAN station.
FEET WET/DRY	Flying over water/land.
FENCE (IN/OUT)	Set cockpit switches as appropriate before entering/exiting the combat area.

FLANK (Cardinal direction)	Contact aspect stabilized at 120 to 150 degrees angle from tail or 30 to 60 degrees angle from nose of aspect.
FLASH (System)	Temporarily activate specified system for identification purposes (IFF/afterburner/flare/chaff/etc.).
FLASHLIGHT	Directive term for helicopter to turn on IR floodlight (pointed at ground to aid visual acquisition by escort aircraft).
FLOAT	Directive/informative call to expand the formation laterally within visual limits to maintain radar contact or prepare for a defensive response.
FLOW (Direction)	Directive call to fly stated heading.
FOX (Number)	Simulated/actual launch of air-to-air weapons. ONE - semiactive radar-guided missile. TWO - infrared-guided missile. THREE - active radar-guided missile.
FOX THREE/ SECOND FOX 3	(USAF) Simulated or actual launch of multiple active radar-guided missiles on the same target.
FOX 3 (X) SHIP (formative description)	(USAF) Valid missile shot against (x) separate targets (assumes 1 missile per target).
FOX MIKE	VHF/FM radio.
FRIENDLY	A positively identified friendly aircraft, ship, or ground position.

FURBALL	Descriptive/informative call indicating known nonfriendly aircraft and FRIENDLY aircraft are in close proximity to each other. Can be response to a DECLARE request.
GADGET	Radar or emitter equipment.
GATE	Directive/informative call to fly as quickly as possible, using after-burner/max power.
GENIE	(USAF) Emitter is employing electronic protection measures.
GIMBAL (w/Direction)	Radar target is approaching azimuth or elevation limits.
GO ACTIVE	Go to briefed frequency agile net.
GO CLEAR	Use unencrypted voice communications.
GOGGLE/ DEGOGGLE	Directive call to put on/take off NVDs.
GOGGLES ON/OFF	Informative call that NVDs are on/off.
GORILLA	Large force of indeterminate numbers and formation.
GO SECURE	Use encrypted voice communications.
GRANDSLAM	All HOSTILE aircraft of a designated track (or against which a mission was tasked) are shot down.
GREEN (Direction)	Direction determined to be clearest of enemy air-to-air activity.

GREYHOUND	Friendly ground attack cruise missile (e.g., TLAM).
GROUP	Any number of air contacts within 3 NM in azimuth or range of each other.
GUNS	Reference to gun engagement.
HANDSHAKE	Link 16 Air Control NPG initiation between air control unit and controlled aircraft.
HARD (Direction)	High-G, energy sustaining 180 degree turn (or as directed) in the indicated direction.
HEADS UP	Alert of an activity of interest.
HEAVY*	A GROUP (or PACKAGE) known to contain three or more individual entities.
HIGH*	Contact is between 25,000 and 40,000 ft MSL.
HIT(S)	<ol style="list-style-type: none"> 1. Momentary radar return(s). 2. (A/A) Indicates approximate target altitude (e.g., GROUP BULLSEYE 360/10, HITS 15 thousand). 3. (A/G) Weapons impact within lethal distance.
HOLD DOWN	Directive to key transmitter for DF steer.

HOLD FIRE	An emergency fire control order to stop firing on a designated target, to include destruction of any missiles in-flight.
HOLDING HANDS	Aircraft in visual formation.
HOLLOW	Data link message not received.
HOME PLATE	Home airfield or ship.
HOOK LEFT/RIGHT	Directive call to perform an in-place 180 degree turn.
HOSTILE*	A contact identified as enemy upon which clearance to fire is authorized in accordance with theater rules of engagement.

NOTE: THE ABOVE USE OF HOSTILE IS USED AS A BREVITY TERM FOR AIR-TO-AIR AND AIR-TO-SURFACE ENGAGEMENTS AND SHOULD NOT BE CONFUSED WITH THE SAME TERM IN TADIL AND ROE.

HOT	<ol style="list-style-type: none"> 1. A descriptive/directive call to initiate a turn in the CAP toward the anticipated threats. 2. Defined area is expected to receive fire (enemy or friendly). 3. Ordnance employment intended or completed. 4. Contact aspect stabilized at 160-180 degrees angle from tail or 0 – 20 degrees angle from nose.
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HOTDOG	Informative/directive call that a friendly aircraft is approaching or is at a specified standoff distance from the sovereign airspace of a nation (as defined by national boundaries or territorial sea and airspace). (COLOR may indicate additional standoff distance.) Follow briefed procedures.
HOTEL FOX	HF radio.
HUSKY	Informative call that the AIM-120 is at HPRF active range.
ID	1. Directive call to identify the target. 2. Informative call that identification is accomplished, followed by type.
IDLE	JSTARS call indicating vehicles are stationary.
IN (Direction)	1. Informative call indicating a turn toward a known threat. 2. Entering terminal phase of an air-to-ground attack. Opposite of OFF.
IN PLACE (direction)	Perform indicated maneuver simultaneously.
INDIA	Mode IV.
INTERROGATE	Interrogate the designated contact of the IFF mode indicated.
JACKAL	Surveillance network participating group (NPG) of Link 16/TADIL J.

JINK	Directive call to perform an unpredictable maneuver to negate a tracking solution.
JOKER*	Fuel state above BINGO at which separation/bugout/event termination should begin.
JUDY	Aircrew has radar or visual contact on the correct target, has taken control of the intercept and only requires situation awareness information; Controller will minimize radio transmissions.
KILL	<ol style="list-style-type: none"> 1. Directive call to fire on designated target. 2. In training, a fighter call to indicate kill criteria has been fulfilled.
KNOCK IT OFF	In training, a directive call to cease <u>all</u> air combat maneuvers/attacks/activities/exercises.
LADDER	A picture label describing three or more GROUPs separated in range.
LASER ON	Directive call to start laser designation.
LASING	Informative call indicating that the speaker is firing the laser.
LAST	Command and control (C2) term that provides the last contact altitude from a high fidelity source (fighter radar, etc.).

LOWDOWN	A request to provide tactical ground information pertinent to the mission in a digital bullseye format.
LEAD-TRAIL	Inner GROUP formation of two contacts separated in range.
LEAKER(S)	Airborne threat has passed through a defensive layer. Call should include amplifying information.
LEAN (direction)	Directive/informative call to maneuver in a direction to avoid the threat.
LIGHTS ON/OFF	Directive to turn on/off all exterior lights.
LIGHTBULB	Directive call for flight to turn all position lights to bright.
LINE ABREAST	Inner GROUP formation of two or more contacts separated in azimuth.
LOCKED	<ol style="list-style-type: none"> 1. (w/Group Label) Radar lock-on; SORT is not assumed. 2. (w/Position) Radar lock-on; correct targeting is not assumed.
LOW	Contact altitude below 10,000 ft MSL.
MADDOG	Visual AIM-120/AIM-54 launch.
MAGNUM (system/location)	Launch of friendly antiradiation missile.
MANEUVER (AZIMUTH /RANGE/ ALTITUDE)	Informative call that specified GROUP is maneuvering in azimuth, range, and/or altitude.

MAPPING	Multifunction radar in an A/G mode.
MARK	<ol style="list-style-type: none"> 1. Used when aircraft passes over pickup zone/landing zone (PZ/LZ) team. 2. Directive term to record the location of a ground point of interest.
MARKING	Informative call indicating friendly aircraft is leaving contrails.
MARSHAL(ING)	Establish(ed) at a specific point.
MEDIUM*	Contact altitude between 10,000 ft MSL and 25,000 ft MSL.
MERGE(D)	<ol style="list-style-type: none"> 1. Information that friendlies and targets have arrived in the same visual arena. 2. Informative call indicating radar returns have come together.
MICKEY	HAVE QUICK time-of-day (TOD) signal.
MIDNIGHT	Informative call advising that C2 radar functions are unavailable due to degradation. Advisory information is still available. Opposite of SUNRISE.
MILLER TIME	<ol style="list-style-type: none"> 1. (A-G) Informative call indicating completion of air-to-ground ordnance delivery. Generally used by the last striker in conjunction with a pre-coordinated egress plan. 2. (CSAR) Indicates survivor(s) are aboard recovery vehicle in Combat Search and Rescue.

MONITOR	Maintain radar awareness on specified group.
MOTHER	Parent ship.
MOVER(S)	Unidentified surface vehicles(s) in motion.
MUD (type/direction)	Informative call Indicating RWR ground threat displayed.
MUSIC	Radar electronic deceptive jamming.
NAILS (direction)	RWR indication of AI radar in search.
NAKED	No RWR indications.
NEAR-FAR	(USAF) Fighter term depicting a radar-apparent description of two or more contacts within a GROUP separated in range.
NEGATIVE CONTACT	Sensor information on a friendly aircraft is lost. Termination of CONTACT, track plotting is not warranted.
NEW PICTURE	Used by controller or aircrew when tactical picture has changed. Supersedes all previous calls and re-establishes picture for all players.
NO FACTOR	Not a threat.
NO JOY	Aircrew does not have visual contact with the target/bandit/landmark. Opposite of TALLY.

NOTCH(ING) (direction)	Directive/informative call that an aircraft is in a defensive position and maneuvering with reference to an air-to-air threat.
OCCUPIED	Ground equipment present at tasked target location. Opposite of VACANT.
OFF (direction)	Informative call indicating attack is terminated and maneuvering to the indicated direction.
OFFSET (direction)	Directive/informative call indicating maneuver in a specified direction with reference to the target.
ON STATION	Informative call that unit/aircraft has reached assigned station.
OPENING	Increasing in separation.
OUT (direction)	Informative call indicating a turn to a cold aspect relative to a known threat.
OUTLAW	Informative call that a BOGEY has met point of origin criteria for ROE.
PACKAGE	Geographically isolated collection of GROUPs.
PADLOCKED	Informative call indicating aircrew cannot take eyes off an aircraft, ground target, or surface position without risk of losing TALLY/VISUAL.
PAINT(S)	An interrogated group/radar contact that is responding with any of the specified IFF/SIF modes and correct codes established for the ID criteria.

PARROT	IFF/SIF transponder.
PASSING	Descriptive term for when two GROUPs initially separated in range, decrease range separation and pass each other.
PICTURE	A request to provide air information pertinent to the mission in a digital bullseye format.
PIG(S)	Friendly glide weapon (i.e., JSOW).
PIGEONS	Magnetic bearing and range to HOMEPLATE.
PITCH/ PITCHBACK LEFT/RIGHT	Directive call for fighter or flight to execute a nose-high heading reversal.
PINCE	Threat maneuvering for a bracket attack.
PITBULL	<ol style="list-style-type: none"> 1. Informative call that the AIM-120 is at MPRF active range. 2. Informative call that the AIM-54 is at active range.
PLAYMATE	Cooperating aircraft.
PLAYTIME	Amount of time aircraft can remain on station.

(freq) POGO (freq)	Switch to communication channel number preceding POGO. If unable to establish communications, switch to channel number following POGO. If no channel number follows POGO, return to this channel.
POP	1. Starting climb for A/S attack. 2. Max performance climb out of low-altitude structure.
POPEYE	Flying in clouds or area of reduced visibility.
POP-UP	Informative call of a GROUP that has suddenly appeared inside of meld/No New Picture/briefed range.
POSIT	Request for friendly position; response in terms of a geographic landmark or off a common reference point.
POST HOLE	Rapid descending spiral.
PRESS	Directive call to continue the attack; mutual support will be maintained. Supportive role will be assumed by the speaker.
PRINT (Type)	Active NCTR reply.
PUMP	A briefed maneuver to minimize closure on the threat or geographical boundary with the intent to re-engage. Will be used to initiate a Grinder tactic.

PURE	Informative call indicating pure pursuit is being used or directive to go pure pursuit.
PUSH (Channel)	Go to designated frequency; no acknowledgment required.
PUSHING	Departing designated point.
RANGE*	A picture label describing two GROUPs separated in distance along the same line of bearing.
RAYGUN (Position/Heading/ Altitude)	Indicating a radar lock-on to unknown aircraft. A request for a "BUDDY SPIKE" reply from friendly aircraft meeting these parameters.
REPORTED	Information provided is derived from an off-board source (information).
RESET	Proceed to a pre-briefed position or AO.
RESTAKE	Request for JSTARS to drive a new STAKE at the target centroid reported with direction of travel and elevation. Initiated by aircrew.
RESUME	Resume last formation/route/mission ordered.
RETROGRADE	Directive/informative call to/from HVAA to withdraw from station in response to a threat, continue mission as able, may RESET if threat is negated.

RIDER	A BOGEY that is conforming to safe passage routing, airspeed, or altitude procedures.
RIFLE	Friendly air-to-surface missile launch.
RIPPLE	Two or more munitions released or fired in close succession.
ROGER	Indicates the receipt of radio transmission; does not indicate compliance or reaction.
ROLEX (+/- Time)	Time line adjustment in minutes always referenced from original preplanned mission execution time. Plus means later; minus means earlier.
ROPE	Circling an IR pointer around an aircraft to help the aircraft identify the friendly ground position.
ROTATOR	JSTARS MTI returns that signifies a high probability of a rotating antenna.
SADDLED	Informative call from wingman or element indicating the return to briefed formation position.
SAM (direction)	Visual acquisition of a SAM in flight or a SAM launch, should include position.
SANDWICHED	Aircraft or element is between opposing aircraft or elements.
SAUNTER	Fly at best endurance.

SCHLEM	Training term for simulated high off boresight IR missile launch. Not assessable for simulated kill/kill removal.
SCRAM (direction)	Directive/informative call to egress for defensive or survival reasons, no further HVAA mission support is expected.
SCRAMBLE	Takeoff as quickly as possible.
SCRUB	A low, slow airborne target.
SCUD	Any threat TBM.
SEPARATE(ING)	Leaving a specific engagement; may or may not reenter.
SEPARATION	Request for separation between two groups. Response will include the follow-on group's separation, altitude, and fill-ins.
SHACKLE	One weave, a single crossing of flight paths; maneuver to adjust or regain formation parameters.
SHADOW	Follow indicated target.
SHIFT (direction)	Directive call to shift laser illumination.
SHOOTER	Aircraft/unit designated to employ ordnance.
SHOPPING	An aircraft request to JSTARS for a target.

SHORT SKATE	(USAF) Informative or directive call to execute launch-and-leave tactics and be out no later than MAR/DR.
SHOT	(Surface to Surface) Informative call indicating round(s) has(ve) been fired.
SHOTGUN	Briefed weapons state at which separation/bugout should begin.
(system) SICK	System indicated is degraded/partially operative.
SIDE-SIDE	(USAF) Fighter term depicting a radar-apparent description of two or more contacts within a group separated in azimuth.
(system) SILENT (time)	System will be unavailable for time indicated.
SINGER (type/direction)	Informative call of RWR indication of SAM launch.
SKATE	Informative or directive call to execute launch-and-leave tactics.
SKINNY	Current survivor coordinates.
SKIP IT	Veto of fighter COMMIT, usually followed with further directions.
SKOSH	Aircraft is out of/or unable to employ active radar missiles.
SKUNK	A radar or visual maritime surface contact whose identity is unknown.

SLAPSHOT (type/bearing)	Directive call for an aircraft to immediately employ a best available HARM against a specified threat at the specified.
SLICE/SLICEBACK (left/right)	Directive call to perform a high-G descending turn in the stated direction, usually 180 degree turn.
SLIDE	Directive/informative call to/from HVAA to continue present mission while flowing from station in response to perceived threat, implies intent to RESET.
SLOW*	Contact with ground speed of less than 300 knots.
SMASH (on/off)	Directive call to turn on/off anti-collision lights.
SMOKE	Smoke marker used to mark a position.
SNAKE	Directive call to oscillate an IR pointer about a target.
SNAP	(USAF) Fighter request for immediate BRAA call (with appropriate fill-ins) to the group described. Indicates fighter intent to intercept/join.
SNAPLOCK (BRAA)	Indicates fighter has obtained a radar contact inside briefed threat range with beam, flank, or hot/head aspect.
SNIFF (type)	Passive sensor indication of a radar emitter.

SNIPER (type, location [range Bearing])	Directive call for an aircraft to employ a range-known HARM against a specified threat at the specified location.
SNOOZE	Directive or informative call indicating initiation of EMCON procedures. Opposite of ALARM.
SORT	<ol style="list-style-type: none"> 1. Directive call to assign responsibility within a group; criteria can be met visually, electronically (radar), or both. 2. (w/TAD, TIDS, etc) Inter-flight directive to target via information displayed on data link system.
SORTED	Sort responsibility within a group has been met.
SOUR (mode)	Invalid/no response to an administrative IFF/SIF check. Opposite of SWEET.
SPADES	An interrogated group/radar contact which lacks all of the ATO (or equivalent) IFF/SIF modes and codes required for the ID criteria.
SPARKLE	<ol style="list-style-type: none"> 1. Target marking by IR pointer. 2. Target marking by gunship/ FAC-A using incendiary rounds.
SPIKE(D) (direction)	RWR indication of an AI threat in track or launch.
SPIN	Directive or informative call to execute a timing/spacing maneuver.

SPITTER(direction)	An aircraft that has departed from the engagement or is departing the engaged fighter's targeting responsibility.
SPLASH(ED)	<ol style="list-style-type: none"> 1. (A/A) Target destroyed. 2. (A/S) Weapons impact. 3. (S/S) Informative call to observer or spotter five seconds prior to estimated time of impact.
SPLIT	Informative/directive call that flight member is leaving formation to pursue a separate attack; VISUAL may not be maintained.
SPOOFING	Informative call that voice deception is being employed.
SPOT*	Acquisition of laser designation.
SQUAWK (mode/Code)	Operate IFF/SIF as indicated or IFF/SIF is operating as indicated.
SQUAWKING (Mode #)	An informative/descriptive call denoting a BOGEY is responding with an IFF/SIF mode or code other than that prescribed by the ATO/identification criteria.
STACK	Two or more contacts or formations with an altitude separation in relation to each other.
STAKE	JSTARS reference point for A/S targeting operations.

STATUS	<ol style="list-style-type: none"> 1. Request for an individual's tactical situation. 2. (Group) Request for a full positional update in digital bullseye format on the specified group.
STEADY	Directive call to stop oscillation of IR pointer.
STERN	Request for, or directive to, intercept using STERN geometry.
STINGER	Three-ship inner group formation with two lead contacts line abreast and the single in trail.
STOP	Stop IR illumination of a target.
STRANGER	Unidentified traffic that is not a participant with the action in progress.
STRANGLE ()	Turn off equipment indicated.
STRIPPED	Informative call that aircraft is out of prebriefed formation.
STROBE(S) (bearing)	Radar indication(s) of noise jamming.
SUNRISE	Informative call that C2 radar functions are available. Opposite of MIDNIGHT.
SUNSHINE	Directive or informative call indicating illumination of target is being conducted with artificial illumination.
SWEET	Valid response to an administrative IFF/SIF check request. Opposite of SOUR.

SWITCHED	Indicates an attacker is changing from one aircraft to another.
TAG (System, location)	Response to an emitter ambiguity resolution request (COLOR).
TALLY	Sighting of a target, non-friendly aircraft, or enemy position. Opposite of NO JOY.
TARGET	<ol style="list-style-type: none"> 1. Directive call to assign group responsibility. 2. (w/TAD/TIDS, etc) Inter-flight directive to target via information displayed on data link system.
TARGETED	Informative call that GROUP responsibility has been met.
TEN SECONDS	Directive to terminal controller to standby for LASER ON call in approximately 10 seconds.
TERMINATE	<ol style="list-style-type: none"> 1. Stop laser illumination of a target. 2. In training, cease local engagement without affecting the overall exercise.
THREAT(direction)	Untargeted HOSTILE/BANDIT/BOGEY is within a briefed range of a friendly aircraft.
THROTTLES	Reminder to set throttles appropriately considering the IR threat and desired energy state.
THUNDER	Informative call one minute prior to A/S weapons impact.

TIED	Positive radar contact with element or aircraft.
TIGER	Enough fuel and ordnance to accept a commitment.
TIMBER	Air control NPG of Link 16/TADIL J.
TOGGLE	Execute a briefed change of an avionics setting.
TOY	HTS pods.
TRACK (cardinal direction)	Group/contact's direction of flight.
TRASHED	Informative call that missile has been defeated.
TRESPASS (system, position)	The addressed flight is entering the threat SAM ring of a specific (system) at the stated location.
TUMBLEWEED	Indicates limited SA, NO JOY, BLIND and is a request for information.
UNABLE	Cannot comply as requested or directed.
UNIFORM	UHF/AM radio.
VACANT	Ground equipment not present at tasked target location. Opposite of OCCUPIED.
VAMPIRE	Hostile anti-ship missile.
VERY FAST	Target speed greater than 900 knots/ 1.5 Mach ground speed.
VERY HIGH*	Target above 40,000 ft MSL.

VIC	A picture label describing three GROUPs with a single group closest in range and two trail groups separated in azimuth.
VICTOR	VHF/AM radio.
VISUAL	Sighting of a friendly aircraft or ground position. Opposite of BLIND.
WALL	A picture label describing three or more GROUPs separated primarily in azimuth.
WARNING (color)	Hostile attack is:
RED	Imminent or in progress.
YELLOW	Probable.
WHITE	Improbable (all clear).
WEAPONS ()	Fire only:
FREE	At targets not identified as friendly IAW current ROE.
TIGHT	At targets positively identified as hostile IAW current ROE.
HOLD* (USAF, USA,USMC)/ SAFE* (USN)	In self-defense or in response to a formal order.
NOTE: USN/NATO use “WEAPONS SAFE” to avoid confusion with the phrase “HOLD FIRE.”	
WEDGE	Three-ship inner group formation with a single contact closest in range and two trail contacts line abreast.
WEEDS	Indicates that aircraft are operating close to the surface.

WEIGHTED (Cardinal Direction)	(USN/USMC) Descriptive term used for a multiple GROUP formation (WALL, LADDER, VIC, CHAMPAGNE) that is offset in one direction.
(system) WELL	System indicated is fully operative.
WHAT LUCK	Request for results of missions or tasks.
WHAT STATE (Item)	Request for amount of fuel and missiles remaining. Ammunition and oxygen are reported only when specifically requested or critical. (Active) = number of active radar missiles remaining. (Radar) = number of semi-active radar missiles remaining. (Heat) = number of IR missiles remaining. (Fuel) = pounds of fuel or time remaining.
WILCO	Will comply with received instructions.
WIDE	Descriptive term used to indicate the separation between the farthest GROUPs in azimuth in a relative formation, use to describe a WALL, VIC, CHAMPAGNE, or BOX.
WINCHESTER	No ordnance remaining.
WINGS LEVEL	Informative call from aircraft to FAC reporting rolled-out on final attack heading.

WORDS	Directive or interrogative call regarding further information or directives pertinent to the mission.
WORKING	<ol style="list-style-type: none"> 1. (system w/location) Platform gathering EOB on a designated emitter. 2. Platform executing EID on a specific aircraft/group to obtain identification necessary for BVR employment.
YARDSTICK	Directive to use A/A TACAN for ranging.
ZAP	Request for data link information.

*

Meaning may vary from NATO code word.

Chapter II

Category Synopsis

GENERAL AIR OPERATIONS

(GENERAL OPERATING TERMS FOR AIRCREW AND UNITS
THAT OPERATE WITH AIRCRAFT)

ABORT	BOGEY	CHERUBS
ACTION	BRAA	CHICKS
ALARM	BREAK	CLEAN
ALPHA CHECK	BREAKAWAY	CLEARED
ANCHOR(ED)	BREVITY	COLD
ANGELS	BROADCAST	COMEBACK
AS FRAGGED	BUGOUT	CONFETTI
AUTHENTICATE	BULLSEYE	CONS/ CONNING
AUTOCAT	BUSTER	CONTACT
BASE	BUZZER	CONTINUE
BANDIT	CAP / CAPPING	CYCLOPS
BEAD WINDOW	CEASE ENGAGEMENT	DASH
BENT	CEASE FIRE	DEPLOY
BINGO	CHATTERMARK	DIVERT
BITTERSWEET	CHECK	ECHO
BLIND		

ESTIMATE	HOOK	NO JOY
FADED	HOSTILE	ON STATION
FATHER	HOTDOG	OUTLAW
FEET WET / DRY	HOTEL FOX	PADLOCKED
FENCE	ID	PAINT(S)
FLASH	IN PLACE	PARROT
FLOAT	INDIA	PIGEONS
FOX MIKE	JINK	PITCH / PITCHBACK
FRIENDLY	JOKER	PLAYMATE
GADGET	KILL	PLAYTIME
GATE	KNOCK IT OFF	POGO
GO ACTIVE	LAST	POP
GO CLEAR	LEAN	POPEYE
GO SECURE	MARKING	POSIT
GREEN	MARSHAL(ING)	PRESS
GREYHOUND	MICKEY	PUSH
HARD	MIDNIGHT	PUSHING
HEADS UP	MOTHER	RIDER
HIT(S)	MUSIC	REPORTED
HOLDING HANDS	NEGATIVE CONTACT	RESET
HOLD FIRE	NO FACTOR	RESUME
HOME PLATE		

RETROGRADE	SPIN	VISUAL
ROGER	SPADES	WARNING
SADDLED	SPOOFING	RED
SAM	SQUAWK	YELLOW
SANDWICHED	SQUAWKING	WHITE
SAUNTER	STATUS	WEAPONS
SCRAM	STRANGER	FREE
SCRAMBLE	STRIPPED	TIGHT
SCRUB	STROBES	HOLD
SCUD	SUNRISE	SAFE (USN)
SHACKLE	SWEET	WEEDS
SHADOW	TALLY	WELL
SHOTGUN	TERMINATE	WHAT LUCK
SICK	TIED	WHAT STATE
SILENT	TIGER	WILCO
SLICE/SLICEBACK	TRESPASS	WINCHESTER
SKUNK	TUMBLEWEED	WORDS
SNOOZE	UNABLE	YARDSTICK
SOUR	VAMPIRE	

AIR-TO-AIR EMPLOYMENT

(GENERAL AIR-TO-AIR EMPLOYMENT TERMS FOR FIGHTERS
AND CONTROLLERS) ACTION

ANCHOR(ED)	CLEAN	ECHELON
ARM	CLOSING	ECHO
AZIMUTH	COLD	ENGAGED
BANZAI	COMMIT	EXTEND(ING)
BEAM	COMPOSITION	EYEBALL
BLOW THROUGH	CONS/ CONNING	FADED
BOGEY DOPE	CONTACT	FAST
BOX	CONTAINER	FLANK
BRAA	COVER	FLOW
BRACKET	CRANK	FOX
BROADCAST	CROSSING	FURBALL
BROKE LOCK	CUTOFF	GIMBAL
BUGOUT	DECLARE	GORILLA
BULLSEYE	DEEP	GRANDSLAM
CAP/CAPPING	DEFENSIVE	GROUP
CEASE ENGAGEMENT	DE-LOUSE	GUNS
CEASE FIRE	DEPLOY	HEAVY
CHAMPAGNE	DRAG	HIGH
CHEAPSHOT	DROP(PING)	HIT(S)

HOLD FIRE	NEW PICTURE	SEPARATION
HOT	NOTCH(ING)	SHOOTER
HUSKY	OFFSET	SIDE - SIDE
ID	OPENING	SKATE
IN	OUT	SKIP IT
INTERROGATE	PACKAGE	SKOSH
JUDY	PASSING	SLOW
KILL	PICTURE	SNAP
LADDER	PINCE	SNAPLOCK
LEAD-TRAIL	PITBULL	SMIFF
LEAKER(S)	POP-UP	SORT
LINE ABREAST	POST HOLE	SPADES
LOCKED	POWER	SPITTER
LOST LOCK	PRESS	SPLASH(ED)
LOW	PRINT (Type)	SPLIT
MADDOG	PUMP	STACK
MANEUVER	PURE	STATUS
MEDIUM	RANGE	STERN
MERGE(D)	RAYGUN	STINGER
MONITOR	SCHLEM	SWITCHED
NEAR-FAR	SEPARATE(ING)	TARGET

TARGETED	TRASHED	WALL
THREAT	VERY FAST	WEDGE
THROTTLES	VERY HIGH	
TRACK	VIC	

AIR-TO-SURFACE

(TERMS FOR GENERAL AIR-GROUND/SURFACE
EMPLOYMENT FOR ATTACK AIRCRAFT AND CONTROLLERS)

ABORT	CONTINUE DRY	OCCUPIED
ATTACK(ING)	DUCK	OFF
AWAY	HIT(S)	PIG(S)
BIRDDOG	GUNS	POP
BRACKET	HOT	RIFLE
BRUISER	IN	RIPPLE
CAPTURED	LOW DOWN	ROLEX
CLEARED HOT	LEAN	SKUNK
COLD	MAPPING	SPLASH(ED)
COME OFF	MARK	THUNDER
CONTACT	MILLER TIME	VACANT

CAS/MAS

BRUISER	COME OFF	OFF
CAPTURED	CONTACT	OFFSET
CLEARED	CONTINUE DRY	RIFLE
CLEARED HOT	HIT(S)	THUNDER
COLD	IN	WINGS LEVEL

CSAR

AJAX	HOLD DOWN	MILLER TIME
FLASHLIGHT	MARK	SKINNY

DATA LINKS

(TERMS FOR SURVEILLANCE, AIR CONTROL, AND IDM DATA LINK)

ALLIGATOR	HANDSHAKE	TAG
COLOR	JACKAL	TARGET
DATA	HOLLOW	TIMBER
DOLLY	SORT	ZAP

JSTARS

DETAILS	MOVERS	SCRUB
IDLE	RETAKE	SILENT
LOWDOWN	ROTATOR	STAKE

LASERS

CAPTURED	LASER ON	SPOT
CEASE LASER	LASING	TEN SECONDS
CONTACT	SHIFT	TERMINATE
DEADEYE	SPLASH(ED)	

BASIC NVD/IR/ILLUMINATION

BURN	LIGHTBULB	SPARKLE
CLOAK	LIGHTS ON/OFF	STEADY
FLASH	ROPE	STOP
FLASHLIGHT	SHIFT	SUNSHINE
GOGGLE/ DEGOGGLE	SMASH	
GOGGLES ON/OFF	SNAKE	

BASIC SEAD/SIGINT INTEGRATION

ACTIVE	ARIZONA	CANDYGRAM
ADD	ATTACKING	CAPTURED

COLOR	RETROGRADE	SNIPER
DATA	ROTATOR	SPLASH(ED)
DROP	SAM	TAG
EMPTY	SCRAM	THUNDER
HOLLOW	SLAPSHOT	TOY
LOWDOWN	SLIDE	TRESPASS
MAGNUM	SINGER	WORKING
MUD	SNIFF	ZAP

SURFACE-TO-AIR EMPLOYMENT

(TERMS FOR SURFACE-TO-AIR UNITS FOR COORDINATION
AND DECONFLICTION)

ABORT	CONTACT	GRANDSLAM
BIRD	CONTINUE	GREYHOUND
BIRD(S) AFFIRM	COVER	GUNS
BIRD(S) NEGAT	ENGAGE	HIGH
BITTERSWEET	FADED	HOLD FIRE
CEASE ENGAGEMENT	FAST	KILL
CEASE FIRE	FEET WET/DRY	LEAKER(S)
CHERUBS	FRIENDLY	LOW
COMPOSITION	GADGET	MEDIUM

RESET	STRANGLE	WHITE
RIDER	SWEET	WEAPONS
SCRAM	TRACKING	FREE
SCRUB	UNABLE	TIGHT
SLOW	VAMPIRE	HOLD
SOUR	VERY FAST	SAFE (USN)
SPADES	VERY HIGH	(system) WELL
SPLASH(ED)	WARNING	WILCO
SPOOFING	RED	WINCHESTER
SQUAWKING	YELLOW	

SURFACE-TO-SURFACE

BULLDOG	GREYHOUND	RED
CEASE ENGAGEMENT	GUNS	YELLOW
CEASE FIRE	HOLD FIRE	WHITE
CEASE LASER	KILL	WEAPONS
CHECK	LASER ON	FREE
CHECK FIRING	LASING	TIGHT
GO ACTIVE	SHOT	HOLD*
GO CLEAR	SPLASH(ED)	SAFE* (USN)
GO SECURE	WARNING	

Glossary

A

A/A	air-to-air
AAA	antiaircraft artillery
A/G	air-to-ground
AGL	above ground level
AGM	air-to-ground missile
AI	air interdiction/air intercept
AIC	air intercept control
AIM	air intercept missile
AM	amplitude modulation
AO	area of operations
ARM	antiradiation missiles
ASCM	antiship cruise missiles
ASM	antiship missile
ATM	air tasking message
ATO	air tasking order
AWACS	airborne warning and control system

B

BRAA	bearing, range, altitude, aspect
BVR	beyond visual range

C

C2	command and control
CAP	combat air patrol
CSAR	combat search and rescue

D

DF direction finding
DR decision range

E

EID electronic identification
EMCON emission control
EO electro optical
EOB electronic order of battle
EW electronic warfare

F

F-POLE distance between shooter and target at
impact
FAC-A forward air controller-airborne
FT feet
FM frequency modulation

G

GCI ground control intercept
GLINT gated laser intensifier

H

HARM high-speed antiradiation missile
HF high frequency
HIGH-G high gravity
HPRF high pulse repetition frequency
HVAA high value airborne assets

I

ID	identification
IDM	improved data modem
IFF	identification, friend or foe
IR	infrared

J

JSOW	joint stand-off weapon
-------------	------------------------

L

LOS	line of sight
LZ	landing zone

M

MALD	miniature air launch decoy
MAR	minimum abort range
MPRF	medium pulse repetition frequency
MSL	mean sea level
MTI	moving target indicator

N

NCTR	noncooperative target recognition
NM	nautical mile
NPG	network participating group
NVD	night vision device

P

PRF	pulse repetition frequency
PZ	pickup zone

R

ROE rules of engagement
RWR radar warning receiver

S

S/A surface-to-air
SAM surface-to-air missile
SEAD suppression of enemy air defenses
SIF selective identification feature
S/S surface-to surface

T

TACAN tactical air navigation
TAD tactical air direction
TADIL tactical digital information link
TALD tactical air-launched decoy
TBM tactical/theater ballistic missile
TIDS tactical imagery dissemination system
TLAM Tomahawk land-attack missile
TOD time of day

U

UAV unmanned aerial vehicle

V

VHF very high frequency

***** **Meaning may vary from NATO code word.**

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