

Date: 2017-10-22



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): (Sgt. Haruki, Sgt. Masaki) x 2

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

Most killed for the day (Bronze Star): Sgt. Haruki

Most dead for the day (Purple Heart): Sgt. Tomoya, Sgt. Andore

Demotion (Friendly Fired): None

No promotion (Friendly Fired): Sgt. Haruki, Sgt. Masaki

Demotion (Zombie): None

No promotion (Zombie): None

Demotion (Bottom 3): Michael Wittmann : Capt. -> 1st Lt.

Promotion (Top 3): Tomoya, Andore : Sgt. -> 2nd Lt.

		Average							TIGER	Medal of Honor	Winning	Lost Game	Absent	Zombie	Total			
		Scores							Average	Friendly	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. Haruki	4.09	22	2.00	5	-6	-0.55	-10	4	10	25	0	-5	0	45	11		
2nd	Sgt. Masaki	3.77	23	1.77	5	-8	-0.62	-10	4	10	25	0	0	0	49	13		
3rd	Sgt. Tomoya	1.78	8	0.89	1	-8	-0.89	0	0	0	15	0	0	0	16	9		
3rd	Sgt. Andore	1.78	8	0.89	1	-8	-0.89	0	0	0	15	0	0	0	16	9		
4th	Capt. Michael Wittmanr	0.67	4	0.33	3	-9	-0.75	0	0	0	25	-15	0	0	8	12		
5th	1st Lt. Yuka	-0.27	11	0.73	3	-12	-0.80	0	4	0	15	-25	0	0	-4	15		

Win (3)	Alive
Draw / Time up (1)	Killed **
Lose (0)	Dead

The Best Platoon: **A**

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	15	1.88	8	Capt. Michael Wittmann / Capt. Michael	Sgt. Masaki / Sgt. Haruki / Sgt.	-	-
B	9	1.13	8	1st Lt. Yuka / 1st Lt. Yuka / 1st Lt. Yuka	Sgt. Tomoya / Sgt. Tomoya / Sgt. Andore	-	-

Tank No. T1 = Tiger I, T2 = Panzer IV, T3 = Stug III, T4 = Jagdpanther, T5, T6, T7 and T8 = M4 Sherman

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	Michael Wittmann [T6*]	T2	Masaki / Haruki / Masaki [T8*, T7*]	T3	Michael Wittmann	T4	Masaki / Haruki / Masaki [T5*]
USA	0	B	T8	Yuka	T7	Tomoya / Tomoya / Andore	T6	Nobody	T5	Yuka [T1*, T2*]

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	Nobody	T2	Michael Wittmann [T7*]	T3	Masaki / Haruki / Masaki [T5*, T8*, T2* FF, T6*]	T4	Nobody
USA	0	B	T8	Yuka	T7	Yuka [T1*]	T6	Tomoya / Tomoya / Andore	T5	Nobody

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	Nobody	T2	Nobody	T3	Michael Wittmann	T4	Masaki / Haruki / Masaki [T6*, T8*, T7*, T5*, IC]
USA	0	B	T8	Yuka	T7	Nobody	T6	Yuka	T5	Tomoya / Tomoya / Andore

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	Masaki / Haruki / Masaki [T5*, T6*, T7*, T8*, IC]	T2	Nobody	T3	Nobody	T4	Michael Wittmann
USA	0	B	T8	Tomoya / Tomoya / Andore [T3*, T2*, T4*]	T7	Yuka	T6	Nobody	T5	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
GER	3	B	T1	Yuka [T7*]	T2	Tomoya / Tomoya / Andore [T8*, T6*]	T3	Nobody	T4	Yuka [T5*]
USA	0	A	T8	Michael Wittmann	T7	Masaki / Haruki / Masaki	T6	Michael Wittmann	T5	Masaki / Haruki / Masaki [T1*, T3*, T2*]

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	Yuka [T5*, T8*]	T2	Yuka [T6*, T7*]	T3	Tomoya / Tomoya / Andore	T4	Nobody

USA	0	A	T8	Michael Wittmann [T3*]	T7	Michael Wittmann	T6	Masaki	T5	Masaki [T2*]
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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	Yuka [T5*, T7*]	T2	Nobody	T3	Yuka	T4	Tomoya / Tomoya / Andore [T6*, T8*]
USA	0	A	T8	Michael Wittmann	T7	Masaki / Masaki / Haruki	T6	Michael Wittmann	T5	Masaki / Masaki / Haruki [T2*, T3*]

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	0	B	T1	Tomoya / Tomoya / Andore [T8*]	T2	Nobody	T3	Tomoya / Tomoya / Andore	T4	Yuka
USA	3	A	T8	Masaki / Haruki / Masaki	T7	Masaki / Haruki / Masaki [T1*, T4*, T3*]	T6	Nobody	T5	Michael Wittmann [T2*]

Capt. Michael Wittmann

[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.	1		1	-1					5				6	2	
Battle 2.	1			-1					5				5	1	
Battle 3.			1						5				6	1	
Battle 4.				-1					5				4	1	
Battle 5.				-2						-5			-7	2	
Battle 6.	1			-2						-5			-6	2	
Battle 7.				-2						-5			-7	2	
Battle 8.	1		1						5				7	1	
	4	0.33	3	-9	-0.75	0	0	0	25	-15	0	0	8	12	0.67

Sgt. Masaki

						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	-1					5		8	2				
Battle 2.	3	1		-10				5		-1	1				
Battle 3.	4	1					5	5		15	1				
Battle 4.	4	1					5	5		15	1				
Battle 5.	3		-2			2				3	2				
Battle 6.	1		-2							-1	2				
Battle 7.	2		-2							0	2				
Battle 8.	3	1	-1			2		5		10	2				
	23	1.77	5	-8	-0.62	-10	4	10	25	0	0	0	49	13	3.77

Sgt. Haruki

					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.	3		1	-1					5				8	2	
Battle 2.	3		1			-10			5				-1	1	
Battle 3.	4		1					5	5				15	1	
Battle 4.	4		1					5	5				15	1	
Battle 5.	3			-2			2						3	2	
Battle 6.											-5		-5	0	
Battle 7.	2			-2									0	2	
Battle 8.	3		1	-1			2		5				10	2	
	22	2.00	5	-6	-0.55	-10	4	10	25	0	-5	0	45	11	4.09

1st Lt. Yuka [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	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.	2			-2			2			-5			-3	2	
Battle 2.	1			-2			2			-5			-4	2	
Battle 3.				-2						-5			-7	2	
Battle 4.				-2						-5			-7	2	
Battle 5.	2		1	-1					5				7	2	
Battle 6.	4		1	-1					5				9	2	
Battle 7.	2		1	-1					5				7	2	
Battle 8.				-1						-5			-6	1	
	11	0.73	3	-12	-0.80	0	4	0	15	-25	0	0	-4	15	-0.27

Sgt. Tomoya

					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	1	
Battle 2.				-1									-1	1	
Battle 3.				-1									-1	1	
Battle 4.	3			-1									2	1	
Battle 5.	2			-1					5				6	1	
Battle 6.				-1					5				4	1	
Battle 7.	2		1						5				8	1	
Battle 8.	1			-2									-1	2	
	8	0.89	1	-8	-0.89	0	0	0	15	0	0	0	16	9	1.78

Sgt. Andore

					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	1	
Battle 2.				-1									-1	1	
Battle 3.				-1									-1	1	
Battle 4.	3			-1									2	1	
Battle 5.	2			-1					5				6	1	
Battle 6.				-1					5				4	1	
Battle 7.	2		1						5				8	1	
Battle 8.	1			-2									-1	2	
	8	0.89	1	-8	-0.89	0	0	0	15	0	0	0	16	9	1.78