**Date: 2017-11-19**

Killed all enemy tanks in one battle from US side (Medal of Honor):  **Sgt. Yatabe, Sgt. Daigo**

Killed all enemy tanks in one battle from German side (Iron Cross):  **2nd Lt. Andore, Sgt. Yatabe, Sgt. Daigo**

The Best Tank Commander (Silver Star):  **Sgt. Yatabe, Sgt. Daigo**

Most killed for the day (Bronze Star):  **2nd Lt. Andore**

Most dead for the day (Purple Heart):  **2nd Lt. Tomoya**

Demotion (Friendly Fired):  **None**

No promotion (Friendly Fired):  **None**

Demotion (Zombie):  **None**

No promotion (Zombie):  **None**

Demotion (Bottom 3):  **Michael Wittmann : 1st Lt. -> 2nd Lt.**

**Tomoya : 2nd Lt. -> Sgt.**

Promotion (Top 3):  **Andore, Yuka : 2nd Lt. -> 1st Lt.**

**Yatabe, Daigo : Sgt. -> 2nd Lt.**

| Rank | Name | Average Scores (AS) AS = (T / P) | Killed (K) | Average Killed AK = (K / P) | Alive (A) | Dead (D) | Average Dead AD = (D / P) | Friendly Fire (F) | TIGER Killer Bonus (TB) | Medal of Honor Iron Cross Medal Award Bonus (MB) | Winning Team Bonus (WB) | Lost Game Penality for Platoon Commander (LP) | Absent Penalty (AP) | Zombie Penalty (AP) | Total Scores (T) T = (K+A+TB+MB+WB) - (D+F+AP) | Number of Participation (P) |
|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|
| 1st | Sgt. Yatabe | 4.46 | 21 | 1.62 | 5 | -8 | -0.62 | 0 | 0 | 10 | 30 | 0 | 0 | 0 | 58 | 13 |
| 1st | Sgt. Daigo | 4.46 | 21 | 1.62 | 5 | -8 | -0.62 | 0 | 0 | 10 | 30 | 0 | 0 | 0 | 58 | 13 |
| 2nd | 2nd Lt. Andore | 3.00 | 11 | 1.83 | 4 | -2 | -0.33 | 0 | 0 | 5 | 20 | 0 | -20 | 0 | 18 | 6 |
| 3rd | 2nd Lt. Yuka | 2.69 | 7 | 0.54 | 7 | -6 | -0.46 | 0 | 2 | 0 | 30 | -5 | 0 | 0 | 35 | 13 |
| 4th | Sgt. Furuhashi | -0.60 | 7 | 0.47 | 2 | -13 | -0.87 | -10 | 0 | 0 | 5 | 0 | 0 | 0 | -9 | 15 |
| 5th | 1st Lt. Michael Wittmann | -2.50 | 8 | 0.80 | 1 | -9 | -0.90 | 0 | 0 | 0 | 5 | -30 | 0 | 0 | -25 | 10 |
| 6th | 2nd Lt. Tomoya | -3.50 | 0 | 0.00 | 0 | -8 | -1.00 | 0 | 0 | 0 | 0 | 0 | -20 | 0 | -28 | 8 |

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

**The Best Platoon:  B**

| 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 | 4 | 0.50 | 8 | 1st Lt. Michael Wittmann / 1st Lt. Michael Wittmann / 1st Lt. Michael Wittmann | 2nd Lt. Tomoya / 2nd Lt. Tomoya / Sgt. Furuhashi | - | - |
| B | 19 | 2.38 | 8 | 2nd Lt. Yuka / 2nd Lt. Yuka / 2nd Lt. Yuka | 2nd Lt. Andore / Sgt. Yatabe / Sgt. Daigo | - | - |

**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 | 0 | A | T1 | Michael Wittmann [T8*] | T2 | Furuhashi | T3 | Nobody | T4 | Furuhashi [T7*, T6*] |
| USA | 3 | B | T8 | Yuka | T7 | Yatabe / Yatabe / Daigo [T3*, T2*] | T6 | Yatabe / Yatabe / Daigo | T5 | Yuka [T1*, T4*] |

| 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 | 0 | A | T1 | Nobody | T2 | Michael Wittmann [T7*] | T3 | Furuhashi | T4 | Furuhashi |
| USA | 3 | B | T8 | Yuka | T7 | Yuka | T6 | Yatabe / Yatabe / Daigo [T3*, T4*, T1*, T2*, MOH] | 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 | Furuhashi [T6*, T7*, T3* FF, T8*] | T2 | Nobody | T3 | Michael Wittmann [T5*] | T4 | Furuhashi |
| USA | 0 | B | T8 | Yuka | T7 | Yatabe / Yatabe / Daigo | T6 | Yuka | T5 | Yatabe / Yatabe / Daigo [T4*, T2*] |

| 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 | 1 | A | T1 | Furuhashi [T5*, T7*] | T2 | Nobody | T3 | Nobody | T4 | Michael Wittmann [T8*] |
| USA | 1 | B | T8 | Yatabe / Yatabe / Daigo | T7 | Yatabe / Yatabe / Daigo [T2*, T3*] | T6 | Yuka | 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 [T8*, T7*] | T2 | Andore / Yatabe / Daigo | T3 | Nobody | | Andore / Yatabe / Daigo [T6*, T5*] |
| USA | 0 | A | T8 | Michael Wittmann | T7 | Tomoya / Tomoya / Furuhashi | T6 | Tomoya / Tomoya / Furuhashi | T5 | Michael Wittmann [T2*, T3*] |

| 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 | T2 | Yuka [T6*] | T3 | Andore / Yatabe / Daigo [T5*, T8*] | T4 | Andore / Yatabe / Daigo [T7*] |
| USA | 0 | A | T8 | Tomoya / Tomoya / Furuhashi | T7 | Michael Wittmann [T3*, T2*] | T6 | Tomoya / Tomoya / Furuhashi | T5 | Tomoya / Tomoya / Furuhashi |

| 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 | Nobody | T2 | Nobody | T3 | Yuka | T4 | Andore / Yatabe / Daigo [T5*, T7*, T8*, T6*, IC] |
| USA | 0 | A | T8 | Nobody | T7 | Nobody | T6 | Michael Wittmann | T5 | Tomoya / Tomoya / Furuhashi |

| 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 | Andore / Yatabe / Daigo [T5*, T8*] | T2 | Nobody | T3 | Nobody | T4 | Yuka [T6*, T7*] |
| USA | 0 | A | T8 | Tomoya / Tomoya / Furuhashi | T7 | Tomoya / Tomoya / Furuhashi | T6 | Michael Wittmann | T5 | Michael Wittmann |

## *1st Lt.    Michael Wittmann          [A Platoon Commander]*

| | Killed (K) (+1) | Average Killed AK = (K / P) | Alive (A) (+1) | Dead (D) (-1) | Average Dead AD = (D / P) | Friendly Fire FF (-10) | TIGER Killer Bonus (+2) | Medal Award Bonus (+5) | Winning Team Bonus (+5) | Lost Game Penalty for Platoon Commander (-5) | Absent Penalty (-5) | Zombie Penalty (-10) | Total Scores (T) | # of Participation (P) | Average Scores AS = (T / P) |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Battle 1. | 1 | | | -1 | | | | | | -5 | | | -5 | 1 | |
| Battle 2. | 1 | | | -1 | | | | | | -5 | | | -5 | 1 | |
| Battle 3. | 1 | | | -1 | | | | 5 | | | | | 5 | 1 | |
| Battle 4. | 1 | | 1 | | | | | | | | | | 2 | 1 | |
| Battle 5. | 2 | | | -2 | | | | | | -5 | | | -5 | 2 | |
| Battle 6. | 2 | | | -1 | | | | | | -5 | | | -4 | 1 | |
| Battle 7. | | | | -1 | | | | | | -5 | | | -6 | 1 | |
| Battle 8. | | | | -2 | | | | | | -5 | | | -7 | 2 | |
| | 8 | 0.80 | 1 | -9 | -0.90 | 0 | 0 | 0 | 5 | -30 | 0 | 0 | -25 | 10 | -2.50 |

## *2nd Lt.    Tomoya*

| Killed (K) (+1) | Average Killed AK = (K / P) | Alive (A) (+1) | Dead (D) (-1) | Average Dead AD = (D / P) | Friendly Fire FF (-10) | TIGER Killer Bonus (+2) | Medal Award Bonus (+5) | Winning Team Bonus (+5) | Lost Game Penalty for Platoon Commander (-5) | Absent Penalty (-5) | Zombie Penalty (-10) | Total Scores (T) | # of Participation (P) | Average Scores AS = (T / P) |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Battle 1. | | | | | | | | | | | -5 | | -5 | 0 |
| Battle 2. | | | | | | | | | | | -5 | | -5 | 0 |
| Battle 3. | | | | | | | | | | | -5 | | -5 | 0 |
| Battle 4. | | | | | | | | | | | -5 | | -5 | 0 |
| Battle 5. | | | -2 | | | | | | | | | | -2 | 2 |
| Battle 6. | | | -3 | | | | | | | | | | -3 | 3 |
| Battle 7. | | | -1 | | | | | | | | | | -1 | 1 |
| Battle 8. | | | -2 | | | | | | | | | | -2 | 2 |
| 0 | 0.00 | 0 | -8 | -1.00 | 0 | 0 | 0 | 0 | 0 | -20 | 0 | -28 | 8 | -3.50 |

## Sgt.  Furuhashi

| Killed (K) (+1) | Average Killed AK = (K / P) | Alive (A) (+1) | Dead (D) (-1) | Average Dead AD = (D / P) | Friendly Fire FF (-10) | TIGER Killer Bonus (+2) | Medal Award Bonus (+5) | Winning Team Bonus (+5) | Lost Game Penalty for Platoon Commander (-5) | Absent Penalty (-5) | Zombie Penalty (-10) | Total Scores (T) | # of Participation (P) | Average Scores AS = (T / P) |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Battle 1. | 2 | | | -2 | | | | | | | | | 0 | 2 |
| Battle 2. | | | | -2 | | | | | | | | | -2 | 2 |
| Battle 3. | 3 | | 1 | -1 | | -10 | | | 5 | | | | -2 | 2 |
| Battle 4. | 2 | | 1 | | | | | | | | | | 3 | 1 |
| Battle 5. | | | | -2 | | | | | | | | | -2 | 2 |
| Battle 6. | | | | -3 | | | | | | | | | -3 | 3 |
| Battle 7. | | | | -1 | | | | | | | | | -1 | 1 |
| Battle 8. | | | | -2 | | | | | | | | | -2 | 2 |
| 7 | 0.47 | 2 | -13 | -0.87 | -10 | 0 | 0 | 5 | 0 | 0 | 0 | -9 | 15 | -0.60 |

## 2nd Lt.  Yuka                    [B Platoon Commander]

| | Killed (K) (+1) | Average Killed AK = (K / P) | Alive (A) (+1) | Dead (D) (-1) | Average Dead AD = (D / P) | Friendly Fire FF (-10) | TIGER Killer Bonus (+2) | Medal Award Bonus (+5) | Winning Team Bonus (+5) | Lost Game Penalty for Platoon Commander (-5) | Absent Penalty (-5) | Zombie Penalty (-10) | Total Scores (T) | # of Participation (P) | Average Scores AS = (T / P) |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Battle 1. | 2 | | 1 | -1 | | | 2 | | 5 | | | | 9 | 2 | |
| Battle 2. | | | 1 | -1 | | | | | 5 | | | | 5 | 2 | |
| Battle 3. | | | | -2 | | | | | | -5 | | | -7 | 2 | |
| Battle 4. | | | 1 | -1 | | | | | | | | | 0 | 2 | |
| Battle 5. | 2 | | 1 | | | | | | 5 | | | | 8 | 1 | |
| Battle 6. | 1 | | 1 | -1 | | | | | 5 | | | | 6 | 2 | |
| Battle 7. | | | 1 | | | | | | 5 | | | | 6 | 1 | |
| Battle 8. | 2 | | 1 | | | | | | 5 | | | | 8 | 1 | |
| | 7 | 0.54 | 7 | -6 | -0.46 | 0 | 2 | 0 | 30 | -5 | 0 | 0 | 35 | 13 | 2.69 |

## 2nd Lt.  Andore

| | Killed (K) (+1) | Average Killed AK = (K / P) | Alive (A) (+1) | Dead (D) (-1) | Average Dead AD = (D / P) | Friendly Fire FF (-10) | TIGER Killer Bonus (+2) | Medal Award Bonus (+5) | Winning Team Bonus (+5) | Lost Game Penalty for Platoon Commander (-5) | Absent Penalty (-5) | Zombie Penalty (-10) | Total Scores (T) | # of Participation (P) | Average Scores AS = (T / P) |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Battle 1. | | | | | | | | | | | -5 | | -5 | 0 | |
| Battle 2. | | | | | | | | | | | -5 | | -5 | 0 | |
| Battle 3. | | | | | | | | | | | -5 | | -5 | 0 | |
| Battle 4. | | | | | | | | | | | -5 | | -5 | 0 | |
| Battle 5. | 2 | | 1 | -1 | | | | | 5 | | | | 7 | 2 | |
| Battle 6. | 3 | | 1 | -1 | | | | | 5 | | | | 8 | 2 | |
| Battle 7. | 4 | | 1 | | | | | 5 | 5 | | | | 15 | 1 | |
| Battle 8. | 2 | | 1 | | | | | | 5 | | | | 8 | 1 | |

| Killed (K) (+1) | Average Killed AK = (K / P) | Alive (A) (+1) | Dead (D) (-1) | Average Dead AD = (D / P) | Friendly Fire FF (-10) | TIGER Killer Bonus (+2) | Medal Award Bonus (+5) | Winning Team Bonus (+5) | Lost Game Penalty for Platoon Commander (-5) | Absent Penalty (-5) | Zombie Penalty (-10) | Total Scores (T) | # of Participation (P) | Average Scores AS = (T / P) |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| 11 | 1.83 | 4 | -2 | -0.33 | 0 | 0 | 5 | 20 | 0 | -20 | 0 | 18 | 6 | 3.00 |

## *Sgt.    Yatabe*

| | Killed (K) (+1) | Average Killed AK = (K / P) | Alive (A) (+1) | Dead (D) (-1) | Average Dead AD = (D / P) | Friendly Fire FF (-10) | TIGER Killer Bonus (+2) | Medal Award Bonus (+5) | Winning Team Bonus (+5) | Lost Game Penalty for Platoon Commander (-5) | Absent Penalty (-5) | Zombie Penalty (-10) | Total Scores (T) | # of Participation (P) | Average Scores AS = (T / P) |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Battle 1. | 2 | | | -2 | | | | | 5 | | | | 5 | 2 | |
| Battle 2. | 4 | | 1 | | | | | 5 | 5 | | | | 15 | 1 | |
| Battle 3. | 2 | | | -2 | | | | | | | | | 0 | 2 | |
| Battle 4. | 2 | | | -2 | | | | | | | | | 0 | 2 | |
| Battle 5. | 2 | | 1 | -1 | | | | | 5 | | | | 7 | 2 | |
| Battle 6. | 3 | | 1 | -1 | | | | | 5 | | | | 8 | 2 | |
| Battle 7. | 4 | | 1 | | | | | 5 | 5 | | | | 15 | 1 | |
| Battle 8. | 2 | | 1 | | | | | | 5 | | | | 8 | 1 | |
| | 21 | 1.62 | 5 | -8 | -0.62 | 0 | 0 | 10 | 30 | 0 | 0 | 0 | 58 | 13 | 4.46 |

## *Sgt.    Daigo*

| | Killed (K) (+1) | Average Killed AK = (K / P) | Alive (A) (+1) | Dead (D) (-1) | Average Dead AD = (D / P) | Friendly Fire FF (-10) | TIGER Killer Bonus (+2) | Medal Award Bonus (+5) | Winning Team Bonus (+5) | Lost Game Penalty for Platoon Commander (-5) | Absent Penalty (-5) | Zombie Penalty (-10) | Total Scores (T) | # of Participation (P) | Average Scores AS = (T / P) |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Battle 1. | 2 | | | -2 | | | | | 5 | | | | 5 | 2 | |
| Battle 2. | 4 | | 1 | | | | | 5 | 5 | | | | 15 | 1 | |
| Battle 3. | 2 | | | -2 | | | | | | | | | 0 | 2 | |
| Battle 4. | 2 | | | -2 | | | | | | | | | 0 | 2 | |
| Battle 5. | 2 | | 1 | -1 | | | | | 5 | | | | 7 | 2 | |
| Battle 6. | 3 | | 1 | -1 | | | | | 5 | | | | 8 | 2 | |
| Battle 7. | 4 | | 1 | | | | | 5 | 5 | | | | 15 | 1 | |

| Battle 8. | 2 | | 1 | | | | | 5 | | | | 8 | 1 | |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| | 21 | 1.62 | 5 | -8 | -0.62 | 0 | 0 | 10 | 30 | 0 | 0 | 0 | 58 | 13 | 4.46 |