

Date: 2017-2-18



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. Michael Wittmann, Sgt. Yatabe, Sgt. Masaki, Sgt. Haruki

The Best Tank Commander (Silver Star):

Sgt. Michael Wittmann, Sgt. Yatabe

Most killed for the day (Bronze Star):

Sgt. Michael Wittmann, Sgt. Yatabe

Most dead for the day (Purple Heart):

2nd Lt. Masa, 2nd Lt. Kotaro

Demotion (Friendly Fired):

None

No promotion (Friendly Fired):

None

Demotion (Zombie):

None

No promotion (Zombie):

None

Demotion (Bottom 3):

Tomoya, Yuka, Masa, Kotaro : 2nd Lt. -> Sgt.

Promotion (Top 3):

Michael Wittmann, Yatabe, Masaki, Haruki, Andore, Matsudome : 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)									Bonus	Medal Award Bonus	Bonus	Platoon Commander			(T)	Participation
Rank	Name	AS = (T / P)	Killed	Average Killed	Alive	Dead	Dead	Fire	(TB)	(MB)	(WB)	(LP)	(AP)	(AP)	T = (K+A+TB+MB+WB) - (D+F+AP)	(P)
1st	Sgt. Michael Wittman	3.08	18	1.38	4	-9	-0.69	0	2	5	20	0	0	0	40	13
1st	Sgt. Yatabe	3.08	18	1.38	4	-9	-0.69	0	2	5	20	0	0	0	40	13
2nd	Sgt. Masaki	2.23	11	0.85	3	-10	-0.77	0	0	5	20	0	0	0	29	13
2nd	Sgt. Haruki	2.23	11	0.85	3	-10	-0.77	0	0	5	20	0	0	0	29	13
3rd	Sgt. Andore	2.00	9	0.82	2	-9	-0.82	0	0	0	20	0	0	0	22	11
3rd	Sgt. Matsudome	2.00	9	0.82	2	-9	-0.82	0	0	0	20	0	0	0	22	11
4th	Sgt. Yoshida	1.58	7	0.58	2	-10	-0.83	0	0	0	20	0	0	0	19	12

5th	2nd Lt. Tomoya	0.18	9	0.82	2	-9	-0.82	0	0	0	20	-20	0	0	2	11
6th	2nd Lt. Yuka	0.07	11	0.79	2	-12	-0.86	0	0	0	20	-20	0	0	1	14
7th	2nd Lt. Masa	-3.86	5	0.71	0	-7	-1.00	0	0	0	0	0	-25	0	-27	7
7th	2nd Lt. Kotaro	-3.86	5	0.71	0	-7	-1.00	0	0	0	0	0	-25	0	-27	7

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

The Best Platoon: A & 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	12	1.50	8	2nd Lt. Tomoya / Sgt. Matsudome / Sgt.	Sgt. Michael Wittmann / Sgt. Michael Wittmann / Sgt. Yatabe	-	-
B	12	1.50	8	2nd Lt. Yuka / 2nd Lt. Masa / 2nd Lt. Kotaro	Sgt. Masaki / Sgt. Yoshida / Sgt. Haruki	-	-

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	Tomoya / Matsudome / Andore [T5*, T7*]	T2	/ Michael Wittmann / Yatabe [T8*, T6*]	T3	Nobody	T4	Nobody
USA	0	B	T8	Yuka / Masa / Kotaro	T7	Masaki / Yoshida / Haruki	T6	Yuka / Masa / Kotaro	T5	Yuka / Masa / Kotaro [T3*]

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	/ Michael Wittmann / Yatabe [T7*, T5*, T8*]	T2	Tomoya / Matsudome / Andore [T6*]	T3	/ Michael Wittmann / Yatabe	T4	Nobody
USA	0	B	T8	Yuka / Masa / Kotaro	T7	Yuka / Masa / Kotaro [T4*, T3*]	T6	Masaki / Yoshida / Haruki	T5	Masaki / Yoshida / Haruki [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	Nobody	T2	Tomoya / Matsudome / Andore [T6*]	T3	Tomoya / Matsudome / Andore	T4	/ Michael Wittmann / Yatabe [T5*, T7*, T8*]
USA	0	B	T8	Masaki / Yoshida / Haruki	T7	Yuka / Masa / Kotaro [T2*]	T6	Yuka / Masa / Kotaro [T3*]	T5	Masaki / Yoshida / Haruki

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

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

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

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

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

9	0.82	2	-9	-0.82	0	0	0	20	-20	0	0	2	11	0.18
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Sgt. Matsudome

						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.	2		1						5				8	1	
Battle 2.	1			-1					5				5	1	
Battle 3.	1			-2					5				4	2	
Battle 4.			1						5				6	1	
Battle 5.	2			-1									1	1	
Battle 6.	2			-1									1	1	
Battle 7.	1			-2									-1	2	
Battle 8.				-2									-2	2	
	9	0.82	2	-9	-0.82	0	0	0	20	0	0	0	22	11	2.00

Sgt. Andore

	Team 1					Team 2					Team 3							
	Team 1		Team 2		Team 3		Team 1		Team 2		Team 3		Team 1		Team 2		Team 3	
	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		1						5				8	1				
Battle 2.	1			-1					5				5	1				
Battle 3.	1			-2					5				4	2				
Battle 4.			1						5				6	1				
Battle 5.	2			-1									1	1				
Battle 6.	2			-1									1	1				
Battle 7.	1			-2									-1	2				

Battle 6.	1		-3											-2	3	
Battle 7.	2		-1				2							3	1	
Battle 8.	2		-2											0	2	
	18	1.38	4	-9	-0.69	0	2	5	20	0	0	0	40	13		3.08

2nd 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	Participatio	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			-3						-5			-7	3	
Battle 2.	2			-2						-5			-5	2	
Battle 3.	2			-2						-5			-5	2	
Battle 4.				-2						-5			-7	2	
Battle 5.	3		1						5				9	1	
Battle 6.	1			-1					5				5	1	
Battle 7.				-2					5				3	2	
Battle 8.	2		1						5				8	1	
	11	0.79	2	-12	-0.86	0	0	0	20	-20	0	0	1	14	0.07

2nd Lt. Masa

[illegible]

Battle 2.	1			-2											-1	2
Battle 3.				-2											-2	2
Battle 4.				-2											-2	2
Battle 5.	1			-2					5						4	2
Battle 6.	3		1	-1					5						8	2
Battle 7.	4		1					5	5						15	1
Battle 8.	2		1						5						8	1
	11	0.85	3	-10	-0.77	0	0	5	20	0	0	0		29	13	2.23

Sgt. *Yoshida*

						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			-2									-1	2	
Battle 3.				-2									-2	2	
Battle 4.				-2									-2	2	
Battle 5.	3		1						5				9	1	
Battle 6.	1			-1					5				5	1	
Battle 7.				-2					5				3	2	
Battle 8.	2		1						5				8	1	
	7	0.58	2	-10	-0.83	0	0	0	20	0	0	0	19	12	1.58

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	Participatio	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			-2									-1	2	
Battle 3.				-2									-2	2	
Battle 4.				-2									-2	2	
Battle 5.	1			-2				5					4	2	
Battle 6.	3		1	-1				5					8	2	
Battle 7.	4		1				5	5					15	1	
Battle 8.	2		1					5					8	1	
	11	0.85	3	-10	-0.77	0	0	5	20	0	0	0	29	13	2.23