

Platoon Sized Units per Tech Level

Tech makes a huge difference in the makeup and capabilities of a platoon. Just as steel weapons and the internal combustion engine revolutionized warfare, grav technology, lasers, meson weapons, nuclear dampers, etc will each change the nature of war yet again. However, the concept of a military formation being made up of smaller military units down to an individual soldier (or robot) is unlikely to change at a fundamental level. Listed are a number of platoon equivalent units that can get assembled into any size formation by arranging and rearranging individual platoons. Whether it is called a platoon or not, the concept has not changed since antiquity. Roman centuries (60 soldiers) combined to form manipules (120 soldiers) were combined into cohorts of 480 soldiers (4 manipules) which formed the basis of the legion (a brigade sized 3-6 thousand soldiers depending upon time period) and included an integral cavalry unit. Greek phalanx made up of 10 'ranks' of 10 soldiers or syntagmata (256 soldiers, or 16 'ranks' of 16 soldiers) were arrayed side by side depending upon the number of soldiers present and the requirements of the terrain.

Company Command Platoon (~28-34 soldiers)

- Captain, 1st Lieutenant as XO, master sergeant, 4-10 orderlies/crew
- team of 2 communications/signals techs
- 2 evac teams of 3, each with ambulances
- 3 sniper or recon teams of 2 with or without transportation
 - sniper/recon teams may be exchanged for maintenance/logistics teams
- supply sergeant with 3 maintenance/logistics teams of 2
- Captain and usually XO command vehicles of same type used by their company
- minimal attached personnel to keep a company supplied and prepared for casualties

Nominal Headquarters Group Platoon (~19-33 soldiers)

- Major in command, first sergeant and 3 orderlies for paperwork
- 2-4 maintenance/logistics teams of 2 for garrison supply when not subordinated
- 2-4 liaison teams of 5 for company and higher level communication
 - each team has 1 lieutenant, sergeant and 3 orderlies/communications techs
 - subordinated to the superior unit command structure
- commands 'pure' units to be subordinated to maneuver units (battalions, regiments or divisions)
- not intended to command troops in field

Battalion Command Platoon (~35 soldiers)

- lt. colonel in command, staff of 2 officers and 4 enlisted
- operations- major (usually XO), staff of 2 officers, 4 enlisted
- adjutant- captain or major, staff of 2 officers, 4 enlisted
- intelligence- captain or major, staff of 2 officers, 4 enlisted
- logistics and supply- captain or major, staff of 2 officers and 4 enlisted
- 4 main departments appear at approximately battalion level or roughly 600-800 soldiers
- transportation and vehicles will vary by tech level and unit type

Brigade Section Platoon (~ 18 soldiers)

- major or lt. colonel commanding
- 5 officers (lieutenant through major) + 12 enlisted staff
- transportation and vehicles will vary by tech level and unit type
- platoon focus is on either operations, adjutant, intel, or logistics

Brigade Command Platoon (~21 soldiers)

brigadier general or colonel commanding
immediate staff of 2 officers and 4 soldiers
XO and chief of staff each 1 rank lower than the commander
each has a staff of 2 officers and 4 soldiers
transportation and vehicles will vary by tech level and unit type
can separate into 3 command posts with 1/3 of each section platoon for dispersed leadership
must be able to assume command of a larger force (division) if need be

Sapper Platoon (~35 soldiers)

3 squads of 10 engineers
sergeant and 3 teams of 3
lieutenant, 2 medics, 2 communications/signals techs
designed to build or take down fortifications
found at all tech levels from tunneling under walls to boring through asteroids

Medical Platoon (~43 soldiers)

major commanding (always a medical doctor)
1 regular military officer, 2 supply staff for interfacing with other units
3 captain doctors, 12 nurses, 24 orderlies
specialty unit designed for healing, not fighting
officer heavy due to the nature of the unit

Medevac Platoon (~37 soldiers)

2 doctors, 6 nurses, 12 orderlies
1st sergeant commands 6 transports with driver and medic
2 vehicles for moving 10 people each; driver + mechanic each
doctors are both Captains, most senior is in command

Field Service Platoon (~19-67 soldiers)

4-16 squads of 4 soldiers (1 sergeant, 1 corporal, 2 privates)
4-16 vehicles for storing and preparing food
lieutenant and 2 orderlies with a logistics vehicle for supply
typically distributed per battalion or regiment at 1 vehicle squad per company

Communications/Signals Platoon (~22 soldiers)

2 squads of 4 teams each with 2 communications/signals techs
each squad has sergeant, 4 corporals, 4 privates
lieutenant and first sergeant have 1 additional communications/signals tech each
responsible for communications, countermeasures and false signals
tech varies but communications and false intel are always critical

Depot Platoon (~35 soldiers)

8 sections of 2 soldiers for moving and inventorying supplies
3 delivery vehicles (3 crew each)
Lieutenant, sergeant as XO, and 8 security guards for depot
used to manage and distribute supplies to other units

Tech Level 0-2

Archer Platoon (~36 soldiers)

3 squads of 9 archers + 1 sergeant in command
1 lieutenant, 1 signaler, 2 runners, 2 medics
uses bows or crossbows at range w/ no or light armor to break up infantry and cavalry

Skirmish Platoon (~40 soldiers)

5 squads of 7 men (1 sergeant, 2 corporals, 4 privates)
1 lieutenant, medic, 3 runners
jack armor, blade or cutlass
meant to scout enemy positions and harass flank and rear troops

Infantry Platoon (~39 soldiers)

3 squads of 11 soldiers (1 sergeant, 2 corporals, 8 privates)
1 lieutenant, 1 signaler, 2 runners, 2 medics
jack armor and shield
mid-length weapon (spear, blade, club, axe, etc)
intended to take and hold ground

Heavy Infantry Platoon (~39 soldiers)

3 squads of 11 soldiers (1 sergeant, 2 corporals, 8 privates)
1 lieutenant, 1 signaler, 2 runners, 2 medics
mesh armor and tower shield
halberd or broadsword
intended to lead assaults or plug holes in failing defenses
usually more skilled and more valuable than regular infantry

Dragoons (~44 soldiers, all mounted)

3 squads of 13 soldiers (1 sergeant, 3 fire teams of 4)
non-combat mounts for all soldiers
lieutenant, medic, 3 mounted messengers
equipped with medium armor and weapons for fighting dismounted

Mounted Archer Platoon (~34 soldiers, all mounted)

3 squads with 1 sergeant and 3 teams of 3
lieutenant, medic, 2 messengers

Cavalry Platoon (~33 soldiers, all mounted)

lieutenant, sergeant, medic, 2 messengers
4 squads of 7 soldiers
each soldier has a mount, cutlass, knife
fast reaction force for quick flanking strikes

Heavy Cavalry Platoon (~33 soldiers, all mounted)

captain and lieutenant as XO are knights as below, with 2 cavalry assistants each
8 teams: 1 armored, 2 cavalry with assistants
knight in plate mail, shield + halberd (lance) or broadsword
assistants in mesh armor, mace, shield, blade
medic and 2 messengers

Supply Platoon (~32 soldiers)

12 cargo wagon pulled by draft animals (2 crew each)
Lieutenant, sergeant, 3 teams of 2 guards
guards essential to supplement the wagon defenses

Light Catapult Platoon (~49 soldiers)

3 squads of 2 catapult (6 crew each)
sergeant + 12 operators + 2 handlers + draft animals each
lieutenant, medic, 2 runners
used for medium sized rocks, flaming oil, or bundles of arrows

Trebuchet Platoon (~46 soldiers)

3 trebuchet (12 crew each)
sergeant + 11 crew + 2 handlers + draft animals per trebuchet
lieutenant, medic, 2 runners
throw heavy rocks to batter down castle walls

Ballista Platoon (~43 soldiers)

3 squads of 3 ballistae (3 crew each)
sergeant + 9 operators + 3 handlers + draft animals
lieutenant, medic, 2 runners
fire heavy spears that can penetrate plate armor or heavy wood buildings/ships

Tech Levels 3-4**Cavalry Platoon (~33 soldiers, all mounted)**

lieutenant, sergeant, medic, 2 messengers
4 squads of 7 soldiers
each soldier has a mount, cutlass, revolver
fast reaction force for quick flanking strikes

Line Infantry Platoon (~38 soldiers)

lieutenant, sergeant, 2 runners, 2 medic
2 squads of 16 soldiers, A and B squads take turns firing
sergeant, 3 fire teams of 5
antique rifles with bayonets are most common weapons

Scout Platoon (~39 soldiers)

lieutenant, sergeant, medic, 3 runners
3 squads of 11
sergeant, 3 teams of 3 soldier, runner per squad
sent out to find the enemy and report back

Motorized Mortar Platoon (~24 soldiers)

4 Alicante Motorized Mortar (6 crew each)
lieutenant and sergeant command different crews
primitive and early form of self propelled gun

Mobile Infantry Platoon (~39 soldiers)

3 armored minibus (13 crew each)

1 driver, 1 sergeant, 3 fire teams of 3, +2 others

lieutenant, 2 medics, 2 mechanics, 1 sniper spread out between the 3 squads
moves infantry platoon faster than animals

Light Artillery Platoon (~41 soldiers)

2 squads of 3 small black powder cannon (3 crew each)

sergeant commanding each squad

6 soldiers for handling draft animals

2 soldiers for supply wagon and draft animals

lieutenant, sergeant, medic, 2 runners

used for supporting attacks and repelling enemy charges

vulnerable to dispersed infantry attacks

Heavy Artillery Platoon (~39 soldiers)

2 squads of 2 large black powder cannon (5 crew each)

sergeant commanding each squad

4 soldiers for handling draft animals

2 soldiers for supply wagon and draft animals

lieutenant, sergeant, medic, 2 runners

used for supporting attacks and repelling enemy charges

vulnerable to dispersed infantry attacks

Revolving Cannon Platoon (~40 soldiers)

2 squads of 3 towed revolving cannon (4 crew each)

sergeant, 3 animal handlers, 2 soldiers for supply wagon per squad

lieutenant, medic, 2 runners

used to support attacks and repelling enemy

Gatling Gun Platoon (~40 soldiers)

2 squads of 3 towed gatling gun carriage (4 crew each)

sergeant, 3 animal handlers, 2 soldiers for supply wagon per squad

lieutenant, medic, 2 runners

used to support attacks and repelling enemy

Riverine Combat Section (~36 soldiers)

4 riverine assault boat (9 soldiers each)

each boat carries 32 soldiers and 2/3 ton of cargo

provides floating fire support and/or protected transport for a low tech infantry

Frogman Platoon (~38 soldiers)

Lieutenant, sergeant as XO, 2 messengers, 2 medics

4 squads of 8

sergeant, 2 harpoon gun teams of 2, 1 underwater explosives team of 3

typically armed with spears, harpoon guns, underwater explosives

all troops breathe water and air

Aquatic Cavalry Platoon (~36 soldiers and mounts)

Lieutenant, sergeant, 2 messengers, 2 medics

3 squads of 10

sergeant, 3 corporals, 6 privates

typically armed with lances, spears, harpoon guns, and underwater explosives

all troops breathe water and air

each soldier has a mount (shark, dolphin or equivalent)

Tech Levels 5-7

Light Infantry Platoon (~42 soldiers)

3 squads of 13 soldiers (1 sergeant, 3 fire teams of 4)

Lieutenant, medic, sniper

Close Combat Support Platoon (~29 soldiers)

4 Armadillo-55 (5 crew each)

1 Armadillo-TC or TC/G with Lieutenant, sergeant, 2 medics, drone fireteam of 3, 2 crew used as light armor for close range fire support

carry many rounds for 55mm AT cannon

Heavy Combat Support Platoon (~29 soldiers)

4 Armadillo-75 (5 crew each)

1 Armadillo-TC or TC/G with Lieutenant, sergeant, 2 medics, drone fireteam of 3, 2 crew used as light armor for close range fire support

carries fewer rounds with more damaging 75mm shells

Area Defense Platoon (~26 soldiers)

6 Rattlesnake Combat Vehicle (3 crew each)

1 Fire Direction Vehicle (4 crew)

armored delivery truck (4 crew)

Lieutenant and sergeant command separate vehicles in different sections

Air Defense Platoon (~28 soldiers)

4 Flakpanzer Gephard (4 crew each)

1 Fire Direction Vehicle (4 crew)

2 armored delivery trucks (4 crew each)

Mobile Infantry Platoon (~36 soldiers)

4 Armadillo TC or TC/G (2 crew +7 passengers each)

3 squads of 7 (1 sergeant, 2 fire teams of 3)

lieutenant, 2 medics, sniper, recon/drone team of 3

lighter armor for highly motorized units

transports squads to combat and provides fire support

Medium Tank Platoon (~20 soldiers)

4 medium Sherman tank (5 crew each)

lieutenant and sergeant command separate tanks

mobile firepower and protection for early mechanized armies

MBT Tank Platoon (~24 soldiers)

4 main battle tank (6 crew each)

Lieutenant and 1st Sergeant command separate vehicles
used as heavy armor with large 127mm gun carrying relatively few rounds
heaviest armor available to spearhead attacks

Mechanized Infantry Platoon (~48 soldiers)

4 armored personnel carrier (4 crew each)

3x 1 sergeant, 1 medic or sniper, 2 fire teams of 3
lieutenant, sergeant, 2 fire teams of 3

heavy armor designed to accompany main battle tanks
transports squads to combat and provides close fire support

Light Scout Platoon (~24 soldiers)

6 Atlatl Assault Vehicle (2 crew each)

6 Wildcat Assault Vehicle (2 crew each)

lieutenant and first sergeant travel in different types of vehicle
Intended to find the enemy, fire briefly, and escape to report

Infantry Support Platoon (~24 soldiers)

3 sections of 4 mechanized gun carrier (2 crew each)

lieutenant and sergeant travel in different sections

heavy machine guns to cover infantry advances

Mechanized Mortar Support Platoon (~37 soldiers)

4 Armadillo-M dual mortar launcher (7 crew each)

1 Armadillo-TC or TC/G with Lieutenant, sergeant, 2 medics, drone fireteam of 3, 2 crew

provide close range indirect fire for mechanized infantry

not capable of long range fire and undesirable in front line situations

Anti-Aircraft Platoon (~26 soldiers)

4 Armadillo- CRAM Tactical Vehicle (5 crew each)

Fire Direction Vehicle (4 crew)

armored delivery truck (2 crew)

lieutenant and sergeant command different sections of 2 vehicles

Weapons Platoon (~37 soldiers)

3 squads of 11 soldiers: 1 sergeant, 2 fire teams of 5

each fire team has 2 heavy weapons, primarily mortars, flamethrowers, SSMs or drones

lieutenant, sergeant, 2 medics

each team has more heavy ammo than normal infantry, fewer light weapons

Light Howitzer Platoon (~20 soldiers)

4 van (4 crew each)

4 towed 75mm howitzer

1 van (driver, lieutenant, medic, mechanic)

Intended to stay out of front line combat

ammunition carried in vans

may be used for infantry support or anti-aircraft fire

Howitzer Platoon (~34 soldiers)

4 armored delivery truck (2 crew each)
4 towed 155mm howitzer (6 crew each)
2 armored minibus (1 crew plus 12 passengers each)
Intended to stay out of front line combat
may be used for infantry support or anti-aircraft fire

Mechanized Howitzer Platoon (~34 soldiers)

4 self propelled 155mm howitzer (7 crew each)
2 armored delivery truck for ammunition (3 crew each)
lieutenant and 1st sergeant command separate howitzers
intended to stay out of front line combat
may be used for infantry support or anti-aircraft fire

Heavy SP Artillery Platoon (~45 soldiers)

3 Centurion Cannoneer (11 crew each)
3 armored delivery truck for ammunition (4 crew each)
Mechanized heavy artillery for hitting large targets
200mm shells for coastal defense or area saturation (cluster or gas) attacks

Tactical Howitzer Platoon (~20 soldiers)

4 light tactical vehicle (2 vehicle + 3 howitzer crew each)
4 towed 105mm howitzer

Mechanized Medium Howitzer Platoon (~26 soldiers)

4 self propelled 127mm howitzer (5 crew each)
2 armored deliver truck (3 crew each)

Motorpool Platoon (~29 soldiers)

6 light armored transport
6 dirt bike
6 ground car
6 van
6 minibus
3 squads of 9, with 1 sergeant, 2 corporals, 6 privates
used as drivers, orderlies, and maintenance
lieutenant in command, sergeant as XO/supply
provides general use transport when larger unit requires it

Local Logistics Platoon (~24 soldiers)

12 armored delivery truck (2 crew each, max of 4)
12-36 trailer for dropping off unit supplies

Diverse Logistics Platoon (~24 soldiers)

4 armored van (2 crew each)
4 Light Tactical Vehicle (2 crew each)
4 armored delivery truck (2 crew each)
18-36 trailer of various sizes

Regional Logistics Platoon (~24 soldiers)

12 semi-tractor trailer with 24-36 trailer (2 crew each)
Lieutenant and 1st Sergeant command separate trucks
often are assigned escort vehicles (Armadillo TCs, TC/Gs, 20's, or 55's) for protection
larger trailers are used to move supplies between depots

Mechanized Maintenance Platoon (~48 soldiers)

2 heavy recovery vehicle (8 crew each)
4 medium recovery vehicle (7 crew each) may be replaced by 3 heavy recovery vehicle
2 armored truck with 2 trailer (2 crew each)
Lieutenant and Sergeant command different vehicles
Typically work in safer areas and use recovery vehicles to move damage vehicles

Light Mobility Platoon (~28 soldiers)

24 van (1 crew each)
lieutenant sergeant and 2 mechanics maintain the vans (along with the drivers)
used for modest resupply and mobility with 3 passengers per vehicle

Light Drone Platoon (~32 soldiers)

8 van (4 crew each)
carries smaller drones (.25 tons or less) for recon and/or attack
driver, 2 pilots and mechanic per van; Lieutenant is lead pilot, first sergeant is expert mechanic

Heavy Drone Platoon (~28 soldiers)

2 Eagles Nest Command Vehicle (8 crew each)
4 armored delivery truck (3 crew each each)
4 cargo trailer for drones (.5 tons or larger on trailer, smaller ones in trucks with tools)
7 pilots per command vehicle, Lieutenant is lead pilot and first sergeant is expert mechanic

Protected Mobility Platoon (~24 soldiers)

12 armored minibus (2 crew each)
Lieutenant and sergeant travel in different vehicles
used to transport up to 12 personnel each in a somewhat protected environment

Light Tactical Platoon (~48 soldiers)

6 Light Tactical Vehicle (2 crew +6 passengers each)
3 squads of 11- 1 sergeant, 2 fire teams of 5 (2 vehicles per squad)
lieutenant, medic, and sniper

Mechanized Missile Platoon (~20-24 soldiers)

4 Armadillo SSM or SRM (4 or 5 crew each)
1 missile reload vehicle with 8 tons (96 SRM or 384 SSM) reloads (4 crew)
Lieutenant and 1st Sergeant command separate vehicles
SSMs have more missiles doing less damage each
SRMs have fewer missiles doing more damage each
both have radar and thermal sensors for attacking aircraft or surface features
ranges are limited and can only effectively hit targets close to the launcher

Strategic Missile Platoon (~40 soldiers)

3 Lancer long range missile system (7 crew each) 6 missiles/launcher
1 fire direction controller (longer range radar system) (5 crew)
1 armored delivery truck w/ trailer for supplies (2 crew)
3 missile reloading vehicles (4 crew each) 8 long range ready reload missiles each
long range missiles may fire from far behind the front lines
42 long missiles may be fired before being resupplied

Tactical Missile Platoon (~40 soldiers)

3 Ragnarok medium range missile system (7 crew each) 6 missiles/launcher
1 fire direction controller (longer range radar system) (5 crew)
1 armored delivery truck w/ trailer for supplies (2 crew)
3 missile reloading vehicles (4 crew each) 24 medium range ready reload missiles each
medium range missiles fire from far behind the front lines but support a limited area
90 medium range missiles may be fired before being resupplied

Fast Amphibious Assault Platoon (~ 40 soldiers)

4 gunskimmer (4 crew each)
6 soldiers per vehicle, arranged in 2 squad of 12
sergeant, 3 fire teams of 3, 1 medic, 1 sniper
Lieutenant commands 1 gunskimmer; sergeant commands 1 squad
used for crossing bodies of water (lakes, bays, rivers, etc) as well as land
faster than assault boats, more flexible, less cargo

Amphibious Armored Vehicle Platoon (~48 soldiers)

3 AAV Amphibious Armored Vehicle (6 crew each)
10 unarmored soldiers per vehicle, sergeant and 3 fire teams of 3
Lieutenant and first sergeant command different vehicles
protected firepower for land/water attacks

Fast Aquatic Transport Platoon (~36 soldiers)

4 FAT Fast Aquatic Transport (9 crew each)
180 tons of cargo, 10 ton hangar and 140 bunks for soldiers but not for combat situations
ideal for water worlds before grav units become common
requires additional maintenance and docking facilities

Aquatic Maneuver Platoon (~24 soldiers)

12 hydrobus (2 crew each) in 3 sections of 4
Lieutenant and first sergeant in different sections
ferries many soldiers with some cargo quickly across water

Frogman Platoon (~34 soldiers)

3 squads of 10, sergeant, 3 fire teams of 3
Lieutenant, sergeant as XO, 2 medics
all troops fight in water and air

Landing Platoon (~40 soldiers)

4 LCAC hovercraft (10 crew each)
each seats platoon of 28 with 6 tons cargo and 13 tons vehicles

Fast Interface Platoon (~29 soldiers)

24 hovercraft in 4 sections of 6 (1 crew each)
4 sergeants command sections, lieutenant, 1st sergeant, and 3 mechanics maintain vehicles
each hovercraft is able to carry 12 soldiers and 4 tons of cargo in non-combat situations

Patrol Boat Platoon (~32 soldiers)

4 patrol boat (8 crew each)
lieutenant and first sergeant in different sections
engages in coastal defense against aquatic intrusion

Commando Team (~22 soldiers)

Captain leads, with 3 squads commanded by lieutenants
each squad has 6 expert sergeants
all soldiers are elite at stealth and combat

Amphibious Assault Platoon (~ 48 soldiers)

4 assault boat (4 crew each)
8 soldiers per vehicle
sergeant, (medic or sniper), 2 fire teams of 3
Lieutenant commands 1 assault boat; sergeant commands 1 squad
restricted to crossing bodies of water (lakes, bays, rivers, etc)
much slower than a gunskimmer, carries more cargo

Amphibious Support Platoon (~40 soldiers)

4 Wavehopper Gunship (10 crew each)
heavy firepower from the water or land

Air Transport Flight (~8+ 48 soldiers)

4 Cheyenne Air Transport (2 crew + 12 soldiers each)
each transport carries 1 squad of an airborne infantry platoon
soldiers leave plane via parachute without aircraft landing

Combat Support Flight, Wing (~12 soldiers)

6 Fighter-Bomber (2 crew each)
bombs and machine guns for close air support
additional maintenance and support provided by home squadron

Combat Support Flight, Helo (~36 soldiers)

6 Helicopter Gunship (2 crew each)
requires 4 ground crew per helicopter
additional support provided by home squadron

Airborne Infantry Platoon (~48 soldiers)

4 squads of 10 soldiers
1 sergeant, 3 fire teams of 3
lieutenant, 2 sniper, 2 medic, recon/drone team of 3
transported by flight of transport helicopters or small aircraft (~12 soldiers per transport)

Helo Assault Platoon (~48 soldiers)

6 Helicopter (1 crew +7 passengers each)
carries one light infantry platoon overall of 42 soldiers
has no weapons support so is mobility only
each helo also carries more than 1 ton of supplies

Heavy Lift Flight (~24 crew)

6 Heavy Lift Helicopter (4 crew each)
can carry 25 tons of supplies/vehicles each to move a platoon+
additional support provided by home squadron

Rapid Deployment Flight (~16 crew)

4 Dornier Condor Transport (4 crew each)
each VTOL transport carries 16 troops and 4+ tons of supplies
additional support provided by home squadron

Rapid Transfer Flight (~16 crew)

8 Concorde Transport (2 crew each)
each supersonic jet carries 37 passengers and 26 tons of supplies
requires additional maintenance and support at squadron level

Maintenance/Logistics Platoon (~29 soldiers)

1 medium or heavy recovery vehicle (5 crew each)
6 armored delivery trucks with 12-18 trailer (2 crew each)
6 armored van (2 crew each)

Combat Engineer Platoon (~36 soldiers)

4 mechanized engineering hull (7 crew each)
2 armored delivery truck (4 crew each)
lieutenant and sergeant serve as part of vehicle crews
used for building or destroying fortifications in combat

Light Construction Platoon (~28 soldiers)

2 construction crane (2 crew each)
2 bobcat loader (3 crew each)
2 bulldozer/loader (3 crew each)
3 delivery truck (4 crew each)
lieutenant and sergeants work among the vehicle crews
used for light construction work in uncontested environments

Combat Clearance Platoon (~26 soldiers)

6 armored bulldozer (3 crew each)
2 armored delivery truck (4 crew each)
clears defunct vehicles or flattens terrain under combat conditions

Tech Levels 8-11**Light Tank Platoon, Upgraded (~20 soldiers)**

5 Assegai 75 Light Tank (4 crew each)
more ammo, less armor and better sensors than the Cheetah

Grav Tank Platoon (~32 to 56 soldiers)

4 grav tank (2 crew each)
light armor more equivalent to an armored fighting vehicle
high mobility grav drive, carries 6 armored or 12 unarmored soldiers (or some variation)

Light Tank Platoon (~ 25 soldiers)

5 Cheetah Light Tank (5 crew each)
Lieutenant and Sergeant command different vehicles
maximum armor and very high mobility with weaker 75mm RaFE shells

Fast Laser Platoon (~18 soldiers)

6 Assegai Laser Sled (3 crew each)
high firepower and reasonable protection
Lieutenant and first sergeant command separate sections of 3 vehicles

Combat Grav Missile Platoon (~20 soldiers)

5 Assegai Missile Sled (4 crew each)
short range missiles with laser rifle support

Close Combat Grav Missile Platoon (~18 soldiers)

6 Assegai Porcupine (3 crew each)
many small, short range missiles with laser rifle support

Panzer Grav Tank Platoon (~18 soldiers)

6 Panzer Grav Tank (3 crew each)
lieutenant and 1st sergeant command separate tank sections of 3 vehicles
heavy armor and firepower for direct assaults

Merkava Gauss Tank Platoon (~20 soldiers)

4 Merkava Gauss Tank (5 crew each)
high volume direct fire vehicle which cannot stand against its own weapon

Grav Bomber Platoon (~18 soldiers)

6 Assegai Bomber (3 crew each)
lieutenant and first sergeant command sections of 3
massive damage potential to surface targets

Grav IFV Platoon (~32 to 56 soldiers)

4 Assegai Infantry Vehicle (2 crew each)
4 squads of 6 armored or 12 unarmored soldiers
Lieutenant commands infantry squads, first sergeant commands vehicles

Advanced APC Platoon (~48 soldiers)

3 Meteor Armored Personnel Carrier (6 crew each)
3 squads of 10 armored soldiers (sergeant, 3 fire teams of 3)
intended to fight and survive intense combat

Mechanized Grav Platoon (~44 soldiers)

4 Hyena Armored Fighting Grav Vehicle (4 crew each)
7 unarmored soldiers each (1 sergeant, 2 fire teams of 3)
Lieutenant and Sergeant command different vehicles

Laser Support Platoon (~24 soldiers)

3 squads of 4 laser support vehicle (2 crew each)
lieutenant and first sergeant lead separate squads
provide protected extended laser fire for dismounted troops

Grav Scout Platoon (~28 soldiers)

3 squads of 4 grav speeder (2 crew each)
1 sergeant, 3 corporals, 4 privates per squad
2 grav speeders (lieutenant, corporal), (1st Sergeant, private)
fast supersonic scout for finding enemy

Evacuation Platoon (~24 soldiers)

12 grav bus or vac-bus (2 crew each)
lieutenant drives one bus, first sergeant on a separate bus
moves up to 480 people (soldiers or civilians) in emergencies

Grav Mobility Platoon (~29 soldiers)

24 air raft (1 crew each)
provides a pilot, 2.5 tons of supplies, and up to 3 passengers
4 sergeants run sections of 6 vehicles, lieutenant, first sergeant, 3 mechanics support vehicles

Light Grav Platoon (~40 soldiers)

4 Flying Squad unarmed grav vehicle (1 crew +7 passengers)
sergeant, 2 fire teams of 3
1 Flying Squad unarmed grav vehicle (1 crew + 7 passengers)
pilot, lieutenant, 2 medic, 2 sniper, recon/drone team of 2

Light Amphibious Transport Platoon (~24 soldiers)

12 Assegai Submersible vehicle (2 crew each)
each carries 10 spaces of cargo and 3 armored or 6 unarmored passengers

Grav Transport Platoon (~24 soldiers)

12 medium grav transport (2 crew each)
lieutenant and 1st Sergeant command separate transports
unarmed but quick and relatively heavily armored

Light Combat Transport Platoon (~24 soldiers)

8 Assegai Combat Hauler (3 crew each)
decent armor and decoys but only 2 ton cargo capacity

Combat Transport Platoon (~24 soldiers)

8 armed medium grav transport (3 crew each)
lieutenant and 1st sergeant command separate transports
armed for self defense with some protection for more dangerous areas

Stealth Rapid Transport Platoon (~24 soldiers)

12 Wraith Transport (2 crew each)
carries 10 armored or 20 unarmored soldiers and 2.5 tons of supplies
excellent sensors and stealth coating with some armor but no weapons

Orbital Transport Platoon (~24 soldiers)

12 Cargo Hauler (2 crew each)
12-24 module (30 tons, same as used by modular cutters)
may be replaced by higher performance, higher cost modular cutter

Medium Mobility Platoon (~16 soldiers)

8 Voyager Utility Transport (2 crew each)
carries 9 armored or 18 unarmored troops and 3 tons of supplies

Armored Infantry Platoon (~34 soldiers)

3 squads of 9 soldiers (1 sergeant, 2 fire teams of 4)
lieutenant, first sergeant, 2 medics, remote recon team of 3
ballistic, hostile environment suit, or combat armor

Vacuum Infantry Platoon (~28 soldiers)

3 squads of 8 soldiers
1 sergeant, 2 corporals, 5 privates
lieutenant, 1st sergeant, 2 medics
hostile environment suit armor, laser and accelerator rifles, RAM grenade launchers
intended to fit in Anzio Landing Craft

Assisted Infantry Platoon (~27 soldiers +29 robots)

3 squads of 7 (sergeant, 3 teams of 2)
lieutenant, sergeant, 2 medic, 2 mechanic
2 mechanic assistant robot
9 infantry spearhead robot
9 laserguard robot
9 vacgunner robot

Assisted Protection Platoon (6 soldiers + 25 robots)

25 laserdome (robotic laser interceptor)
Lieutenant, 5 sergeants for command functions
heavily armored robots with linked laser rifles for killing sophonts or intercepting projectiles

Grav Vehicle Platoon (~29 soldiers)

5 Grav Bike
5 Air Raft
5 Grav Bus
5 Grav Speeder
5 Flying Squad
5 Voyager Utility Transport
3 squads of 9, with 1 sergeant, 2 corporals, 6 privates for drivers, orderlies, and maintenance
lieutenant in command, sergeant as XO/supply

Assisted Maintenance Platoon (~24 soldiers + 12 robots)

6 grav transport (4 crew each)
3 squads of 7 (sergeant, 2 teams of 3)
12 mechanic assistant robot
lieutenant, 2 orderlies all in different transports

Grav Armored Construction Platoon (~32 soldiers)

4 armored building assistant (4 crew each)
4 grav entrencher (2 crew each)
4 medium grav transport (2 crew each)
Lieutenant and first sergeant work with the construction crews

Grav Maintenance/Logistics Platoon (~33 soldiers)

2 grav fueler (2 crew each)
1 grav recovery vehicle (5 crew)
4 air raft (2 crew each)
8 medium grav transport (2 crew each)

MP Platoon- Military Police (~32 soldiers)

12 Air Raft or Flying Squad (2 crew each)
Lieutenant, sergeant, 6 base guards
patrols areas for crimes against/by soldiers

Assisted Mobile Medical Platoon (~18 soldiers + 12 robots)

6 Assegai MASH (3 crew + 2 autodocs)
2 mobile doctors, medical supplies, and 2 autodocs for treatment on the front lines

Assisted Medical Platoon (~28 soldiers + 6 robots)

3 doctors, 6 nurses, 12 orderlies
captain in command, first sergeant, 3 orderlies, 2 mechanic
6 medicodroid for routine care

Strategic Missile Platoon (~36 soldiers)

3 Zeus Missile Sled (7 crew each)
1 grav tank (3 crew + 6 armored soldiers)
3 grav missile loader (2 crew each)
lieutenant commands from missile sled; sergeant commands grav tank
used for long range fire support and often nuclear capable

Tactical Missile Platoon (~37 soldiers)

4 Watchman Tac Missile Launcher (6 crew each)
2 grav missile loader (2 crew each)
1 grav tank (3 crew + 6 armored soldiers)
used for amphibious missile operations with land based loading section

Amphibious Missile Platoon (~18 soldiers)

6 Pisces Missile Sled (3 crew each)
lieutenant and first sergeant command different squads

Tech Levels 12-15

Light Fusion Platoon (~18 soldiers)

6 Light Fusion Tank (3 crew each)
lieutenant and sergeant command separate sections of 3 tanks
heavily armored to withstand man portable artillery

Meson Gun Platoon (~20 soldiers)

4 meson disintegrator (5 crew each)
lieutenant and sergeant command separate tanks
heaviest armor and deadliest indirect weapon available
includes nuclear dampers for defense

Fusion Tank Platoon (~24 soldiers)

4 Nova Fusion Tank (6 crew each)
heaviest superdense armor available with high power direct fire weapon

IFV Grav Platoon (~56 soldiers)

4 combat grav carrier (4 crew + 10 armored soldiers each)
1 sergeant and 3 fire teams of 3
lieutenant commands 1 IFV; 1st sergeant leads troops in a second IFV

Gauss Mechanized Platoon (~40 to 64 soldiers)

4 gauss troop carrier (4 crew each)
Lieutenant and Sergeant command different troop carriers
6 armored or 12 unarmored soldiers per troop carrier
heavy armor and firepower to support armored infantry attacks

SGS Platoon- Special Grav Service (~33 to 60 soldiers)

3 Spectre Stealth APC (2 crew each)
18 cramped seats for 9 armored or 18 unarmored troops and 3.5 spaces of cargo
all soldiers have grav belts for maximal mobility in any environment
combat or co-polymer armor for an assault in vacuum or an offensive atmosphere
ballistic armor covered in digital camouflage (50% more than their combined price)
ballistic armor and cooling suit for hot planet assaults (50% more than their combined price)
weaponry can include stealthy items (laser rifles w/ invisible beams, neurotoxin tranq shots)
or deadly ones (stagger lasers, PGMPs, pocket nukes)

Armored Infantry Platoon (~34 soldiers)

3 squads of 10 soldiers (sergeant, 3 fire teams of 3)
lieutenant, sergeant, 2 medics
combat armor, co-polymer, ceramic, or ballistic armor, fire team weapons PGMPs or FGMPs

Heavy Assault Platoon (~37 soldiers)

3 squads of 11 soldiers
sergeant, 2 fire teams of 5
lieutenant, sergeant, 2 medics
armored in battledress, improved battledress, or full polymer armor
VRF gauss guns, PGMPs, improved PGMPs, FGMPs standard for each soldier

Vacuum Assault Platoon (~34 soldiers)

4 squads of 7 soldiers (1 sergeant, 2 fire teams of 3)
combat armor with grav belts for mobility
advanced lasers, gauss rifles for lighter weapons
drone, VRF gauss gun or PGMP for fire team weapons
Lieutenant, sergeant, 2 medics, 2 man sniper team
remove 1 squad to fit in Anzio Landing Craft

Grav Construction Platoon (~36 soldiers)

4 ultronics engineering platform (8 crew each)
2 medium grav transport (2 crew each)
lieutenant and sergeant work with the construction teams

Close Support Platoon (~34 soldiers)

8 close support flier or Jackal Fire Support Vehicle (1 crew each)
16 ground crew, lieutenant, 3 sergeants as supervisors
1 combat grav carrier for crew support (4 crew)
1 medium grav truck for logistics (2 crew)

Assisted Vacuum Infantry Platoon (~27 soldiers + 12 robots)

3 squads of 7 soldiers (1 sergeant, 2 fire teams of 3)
Lieutenant, first sergeant, 2 medics, 2 mechanics
6 vacgunner robot
6 gaussgunner robot

Assisted Maintenance Platoon (~24 soldiers + 16 robots)

8 air raft (4 crew each plus cargo)
3 squads of 7 (sergeant, 3 teams of 2)
lieutenant, 2 orderlies
16 mechanomate robot

Assisted Medevac Platoon (~24 soldiers + 18 robots)

6 air raft (4 crew each)
pilot, 3 medic per air raft
6 ambulance flier
12 evacbot

Damper Platoon (~24 soldiers)

12 Atomic Defender in 3 sections of 4 vehicles (2 crew each)
heavily protected and stealthed
distributed in areas where nuclear weapons are expected

Eradicator Robotics Platoon (~33 robots)

24 eradicator tanklet or assault droid
4 commander dbot
4 squads of 7 robots (1 dbot, 6 tanklet)
1 commander dbot as lieutenant escorted by 2 eradicator tanklet and 2 repair droid
robotic answer to battledress at 1 ton each

Assault Robotics Platoon (~35 robots)

6 laserguard robot

20 infantry spearhead robot

3 eradicator tanklet

4 commander dbot

1 commander dbot as lieutenant escorted by 2 infantry spearheads and 2 repair droids

3 squads of 1 commander dbot, eradicator tanklet, 2 laserguard, 6 infantry spearhead

cost effective platoon for dangerous unmanned missions