Date: 2017-6-25

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. Tomoya, Sgt. Kojira**

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

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

Most dead for the day (Purple Heart): Sgt. Mina

Demotion (Friendly Fired): None

No promotion (Friendly Fired): None

Demotion (Zombie): None

No promotion (Zombie): None

Demotion (Bottom 3): Yuka : 2nd Lt. -> Sgt.

Promotion (Top 3): Yatabe, Taka, Kama : Sgt. -> 2nd Lt.

Rank	Name	Average Scores (AS)	Killed	Average Killed	Alive	Dead	Average Dead	Friendly Fire	TIGER Killer Bonus	Medal of Honor Iron Cross Medal Award Bonus	Winning Team Bonus	Lost Game Penality for Platoon Commander	Absent Penalty	Zombie Penalty	Total Scores (T)	Number of Participation
		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. Yatabe	3.23	15	1.15	4	-9	-0.69	0	2	0	30	0	0	0	42	13
1st	Sgt. Taka	3.23	15	1.15	4	-9	-0.69	0	2	0	30	0	0	0	42	13
2nd	Capt. Michael Wittmanr	3.09	11	1.00	6	-5	-0.45	0	2	0	30	-10	0	0	34	11
3rd	Sgt. Kama	2.60	10	2.00	4	-1	-0.20	0	0	0	20	0	-20	0	13	5
4th	Sgt. Tomoya	1.33	9	0.75	2	-10	-0.83	0	0	5	10	0	0	0	16	12
4th	Sgt. Kojira	1.33	9	0.75	2	-10	-0.83	0	0	5	10	0	0	0	16	12
5th	2nd Lt. Yuka	-1.67	8	0.67	2	-10	-0.83	0	0	0	10	-30	0	0	-20	12
6th	Sgt. Mina	-3.83	3	0.50	0	-6	-1.00	0	0	0	0	0	-20	0	-23	6

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	18	2.25	8	Capt. Michael Wittmann / Sgt. Kama	Sgt. Yatabe / Sgt. Yatabe / Sgt. Taka	-	-
B	6	0.75	8	2nd Lt. Yuka / 2nd Lt. Yuka / Sgt. Mina	Sgt. Tomoya / Sgt. Tomoya / Sgt. Kojira	-	-

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 / Michael Wittmann / Kama [T8*, T5*, T6*]	T2	Yatabe / Yatabe / Taka [T7*]	T3	Nobody	T4	Nobody
USA	0	B	T8	Yuka / Yuka / Mina	T7	Tomoya / Tomoya / Kojira	T6	Tomoya / Tomoya / Kojira [T2*]	T5	Nobody

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	Yatabe / Yatabe / Taka [T6*, T5*]	T2	Michael Wittmann / Michael Wittmann / Kama [T8*, T7*]	T3	Yatabe / Yatabe / Taka	T4	Nobody
USA	0	B	T8	Nobody	T7	Yuka / Yuka / Mina [T3*]	T6	Tomoya / Tomoya / Kojira	T5	Tomoya / Tomoya / Kojira

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	Michael Wittmann / Michael Wittmann / Kama [T6*, T8*]	T2	Nobody	T3	Michael Wittmann / Michael Wittmann / Kama	T4	Yatabe / Yatabe / Taka [T5*, T7*]
USA	0	B	T8	Tomoya / Tomoya / Kojira	T7	Yuka / Yuka / Mina	T6	Yuka / Yuka / Mina [T3*]	T5	Tomoya / Tomoya / Kojira

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	Yatabe / Yatabe / Taka [T5*]	T2	Nobody	T3	Nobody	T4	Michael Wittmann / Michael Wittmann / Kama [T8*, T7*, T6*]
USA	0	B	T8	Tomoya / Tomoya / Kojira	T7	Nobody	T6	Yuka / Yuka / Mina	T5	Yuka / Yuka / Mina [T2*]

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 / Yuka / Yuka [T7*, T5*]	T2	Tomoya / Tomoya / Kojira [T8*]	T3	Nobody	T4	Tomoya / Tomoya / Kojira [T6*]
USA	0	A	T8	Michael Wittmann / Michael Wittmann / Michael Wittmann	T7	Yatabe / Yatabe / Taka	T6	Yatabe / Yatabe / Taka [T2*]	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	0	B	T1	Yuka / Yuka / Yuka [T8*, T5*]	T2	Yuka / Yuka / Yuka	T3	Tomoya / Tomoya / Kojira [T6*]	T4	Nobody
USA	3	A	T8	Nobody	T7	Michael Wittmann / Michael Wittmann / Michael Wittmann [T1*]	T6	Yatabe / Yatabe / Taka [T2*]	T5	Yatabe / Yatabe / Taka [T4*, T3*]

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 / Yuka / Yuka	T2	Nobody	T3	Yuka / Yuka / Yuka	T4	Tomoya / Tomoya / Kojira [T5*, T6*, T8*, T7*, IC]
USA	0	A	T8	Michael Wittmann / Michael Wittmann / Michael Wittmann	T7	Yatabe / Yatabe / Taka	T6	Michael Wittmann / Michael Wittmann / Michael Wittmann	T5	Yatabe / Yatabe / Taka [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 / Kojira [T5*]	T2	Nobody	T3	Nobody	T4	Yuka / Yuka / Yuka [T8*]
USA	3	A	T8	Yatabe / Yatabe / Taka [T2*]	T7	Yatabe / Yatabe / Taka [T1*, T3*, T4*]	T6	Michael Wittmann / Michael Wittmann / Michael Wittmann	T5	Michael Wittmann / Michael Wittmann / Michael Wittmann

Capt. 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.	3		1						5				9	1	
Battle 2.	2		1						5				8	1	
Battle 3.	2		1	-1					5				7	2	
Battle 4.	3		1						5				9	1	
Battle 5.				-1						-5			-6	1	
Battle 6.	1		1				2		5				9	1	
Battle 7.				-2						-5			-7	2	
Battle 8.			1	-1					5				5	2	
	11	1.00	6	-5	-0.45	0	2	0	30	-10	0	0	34	11	3.09

Sgt. Kama

	Killed	Average	Alive	Dead	Average	Friendly Fire	TIGER Killer	Medal Award	Winning Team	Lost Game Penalty for	Absent Penalty	Zombie Penalty	Total	# of	Average

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.	3		1						5				9	1	
Battle 2.	2		1						5				8	1	
Battle 3.	2		1	-1					5				7	2	
Battle 4.	3		1						5				9	1	
Battle 5.											-5		-5	0	
Battle 6.											-5		-5	0	
Battle 7.											-5		-5	0	
Battle 8.											-5		-5	0	
	10	2.00	4	-1	-0.20	0	0	0	20	0	-20	0	13	5	2.60

Sgt. Taka

	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.	2		1	-1					5				7	2	
Battle 3.	2		1						5				8	1	
Battle 4.	1		1						5				7	1	
Battle 5.	1			-2									-1	2	
Battle 6.	3			-2					5				6	2	
Battle 7.	1			-2									-1	2	
Battle 8.	4		1	-1			2		5				11	2	
	15	1.15	4	-9	-0.69	0	2	0	30	0	0	0	42	13	3.23

Killed (K) (+1)	Average Killed AK = (K / P)	Alive (A) (+1)	Dead (D) (-1)	Average Dead AD = (D / P)	Fire FF (-10)	Killer Bonus (+2)	Award Bonus (+5)	Team Bonus (+5)	Penalty for Platoon Commander (-5)	Penalty (-5)	Penalty (-10)	Total Scores (T)	# of Participation (P)	Average Scores AS = (T / P)
Battle 1. 1			-1					5				5	1	
Battle 2. 2		1	-1					5				7	2	
Battle 3. 2		1						5				8	1	
Battle 4. 1		1						5				7	1	
Battle 5. 1			-2									-1	2	
Battle 6. 3			-2					5				6	2	
Battle 7. 1			-2									-1	2	
Battle 8. 4		1	-1			2		5				11	2	
15	1.15	4	-9	-0.69	0	2	0	30	0	0	0	42	13	3.23

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.			-1						-5			-6	1	
Battle 2. 1			-1						-5			-5	1	
Battle 3. 1			-2						-5			-6	2	
Battle 4. 1			-2						-5			-6	2	
Battle 5. 2		1						5				8	1	
Battle 6. 2			-2						-5			-5	2	
Battle 7.		1	-1					5				5	2	
Battle 8. 1			-1						-5			-5	1	
8	0.67	2	-10	-0.83	0	0	0	10	-30	0	0	-20	12	-1.67

Sgt. Mina

	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	1	
Battle 2.	1			-1									0	1	
Battle 3.	1			-2									-1	2	
Battle 4.	1			-2									-1	2	
Battle 5.											-5		-5	0	
Battle 6.											-5		-5	0	
Battle 7.											-5		-5	0	
Battle 8.											-5		-5	0	
	3	0.50	0	-6	-1.00	0	0	0	0	0	-20	0	-23	6	-3.83

Sgt. 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.	1			-2									-1	2	
Battle 2.				-2									-2	2	
Battle 3.				-2									-2	2	
Battle 4.				-1									-1	1	
Battle 5.	2		1	-1					5				7	2	
Battle 6.	1			-1									0	1	
Battle 7.	4		1					5	5				15	1	
Battle 8.	1			-1									0	1	
	9	0.75	2	-10	-0.83	0	0	5	10	0	0	0	16	12	1.33

Sgt. *Kojira*

	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			-2									-1	2	
Battle 2.				-2									-2	2	
Battle 3.				-2									-2	2	
Battle 4.				-1									-1	1	
Battle 5.	2		1	-1					5				7	2	
Battle 6.	1			-1									0	1	
Battle 7.	4		1					5	5				15	1	
Battle 8.	1			-1									0	1	
	9	0.75	2	-10	-0.83	0	0	5	10	0	0	0	16	12	1.33