

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)	<ol style="list-style-type: none">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	<ol style="list-style-type: none">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 (Location)
1. Directive call to establish an 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 ENGAGEMENT
In air defense, break the 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 (LEFT/RIGHT)
Turn () degrees left or right and maintain new heading.

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

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

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

COME OFF
(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

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)*
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 (Object/Position)
Standby for IDM data message concerning (object) at stated location.

DEADEYE
Informative call by an airborne laser designator indicating the laser/IR system is inoperative.

DECLARE
Inquiry as to the identification of a specified track(s), target(s), or correlated group.

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/DEGOGGLE Directive/informative to put 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/ON

1. (USAF) Target with an HEAD aspect aspect of 160 to 180 degrees.
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 anti-radiation 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 anti-ship 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*

(USAF,USMC)

SAFE

(USN)

in self-defense or in response to a formal order.

NOTE: USN/NATO use "WEAPONS SAFE" to avoid confusion with the phrase "HOLD FIRE."

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.