

The wargame package milsymb Compatibility

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1 air

1.1 main

Table 1: Compatibility with milsymb air,main symbols

milsymb	wargame	<i>{faction}</i>				
		none	friendly	hostile	neutral	unknown
air decoy	main=air decoy					
airborne command post	main=squashed text=ACP					
airborne early warning	main=squashed text=AEW					
anti submarine warfare	main=squashed text=ASW					
anti surface warfare	main=squashed text=ASUW					
attack	main=text=A					
bomber	main=text=B					
cargo	main=text=C					
civilian airship	main=airship					
civilian balloon	main=balloon					
civilian fixed wing	main=fixed wing					
civilian rotary wing	main=rotary wing					
civilian	main=squashed text=CIV					
combat search and rescue	main=squashed text=CSAR					
communications	main=squashed text=COM					
electronic support measures	main=squashed text=ESM					
fighter	main=text=F					
government	main=squashed text=GOV					
jammer	main=text=J					
medic	main=[fill]medic					
military airship	main=[fill]airship					

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milsymb	wargame	<i>{faction}</i>				
		none	friendly	hostile	neutral	unknown
military balloon	main=[fill]balloon					
military fixed wing	main=[fill]fixed wing					
military rotary wing	main=[fill]rotary wing					
military	main=squashed text=MIL					
mine countermeasures	main=squashed text=MCM					
passenger	main=text=PX					
patrol	main=text=P					
personnel recovery	main=text=PR					
reconnaissance	main=text=R					
search and rescue	main=squashed text=SAR					
special operations forces	main=squashed text=SOF					
suppression of enemy air defence	main=squashed text=SEAD					
tanker	main=text=K					
trainer	main=text=T					
ultra light	main=text=UL					
unmanned aerial vehicle	main=[fill]unmanned					
utility	main=text=U					
vertical short takeoff and landing	main=text=V					
very important person	main=squashed text=VIP					

1.2 upper

Table 2: Compatibility with milsymb air,upper symbols

milsymb	wargame	<i>{faction}</i>				
		none	friendly	hostile	neutral	unknown
airborne command post	upper=squashed text=ACP					
airborne early warning	upper=squashed text=AEW					
anti submarine warfare	upper=squashed text=ASW					
anti surface warfare	upper=squashed text=ASUW					
cargo	upper=text=C					
combat search and rescue	upper=squashed text=CSAR					
communications	upper=squashed text=COM					

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milsymb	wargame	<i>{faction}</i>				
		none	friendly	hostile	neutral	unknown
electronic support measures	upper=squashed text=ESM					
escort	upper=text=E					
government flight	upper=squashed text=GOV					
intensive care	upper=text=IC					
jammer	upper=text=R					
medical evacuation	upper=[fill]medic					
mine countermeasures	upper=squashed text=MCM					
passenger plane	upper=text=PX					
patrol	upper=text=J					
photography	upper=text=PH					
reconnaissance	upper=text=P					
search and rescue	upper=squashed text=SAR					
special operations forces	upper=squashed text=SOF					
suppression of enemy air defence	upper=squashed text=SEAD					
tanker	upper=text=K					
trainer	upper=text=T					
ultra light	upper=text=UL					
utility	upper=text=U					
very important person	upper=squashed text=VIP					

1.3 lower

Table 3: Compatibility with milsymb air,lower symbols

milsymb	wargame	<i>{faction}</i>				
		none	friendly	hostile	neutral	unknown
boom and drogue	lower=squashed text=B/D					
boom only	lower=text=B					
close range	lower=text=CR					
drogue only	lower=text=D					
heavy	lower=text=H					
light	lower=text=L					
long range	lower=text=LR					

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milsymb	wargame	<i>(faction)</i>				
		none	friendly	hostile	neutral	unknown
medium range	lower=text=MR					
medium	lower=text=M					
short range	lower=text=SR					

2 missile

2.1 main

Table 4: Compatibility with milsymb missile,main symbols

milsymb	wargame	<i>(faction)</i>				
		none	friendly	hostile	neutral	unknown
missile	main=missile					
air	main=missile,left=text=A					
anti ballistic	main=missile,left=text=AB					
ballistic	main=missile,left=text=B					
cruise	main=missile,left=text=C					
space	main=missile,left=text=SP					
sub surface	main=missile,left=text=SU					
surface	main=missile,left=text=S					

3 land

3.1 main

Table 5: Compatibility with milsymb land,main symbols

milsymb	wargame	<i>(faction)</i>				
		none	friendly	hostile	neutral	unknown
above corps support	main=above corps support					
administrative	main=squashed text=ADM					
air and naval gunfire liaison company	main=[fill]artillery,reconnaissance,air traffic,upper=naval					
air assault with organic lift	main=air assault with organic lift					
air defence	main=air defence					
air traffic services	main=air traffic,[fill]individual					

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milsymb	wargame	<i>(faction)</i>				
		none	friendly	hostile	neutral	unknown
ammunition	main=ammunition					
amphibious	main=amphibious					
analysis electronic warfare	main=analysis,electronic warfare wide					
analysis	main=analysis					
anti tank anti armour	main=anti tank anti armour					
armoured engineer	main=armoured,[scale=.7]engineer					
armoured	main=armoured					
aviation composite fixed wing and rotary wing	main=[fill]fixed and rotary wing					
aviation fixed wing	main=fixed wing					
aviation rotary wing	main=rotary wing					
band	main=squashed text=BAND					
broadcast transmitter antenna	main=antenna					
chemical biological radiological nuclear defence	main=chemical biological radiological nuclear					
civil affairs	main=text=CA					
civilian military cooperation	main=civilian military cooperation					
civilian police	main=civilian police					
combat service support	main=squashed text=CSS					
combat support	main=combat support					
combat	main=squashed text=CBT					
combined arms	main=combined arms					
corps support	main=corps support					
counter intelligence	main=text=CI					
criminal investigation division	main=squashed text=CID					
direction finding electronic warfare	main=direction finding,electronic warfare wide					
diving	main=diving					

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milsymb	wargame	<i>(faction)</i>				
		none	friendly	hostile	neutral	unknown
dog	main=squashed text=DOG					
drilling	main=drilling					
electronic ordinance disposal	main=squashed text=EOD					
electronic ranging	main=electronic ranging					
electronic warfare	main=text=EW					
engineer	main=engineer					
environmental protection	main=environmental protection					
field artillery observer	main=[clip]observer,[scale=7,shift=(0,-.1)]artillery,reconnaissance					
field artillery	main=[fill]artillery					
finance	main=finance					
fire protection	main=fire protection					
geospatial support	main=squashed text=GEO					
government organization	main=text=GO					
headquarters	main=headquarters					
individual	main=individual					
infantry	main=infantry					
information operations	main=text=IO					
intercept electronic warfare	main=[fill]analysis,electronic warfare wide					
intercept	main=[fill]analysis					
internal security force	main=squashed text=ISF					
interrogation	main=squashed text=IPW					
jamming electronic warfare	main=jamming,text=EW					
jamming	main=jamming					
joint fire support	main=squashed text=JFS					
judge advocate general	main=squashed text=JAG					
killing victim	main=killing,individual					
killing victims	main=killing,group					

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milsymb	wargame	<i>(faction)</i>				
		none	friendly	hostile	neutral	unknown
labour	main=labour					
laundry	main=laundry					
liaison	main=text=L0					
main gun system	main=main gun					
maintenance	main=maintenance=fill					
material	main=squashed text=MAT					
medical treatment facility	main=medical treatment					
medical	main=medical					
meteorological	main=squashed text=MET					
military intelligence	main=text=MI					
military police	main=text=MP					
mine	main=mine					
missile	main=land missile					
morale welfare and recreation	main=squashed text=MWE					
mortar	main=mortar					
mortuary affairs	main=mortuary affairs					
motorized	main=motorized					
naval	main=naval					
observer	main=observer					
ordnance	main=ordnance					
organisation or group	main=organisation					
personnel services	main=text=PS					
petroleum oil and lubricants	main=fuel					
pipeline	main=pipeline					
postal	main=postal					
psychological operations broadcast	main=antenna, [scale=.7, fill]psychological					
psychological	main=psychological					

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milsymb	wargame	<i>(faction)</i>				
		none	friendly	hostile	neutral	unknown
public affairs	main=text=PA					
quartermaster	main=quartermaster					
radar	main=radar					
radio relay:	main=radio relay					
radio teletype centre	main=radio teletype					
radio	main=radio					
reconnaissance	main=reconnaissance					
religious support	main=squashed text=REL					
replacement holding unit	main=squashed text=RHU					
sea air land	main=squashed text=SEAL					
search electronic warfare	main=search,electronic warfare wide					
search	main=search					
security	main=squashed text=SEC					
self propelled field artillery	main=motorized,artillery					
sensor	main=sensor					
shore patrol security police	main=text=SP					
signal radio relay	main=signal,radio relay					
signal radio teletype centre	main=signal,radio teletype					
signal radio	main=signal,radio					
signal tactical satellite	main=signal,tactical satellite					
signal	main=signal					
sniper:	main=sniper					
special forces	main=text=SF					
special operations forces	main=squashed text=SOF					
spy:	main=squashed text=SPY					
supply	main=supply					
surveillance	main=[fill]observer					

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milsymb	wargame	<i>(faction)</i>				
		none	friendly	hostile	neutral	unknown
survey	main=survey					
sustainment	main=squashed text=SUST					
tactical mortar	main=armoured, [scale=.6]mortar					
tactical satellite	main=tactical satellite					
topographic	main=topographic					
transportation	main=transportation					
unmanned systems	main=unmanned					
victim of an attempted crime	main=individual, crime					
video imagery	main=video imagery					
water purification	main=water, [shift=(-.2,.-1)]small squashed text=PURE					
water	main=water					

3.2 upper

Table 6: Compatibility with milsymb land,upper symbols

milsymb	wargame	<i>(faction)</i>				
		none	friendly	hostile	neutral	unknown
Mil medical role 1	upper=text=1					
Mil medical role 2	upper=text=2					
Mil medical role 3	upper=text=3					
Mil medical role 4	upper=text=4					
air assault	upper=air assault					
area	upper=squashed text=AREA					
assassination	upper=text=AS					
attack	upper=text=A					
biological	upper=text=B					
border	upper=squashed text=BOR					
bridging	upper=bridge					

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milsymb	wargame	<i>(faction)</i>				
		none	friendly	hostile	neutral	unknown
chemical	upper=text=C					
close protection	upper=squashed text=CLP					
coerced or impressed recruit	upper=text=C					
combat	upper=squashed text=CBT					
command and control	upper=text=C2					
communications contingency package	upper=squashed text=CCP					
construction	upper=squashed text=CONST					
cross cultural communication	upper=squashed text=CCC					
crowd and riot control	upper=squashed text=CRC					
decontamination	upper=text=D					
detention	upper=squashed text=DET					
direct communications	upper=direct communications					
displaced persons refugees and evacuees	upper=squashed text=DPRE					
diving	upper=diving					
division	upper=text=XX					
dog	upper=squashed text=DOG					
drilling	upper=drilling					
electro optical	upper=text=EO					
enhanced	upper=squashed text=ENH					
execution	upper=text=EX					
explosive ordnance disposal	upper=squashed text=EOD					
fire direction centre	upper=squashed text=FDC					
force	upper=text=F					
foreign fighters	upper=text=FF					
forward	upper=squashed text=FWD					
gang member or gang	upper=squashed text=GANG					
government organisation	upper=text=GO					

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milsymb	wargame	<i>(faction)</i>				
		none	friendly	hostile	neutral	unknown
ground station module	upper=squashed text=GSM					
hijacking	upper=text=H					
kidnapping	upper=text=K					
landing support	upper=text=LS					
large extension node	upper=squashed text=LEN					
leader or leadership	upper=squashed text=LDR					
maintenance:	upper=maintenance					
mine countermeasure	upper=squashed text=MCM					
missile:	upper=land missile					
mobile advisor and support	upper=mobile advisor and support					
mobile subscriber equipment	upper=squashed text=MSE					
mobility support	upper=text=MS					
movement control centre	upper=squashed text=MCC					
multinational specialized unit	upper=squashed text=MSU					
multinational	upper=text=MN					
multiple rocket launcher	upper=rocket launcher=multiple head					
murder victims	upper=text=MU					
naval	upper=naval					
node centre	upper=text=NC					
non-governmental organization member or non-governmental	upper=organisation					
nuclear:	upper=text=N					
operations:	upper=squashed text=OPS					
piracy:	upper=text=PI					
radar:	upper=radar					
radiological	upper=squashed text=RAD					
rape	upper=text=RA					

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milsymb	wargame	{faction}				
		none	friendly	hostile	neutral	unknown
religious or religious organisation	upper=squashed text=REL					
runway	upper=runway					
search and rescue	upper=squashed text=SAR					
security	upper=squashed text=SEC					
sensor control module	upper=squashed text=SEM					
sensor	upper=sensor					
signals intelligence	upper=signals intelligence					
single rocket launcher	upper=rocket launcher=single head					
single shelter switch	upper=squashed text=SSS					
smoke	upper=text=S					
sniper	upper=sniper					
sound ranging	upper=squashed text=SDR					
special weapons and tactics	upper=squashed text=SWAT					
survey:	upper=survey					
tactical exploitation	upper=text=TE					
target acquisition	upper=text=TA					
targeted individual or organisation	upper=squashed text=TGT					
terrorist or terrorist organisation	upper=squashed text=TER					
topographic	upper=topographic					
utility	upper=text=U					
video imagery	upper=video imagery					
willing recruit	upper=text=W					

3.3 lower

Table 7: Compatibility with milsymb land, lower symbols

milsymb	wargame	<i>(faction)</i>				
		none	friendly	hostile	neutral	unknown
airborne	lower=airborne					
arctic	lower=arctic					
battle damage repair	lower=squashed text=BDR					
bicycle equipped	lower=bicycle equipped					
clearing	lower=squashed text=CLR					
close range	lower=text=CR					
control	lower=control					
decontamination	lower=text=D					
demolition	lower=squashed text=DEM					
dental	lower=text=D					
digital	lower=squashed text=DIG					
enhanced location reporting system	lower=enhanced location reporting system					
equipment	lower=text=E					
heavy	lower=text=H					
intensive care	lower=text=IC					
intermodal	lower=intermodal					
laboratory	lower=squashed text=LAB					
launcher	lower=launcher					
light	lower=text=L					
long range	lower=text=LR					
medium range	lower=text=MR					
mountain	lower=mountain					
multi channel	lower=text=MC					
optical	lower=squashed text=OPT					
pack animal	lower=pack animal					
patient evacuation coordination	lower=squashed text=PEC					

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milsymb	wargame	<i>(faction)</i>				
		none	friendly	hostile	neutral	unknown
preventative maintenance	lower=text=PM					
psychological	lower=text=P					
radio relay line of sight	lower=radio relay line of sight					
railroad	lower=railroad					
recovery maintenance	lower=maintenance					
recovery unmanned systems	lower=recovery unmanned systems					
rescue coordination centre	lower=squashed text=RCC					
riverine	lower=riverine					
short range	lower=text=SR					
single channel	lower=text=SC					
ski	lower=ski					
strategic	lower=squashed text=STR					
support	lower=squashed text=SPT					
tactical	lower=squashed text=TAC					
towed	lower=towed					
troop	lower=text=T					
vertical of short takeoff and landing	lower=squashed text=VSTOL					
veterinary	lower=text=V					
wheeled	lower=wheeled					

4 equipment

4.1 main

Table 8: Compatibility with milsymb equipment,main symbols

milsymb	wargame	<i>(faction)</i>				
		none	friendly	hostile	neutral	unknown
air defence gun	main=gun=air defence					
air defence missile launcher	main=missile launcher=air defence					

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milsymb	wargame	<i>(faction)</i>				
		none	friendly	hostile	neutral	unknown
antennae	main=antenna					
anti tank gun	main=gun=anti tank					
anti tank missile launcher	main=missile launcher=anti tank					
anti tank rocket launcher	main=rocket launcher=anti tank					
antipersonnel land mine	main=land mine=personnel					
antitank land mine	main=land mine=tank					
armoured fighting vehicle command and control	main=armoured fighting vehicle,small text=C2					
armoured fighting vehicle	main=armoured fighting vehicle					
armoured medical personnel carrier	main=[save clip]armoured personnel carrier,[scale=.7]medical					
armoured personnel carrier	main=armoured personnel carrier					
armoured protected recovery vehicle	main=armoured,[scale=.7]maintenance					
armoured protected vehicle	main=armoured					
automatic rifle	main=rifle,type=heavy					
bomb	main=squashed text=BOMB					
booby trap	main=booby trap					
bridge mounted on utility vehicle	main=utility vehicle,[scale=.7]bridge					
bridge	main=bridge					
bus	main=utility vehicle,text=B					
chemical biological radiological nuclear equipment	main=chemical biological radiological nuclear					
computer system	main=computer system					
direct fire gun	main=gun=direct					
drill mounted on vehicle	main=utility vehicle,[scale=.6,yshift=-3]drilling					
drill	main=drilling					
earthmover	main=earthmover					
fixed bridge	main=bridge=fixed					
flame thrower	main=flame thrower					

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milsymb	wargame	<i>(faction)</i>				
		none	friendly	hostile	neutral	unknown
folding girder bridge	main=bridge=folding					
generator set	main=text=G					
grenade launcher	main=grenade launcher					
heavy grenade launcher	main=grenade launcher, [yshift=-.2]type=heavy					
heavy machine gun	main=machine gun, type=heavy					
heavy tank	main=tank, type=vheavy					
hollow deck bridge	main=bridge=hollow					
howitzer	main=howitzer					
improvised explosive device	main=squashed text=IED					
land mine	main=land mine					
laser	main=laser					
light grenade launcher	main=grenade launcher, [yshift=-.2]type=light					
light machine gun	main=machine gun, type=light					
light tank	main=tank, type=vlight					
machine gun	main=machine gun					
medical evacuation armoured protected vehicle	main=armoured, [fill]medic					
medical evacuation medical vehicle	main=utility vehicle, [fill]medical					
medium grenade launcher	main=grenade launcher, [yshift=-.2]type=medium					
medium machine gun	main=machine gun, type=medium					
medium tank	main=tank, type=vmedium					
mine clearing equipment	main=mine clearing equipment					
mine clearing vehicle	main=tank, mine clearing equipment					
mine laying equipment	main=mine, upper=type=light					
mine laying vehicle	main=utility vehicle, mine, upper=type=light					
missile launcher	main=missile launcher					
mobile emergency physician	main=[save clip]utility vehicle, physician					
mortar	main=mortar					

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milsymb	wargame	<i>(faction)</i>				
		none	friendly	hostile	neutral	unknown
multifunctional earthmover	main=earthmover,text=MF					
multiple rocket launcher	main=rocket launcher=multiple					
non lethal grenade launcher	main=grenade launcher=non lethal					
non lethal weapon	main=non lethal weapon					
petroleum oil and lubricants vehicle	main=utility vehicle,[scale=.6]fuel					
psychological operations equipment	main=psychological					
radar	main=radar					
recoilless gun	main=gun=recoilless					
rifle	main=rifle					
semi automatic rifle	main=rifle,type=medium					
semi trailer truck	main=semi trailer truck					
sensor emplaced	main=sensor,upper=jagged wave					
sensor	main=sensor					
single rocket launcher	main=rocket launcher=single					
single shot rifle	main=rifle,type=light					
surface to surface missile launcher	main=missile launcher=surface to surface					
tank recovery vehicle	main=tank,[scale=.8]maintenances					
tank	main=tank					
taser	main=non lethal weapon,text=Z					
train locomotive	main=train locomotive					
utility vehicle	main=utility vehicle					
water cannon	main=non lethal weapon,text=W					
water vehicle	main=utility vehicle,[yshift=-3,scale=.6]water					

4.2 lower

Table 9: Compatibility with milsymb equipment, lower symbols

milsymb	wargame	<i>(faction)</i>				
		none	friendly	hostile	neutral	unknown
amphibious	below=amphibious					
barge	below=riverine					
over snow	below=over snow					
pack animal	below=pack animal					
railroad	below=railroad					
sled	below=sled					
towed	below=towed					
tracked	below=tracked					
wheeled and tracked	below=wheeled=and tracked					
wheeled cross country	below=wheeled=cross country					
wheeled limited mobility	below=wheeled=limited					
wheeled semi trailer	below=wheeled=semi					

5 installation

5.1 main

Table 10: Compatibility with milsymb installation, main symbols

milsymb	wargame	<i>(faction)</i>				
		none	friendly	hostile	neutral	unknown
airport	main=base, upper=air strip					
ammunition cache	main=ammunition, supply					
black list location	main=squashed text=BLK					
broadcast transmitter antenna	main=antenna					
chemical biological radiological nuclear	main=chemical biological radiological nuclear					
civilian telecommunications	main=civilian telecommunications					
electric power	main=electric power					
food distribution	main=food, supply					

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milsymb	wargame	<i>(faction)</i>				
		none	friendly	hostile	neutral	unknown
grey list location	main=squashed text=GRAY					
mass grave site	main=[scale=.7,yshift=-.05]mortality affairs, [scale=.7,shift=(-.22,.05)]mortality affairs, [scale=.7,shift=(.22,.05)]mortality affairs					
medical treatment facility	main=medical treatment					
medical	main=medical					
mine	main=quarry					
naval	main=naval					
nuclear	main=nuclear					
printed media	main=printed media					
safe house	main=squashed text=SAFE					
transportation	main=transportation					
water treatment	main=water, [shift=(-.2,.1)]small squashed text=PURE					
water	main=water					
white list location	main=squashed text=WHT					

5.2 upper

Table 11: Compatibility with milsymb installation, upper symbols

milsymb	wargame	<i>(faction)</i>				
		none	friendly	hostile	neutral	unknown
biological	upper=text=B					
chemical	upper=text=C					
coal	upper=text=CO					
geothermal	upper=text=GT					
hydroelectric	upper=text=HY					
natural gas	upper=text=NG					
nuclear energy	upper=nuclear					
nuclear	upper=text=N					

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milsymb	wargame	<i>(faction)</i>				
		none	friendly	hostile	neutral	unknown
petroleum	upper=fuel					
radio	upper=text=R					
railroad	upper=railroad					
telephone	upper=text=T					
television	upper=text=TV					
yard	upper=squashed text=YRD					

6 sea surface

6.1 main

Table 12: Compatibility with milsymb sea surface,main symbols

milsymb	wargame	<i>(faction)</i>				
		none	friendly	hostile	neutral	unknown
ammunition ship	main=text=AE					
amphibious assault ship	main=squashed text=LHA					
amphibious assault	main=text=LA					
amphibious assault ship helicopter	main=squashed text=LPH					
amphibious command ship	main=squashed text=LCC					
amphibious transport	main=squashed text=LPD					
amphibious warfare ship	main=amphibious warfare ship					
auxiliary flag ship	main=squashed text=AGF					
auxiliary ship	main=text=AA					
barge	main=ship, [shift=(0,-.05)] text=YB					
battleship	main=text=BB					
cargo	main=ship, text=A					
carrier	main=carrier					
civilian boat	main=boat					
civilian jetski	main=jetski					

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milsymb	wargame	<i>(faction)</i>				
		none	friendly	hostile	neutral	unknown
civilian rigid hull inflatable boat	main=boat, [shift=(0,-.05)]small text=RB					
civilian speedboat	main=boat, [shift=(0,-.05)]small text=SP					
civilian unmanned surface water vehicle	main=unmanned					
civilian	main=squashed text=CIV					
combat support ship	main=squashed text=AOE					
combatant	main=combatant					
container ship	main=ship, text=C					
convoy	main=convoy					
corvette	main=text=FS					
cruiser guided missile	main=text=CG					
destroyer	main=text=DD					
dredge	main=ship, text=D					
drifter	main=fishing vessel, text=DF					
ferry	main=ship, text=F					
fishing vessel	main=fishing vessel					
frigate	main=text=FF					
harbour tug	main=text=YT					
hazardous material transport ship	main=ship, [yshift=-.07]small text=HZ					
heavy lift	main=ship, text=H					
hospital ship	main=text=AH					
hovercraft	main=ship, text=J					
intelligence collector	main=squashed text=AGI					
junk	main=ship, [yshift=-.07]small text=QJ					
landing craft	main=text=LC					
landing ship	main=text=LS					
lash carrier	main=ship, text=L					
launch	main=squashed text=YFT					

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milsymb	wargame	<i>(faction)</i>				
		none	friendly	hostile	neutral	unknown
law enforcement vessel	main=coast guard vessel					
littoral combatant ship	main=squashed text=LCS					
military jetski	main=[fill]jetski					
military rigid hull inflatable boat	main=[fill]boat, [white, scale=0.5, yshift=-1]small text=RB					
military speedboat	main=[fill]boat					
military unmanned surface water vehicle	main=[fill]unmanned					
military	main=squashed text=MIL					
mine countermeasure support ship	main=squashed text=MCS					
mine countermeasures	main=squashed text=MCM					
mine warfare vessel	main=mine warfare vessel					
minehunter	main=text=MH					
minelayer	main=text=ML					
minesweeper drone	main=squashed text=MSD					
minesweeper	main=text=MS					
multi purpose amphibious assault ship	main=squashed text=LHD					
naval cargo ship	main=text=AK					
navy task element	main=navy task, squashed text=TE					
navy task force	main=navy task, squashed text=TF					
navy task group	main=navy task, squashed text=TG					
navy task organisation unit	main=navy task					
navy task unit	main=navy task, squashed text=TU					
non combatant	main=non combatant					
non self propelled barge	main=text=YB					
ocean going tug	main=text=AT					
ocean research ship	main=squashed text=AGO					
oiler	main=squashed text=AOR					

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milsymb	wargame	<i>(faction)</i>				
		none	friendly	hostile	neutral	unknown
passenger ship	main=ship,text=P					
patrol craft	main=text=PC					
patrol ship	main=text=PG					
patrol	main=patrol					
repair ship	main=text=AR					
roll on roll off	main=ship,text=E					
sailing boat	main=sailing boat					
sea surface decoy	main=decoy					
self propelled barge	main=text=YS					
service craft	main=text=YY					
ship	main=ship					
stores ship	main=text=AF					
submarine tender	main=text=AS					
surface combatant	main=surface combatant					
survey ship	main=squashed text=AGS					
tanker	main=ship,text=O					
tow	main=ship, [yshift=-.09]small text=TW					
trawler	main=fishing vessel, [yshift=-.09]small text=TR					
tug	main=ship,text=T					

6.2 upper

Table 13: Compatibility with milsymb sea surface,upper symbols

milsymb	wargame	<i>(faction)</i>				
		none	friendly	hostile	neutral	unknown
anti air warfare	upper=squashed text=AAW					
anti submarine warfare	upper=squashed text=ASW					
ballistic missile	upper=text=B					

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milsymb	wargame	<i>{faction}</i>				
		none	friendly	hostile	neutral	unknown
drone equipped	upper=[fill]unmanned					
electronic warfare	upper=text=EW					
escort	upper=text=E					
guided missile	upper=text=G					
helicopter equipped	upper=text=H					
intelligence surveillance reconnaissance	upper=squashed text=ISR					
medical	upper=text=ME					
mine counter measures	upper=squashed text=MCM					
mine warfare	upper=text=MW					
missile defence	upper=text=MD					
other guided missile	upper=text=M					
remote multi mission vehicle	upper=squashed text=RMV					
special operations force	upper=squashed text=SOF					
surface warfare	upper=squashed text=SUW					
torpedo	upper=text=T					

6.3 lower

Table 14: Compatibility with milsymb sea surface,lower symbols

milsymb	wargame	<i>{faction}</i>				
		none	friendly	hostile	neutral	unknown
air cushioned alternate	lower=text=AC					
air cushioned	lower=text=J					
autonomous control	lower=squashed text=AUT					
dock	lower=text=D					
expendable	lower=squashed text=EXP					
fast	lower=text=F					
heavy	lower=text=H					

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milsymb	wargame	<i>(faction)</i>				
		none	friendly	hostile	neutral	unknown
hydrofoil	lower=text=K					
light	lower=text=L					
logistics	lower=squashed text=LOG					
medium	lower=text=M					
nuclear powered	lower=text=N					
remotely piloted	lower=text=RP					
tank	lower=text=T					
vehicle	lower=text=V					

7 sub surface

7.1 main

Table 15: Compatibility with milsymb sub surface,main symbols

milsymb	wargame	<i>(faction)</i>				
		none	friendly	hostile	neutral	unknown
autonomous underwater vehicle	main=[fill]unmanned					
bottomed sea mine decoy	main=[fill]sea mine=top half, [scale=.6,yshift=-6]decoy,lower=bottomed					
bottomed submarine	main=submarine,lower=bottomed					
civilian autonomous underwatervehicle	main=unmanned					
civilian diver	main=diving					
civilian seabed installation	main=seabed installation					
civilian submersible	main=submersible					
civilian	main=squashed text=CIV					
improvised explosive device	main=squashed text=IED					
military diver	main=diving=military					
military seabed installation	main=[fill]seabed installation					
military	main=squashed text=MIL					
moored sea mine decoy	main=[fill]sea mine=top half, [yshift=-4,scale=.6]decoy,lower=[yshift=-2]bottomed,moored					
non submarine	main=small squashed text=NON SUB					
other submersible	main=[fill]submersible					

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milsymb	wargame	<i>(faction)</i>				
		none	friendly	hostile	neutral	unknown
sea mine decoy	main=[fill]sea mine=top half, [scale=.6,yshift=-6]decoy					
snorkelling submarine	main=submarine, upper=[yshift=4]surfaced, [yshift=-2]type/light					
submarine	main=submarine					
surfaced submarine	main=submarine, lower=surfaced					
torpedo	main=torpedo					
underwater decoy	main=decoy, upper=[yshift=-4]bottomed					
underwater weapon	main=squashed text=WPN					
unexploded ordnance	main=unexploded ordnance					

7.2 upper

Table 16: Compatibility with milsymb sub surface,upper symbols

milsymb	wargame	<i>(faction)</i>				
		none	friendly	hostile	neutral	unknown
anti submarine warfare	upper=squashed text=ASW					
attack	upper=text=A					
auxiliary	upper=squashed text=AUX					
ballistic missile	upper=text=B					
certain submarine	upper=text=CT					
command and control	upper=text=C2					
guided missile	upper=text=G					
intelligence surveillance reconnaissance	upper=squashed text=ISR					
mine countermeasures	upper=squashed text=MCM					
mine warfare	upper=text=MW					
other guided missile	upper=text=M					
possible submarine high 3	upper=text=P3					
possible submarine high 4	upper=text=P4					
possible submarine low 1	upper=text=P1					
possible submarine low 2	upper=text=P2					
probable submarine	upper=text=PB					
special operations force	upper=squashed text=SOF					

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milsymb	wargame	<i>{faction}</i>				
		none	friendly	hostile	neutral	unknown
surface warfare	upper=squashed text=SUW					

7.3 lower

Table 17: Compatibility with milsymb sub surface,lower symbols

milsymb	wargame	<i>{faction}</i>				
		none	friendly	hostile	neutral	unknown
air independent propulsion	lower=text=AI					
autonomous control	lower=squashed text=AUT					
diesel propulsion	lower=text=D					
diesel type 1	lower=text=D1					
diesel type 2	lower=text=D2					
diesel type 3	lower=text=D3					
expendable	lower=squashed text=EXP					
nuclear propulsion	lower=text=N					
nuclear type 1	lower=text=N1					
nuclear type 2	lower=text=N2					
nuclear type 3	lower=text=N3					
nuclear type 4	lower=text=N4					
nuclear type 5	lower=text=N5					
nuclear type 6	lower=text=N6					
remotely piloted	lower=text=RP					

8 sea mine

8.1 main

Table 18: Compatibility with milsymb sea mine,main symbols

milsymb	wargame	<i>{faction}</i>				
		none	friendly	hostile	neutral	unknown
free	main=sea mine					
free-neutralised	main=sea mine=neutralised					
bottomed	main=sea mine,lower=bottomed					
bottomed-neutralised	main=sea mine=neutralised,lower=bottomed					

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milsymb	wargame	<i>(faction)</i>				
		none	friendly	hostile	neutral	unknown
moored	main=sea mine,lower=moored					
moored-neutralised	main=sea mine=neutralized,lower=moored					
floating	main=sea mine,lower=floating					
floating-neutralised	main=sea mine=neutralised,lower=floating					
in other position	main=sea mine,in position					
in other position-neutralised	main=sea mine=neutralised,in position					
rising	main=sea mine,lower=rising					
rising-neutralised	main=sea mine=neutralised,lower=rising					

9 space

9.1 main

Table 19: Compatibility with milsymb space,main symbols

milsymb	wargame	<i>(faction)</i>				
		none	friendly	hostile	neutral	unknown
anti satellite weapon	main=[fill]satellite,[scale=10]rifle					
civilian astronomical satellite	main=satellite=astronomical					
civilian bio satellite	main=satellite=bio					
civilian capsule	main=capsule					
civilian communications satellite	main=satellite=communications					
civilian earth observation satellite	main=satellite=earth observing					
civilian miniaturised satellite	main=satellite=small					
civilian navigational satellite	main=satellite=navigation					
civilian orbiter shuttle	main=orbiter shuttle					
civilian satellite	main=satellite					
civilian space station	main=space station					
civilian tether satellite	main=satellite=tether					
civilian weather satellite	main=[yshift=-4]satellite,text=WX					

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milsymb	wargame	<i>{faction}</i>				
		none	friendly	hostile	neutral	unknown
military astronomical satellite	main=[fill]satellite=astronomical					
military bio satellite	main=[fill]satellite=bio					
military capsule	main=[fill]capsule					
military communications satellite	main=[fill]satellite=communications					
military earth observation satellite	main=[fill]satellite=earth observing					
military miniaturised satellite	main=[fill]satellite=small					
military navigational satellite	main=[fill]satellite=navigational					
military orbiter shuttle	main=[fill]orbiter shuttle					
military satellite	main=[fill]satellite=none					
military space station	main=[fill]space station					
military tether satellite	main=[fill]satellite=tethered					
military weather satellite	main=[fill,yshift=-4]satellite;text=WX					
planet lander	main=text=PL					
reconnaissance satellite	main=satellite=reconnaissance					
reentry vehicle	main=text=RV					
satellite	main=squashed text=SAT					
space vehicle	main=text=SV					

9.2 upper

Table 20: Compatibility with milsymb space,upper symbols

milsymb	wargame	<i>{faction}</i>				
		none	friendly	hostile	neutral	unknown
geostationary orbit	upper=text=GO					
geosynchronous orbit	upper=squashed text=GSO					
high earth orbit	upper=squashed text=HEO					
low earth orbit	upper=squashed text=LEO					
medium earth orbit	upper=squashed text=MEO					
molinya orbit	upper=text=MO					

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milsymb	wargame	<i>{faction}</i>				
		none	friendly	hostile	neutral	unknown

9.3 lower

Table 21: Compatibility with milsymb space,lower symbols

milsymb	wargame	<i>{faction}</i>				
		none	friendly	hostile	neutral	unknown
infra red	lower=text=IR					
optical	lower=text=O					
radar=	lower=text=R					
signals instelligence	lower=text=SI					

10 activity

10.1 main

Table 22: Compatibility with milsymb activity,main symbols

milsymb	wargame	<i>{faction}</i>				
		none	friendly	hostile	neutral	unknown
arrest	main=arrest					
attempted criminal activity	main=crime,individual					
automobile	main=automobile					
demonstration	main=squashed text=MASS					
drive by shooting	main=rifle,lower=wheeled					
drug related activities	main=squashed text=DRUG					
explosion	main=explosion					
extortion 1	main=text=\$					
extortion 2	main=text=£					
extortion 3	main=text=€					
extortion 4	main=text=¥					
fire	main=squashed text=FIRE					
graffiti	main=graffiti					

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milsymb	wargame	<i>(faction)</i>				
		none	friendly	hostile	neutral	unknown
improvised explosive device explosion	main=explosion,small text=IED					
individual	main=individual					
killing	main=killing,individual					
patrolling	main=patrolling					
pleasure craft	main=sailing boat					
poisoning	main=poisoning					
psychological operations	main=psychological					
radio and television psychological operations	main=psychological,signal					
riot	main=squashed text=RIOT					
searching	main=searching					

10.2 upper

Table 23: Compatibility with milsymb activity,upper symbols

milsymb	wargame	<i>(faction)</i>				
		none	friendly	hostile	neutral	unknown
assassination	upper=text=AS					
execution	upper=text=EX					
hijack	upper=text=H					
house to house	upper=house					
kidnapping	upper=text=K					
murder	upper=text=MU					
piracy	upper=text=PI					
rape	upper=text=RA					
written	upper=text=W					