

## TACTICAL COMMUNICATIONS

### Colour Code

Each face or outside wall of a structure or vehicle is allocated a colour as shown. The front is **ALWAYS** White



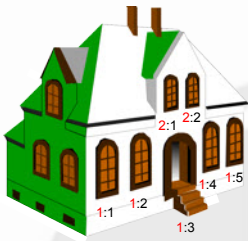
### Clock Ray

Once the *White* side has been allocated it is given the clock position 6. The other sides of the structure are then given clock positions accordingly.



### Featuring

ALL external, entrance and egress, features are given a number according to their level and position (from Left to Right)



### Leveling

Level 1 is designated to that which has the main entrance on it. Basements and cellars becoming level 0 or even level -1

