

Brevity Code

ABORT (ING)(ED) Directive/ informative call 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 (electronic order of battle (EOB)category) to search responsibility.

ALARM Directive/ informative call indicating the termination of emission control(EMCON) procedures.

ALLIGATOR Link-11/ tactical digital information link (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 call to indicate a turning engagement about a specific location.

ANGELS Height of friendly aircraft in thousands of feet.

ARIZONA No antiradiation missile (ARM) ordnance remaining.

AS FRAGGED Unit or element will be performing exactly as stated by the air tasking order(ATO).

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 call or directive to execute launch and decide tactics.

BASE (Number) Reference number used to indicate such information as headings, altitude, and fuels.

BEAD WINDOW Last transmission potentially disclosed unauthorized information.

BEAM (ING) Target stabilized within 70 to 110 degree aspect; generally (Direction)given with cardinal directions: east, west, north, or 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 Surface to Air (S/ A) informative call 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 call indicating unit is unable to engage a specified target with SAMs. Opposite of BIRD(S) AFFIRM.

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BITTERSWEET Notification of possible BLUE ON BLUE situation relative to a designated track or friendly aircraft.

BLANK A suppression of enemy air defenses (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. FM 101-5-1 MCRP 5-2A

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/ infrared (IR) lock-on (advisory).

BRUISER Friendly air-launched antiship missile (ASM) (for example, HARPOON, EXOCET, PENGUIN).

BUDDY LOCK Locked to a known friendly aircraft; normally a response to a SPIKE or BUDDY SPIKE call and accompanied with position/ heading/ altitude.

BUDDY SPIKE Friendly aircraft air-to-air indication on radar warning receiver (RWR); to be followed by position/ heading/ altitude.

BUGOUT Separation from that particular engagement/ attack/ operation; no intent to (Direction) re-engage/ return.

BULLDOG Friendly surface/ submarine-launched ASM (for example, 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 line of sight (LOS) to the target or laser designation.

BURN GLINT used to provide illumination.

BUSTER Directive call to fly at maximum continuous speed (military power).

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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 orbit at a specified location. (Location) 2. An orbit at a specified location.

CAPTURED Aircrew has identified and is able to track a specified air-to-ground (A/ G) target with an onboard sensor.

CEASE In air defense, break the engagement on the target specified. Missiles in flight ENGAGEMENT 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 pulse repetition frequency (HPRF), but not medium pulse repetition frequency (MPRF). 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 call to switch from normal external lighting to covert night vision device (NVD) only compatible lighting.

CLOSING Decreasing in range.

COLD 1. Attack geometry will result in a pass or rollout behind the target. 2. On a leg of the combat air patrol (CAP) pointed away from the anticipated threats. 3. Group(s) heading away from friendly aircraft.

COLOR Request for information on a (system) at stated location; usually a request for (System/ Position) ambiguity resolution. May be used with improved data modem (IDM) data message--COLOR, DATA.

COMEOFF Directive to maneuver as indicated to either regain mutual support or to (Left/ Right/ deconflict flight paths for an exchange of engaged and supporting roles; Low/ Dry) 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.

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CONTACT 1. Sensor contact at the stated position. 2. Acknowledges sighting of a specified reference point.

CONTINUE Continue present maneuver; does not imply clearance to engage or expend ordnance.

CONTINUE DRY Ordnance release not authorized.

COVER (ING)* 1. Directive/ informative call to take S/ A action or establish an air-to-air (A/ A) posture that will allow engagement of a specified target or threat.

CRANK F-pole maneuver; implies illuminating target at radar gimbal limits. (Direction)

CUTOFF Request for, or directive to, intercept using cutoff geometry.

CYCLOPS Any unmanned aerial vehicle (UAV).

DASH (#) Aircraft position within a flight. Use if specific call sign is unknown.

DATA 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.

DEFENSIVE Aircraft is in a defensive position and maneuvering with reference to the (SPIKE/ Missile/ stated condition. SAM/ MUD/ AAA)

DE-LOUSE Directive to detect and identify unknown aircraft trailing friendly aircraft.

DEPLOY Directive to maneuver to briefed positioning.

DIVERT Proceed to alternate mission or base.

DOLLY Link-4A/ TADIL C.

DRAG (ING) 1. (USAF) Target stabilized at 0 to 60 degrees aspect. (Direction) 2. (Naval) Target stabilized at 120 to 180 degrees aspect.

DROP (ING) 1. Directive/ informative call 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/ electronic warfare weapons system (EWWS)/ System M/ Mode X reply.

ENGAGED Maneuvering with the intent to kill; this implies visual/ radar acquisition of target.

ESTIMATE Provides estimate of the size, range, height, or other parameter of a specified contact; implies degradation.

EXTEND Short-term maneuver to gain energy, distance, or separation; normally with the (Direction) intent of re-engaging.

EYEBALL () 1. Fighter with primary visual identification responsibility. 2. Electro-optical (EO)/ IR/ NVD

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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 Tactical air navigation (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 identification, friend or foe (IFF) mode or system.

FLOAT Directive/ informative call 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 -semiactive radar-guided missile. TWO -infrared-guided missile. THREE -active radar-guided missile.

FOX MIKE Very high frequency (VHF)/ frequency modulated (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 call to fly as quickly as possible, using afterburner/ maximum power.

GIMBAL Radar target is approaching azimuth or elevation limits. (Direction)

GO ACTIVE Go to briefed Have Quick net.

GO CLEAR Use unencrypted voice communications.

GOGGLE/ Directive/ informative call to put on/ take off NVDs. DEGOGGLE

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 (for example, Tomahawk Land Attack Missile (TLAM) and Conventional Air-launched Cruise Missile (CALCM).

GROUP Radar targets within approximately 3 nautical miles (NMs) of each other.

GUNS An air-to-air or air-to-surface gunshot.

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HARD (Direction) High-G, energy-sustaining turn.

HEAD/ 1. (USAF) Target with an 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 feet mean sea level (MSL).

HIT (S) 1. Air-to-air (A/ A) Momentary radar returns search. (Indicates approximate altitude information from fighter.) 2. Air-to-ground (A/ G) Weapons impact within lethal distance.

HOLD DOWN Directive to key transmitter for direction-finding (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 rollout 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 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 High frequency (HF) radio.

HUSKY (Naval) Air Intercept Missile (AIM)-120 supported to HPRF active range; same as USAF CHEAPSHOT.

ID 1. Directive to identify the target. 2. Identification accomplished, followed by type.

IN (Direction) Informative call 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.

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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. OPERATIONAL TERMS AND GRAPHICS

LOCKED Final radar lock-on; sort is not assumed. (BRAA/ Direction)

LOST CONTACT Radar contact lost. (DROP track is recommended.)

LOST LOCK Loss of radar/ IR lock-on (advisory).

LOW* Target altitude below 10,000 feet above ground level (AGL).

MAGNUM Launch of friendly antiradiation missile.

MAPPING Multifunction 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 feet AGL and 25,000 feet 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 call advising that C functions are no longer available; opposite of 2 SUNRISE.

MONITOR Maintain radar awareness on or assume responsibility for specified group.

MOTHER Parent ship.

MUD Indicates RWR ground threat displayed followed by clock position and type. (Type/ Direction)

MUSIC Electronic radar jamming. (On air interdiction (AI) radar, electronic deceptive jamming.)

NAILES Radar warning receiver 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.

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NO FACTOR Not a threat.

NO JOY Aircrew does not have visual contact with the TARGET/ BANDIT/ landmark; opposite of TALLY.

NOTCH All aspect missile defensive maneuver to place threat radar/ missile on the beam. (Direction)

OFF (Direction) Informative call indicating attack is terminated and maneuvering to the indicated direction.

OFFSET Informative call indicating maneuver in a specified direction with reference to (Direction) the target.

ON STATION Informative call unit/ aircraft has reached assigned station.

OPENING Increasing in range.

OUT (Direction) Informative call indicating a turn to a cold aspect relative to the threat; opposite of IN.

OUTLAW Informative call that a bogey has meet point of origin criteria.

PACKAGE Geographically isolated collection of groups/ contacts/ formations.

PADLOCKED Informative call indicating aircrew cannot take eyes off an aircraft or a 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 Magnetic bearing and range to HOMEPLATE (or specified destination). (Location)

PINCE/ PINCER Threat maneuvering for a bracket attack.

PITBULL 1. Informative call 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 Starting climb for air-to-surface attack.

POPEYE Flying in clouds or area of reduced visibility.

POPOP 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 Directive transmission to indicate desired direction after completion of (Direction) intercept/ engagement.

POST HOLE Rapid descending spiral.

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PRESS Directive to continue the attack; mutual support will be maintained. Supportive role will be assumed.

PRINT (Type) Unambiguous noncooperative target recognition (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 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.

PUSHING Informative call that said group(s) have turned cold and will continue to be (Group Description) monitored.

RANGE* Two or more groups separated primarily in distance along the same bearing.

RAYGUN Indicates a radar lock-on to unknown aircraft; a request for a BUDDY SPIKE (Position/ Heading/ reply from friendly aircraft meeting these parameters (to prevent fratricide). Altitude)

REFERENCE Directive to assume stated heading. (Direction)

REPORTED Identification of an object or a contact by an intelligence system. (Type)

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 Air-to-ground missile (AGM)-65 Maverick launch.

RIPPLE Two or more munitions released or fired in close succession.

ROLEX (+/-Time) Time-line 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 call 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 is positioned between opposing aircraft/ elements.

SAUNTER Fly at best endurance.

SCRAM Emergency directive to egress for defensive or survival reasons. (Direction)

SCRAMBLE Takeoff as quickly as possible.

SCUD Any threat tactical/ theater ballistic missile (TBM).

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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 call/ 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 Directive for an aircraft to employ a range-unknown high-speed antiradiation (Type/ Bearing) missile (HARM) against a specified threat at the specified bearing.

SLIDE Directive call to high value airborne asset (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 anticollision 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 call 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 integrated 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 forward air controller (airborne) (FAC-A) using incendiary rounds.

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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 call to execute a prebriefed timing/ spacing maneuver.

SPITTER An aircraft that has departed from the engagement or is departing the engaged (Direction) fighters' targeting responsibility.

SPLASH 1. (A/ A) Target destroyed. 2. (A/ G) Weapons impact.

SPLIT An informative call that a flight member is leaving information to engage a threat; visual may not be maintained.

SPOOFING Informative call that voice deception is being employed.

SPOT* Acquisition of laser designation.

SQUAWK () Operate IFF as indicated or IFF is operating as indicated.

SQUAWKING 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 call indicating illumination of target is being conducted with artificial illumination.

SUNRISE Informative call that C functions are available. 2.(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.

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TACTICAL Request/ directive to switch to tactical control.

TAG (system Known identification of a specific (system) at the stated location; may be used w/ position) with IDM data message, (for example, 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 Untargeted HOSTILE/ BANDIT/ BOGEY within prebriefed range/ aspect of a (Direction) 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 The addressed flight is entering a S/ A threat ring of a specific system at the stated (Position) location.

TUMBLEWEED Indicates limited situational awareness; NO JOY, BLIND; a request for information.

UNABLE Cannot comply as requested/ directed.

UNIFORM Ultrahigh frequency (UHF) radio.

VAMPIRE Hostile antiship missile (ASM).

VERY HIGH* Above 40,000 feet MSL.

VIC Three groups, contacts, or formations with the single closest in range and two contacts, azimuth split, in trail.

VICTOR VHF/ amplitude modulation (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).

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WEAPONS () Fire only- FREE at targets not identified as friendly in accordance with current rules of engagement (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) NOTE: USN and NATO use WEAPONS SAFE to avoid confusion with the phrase HOLD FIRE.

WEEDS Indicates that fixed-wing aircraft are operating below 2,000 feet AGL.

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 semiactive 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 electronic identification (EID) on a specific aircraft/ group to obtain identification necessary for beyond visual range (BVR) employment.

YARDSTICK Directive to use A/ A TACAN for ranging.