The wargame package Symbols

Christian Holm Christensen

 $March\ 29,\ 2023$

Table 1: Symbols

		$\langle f a \rangle$	$action \rangle$	
$\langle symbol \rangle$	friendly	hostile	neutral	unknown
weapon=base				
weapon=top	1		1	
weapon=bottom	1		1	
weapon=rifle				
weapon=machine gun				
weapon=grenade launcher	0	<u></u>	0	•
weapon=missile launcher				
weapon=non lethal			_	

Continueu	from previous p		$action \rangle$	
$ \langle symbol \rangle $	friendly	hostile	neutral	unknown
weapon=multi fire				
weapon=air defence				
weapon=anti tank				
weapon=full				
weapon				
type=light	_		_	
type=medium	=		=	
type=heavy	=			
type=vlight	I		1	
type=vmedium	II		II	
type=vheavy	III		Ш	
type	_		_	
above corps support				

Continueu	from previous p		$action \rangle$	
$ \langle symbol \rangle $	friendly	hostile	neutral	unknown
air assault with organic lift		NOSUTE		
air decoy	444	444	444	444
air assault				
air defence				
air strip	/		/	
air traffic	M			
airship				
airborne	\bigcap		\bigcap	
ammunition				
amphibious	~~~		\sim	
amphibious warfare ship	•		•	•
analysis				
arrest	0			

continuea	from previous			
(, , ,)			$action \rangle$	_
$\langle symbol angle$ artillery	friendly	hostile	neutral	unknown
anti tank anti armour				
antenna	T T		The state of the	
armoured				
armoured fighting vehicle	K			
armoured personnel carrier				
arctic				
automobile				
balloon	Q		Q	(P)
bar				
base	₩	*	\bigcirc	*
bicycle equipped	0	0	0	•
boat	7_		7	<u></u>

continued	from previous j		continued from previous page						
/ 1 1	C . 17		$action \rangle$,					
$\langle symbol angle$ booby trap	friendly	hostile	neutral	unknown					
bottomed	_								
bridge=none	\sim								
bridge=fixed	I		I						
bridge=folding		C	С						
bridge=hollow									
bridge	\sim								
capsule									
carrier	•	•	•	•					
chemical biological radiological nuclear	•		•						
civilian military cooperation									
civilian police	\Box		\Box						
civilian telecommunications	A	A	A						

continued	from previous p			
$\langle symbol \rangle$	friendly	$\langle fa$ hostile	\ket{ction} neutral	unknown
coast guard vessel				
combat support	•	•		•
combatant	\sim	× ×	$\left[\times \right]$	×
combined arms			\boxtimes	
computer system				
control	+	4+	+	+
convoy				
corps support				
crime				
decoy	444	444	444	444
direct communications	○→○		O++O	
direction finding				
diving=none				

continued from previous page					
$\langle symbol angle$	friendly	hostile	\ket{nction} neutral	unknown	
diving=military	• Iffelially	nostrie	Q	unknown	
diving					
drilling	\blacksquare				
earthmover					
electric power	9	9	(9)	P	
electronic ranging		<u>\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\</u>	\bigcirc	(X)	
electronic warfare wide	E W	E W	E W	E W	
engineer					
enhanced location reporting system					
environmental protection					
explosion	Zw. Z	ZWZ ZWZ	ZWZ ZWZ	E W	
finance					
fishing vessel	산	(LK)	(LK)	(<u>C</u>)	

continued	from previous		\	continued from previous page						
/ 1 1\	6 . 17		$action \rangle$,						
$\langle symbol angle$ fire protection	friendly	hostile	neutral	unknown						
fixed and rotary wing										
fixed wing			\sim							
flame thrower										
floating	*****		*****							
surfaced		******	^^^							
food	(
fuel	Y	\bigcirc		7						
grenade launcher=none	*	**	_	*						
grenade launcher=non lethal	$\overline{\phi}$	($\overline{\phi}$	(
grenade launcher	*	((
graffiti	*	\$	*	*						
group	999	१२१	799	PPP						

commuea	from previous p		$action \rangle$	
$\langle symbol \rangle$	friendly	hostile	neutral	unknown
gun=base				
gun=air defence				
gun=anti tank	Image: Control of the			
gun=direct				
gun=recoilless			\bigcirc	
gun				
headquarters				
house				(t)
howitzer				
in position				
individual	9	OP	7	
infantry				
intermodal	⇔		\Leftrightarrow	

continuea	$continued\ from\ previous\ page \ race{faction}$						
$ \langle symbol \rangle $	friendly	hostile	neutral	unknown			
jagged wave	~~		~~~				
jam	·····		····				
jamming	*******		*****				
jetski			4				
killing							
labour	\Box	\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\	\Box	4			
land mine=personnel							
land mine=tank							
land mine=none							
land mine							
land missile							
laser	+		++				
launcher							

continued from previous page						
/ 1 1\			$action \rangle$,		
$\langle symbol angle$ laundry	friendly	hostile	neutral	unknown		
machine gun						
main gun						
maintenance) —()-c)	H		
medic	₽	₽	令	₹ 		
medical						
medical treatment			+++			
mine	*	*	*	*		
mine clearing equipment						
mine warfare vessel	*	*	*	*		
missile						
missile launcher=base						
missile launcher=none						

Continuca	from previous p		$action \rangle$	
$ \langle symbol \rangle $	friendly	hostile	neutral	unknown
missile launcher=air defence				
missile launcher=anti tank				
missile launcher=surface to surface				
missile launcher				
mobile advisor and support	\bigcirc		\circ	
moored				
mortar	1	1	ightharpoonup	1
motorized				
mortuary affairs				
mountain				
naval	\$	3	\$	***
navigation	A	A	A	A
navy task				

$continued \ from \ previous \ page \ race{faction}$					
$\langle symbol \rangle$	friendly	hostile	neutral	unknown	
non combatant		•			
non lethal weapon	T		T		
nuclear					
observer					
orbiter shuttle	Д		Д	<u></u>	
ordnance	B	8	Image: Control of the	8	
organisation	799	999	999	PPP	
over snow					
pack animal			\sim		
patrol	•	•	•	•	
patrolling	← <u></u> <u> </u>		←	(-Z-P)	
physician					
pipeline	造				

$continued \ from \ previous \ page$ $ $ $\langle faction angle$					
$\langle symbol \rangle$	friendly	hostile	neutral	unknown	
poisoning	2	<u> </u>	Q	2	
postal					
printed media	8	8	8	*	
psychological					
quarry	\sim	×	\sim	×	
quartermaster	пО	HO	H-O	TO TO	
radar	W	(v)	W	(h)	
radio	7	7	7	T	
radio relay	7	\$	7	(1)	
radio relay line of sight	lacksquare	•	lacksquare	8	
radio teletype	<u></u>	T C	Ē.	<u></u>	
railroad	<u> </u>	₩ W	∞	® ®	
reconnaissance					

$continued\ from\ previous\ page$ $\langle faction angle$					
$\langle symbol \rangle$	friendly	hostile	neutral	unknown	
recovery unmanned systems					
rifle			\uparrow		
rising	A				
riverine					
rocket launcher=base					
rocket launcher=anti tank			(1)		
rocket launcher=single					
rocket launcher=multiple					
rocket launcher=single head					
rocket launcher=multiple head					
rocket launcher			Image: Control of the		
rotary wing					
runway					

continued from previous page					
	$\langle faction \rangle$				
$\langle symbol angle$ sailing boat	friendly	hostile	neutral	unknown	
satellite=none					
satellite=astronomical	0		0		
satellite=bio	~		<u> </u>	~	
satellite=communications	•				
satellite=navigation	A	A	A	A	
satellite=earth observing	ô	8	ô	ô	
satellite=tether	٥		0		
satellite=small	> × <	> v <	>	> × ×	
satellite=reconnaissance					
satellite					
sea mine=top half	44	\range \r	Ind	(rr)	
sea mine=bottom half			\bigcup		

$continued\ from\ previous\ page$ $\langle faction angle$					
$\langle symbol \rangle$	friendly	hostile	neutral	unknown	
sea mine=full	***	*	*	*	
sea mine=neutralised	*	×	×	*	
sea mine=neutralized	※	× ×	*	₩ .	
sea mine	*	•	*	*	
seabed installation					
search					
searching	\sim		\sim		
semi trailer truck					
sensor	+	•	*	•	
ship					
signal	1				
signals intelligence	7	T			
ski	X	X	X	X	

$continued\ from\ previous\ page$ $\langle faction angle$					
$ \langle symbol \rangle $	friendly	hostile	neutral	unknown	
sled			U		
small squashed text=TXT	ТХТ	TXT	ТХТ	TXT	
small text=TXT	ТХТ	ТХТ	ТХТ	ТХТ	
sniper	<u> </u>		7		
space station	\$		\$		
squashed text=TXT	ТХТ	TXT	ТХТ	TXT	
submarine					
submersible	\bigcirc		\bigcirc		
supply					
surface combatant	*	*	*	*	
survey	>		>		
tactical satellite	<u></u>				
tank					

$continued\ from\ previous\ page \ raket{faction}$					
$\langle symbol \rangle$	friendly	hostile	neutral	unknown	
text=TXT	ТХТ	TXT	тхт	TXT	
topographic	<u> </u>	4	$ \land $	A	
torpedo					
towed	oo		0-0		
tracked					
train locomotive					
transportation	₩	*	\otimes	*	
unexploded ordnance	•				
unmanned					
utility vehicle					
vehicle					
video imagery					
warfare vessel	•				

	$\langle faction \rangle$			
$\langle symbol \rangle$	friendly	hostile	neutral	unknown
water				H
wheeled=and tracked	0		0	
wheeled=limited	0 0	000	0 0	
wheeled=cross country	0	·	0	0
wheeled=semi	0	•	0	•
wheeled	0 0	000	0 0	