

## Building Bigger Military Units

Platoons are the building blocks used to create units from companies to army groups. By combining units with different capabilities, a large unit can be more than the sum of its parts. Units larger than battalions rarely concern themselves with small units such as platoons, but from the game perspective units larger than companies are more than a small group of characters can handle.

Below are a few examples of how larger units might be constructed from small ones. Units larger than battalions have their own supply depots with essential equipment and consumables for their use. Some armies (US army in 2000's) use battalions in brigades as their primary organizing method. Other armies (US military during World War II) use regiments in divisions to organize their forces. Subcommands may subordinate different units for each mission, or may have a more rigid makeup with different built in capabilities. Planets will support most of their troops at the planetary tech level; elite troops or mercs, however, may well have equipment (including medical devices, vehicles or sensors) from off planet. Players (and referees) should keep in mind, however, that combat is deadly and higher tech weapons are even deadlier. Getting hit by a FGMP will ruin anyone's day.

### **Battalion Headquarters Company**

- Battalion Command Platoon
- Medical Platoon
- Maintenance/Logistics Platoon
- Scout/Recon Platoon
- Communications/Signals Platoon
- Field Service Platoon (1 vehicle squad per company)

### **Regimental Headquarters Company**

- Regimental Command Platoon (commanded by a colonel)
  - Intel, Adjutant, and Logistics squads (typically under a major or Lt colonel)
- Task Force Platoon (commanded by Lt colonel operations officer, often the regiment XO)
  - 2-4 force command squads for 2-5 companies each (typically under a major)
- Depot Platoon (regimental supply depot under logistics officer)
- Scout/Recon Platoon (reports to intel officer)
- Communications/Signals Platoon
- Field Service Platoon (1 vehicle squad per company, not including any in battalions)

### **Brigade Headquarters Company**

- Brigade Headquarters Platoon (commanded by a brigadier general)
- Operations Platoon
- Intel Platoon
- Adjutant Platoon +Replacement Group for transfers/ casualty reinforcement
- Logistics Platoon
- Infantry Platoon for Headquarters Security

### **Brigade Support Company**

- Company Headquarters Platoon
- Communications/Signals Platoon
- MP Platoon
- Legal/PR Platoon
- Motorpool Platoon
- Field Service Platoon

**Light Infantry Company**

Company Command Platoon  
2-3 Infantry Platoon  
1-0 Weapons or Fires Platoon

**Vacuum or Heavy Infantry Company**

Company Command Platoon  
3 Vacuum, Heavy, Armored or Assault Infantry Platoon

**Mobile or Mechanized Infantry Company**

Company Command Platoon  
3 Mobile or Mechanized Infantry Platoon (any environment- water, air, underwater, etc)

**Light or Heavy Armor Company**

Company Command Platoon  
3 Light or Heavy Armor Platoon (any environment- water, air, underwater, etc)

**Fires Company**

Company Command Platoon  
3 Artillery, Armor, Missile or Weapons Platoon (any environment- water, air, underwater, etc)

**Weapons Company**

Company Command Platoon  
3 Weapons Platoon

**Light or Heavy Cavalry Company (mechanized 'mounts')**

Company Command Platoon  
2 Light or Heavy Armor Platoon (any environment- water, air, underwater, etc)  
2 Mobile or Mechanized Infantry Platoon (any environment- water, air, underwater, etc)

**Light or Heavy Cavalry Company (living mounts)**

Company Command Platoon (mounted)  
3 Light or Heavy Cavalry Platoon (mounted)  
any environment- water, air, underwater, etc

**Light or Heavy Combined Arms Company**

Company Command Platoon  
2 Light or Heavy Armor Platoon  
Mobile or Mechanized Infantry Platoon  
Sapper, Engineer or Light Construction Platoon

**Engineer Company**

Company Command Platoon  
3 Sapper, Engineer, Armored Clearance or Light Construction Platoon

**Mobility Company**

Company Command Platoon  
3-4 Mobility Platoon (any environment- water, air, underwater, etc; often only 1 vehicle type)

**Demolitions Company**

- Company Command Platoon
- Engineer or Sapper Platoon
- Fires or Weapons Platoon
- Mobile Infantry or Light Infantry Platoon

**Logistics Company**

- Company Command Platoon
- 0-1 Maintenance Platoon
- 3-2 Logistics Platoon

**Maintenance Company**

- Company Command Platoon
- 3-2 Maintenance Platoon
- 0-1 Logistics Platoon

**Medical Company**

- Company Command Platoon (lt. colonel in command)
- 2 Medical Platoon
- Medevac Platoon

**Tactical or Strategic Missile Company**

- Company Command Platoon
- 3 Tactical or Strategic Missile Platoon
- Local Defense Platoon (to protect long range fires from close range attacks)

**Rapid Deployment Company**

- Company Command Platoon
- Light or Heavy Infantry Platoon
- Scout/Recon Platoon
- Fires Platoon
- Fast Transport Platoon(s) (any environment- water, air, underwater, etc)

**Task Group** (commonly formed within divisions, brigades, or regiments from a 'large' unit pool)  
group command platoon (typically a major in command, may be colonel with whole battalions)  
may include platoons, companies or battalions grouped for missions or between missions  
tends to be temporary in nature to give more flexibility to larger formations

**Engineering Group**

- platoons borrowed from units at a base for special deployment
- used to build things for the base or military that do not require the full unit
- generally either short term unit loans or kept relatively near their base for deployment

**Logistics Group**

- platoons borrowed from units at a base for special deployment
- often used to move supplies during emergencies
- generally either short term unit loans or kept relatively near their base for deployment

**Medical Group**

platoons borrowed from units at a base for special deployment  
often used for disease outbreaks for mass casualty events  
generally either short term unit loans or kept relatively near their base for deployment

**Mobility Group**

platoons borrowed from units at a base for travel in a particular environment  
used for infantry when more than one environment is common and requires special transport  
generally either short term unit loans or kept relatively near their base for deployment

**Replacement Group**

adjutant accepts new/reassigned/recovered soldiers to this group for later reassignment  
used to fill billets in permanent units when individuals die, are injured, or leaving  
different platoons for different specialties with no defined size- varies by time and need  
drills, exercises, and training are specialty specific until reassigned  
allows maximum flexibility to keep active units fully manned

**Dispersed Infantry Group (DIG)**

group command platoon located at a base and small units are in many places  
organize training exercises for platoon, squad, and team drills  
share techniques and practices for shipboard and planetary small unit combat  
group members are found in teams, squads or platoons depending upon their role  
members disperse and rejoin DIG at their home base  
vacuum infantry groups (VIG) often deploy on space vessels coordinating with navy  
found protecting diplomatic compounds or wet navy ships

**Special Operations Group**

teams and platoons organized around secret and classified missions  
rarely operate in groups larger than platoons  
often work as partisans, spies, consultants, or trainers

**Missile Strike Group**

Combined Arms or Light Cavalry Company  
includes a light armor unit for defense against incoming projectiles  
Strategic or Tactical Missile Platoon (long distance strike capability)  
Logistics Platoon (for extended resupply needs, perhaps supplied by a larger unit)

**Rapid Deployment Group**

Light or Heavy Infantry Company  
Light Combined Arms Company  
Medical Platoon  
Fires Platoon  
Communications/Signals Platoon  
Mobility Company based on tech level and/or environmental factors

**Light or Heavy Infantry Battalion**

Battalion Headquarters Company  
3-4 Light or Heavy Infantry Company  
1-0 Weapons or Fires Company

**Mobile or Mechanized Infantry Battalion**

Battalion Headquarters Company  
3 Mobile or Mechanized Infantry Company  
Light or Heavy Armor Company

**Light or Heavy Armor Battalion**

Battalion Headquarters Company  
Mobile or Mechanized Infantry Company  
3 Light or Heavy Armor Company

**Light or Heavy Battalion Combat Group**

Battalion Headquarters Company  
2 Light or Heavy Armor Company  
Mobile or Mechanized Infantry Company  
Fires Company  
Engineering Company (substitute 1 Logistics Platoon for an Engineering one)

**Light or Heavy Cavalry Battalion**

Battalion Headquarters Company  
4 Light or Heavy Cavalry Company (either mechanical or living mounts)

**Light or Heavy Reinforced Cavalry Battalion**

Battalion Headquarters Company  
3 Light or Heavy Cavalry Company (either mechanical or living mounts)  
Fires Company (uses the same type of 'mount' as the cavalry company)

**Light or Heavy Combined Arms Battalion**

Battalion Headquarters Company  
4 Light or Heavy Combined Arms Company

**Fires Battalion**

Battalion Headquarters Company  
4 Artillery, Light Armor, Missile, Heavy Armor or Weapons Company

**Engineering Battalion**

Battalion Headquarters Company  
4 Engineer or Sapper, Demolition, Armor Clearance or Light Construction Company

**Logistics Battalion**

Battalion Headquarters Company (Depot Platoon substitutes for Scout/Recon Platoon)  
4 Logistics/Maintenance Company

**Mobility Battalion**

Battalion Headquarters Company  
4 Mobility Company (may include companies for more than one environment)

## **Brigade Headquarters Battalion**

Brigade Headquarters Company (divides into 3 different locations to protect leadership)

Medical Company

Scout/Recon Company

Brigade Support Company

## **Regiment**

8-16 companies (often 2 battalions with attached support companies)

Maneuver Regiment (more rigid, more consistency)

designed to operate independently but power is amplified if supported by diverse assets

have Logistics/Maintenance, Medical and Engineer Companies as separate support units

Flex Regiment (non-standard units, less stable, more specialized for particular missions)

assigned companies from a divisional pool based on mission

Regimental Headquarters Company have no subordinate units until assigned a mission

Specialty Regiment are divisional/corps home for companies subordinated to maneuver units

carry out critical functions for armies but cannot fight independently

attached to maneuver or combat units as combat multipliers for particular operations

may serve civilians independently under non-combat emergency situations

## **Fires Specialty Regiment**

Nominal Headquarters Group Platoon

8-16 Fires Company

## **Logistics Specialty Regiment**

Nominal Headquarters Group Platoon

5-12 Logistics Company

2-7 Mobility Company (specialize in moving troops/supplies in non-standard environments)

Depot Company (4 Depot Platoons for spreading supplies around)

## **Mobility Specialty Regiment**

Nominal Headquarters Group Platoon

8-16 Mobility Company (specialize in moving troops/supplies in non-standard environments)

## **Engineer Specialty Regiment**

Nominal Headquarters Group Platoon

4-12 Engineer or Sapper or Armor Clearance or Light Construction Company

1-6 Mobility Company (specialize in moving troops/supplies in non-standard environments)

## **Medical Specialty Regiment**

Nominal Headquarters Group Platoon

8-16 Medical or Medevac Platoons

## **Light or Heavy Cavalry Maneuver Regiment**

Regimental Headquarters Company

1-3 Fires Company

2 Logistics/Maintenance Company

Engineer Company

Medical Company

6-8 Light or Heavy Cavalry Company (all use the same 'mounts')

### **Light or Heavy Infantry Maneuver Regiment**

- Regimental Headquarters Company
- 6 Light or Heavy Infantry Company
- Scout/Recon Company
- Mobility Company
- Fires Company
- Weapons Company
- Medical Company
- Sapper or Engineer Company
- Logistics/Maintenance Company

### **Light or Heavy Armored Maneuver Regiment**

- Regimental Headquarters Company
- 5 Light or Heavy Armor Company
- 2 Mobile or Mechanized Infantry Company
- Engineer Company
- Medical Company
- 2 Fires Company
- 2 Logistics/Maintenance Company

### **Mobile or Mechanized Infantry Maneuver Regiment**

- Regimental Headquarters Company
- 5 Mobile or Mechanized Infantry Company
- 2 Light or Heavy Armor Company
- 2 Fires Company
- Engineer Company
- Medical Company
- 2 Logistics/Maintenance Company

### **Brigade**

- Brigade Headquarters Battalion (divides into 3 different locations to protect leadership)
- Logistics Battalion
- Fires Battalion
- Engineering Battalion
- 3 Maneuver Battalion (may be of same or different types)
- additional battalions or companies may be subordinated for specialized operations

### **'Flex' Brigade**

- Brigade Headquarters Battalion
- Logistics Battalion (serves entire brigade, changing deliveries to meet current disposition)
  - has 1 or more depot platoons to disperse supplies under combat conditions
- Field Service Group (1 squad per company subordinate to Battalion Headquarters Company)
- Fires, Engineer, Armor, Infantry, Airmobile Groups (numbers vary, but ~25 companies total)
  - additional companies or platoons may be subordinated for specialized operations
- 3-4 Battalion Headquarters Company
  - assigned companies or platoons on an 'as needed, as available basis' based on mission

different types of brigades have different ratios of the various unit types

### **Division (Brigade-based)**

- Division Headquarters Brigade (divides into 3 different locations to protect leadership)
- Divisional Headquarters Battalion (2-star major general in command)
  - Division Headquarters Company (same as Brigade, but higher ranking officers)
  - Division/Brigade Support Company
  - Communications/Signals Company
  - Recon Company
  - Special Operations Company
  - Intel Company
- Medical Battalion (full hospital commanded by brigadier general or senior colonel)
- Logistics Battalion (major depot for all subordinate units- may have more than 1 depot)
- Fires Battalion (longer range fires for covering larger areas and reinforcing local fires)
- Engineer Battalion for major division objectives
- subordinated battalions/ companies added to the division for special abilities
- 3 flex or standard Brigade (may be of same of same or different types)

### **Division (Maneuver Regiment-based)**

- Division Headquarters Regiment (commanded by a 2 star major general)
- Divisional Headquarters Battalion (2-star major general in command)
  - Division/ Brigade Headquarters Company
  - Division/ Brigade Support Company
  - Communications/Signals Company
  - Recon Company
  - Special Operations Company
  - Intel Company
- Medical Battalion (full hospital commanded by brigadier general or senior colonel)
- Logistics Battalion (supplies Maneuver Regiments)
- subordinated battalions/ companies added to the division for special abilities
- Engineering Regiment (expanded functions over Engineering Company in regiments)
- Fires Regiment (longer range fires and additional supporting fires)
- 4-8 Maneuver Regiment (specifics based on type of division)

### **Division (Flex)**

- Division Headquarters Regiment or Brigade (as above)
- Logistics Regiment companies or battalion(s) may be subordinated to combat headquarters
- Mobility Regiment companies or battalion(s) may be subordinated to combat headquarters
- Medical Regiment companies or battalions(s) may be subordinated to combat headquarters
- Engineering Regiment companies or battalion(s) may be subordinated to combat headquarters
- Fires, Armor, Infantry Groups (total ~60-80 companies or ~10-15 battalions)
  - units may be assigned as whole battalions or individual companies
- 3-9 Headquarters (Field Service Platoons have 1 squad per company in regiment or battalion)
  - if Regimental Headquarter Companies, usually assign companies for missions
  - if Brigade Headquarters Battalions, usually assigned battalions for missions
  - companies may join into battalions run from a Battalion Headquarters Company