



Date: 2017-1-28

Killed all enemy tanks in one battle from US side (Medal of Honor): None

Killed all enemy tanks in one battle from German side (Iron Cross): None

The Best Tank Commander (Silver Star): Sgt. Yuka

Most killed for the day (Bronze Star): Sgt. Hosoi, Sgt. Arata, Sgt. Yamada

Most dead for the day (Purple Heart): Sgt. Yatabe, Sgt. Beta

Demotion (Friendly Fired): None

No promotion (Friendly Fired): None

Demotion (Zombie): None

No promotion (Zombie): None

Demotion (Bottom 3): None

Promotion (Top 3): Yuka, Sakaguchi, Papua, Suzunao, Mina : Sgt. -> 2nd Lt.

		Average							TIGER	Medal of Honor	Winning	Lost Game	Absent	Zombie	Total	
		Scores							Killer	Iron Cross	Team	Penalty for	Penalty	Penalty	Scores	Number of
		(AS)	Killed	Average Killed	Alive	Dead	Dead	Fire	Bonus	Medal Award Bonus	Bonus	Platoon Commander			(T)	Participation
Rank	Name	AS = (T / P)	(K)	AK = (K / P)	(A)	(D)	AD = (D / P)	(F)	(TB)	(MB)	(WB)	(LP)	(AP)	(AP)	T = (K+A+TB+MB+WB) - (D+F+AP)	(P)
1st	Sgt. Yuka	2.80	8	0.80	4	-6	-0.60	0	2	0	20	0	0	0	28	10
2nd	Sgt. Sakaguchi	2.67	5	0.56	4	-5	-0.56	0	0	0	20	0	0	0	24	9
2nd	Sgt. Papua	2.67	5	0.56	4	-5	-0.56	0	0	0	20	0	0	0	24	9
3rd	Sgt. Suzunao	2.00	7	0.64	3	-8	-0.73	0	0	0	20	0	0	0	22	11
3rd	Sgt. Mina	2.00	7	0.64	3	-8	-0.73	0	0	0	20	0	0	0	22	11
4th	Sgt. Yatabe	1.89	2	0.22	2	-7	-0.78	0	0	0	20	0	0	0	17	9
4th	Sgt. Beta	1.89	2	0.22	2	-7	-0.78	0	0	0	20	0	0	0	17	9
5th	Sgt. Oyama Jr.	1.63	7	0.88	2	-6	-0.75	-10	0	0	20	0	0	0	13	8
5th	Sgt. Go	1.63	7	0.88	2	-6	-0.75	-10	0	0	20	0	0	0	13	8

6th	Sgt. Michael Wittmann	0.80	8	0.80	4	-6	-0.60	0	2	0	20	-20	0	0	8	10
6th	Sgt. Arata	0.80	10	1.00	3	-7	-0.70	-20	2	0	20	0	0	0	8	10
6th	Sgt. Yamada	0.80	10	1.00	3	-7	-0.70	-20	2	0	20	0	0	0	8	10
7th	Sgt. Hosoi	-1.20	10	1.00	3	-7	-0.70	-20	2	0	20	-20	0	0	-12	10

Win (3)	Alive	The Best Platoon: A & B
Draw / Time up (1)	Killed **	
Lose (0)	Dead	

Platoon	Total Scores (TS)	Average Scores AS=TS/TG	Total Games (TG)	Platoon Commander's 1st Tank Commander / Gunner / Driver	2nd Tank Commander / Gunner / Driver	3rd Tank Commander / Gunner / Driver	4th Tank Commander / Gunner / Driver
A	12	1.50	8	Sgt. Hosoi / Sgt. Arata / Sgt. Yamada	Sgt. Oyama Jr. / Sgt. Oyama Jr. /	Sgt. Yatabe / Sgt. Yatabe / Sgt. Beta	-
B	12	1.50	8	Sgt. Michael Wittmann / Sgt. Michael Wittmann / Sgt. Yuka	Sgt. Sakaguchi / Sgt. Sakaguchi / Sgt.	Sgt. Suzunao / Sgt. Suzunao / Sgt. Mina	-

Tank No. T1 = Tiger I, T2 = Panzer IV, T3 and T4 = German Army's Robot Tank, T5 and T7 = M4 Sherman, T6 and T8 = US Army's Robot Tank

Battle 1.	Scores	Platoon	Tank No.	Commander / Gunner / Driver	Tank No.	Commander / Gunner / Driver	Tank No.	Commander / Gunner / Driver	Tank No.	Commander / Gunner / Driver
GER	3	A	T1	Hosoi / Arata / Yamada [T6*, T5*, T8*]	T2	Oyama Jr. / Oyama Jr. / Go [T7*]	T3	Yatabe / Yatabe / Beta	T4	Nobody
USA	0	B	T8	Michael Wittmann / Michael Wittmann / Yuka [T3*]	T7	Sakaguchi / Sakaguchi / Papua	T6	Suzunao / Suzunao / Mina	T5	Suzunao / Suzunao / Mina

Battle 2.	Scores	Platoon	Tank No.	Commander / Gunner / Driver	Tank No.	Commander / Gunner / Driver	Tank No.	Commander / Gunner / Driver	Tank No.	Commander / Gunner / Driver
GER	3	A	T1	Hosoi / Arata / Yamada [T8*]	T2	Hosoi / Arata / Yamada [T7*]	T3	Oyama Jr. / Oyama Jr. / Go [T5*, T4* FF, T6*]	T4	Yatabe / Yatabe / Beta
USA	0	B	T8	Michael Wittmann / Michael Wittmann / Yuka	T7	Michael Wittmann / Michael Wittmann / Yuka	T6	Sakaguchi / Sakaguchi / Papua	T5	Suzunao / Suzunao / Mina [T2*]

Battle 3.	Scores	Platoon	Tank No.	Commander / Gunner / Driver	Tank No.	Commander / Gunner / Driver	Tank No.	Commander / Gunner / Driver	Tank No.	Commander / Gunner / Driver
GER	3	A	T1	Yatabe / Yatabe / Beta [T6*, T7*]	T2	Nobody	T3	Hosoi / Arata / Yamada [T4* FF]	T4	Oyama Jr. / Oyama Jr. / Go [T5*, T8*]
USA	0	B	T8	Suzunao / Suzunao / Mina	T7	Sakaguchi / Sakaguchi / Papua [T3*]	T6	Michael Wittmann / Michael Wittmann / Yuka	T5	Sakaguchi / Sakaguchi / Papua

Battle 4.	Scores	Platoon	Tank No.	Commander / Gunner / Driver	Tank No.	Commander / Gunner / Driver	Tank No.	Commander / Gunner / Driver	Tank No.	Commander / Gunner / Driver
GER	3	A	T1	Oyama Jr. / Oyama Jr. / Go [T5*]	T2	Yatabe / Yatabe / Beta	T3	Yatabe / Yatabe / Beta	T4	Hosoi / Arata / Yamada [T8*, T7*, T6*]
USA	0	B	T8	Sakaguchi / Sakaguchi / Papua	T7	Suzunao / Suzunao / Mina	T6	Michael Wittmann / Michael Wittmann / Yuka [T1*, T2*]	T5	Michael Wittmann / Michael Wittmann / Yuka

Battle 5.	Scores	Platoon	Tank No.	Commander / Gunner / Driver	Tank No.	Commander / Gunner / Driver	Tank No.	Commander / Gunner / Driver	Tank No.	Commander / Gunner / Driver
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GER	3	B	T1	Michael Wittmann / Michael Wittmann / Yuka [T6*]	T2	Sakaguchi / Sakaguchi / Papua [T7*, T5*]	T3	Suzunao / Suzunao / Mina [T8*]	T4	Nobody
USA	0	A	T8	Hosoi / Arata / Yamada	T7	Oyama Jr. / Oyama Jr. / Go	T6	Yatabe / Yatabe / Beta	T5	Nobody

Battle 6.	Scores	Platoon	Tank No.	Commander / Gunner / Driver	Tank No.	Commander / Gunner / Driver	Tank No.	Commander / Gunner / Driver	Tank No.	Commander / Gunner / Driver
GER	3	B	T1	Suzunao / Suzunao / Mina	T2	Michael Wittmann / Michael Wittmann / Yuka	T3	Sakaguchi / Sakaguchi / Papua [T8*]	T4	Suzunao / Suzunao / Mina [T7*, T5*]
USA	0	A	T8	Hosoi / Arata / Yamada [T4*, T6* FF]	T7	Hosoi / Arata / Yamada	T6	Oyama Jr. / Oyama Jr. / Go	T5	Yatabe / Yatabe / Beta

Battle 7.	Scores	Platoon	Tank No.	Commander / Gunner / Driver	Tank No.	Commander / Gunner / Driver	Tank No.	Commander / Gunner / Driver	Tank No.	Commander / Gunner / Driver
GER	3	B	T1	Suzunao / Suzunao / Mina [T7*]	T2	Nobody	T3	Michael Wittmann / Michael Wittmann / Yuka [T5*, T6*]	T4	Sakaguchi / Sakaguchi / Papua [T8*]
USA	0	A	T8	Yatabe / Yatabe / Beta	T7	Nobody	T6	Hosoi / Arata / Yamada [T1*]	T5	Oyama Jr. / Oyama Jr. / Go

Battle 8.	Scores	Platoon	Tank No.	Commander / Gunner / Driver	Tank No.	Commander / Gunner / Driver	Tank No.	Commander / Gunner / Driver	Tank No.	Commander / Gunner / Driver
GER	3	B	T1	Sakaguchi / Sakaguchi / Papua	T2	Suzunao / Suzunao / Mina [T5*, T6*]	T3	Suzunao / Suzunao / Mina	T4	Michael Wittmann / Michael Wittmann / Yuka [T7*, T8*]
USA	0	A	T8	Oyama Jr. / Oyama Jr. / Go [T2*]	T7	Yatabe / Yatabe / Beta	T6	Nobody	T5	Hosoi / Arata / Yamada

Sgt. Hosoi [A Platoon Commander]																
						Friendly	TIGER	Medal	Winning	Lost Game	Absent	Zombie				
	Killed	Average	Alive	Dead	Average	Fire	Killer	Award	Team	Penalty for	Penalty	Penalty	Total	# of	Average	
	(K)	Killed	(A)	(D)	Dead	FF	Bonus	Bonus	Bonus	Platoon Commander			Scores	Participator	Scores	
	(+1)	AK = (K / P)	(+1)	(-1)	AD = (D / P)	(-10)	(+2)	(+5)	(+5)	(-5)	(-5)	(-10)	(T)	(P)	AS = (T / P)	
Battle 1.	3		1						5				9	1		
Battle 2.	2		1	-1					5				7	2		
Battle 3.				-1		-10			5				-6	1		
Battle 4.	3		1						5				9	1		
Battle 5.				-1						-5			-6	1		
Battle 6.	1			-2		-10				-5			-16	2		
Battle 7.	1			-1			2			-5			-3	1		
Battle 8.				-1						-5			-6	1		
	10	1.00	3	-7	-0.70	-20	2	0	20	-20	0	0	-12	10	-1.20	

Sgt. Arata

						Friendly	TIGER	Medal	Winning	Lost Game	Absent	Zombie			
	Killed	Average	Alive	Dead	Average	Fire	Killer	Award	Team	Penalty for	Penalty	Penalty	Total	# of	Average
	(K)	Killed	(A)	(D)	Dead	FF	Bonus	Bonus	Bonus	Platoon Commander			Scores	Participator	Scores
	(+1)	AK = (K / P)	(+1)	(-1)	AD = (D / P)	(-10)	(+2)	(+5)	(+5)	(-5)	(-5)	(-10)	(T)	(P)	AS = (T / P)
Battle 1.	3		1						5				9	1	
Battle 2.	2		1	-1					5				7	2	
Battle 3.				-1		-10			5				-6	1	
Battle 4.	3		1						5				9	1	
Battle 5.				-1									-1	1	
Battle 6.	1			-2		-10							-11	2	
Battle 7.	1			-1			2						2	1	
Battle 8.				-1									-1	1	
	10	1.00	3	-7	-0.70	-20	2	0	20	0	0	0	8	10	0.80

Sgt. Yamada

					Friendly	TIGER	Medal	Winning	Lost Game	Absent	Zombie				
	Killed	Average	Alive	Dead	Average	Fire	Killer	Award	Team	Penalty for	Penalty	Penalty	Total	# of	Average
	(K)	Killed	(A)	(D)	Dead	FF	Bonus	Bonus	Bonus	Platoon Commander			Scores	Participator	Scores
	(+1)	AK = (K / P)	(+1)	(-1)	AD = (D / P)	(-10)	(+2)	(+5)	(+5)	(-5)	(-5)	(-10)	(T)	(P)	AS = (T / P)
Battle 1.	3		1						5				9	1	
Battle 2.	2		1	-1					5				7	2	
Battle 3.				-1		-10			5				-6	1	
Battle 4.	3		1						5				9	1	
Battle 5.				-1									-1	1	
Battle 6.	1			-2		-10							-11	2	
Battle 7.	1			-1			2						2	1	
Battle 8.				-1									-1	1	
	10	1.00	3	-7	-0.70	-20	2	0	20	0	0	0	8	10	0.80

Sgt. Oyama Jr.

						Friendly	TIGER	Medal	Winning	Lost Game	Absent	Zombie			
	Killed	Average	Alive	Dead	Average	Fire	Killer	Award	Team	Penalty for	Penalty	Penalty	Total	# of	Average
	(K)	Killed	(A)	(D)	Dead	FF	Bonus	Bonus	Bonus	Platoon Commander			Scores	Participator	Scores
	(+1)	AK = (K / P)	(+1)	(-1)	AD = (D / P)	(-10)	(+2)	(+5)	(+5)	(-5)	(-5)	(-10)	(T)	(P)	AS = (T / P)
Battle 1.	1		1						5				7	1	
Battle 2.	2		1			-10			5				-2	1	
Battle 3.	2			-1					5				6	1	
Battle 4.	1			-1					5				5	1	
Battle 5.				-1									-1	1	
Battle 6.				-1									-1	1	
Battle 7.				-1									-1	1	
Battle 8.	1			-1									0	1	
	7	0.88	2	-6	-0.75	-10	0	0	20	0	0	0	13	8	1.63

Sgt. Go

						Friendly	TIGER	Medal	Winning	Lost Game	Absent	Zombie			
	Killed	Average	Alive	Dead	Average	Fire	Killer	Award	Team	Penalty for	Penalty	Penalty	Total	# of	Average
	(K)	Killed	(A)	(D)	Dead	FF	Bonus	Bonus	Bonus	Platoon Commander			Scores	Participation	Scores
	(+1)	AK = (K / P)	(+1)	(-1)	AD = (D / P)	(-10)	(+2)	(+5)	(+5)	(-5)	(-5)	(-10)	(T)	(P)	AS = (T / P)
Battle 1.	1		1						5				7	1	
Battle 2.	2		1			-10			5				-2	1	
Battle 3.	2			-1					5				6	1	
Battle 4.	1			-1					5				5	1	
Battle 5.				-1									-1	1	
Battle 6.				-1									-1	1	
Battle 7.				-1									-1	1	
Battle 8.	1			-1									0	1	
	7	0.88	2	-6	-0.75	-10	0	0	20	0	0	0	13	8	1.63

Sgt. Yatabe

					Friendly	TIGER	Medal	Winning	Lost Game	Absent	Zombie				
	Killed	Average	Alive	Dead	Average	Fire	Killer	Award	Team	Penalty for	Penalty	Penalty	Total	# of	Average
	(K)	Killed	(A)	(D)	Dead	FF	Bonus	Bonus	Bonus	Platoon Commander			Scores	Participator	Scores
	(+1)	AK = (K / P)	(+1)	(-1)	AD = (D / P)	(-10)	(+2)	(+5)	(+5)	(-5)	(-5)	(-10)	(T)	(P)	AS = (T / P)
Battle 1.				-1					5				4	1	
Battle 2.				-1					5				4	1	
Battle 3.	2		1						5				8	1	
Battle 4.			1	-1					5				5	2	
Battle 5.				-1									-1	1	
Battle 6.				-1									-1	1	
Battle 7.				-1									-1	1	
Battle 8.				-1									-1	1	
	2	0.22	2	-7	-0.78	0	0	0	20	0	0	0	17	9	1.89

Sgt. Beta

					Friendly	TIGER	Medal	Winning	Lost Game	Absent	Zombie				
	Killed	Average	Alive	Dead	Average	Fire	Killer	Award	Team	Penalty for	Penalty	Penalty	Total	# of	Average
	(K)	Killed	(A)	(D)	Dead	FF	Bonus	Bonus	Bonus	Platoon Commander			Scores	Participator	Scores
	(+1)	AK = (K / P)	(+1)	(-1)	AD = (D / P)	(-10)	(+2)	(+5)	(+5)	(-5)	(-5)	(-10)	(T)	(P)	AS = (T / P)
Battle 1.				-1					5				4	1	
Battle 2.				-1					5				4	1	
Battle 3.	2		1						5				8	1	
Battle 4.			1	-1					5				5	2	
Battle 5.				-1									-1	1	
Battle 6.				-1									-1	1	
Battle 7.				-1									-1	1	
Battle 8.				-1									-1	1	
	2	0.22	2	-7	-0.78	0	0	0	20	0	0	0	17	9	1.89

Sgt. Michael Wittmann [B Platoon Commander]

						Friendly	TIGER	Medal	Winning	Lost Game	Absent	Zombie			
	Killed	Average	Alive	Dead	Average	Fire	Killer	Award	Team	Penalty for	Penalty	Penalty	Total	# of	Average
	(K)	Killed	(A)	(D)	Dead	FF	Bonus	Bonus	Bonus	Platoon Commander			Scores	Participator	Scores
	(+1)	AK = (K / P)	(+1)	(-1)	AD = (D / P)	(-10)	(+2)	(+5)	(+5)	(-5)	(-5)	(-10)	(T)	(P)	AS = (T / P)
Battle 1.	1			-1						-5			-5	1	
Battle 2.				-2						-5			-7	2	
Battle 3.				-1						-5			-6	1	
Battle 4.	2			-2			2			-5			-3	2	
Battle 5.	1		1						5				7	1	
Battle 6.			1						5				6	1	
Battle 7.	2		1						5				8	1	
Battle 8.	2		1						5				8	1	
	8	0.80	4	-6	-0.60	0	2	0	20	-20	0	0	8	10	0.80

Sgt. Yuka

						Friendly	TIGER	Medal	Winning	Lost Game	Absent	Zombie			
	Killed	Average	Alive	Dead	Average	Fire	Killer	Award	Team	Penalty for	Penalty	Penalty	Total	# of	Average
	(K)	Killed	(A)	(D)	Dead	FF	Bonus	Bonus	Bonus	Platoon Commander			Scores	Participator	Scores
	(+1)	AK = (K / P)	(+1)	(-1)	AD = (D / P)	(-10)	(+2)	(+5)	(+5)	(-5)	(-5)	(-10)	(T)	(P)	AS = (T / P)
Battle 1.	1			-1									0	1	
Battle 2.				-2									-2	2	
Battle 3.				-1									-1	1	
Battle 4.	2			-2			2						2	2	
Battle 5.	1		1						5				7	1	
Battle 6.			1						5				6	1	
Battle 7.	2		1						5				8	1	
Battle 8.	2		1						5				8	1	
	8	0.80	4	-6	-0.60	0	2	0	20	0	0	0	28	10	2.80

Sgt. Sakaguchi

					Friendly	TIGER	Medal	Winning	Lost Game	Absent	Zombie				
	Killed	Average	Alive	Dead	Average	Fire	Killer	Award	Team	Penalty for	Penalty	Penalty	Total	# of	Average
	(K)	Killed	(A)	(D)	Dead	FF	Bonus	Bonus	Bonus	Platoon Commander			Scores	Participator	Scores
	(+1)	AK = (K / P)	(+1)	(-1)	AD = (D / P)	(-10)	(+2)	(+5)	(+5)	(-5)	(-5)	(-10)	(T)	(P)	AS = (T / P)
Battle 1.				-1									-1	1	
Battle 2.				-1									-1	1	
Battle 3.	1			-2									-1	2	
Battle 4.				-1									-1	1	
Battle 5.	2		1						5				8	1	
Battle 6.	1		1						5				7	1	
Battle 7.	1		1						5				7	1	
Battle 8.			1						5				6	1	
	5	0.56	4	-5	-0.56	0	0	0	20	0	0	0	24	9	2.67

Sgt.

Papua

						Friendly	TIGER	Medal	Winning	Lost Game	Absent	Zombie			
	Killed	Average	Alive	Dead	Average	Fire	Killer	Award	Team	Penalty for	Penalty	Penalty	Total	# of	Average
	(K)	Killed	(A)	(D)	Dead	FF	Bonus	Bonus	Bonus	Platoon Commander			Scores	Participator	Scores
	(+1)	AK = (K / P)	(+1)	(-1)	AD = (D / P)	(-10)	(+2)	(+5)	(+5)	(-5)	(-5)	(-10)	(T)	(P)	AS = (T / P)
Battle 1.				-1									-1	1	
Battle 2.				-1									-1	1	
Battle 3.	1			-2									-1	2	
Battle 4.				-1									-1	1	
Battle 5.	2		1						5				8	1	
Battle 6.	1		1						5				7	1	
Battle 7.	1		1						5				7	1	
Battle 8.			1						5				6	1	
	5	0.56	4	-5	-0.56	0	0	0	20	0	0	0	24	9	2.67

Sgt.

Suzunao

Friendly

TIGER

Medal

Winning

Lost Game

Absent

Zombie

	Killed	Average	Alive	Dead	Average	Fire	Killer	Award	Team	Penalty for	Penalty	Penalty	Total	# of	Average
	(K)	Killed	(A)	(D)	Dead	FF	Bonus	Bonus	Bonus	Platoon Commander			Scores	Participatior	Scores
	(+1)	AK = (K / P)	(+1)	(-1)	AD = (D / P)	(-10)	(+2)	(+5)	(+5)	(-5)	(-5)	(-10)	(T)	(P)	AS = (T / P)
Battle 1.				-2									-2	2	
Battle 2.	1			-1									0	1	
Battle 3.				-1									-1	1	
Battle 4.				-1									-1	1	
Battle 5.	1		1						5				7	1	
Battle 6.	2		1	-1					5				7	2	
Battle 7.	1			-1					5				5	1	
Battle 8.	2		1	-1					5				7	2	
	7	0.64	3	-8	-0.73	0	0	0	20	0	0	0	22	11	2.00

Sgt. Mina

						Friendly	TIGER	Medal	Winning	Lost Game	Absent	Zombie			
	Killed	Average	Alive	Dead	Average	Fire	Killer	Award	Team	Penalty for	Penalty	Penalty	Total	# of	Average
	(K)	Killed	(A)	(D)	Dead	FF	Bonus	Bonus	Bonus	Platoon Commander			Scores	Participatior	Scores
	(+1)	AK = (K / P)	(+1)	(-1)	AD = (D / P)	(-10)	(+2)	(+5)	(+5)	(-5)	(-5)	(-10)	(T)	(P)	AS = (T / P)
Battle 1.				-2									-2	2	
Battle 2.	1			-1									0	1	
Battle 3.				-1									-1	1	
Battle 4.				-1									-1	1	
Battle 5.	1		1						5				7	1	
Battle 6.	2		1	-1					5				7	2	
Battle 7.	1			-1					5				5	1	
Battle 8.	2		1	-1					5				7	2	
	7	0.64	3	-8	-0.73	0	0	0	20	0	0	0	22	11	2.00