

**ARMY, MARINE CORPS, NAVY, AIR FORCE**



**MULTISERVICE  
AIR-AIR, AIR-SURFACE,  
SURFACE-AIR  
BREVITY CODES**

FM 90-38  
MCRP 3-25B  
NWP 6-02.1  
AFJPAM 10-228

**AIR LAND SEA  
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**APRIL 1997**

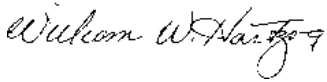
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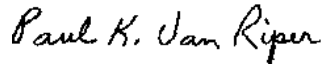


## FOREWORD

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



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BY ORDER OF THE  
SECRETARY OF THE AIR FORCE

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# PREFACE

## 1. Scope

This publication standardizes air-to-air, and air-to-surface, surface-to-air 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.

## 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, US Army Training and Doctrine Command. Distribution is in accordance with DA Form 12-11E.

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**Air Force.** Headquarters Air Force delegated approval authority for this publication to commander, Air Combat Command. Air Force units will validate and incorporate appropriate procedures in accordance with applicable governing directives. Distribution is in accordance with AFI 37-160.

## 5 User Information

a. The TRADOC-MCCDC-NDC-ACC Air Land Sea Application (ALSA) Center developed this publication with the joint participation of the approving service commands. Code words that have different service meanings are annotated with the service in parenthesis. These brevity codes are presented to improve understanding during multiservice operations. ALSA will review and update this publication as required.

b. We encourage recommended changes for improving this publication. Key comments to specific brevity words and provide a rationale for each recommendation. Send comments to—

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c. Blank pages are provided for units to customize this compendium to include unit specific code words.

**FM 90-38**  
**MCRP 3-25B**  
**NWP 6-02.1**  
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**25 APRIL 1997**

**BREVITY CODES**  
**Multiservice Air-Air, Air-Surface, Surface-Air Brevity Codes**

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## **Chapter I**

### **Multiservice Brevity Codes**

ABORT(ING)(ED)	Directive/informative to cease action/attack/event/mission.
ACTION	Directive to initiate a briefed attack sequence or maneuver.
ACTIVE	An emitter is radiating.
ADD( )	Directive call to add a specific (system) or (EOB category) to search responsibility.
ALARM	Directive/informative indicating the termination of EMCON procedures.
ALLIGATOR	Link-11/ TADIL A.
ALPHA CHECK	Request for/confirmation of bearing and range to described point.
ANCHOR(ED)	1. Orbit about a specific point; refueling track flown by tanker. 2. Informative to indicate a turning engagement about a specific location.
ANGELS	Height of friendly aircraft in thousands of feet
ARIZONA	No ARM ordnance remaining.
AS FRAGGED	Unit or element will be performing exactly as stated by the air tasking order.
AUTHENTICATE	To request or provide a response for a coded challenge.
AUTOCAT	Any communications relay using automatic retransmissions.
AZIMUTH	Two or more groups primarily separated in bearing.
BANDIT	An aircraft identified as enemy, in accordance with theater ID criteria. The term does not necessarily imply direction or authority to engage.
BANZAI	Informative or directive 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(ING) (Direction)	Target stabilized within 70 to 110 degree aspect; generally given with cardinal directions: east, west, north, south.
BENT	System indicated is inoperative.
BINGO	1. Fuel state needed for recovery. 2. Proceed/ am proceeding to specified base (field) or carrier.

BIRD	Friendly surface-to-air missile (SAM).
BIRD(S) AFFIRM	S/A informative indicating unit is able and prepared to engage a specified target with SAMs (presumes target is within or will enter the SAM engagement envelope).
BIRD(S) AWAY	Friendly SAM has been fired at designated target.
BIRD(S) NEGAT	S/A informative indicating unit is unable to engage a specified target with SAMs. Opposite of BIRD(S) AFFIRM.
BITTERSWEET	Notification of possible BLUE ON BLUE situation relative to a designated track or friendly aircraft.
BLANK	A SEAD aircraft does not detect any emitters of interest.
BLIND	No visual contact with friendly aircraft/ground position. Opposite of VISUAL.
BLOW THROUGH	Directive/informative call that indicates aircraft will continue straight ahead at the merge and not turn with target/targets.
BOGEY	A radar or visual air contact whose identity is unknown.
BOGEY DOPE	Request for target information as briefed/available.
BOX	Groups/contacts/formations in a square or offset square.
BRAA	Tactical control format providing target bearing, range, altitude, and aspect, relative to a friendly aircraft.
BRACKET	Indicates geometry where friendly aircraft will maneuver to a position on opposing sides, either laterally or vertically from the target.
BREAK (Direction)	Directive to perform an immediate maximum performance turn in the direction indicated. Assumes a defensive situation.
BREAKAWAY	Tanker or receiver directive call indicating immediate vertical and nose/tail separation between tanker and receiver is required.
BREVITY	Radio frequency is becoming saturated/degraded or jammed and briefer transmissions must follow.
BROADCAST	Request/directive to switch to broadcast control.
BROKE LOCK	Loss of radar/IR lock-on (advisory).
BRUISER	Friendly air launched anti-ship missile (ASM) (e.g., HARPOON, EXOCET, PENGUIN).
BUDDY LOCK	Locked to a known friendly aircraft. Normally a response to a "SPIKED" OR "BUDDY SPIKE" call and accompanied with position/heading/altitude.

BUDDY SPIKE	Friendly aircraft air-to-air indication on RWR. To be followed by position/heading/altitude.
BUGOUT (Direction)	Separation from that particular engagement/attack/operation; no intent to reengage/return.
BULLDOG	Friendly surface/submarine launched anti-ship missile (ASM) (e.g., HARPOON, EXOCET, OTOMAT).
BULLSEYE	An established point from which the position of an object can be referenced. Made by cardinal/range or digital format.
BUMP/BUMP-UP	A fly-up to acquire LOS to the target or laser designation.
BURN	GLINT used to provide illumination.
BUSTER	Directive call to fly at max continuous speed (military power).
BUZZER	Electronic communications jamming.
CANDYGRAM	Informative call to aircraft that EW targeting information is available on a briefed secure net.
CAP/CAPPING	1. Directive call to establish an (Location) orbit at a specified location. 2. An orbit at an specified location.
CAPTURED	Aircrew has identified and is able to track a specified A/G target with an on-board sensor.
CEASE	In air defense, break the ENGAGEMENT engagement on the target specified. Missiles in flight will continue to intercept.
CEASE FIRE	Do not open fire or discontinue firing; complete intercept if weapons are in flight; continue to track.
CHAMPAGNE	An attack of three distinct groups with two in front and one behind.
CHATTERMARK	Begin using briefed radio procedures to counter communications jamming.
CHEAPSHOT	1. (USAF) Active missile supported to high PRF but not medium PRF. 2. (Naval) Active missile not supported to active range.
CHECK	Turn ( ) degrees left or right and maintain new heading. (LEFT/RIGHT)
CHERUBS	Height of a friendly aircraft in hundreds of feet.
CHICKS	Friendly aircraft.
CLEAN	1. No radar contacts on aircraft of interest. 2. No visible battle damage. 3. Aircraft not carrying external stores.

CLEARED	Requested action is authorized (no engaged/support roles are assumed).
CLEARED HOT	Ordnance release is authorized.
CLOAK	Directive/informative switch from normal external lighting to covert NVD only compatible lighting.
CLOSING	Decreasing in range.
COLD	<ol style="list-style-type: none"> <li>1. Attack geometry will result in a pass or roll out behind the target.</li> <li>2. On a leg of the CAP pointed away from the anticipated threats.</li> <li>3. Group(s) heading away from friendly aircraft.</li> </ol>
COLOR (System/Position)	Request for information on a (system) at stated location; usually a request for ambiguity resolution. May be used with IDM data message - COLOR, DATA
COMEOFF (Left/Right/ Low/Dry)	Directive to maneuver as indicated to either regain mutual support or to deconflict flight paths for an exchange of engaged and supporting roles. Implies both VISUAL and TALLY.
COMMIT(TED)	Fighter intent to engage/intercept; controller continues to provide information.
CONFETTI	Chaff lane or corridor.
CONS/CONNING	Threat/bogey aircraft leaving contrails.
CONTACT	<ol style="list-style-type: none"> <li>1. Sensor contact at the stated position.</li> <li>2. Acknowledges sighting of a specified reference point.</li> </ol>
CONTINUE	Continue present maneuver, does not imply clearance to engage or expend ordnance.
CONTINUE DRY	Ordnance release not authorized.
COVER(ING)*	Directive/Informative to take S/A action or establish an A/A posture that will allow engagement of a specified target or threat.
CRANK (Direction)	F-Pole maneuver; implies illuminating target at radar gimbal limits.
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	Standby for IDM data message (Object/Position) concerning at (object) 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.
DEFENSIVE (Spike/Missile/ SAM/Mud/AAA)	Aircraft is in a defensive position and maneuvering with reference to the stated condition.
DE-LOUSE	Directive to detect and identify unknown aircraft trailing friendly aircraft.
DEPLOY	Directive to maneuver to briefed positioning.
DIVERT	Proceed to alternate mission/base.
DOLLY	Link-4A/TADIL C
DRAG(ING) (Direction)	1. (AF) Target stabilized at 0-60 degrees aspect. 2. (Naval) Target stabilized at 120-180 degrees aspect.
DROP(ING)	1. Directive/informative to stop monitoring a specified emitter/target and resume search responsibilities. 2. Remove the emitter/target from tactical picture/track stores.
DUCK*	Tactical Air Launched Decoy (TALD).
ECHELON	Groups/contacts/formation with wingman displaced approximately 45 degrees behind leader's 3/9 line.
ECHO	Positive SEESAW/EWWS/ System M/Mode X reply.
ENGAGED	Maneuvering with the intent to kill. Implies visual/radar acquisition of target.
ESTIMATE	Provides estimate of the size, range, height, or other parameter of a specified contact; implies degradation.
EXTEND (Direction)	Short term maneuver to gain energy, distance, or separation; normally with the intent of re-engaging.
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 lost. (Termination of track plotting is not warranted.)
FAST*	Target speed is estimated to be 600 knots ground speed/mach 1 or greater.
FATHER	TACAN station.
FEET WET/DRY	Flying over water/land.

FENCE (In/Out)	Set cockpit switches as appropriate prior to entering/exiting the combat area.
FLANK(ING)	1. (USAF) Target with a stable aspect of 120 to 150 degrees. 2. (Naval) Target with stable aspect of 30 to 60 degrees.
FLASH (System)	Temporarily turn on prebriefed IFF mode or system.
FLOAT	Directive/informative to expand the formation laterally within visual limits to maintain a radar contact or prepare for a defensive response.
FOX (Number)	Simulated/actual launch of air-to-air weapons. ONE - semi-active radar-guided missile. TWO - infrared-guided missile. THREE - active radar-guided missile.
FOX MIKE	VHF/FM radio.
FRIENDLY	A positively identified friendly contact.
FURBALL	A turning fight involving multiple aircraft with known BANDITs and FRIENDLIES mixed.
GADGET	Radar or emitter equipment.
GATE	Directive/informative to fly as quickly as possible, using after-burner/max power.
GIMBAL (Direction)	Radar target is approaching azimuth or elevation limits.
GO ACTIVE	Go to briefed Have Quick net.
GO CLEAR	Use unencrypted voice communications.
GOGGLE/	Directive/informative to put DEGOGGLE on/take off NVD's.
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, CALCM).
GROUP	Radar targets within approximately 3 NM of each other.
GUNS	An air-to-air or air-to-surface gunshot.
HARD (Direction)	High-G, energy sustaining turn.

HEAD/	1. (USAF) Target with an aspect aspect of 160 to 180 degrees.
HEAD ON	2. (Naval) Target with an aspect of 0 to 20 degrees.
HEADS UP	Alert of an activity of interest.
HEAVY*	A group or package known to contain three or more entities.
HIGH*	Between 25,000 and 40,000 ft MSL.
HIT(S)	1. (A/A) Momentary radar return(s) in search. (Indicates approximate altitude information from fighter.) 2. (A/G) Weapons impact within lethal distance.
HOLD DOWN	Directive to key transmitter for DF steer.
HOLDING HANDS	Aircraft in visual formation.
HOLD FIRE	An emergency fire control order used to stop firing on a designated target, to include destruction of any missiles in flight.
HOME PLATE	Home airfield or carrier.
HOOK (Left/Right)	Directive 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.
HOT	1. Attack geometry will result in roll out in front of the target. 2. On a leg of the CAP pointing toward the anticipated threats. 3. Group heading towards friendly aircraft. Opposite of COLD. 4. Ordnance employment intended or completed.
HOTDOG	Informative/directive call that an aircraft is approaching or at a specified stand-off 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	(Naval) AIM-120 supported to HPRF active. Same as USAF CHEAPSHOT.
ID	1. Directive to identify the target. 2. ID accomplished, followed by type.
IN (Direction)	Informative indicating a turn to a hot aspect relative to a threat/target.
INDIA	Mode IV.
INTERROGATE	Interrogate the designated contact of the IFF mode indicated.

JACKAL	Surveillance network participating group (NPG) of Link 16/TADIL J.
JOKER*	Fuel state above BINGO at which separation/bugout/event termination should begin.
JUDY	Aircrew has radar/visual contact on the correct target, has taken control of the intercept and only requires situation awareness information. Controller will minimize radio transmissions.
KILL	1. Clearance to fire. 2. In training, a fighter call to indicate kill criteria have been fulfilled.
KNOCK IT OFF	Directive to cease air combat maneuvers/attacks/activities.
LADDER	Three or more groups/contacts in range.
LASER ON	Directive to start laser designation.
LEAD-TRAIL	Tactical formation of two contacts within a group separated in range or following one another.
LEAKER(S)	Airborne threat has passed through a defensive layer. Call should include amplifying information.
LINE ABREAST	Two contacts within a group side-by-side.
LIGHTS ON/OFF	Directive to turn on/off exterior lights.
LOCKED (BRAA/Direction)	Final radar lock-on; sort is not assumed.
LOST CONTACT	Radar contact lost. (DROP track is recommended).
LOST LOCK	Loss of radar/IR lock-on (advisory).
LOW*	Target altitude below 10,000 ft AGL.
MAGNUM	Launch of friendly antiradiation missile.
MAPPING	Multi-function radar in an A/G mode.
MARKING	Friendly aircraft leaving contrails.
MARSHAL(ING)	Establish(ed) at a specific point.
MEDIUM*	Target altitude between 10,000 ft AGL and 25,000 ft MSL.
MERGE(D)	1. Information that friendlies and targets have arrived in the same visual arena. 2. Call indicating radar returns have come together.
MICKEY	Have Quick Time-of-Day (TOD) signal.



MIDNIGHT	Informative advising that C2 functions are no longer available. Opposite of SUNRISE.
MONITOR	Maintain radar awareness on or assume responsibility for specified group.
MOTHER	Parent ship.
MUD (Type/Direction)	Indicates RWR ground threat displayed followed by clock position and type.
MUSIC	Electronic radar jamming. (On AI radar, electronic deceptive jamming.)
NAILS	RWR indication of AI radar in search. Add clock position/azimuth, if known.
NAKED	No RWR indications.
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 (Direction)	All-aspect missile defensive maneuver to place threat radar/missile on the beam.
OFF (Direction)	Informative call indicating attack is terminated and maneuvering to the indicated direction.
OFFSET (Direction)	Informative call indicating maneuver in a specified direction with reference to the target.
ON STATION	Informative unit/aircraft has reached assigned station.
OPENING	Increasing in range.
OUT (Direction)	Informative indicating a turn to a cold aspect relative to the threat. Opposite of IN.
OUTLAW	Informative call that a bogey has met point of origin criteria.
PACKAGE	Geographically isolated collection of groups/contacts/formations.
PADLOCKED	Informative call indicating aircrew cannot take eyes off an aircraft or surface position without risk of losing TALLY/VISUAL.
PAINT(S)	Interrogated group/radar contact that is responding with any of the specified IFF modes and correct codes established for the ID criteria.
PARROT	IFF transponder.
PICTURE	Provide tactical situation status pertinent to mission.

PIGEONS (Location)	Magnetic bearing and range to HOMEPLATE (or specified destination).
PINCE/PINCER	Threat maneuvering for a bracket attack
PITBULL	1. Informative AIM-120 is at MPRF active range. 2. AIM-54 at active range.
PLAYMATE	Cooperating aircraft.
PLAYTIME	Amount of time aircraft can remain on station.
POGO	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 air-to-surface attack. 2. Max performance climb out of low altitude structure.
POPEYE	Flying in clouds or area of reduced visibility.
POPUP	Informative call of a contact that has suddenly appeared inside of meld/CCR/briefed range.
POSIT	Request for position; response in terms of a geographic landmark, or off a common reference point.
POST ATTACK (Direction)	Directive transmission to indicate desired direction after completion of intercept/engagement.
POST HOLE	Rapid descending spiral.
PRESS	Directive to continue the attack; mutual support will be maintained. Supportive role will be assumed.
PRINT (Type)	Unambiguous NCTR reply.
PUMP	A briefed maneuver to low aspect to stop closure on the threat or geographical boundary with the intent to re-engage.
PURE	Informative 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.
PUSHING (Group description)	Informative that said group(s) have turned cold and will continue to be monitored.
RANGE*	Two or more groups separated primarily separated in distance along the same bearing..

RAYGUN (Position/Heading/ Altitude)	Indicates a radar lock-on to unknown aircraft. A request for a “BUDDY SPIKE” reply from friendly aircraft meeting these parameters(to prevent fratricide).
REFERENCE (Direction)	Directive to assume stated heading.
REPORTED (Type)	Identification of an object or a contact by an intelligence system.
RESET	Proceed to a prebriefed position or area of operation.
RESUME	Resume last formation/station/ mission ordered.
RETROGRADE	Directive to withdraw from present position or area of operation in response to a threat.
RIDER	A bogey that is conforming with safe passage routing/airspeed/altitude procedures.
RIFLE	AGM-65 MAVERICK launch.
RIPPLE	Two or more munitions released or fired in close succession.
ROLEX (+/- Time)	Timeline adjustment in minutes from planned mission execution time. (Plus means later; minus means earlier).
ROPE	Illumination of an aircraft with an IR pointer.
SADDLED	Informative from wingman/element indicating the return to briefed formation position.
SAM (Direction)	Visual acquisition of a SAM or SAM launch, should include position.
SANDWICHED	A situation where an aircraft/element positioned between opposing aircraft/elements.
SAUNTER	Fly at best endurance.
SCRAM (Direction)	Emergency directive to egress for defensive or survival reasons.
SCRAMBLE	Takeoff as quickly as possible.
SCUD	Any threat TBM.
SEPARATE	Leave a specific engagement; may or may not reenter.
SHACKLE	One WEAVE, a single crossing of flight paths; maneuver to adjust/regain formation parameters.
SHADOW	Follow indicated target.
SHIFT	Directive to shift laser illumination.

SHOOTER	Aircraft/unit designated to employ ordnance.
SHOTGUN	Prebriefed weapons state at which separation/bugout should begin.
SKATE	Informative/directive to execute launch and leave tactics.
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 for an aircraft to employ a range unknown HARM against a specified threat at the specified bearing.
SLIDE	Directive call to HVAA to continue present mission while extending range from target in response to perceived threat.
SLOW*	Target with a ground speed of 300 knots or less.
SMASH	Directive to turn on/off anti-collision lights.
SMOKE	Smoke marker used to mark a position.
SNAKE	Directive to oscillate an IR pointer about a target.
SNAP (Direction)	An immediate vector to the group described.
SNIPER	Directive for an aircraft to employ a range-known HARM against a specified threat at the specified location.
SNOOZE	Directive/informative indicating initiation of EMCON procedures.
SORT	Directive to assign responsibility within a group; criteria can be met visually, electronically (radar) or both.
SORTED	Sort responsibility has been met.
SOUR	1. Equipment indicated is operating inefficiently. 2. Invalid response to an administrative IFF check. (Opposite of SWEET)
SPADES	An interrogated group/radar contact which lacks the ATO (or equivalent) IFF modes and codes required for the ID criteria.
SPARKLE	Target marking by IR pointer. Target marking by gunship or FAC-A using incendiary rounds.
SPIKE	RWR indication of an AI threat in track, launch, or unknown mode. Include bearing/clock position and threat type, if known.
SPIN	Directive/informative to execute a prebriefed timing/spacing maneuver.

SPITTER (Direction)	An aircraft that has departed from the engagement or is departing the engaged fighters targeting responsibility.
SPLASH	1. (A/A) Target destroyed. 2. (A/G) Weapons impact.
SPLIT	An informative call that a flight member is leaving formation to engage a threat; visual may not be maintained.
SPOOFING	Informative that voice deception is being employed.
SPOT*	Acquisition of laser designation.
SQUAWK ( )	Operate IFF as indicated or IFF is operating as indicated.
SQUAWKING (Mode #)	An informative call denoting a bogey is responding with an IFF mode
STACK	Two or more groups/contacts/ formations with a high/low altitude separation in relation to each other.
STATUS	Request for tactical situation.
STEADY	Directive to stop oscillation of IR pointer.
STEER	Set magnetic heading indicated.
STERN	Request for, or directive to, intercept using stern geometry.
STINGER	Within a group, a formation of three or more aircraft with a single aircraft in trail.
STOP	Stop IR illumination of a target.
STRANGER	Unidentified traffic that is not associated with the action in progress.
STRANGLE ( )	Turn off equipment indicated.
STRIP	Individual fighter/section is leaving the formation to pursue separate attacks.
STRIPPED	Informative call from wingman/element indicating out of briefed formation/position.
STROBE	Radar indications of noise jamming.
SUNSHINE	Directive or informative indicating illumination of target is being conducted with artificial illumination.
SUNRISE	Informative C2 functions are available (opposite of MIDNIGHT).
SWEET	1. Equipment indicated is operating efficiently. 2. Valid response to an administrative IFF check. (Opposite of SOUR)

SWITCH(ED)	Indicates an attacker is changing from one aircraft to another.
TACTICAL	Request/directive to switch to tactical control.
TAG (System, W/Position)	Known identification of a specific (system) at the stated location. May be used with IDM data message, (e.g. "TAG DATA").
TALLY	Sighting of a target, bandit, bogey, or enemy position; opposite of NO JOY.
TARGET ( )	Directive to assign group responsibility to aircraft in a flight.
TARGETED ( )	Group responsibility has been met.
TEN SECONDS	Directive to terminal controller to standby for LASER ON call in approximately 10 seconds.
TERMINATE	1. Stop laser illumination of a target. 2. Cease local engagement without affecting the overall exercise.
THREAT (Direction)	Untargeted HOSTILE/BANDIT/BOGEY within prebriefed range/ aspect of a friendly.
THROTTLES	Reduction in power to decrease IR signature.
TIED	Positive radar contact with element/aircraft.
TIGER	Enough fuel and ordnance to accept a commit.
TIMBER	Air control NPG of Link 16/TADIL J.
TRACKING	1. Stabilized gun solution. 2. Continuous illumination of a target. 3. Contact heading.
TRAILER*	The last aircraft within a group(s).
TRASHED	Informative call that missile has been defeated.
TRESPASS (Position)	The addressed flight is entering a S/A threat ring of a specific system at the stated location.
TUMBLEWEED	Indicates limited situational awareness; NO JOY; BLIND; a request for information.
UNABLE	Cannot comply as requested/directed.
UNIFORM	UHF radio.
VAMPIRE	Hostile antiship missile (ASM).
VERY HIGH*	Above 40,000 ft MSL.

VIC	Three groups, contacts, or formations with the single closest in range and two contacts, azimuth split, in trail.
VICTOR	VHF/AM radio.
VISUAL	Sighting of a friendly aircraft/ground position; opposite of BLIND.
WALL	Three or more groups or contacts primarily split 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 in accordance with current ROE.
TIGHT	at targets positively identified as hostile in accordance with current ROE.
HOLD* (USA, USMC)	in self-defense or in response to a formal order.
SAFE (USN)	
<b>NOTE: USN/NATO use “WEAPONS SAFE” to avoid confusion with the phrase “HOLD FIRE.”</b>	
WEEDS	Indicates that aircraft are operating are operating close to the surface.
WHAT LUCK	Request for results of missions or tasks.
WHAT STATE	Report 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.
WINCHESTER	No ordnance remaining.
WORDS	Directive or interrogative regarding further information or directives pertinent to mission.
WORKING	1. A SEAD aircraft is gathering EOB on a designated emitter. Generally followed by signal type (SAM/AAA/group), bearing, and range, if able.  2. Aircraft executing EID on a specific aircraft/group to obtain identification necessary for BVR employment.
YARDSTICK	Directive to use A/A TACAN for ranging.





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## **GLOSSARY**

<b>A/A</b>	air-to-air
<b>AAA</b>	antiaircraft artillery
<b>A/G</b>	air-to-ground
<b>AGL</b>	above ground level
<b>AGM</b>	air-to-ground missile
<b>AI</b>	air interdiction/air intercept
<b>AIC</b>	air intercept control
<b>AIM</b>	air intercept missile
<b>AM</b>	amplitude modulation
<b>AO</b>	area of operations
<b>ARM</b>	antiradiation missiles
<b>ASCM</b>	antiship cruise missiles
<b>ASM</b>	anti-ship missile
<b>ATM</b>	air tasking message
<b>ATO</b>	air tasking order
<b>AWACS</b>	airborne warning and control system
<b>BRAA</b>	bearing, range, altitude, aspect
<b>BVR</b>	beyond visual range
<b>C2</b>	command and control
<b>CAP</b>	combat air patrol
<b>DF</b>	direction finding
<b>EID</b>	electronic identification
<b>EMCON</b>	emission control
<b>EO</b>	electrooptical
<b>EOB</b>	electronic order of battle
<b>EW</b>	electronic warfare
<b>F-POLE</b>	distance between shooter and target at impact
<b>FAC-A</b>	forward air controller-airborne
<b>FM</b>	frequency modulation
<b>GCI</b>	ground control intercept
<b>GLINT</b>	gated laser intensifier
<b>HARM</b>	high-speed antiradiation missile
<b>HF</b>	high frequency
<b>HIGH-G</b>	high gravity
<b>HPRF</b>	high pulse repetition frequency
<b>HVAA</b>	high value airborne assets
<b>ID</b>	identification
<b>IDM</b>	improved data modem
<b>IFF</b>	identification, friend or foe
<b>IR</b>	infrared
<b>LOS</b>	line of sight
<b>MPRF</b>	medium pulse repetition frequency
<b>MSL</b>	mean sea level
<b>NCTR</b>	noncooperative target recognition
<b>NM</b>	nautical mile

<b>NPG</b>	network participating group
<b>NVD</b>	night vision device
<b>PRF</b>	pulse repetition frequency
<b>ROE</b>	rules of engagement
<b>RWR</b>	radar warning receiver
<b>S/A</b>	surface to air
<b>SAM</b>	surface-to-air missile
<b>SEAD</b>	suppression of enemy air defenses
<b>TACAN</b>	tactical air navigation
<b>TADIL</b>	tactical digital information link
<b>TALD</b>	tactical air launched decoy
<b>TBM</b>	tactical/theater ballistic missile
<b>TOD</b>	time of day
<b>UAV</b>	unmanned aerial vehicle
<b>VHF</b>	very high frequency
<b>*</b>	Meaning may vary from NATO code word.



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