Date: 2019-1-20

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. Sasyou, Sgt. Akinoshin**

The Best Tank Commander (Silver Star): **Sgt. Sasyou**

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

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

No promotion (Friendly Fired): Sgt. Sasyou, Sgt. Yuka

Demotion (Friendly Fired): None

No promotion (Zombie): None

Demotion (Zombie): None

Demotion (Bottom 3): None

Promotion (Top 3): **Michael Wittmann : 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 Penalty 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. Sasyou	2.00	11	0.85	4	-9	-0.69	-10	0	5	25	0	0	0	26	13
2nd	Sgt. Michael Wittman	1.46	11	0.85	3	-10	-0.77	0	0	0	15	0	0	0	19	13
3rd	Sgt. Yuka	0.80	15	1.00	4	-11	-0.73	-10	4	0	25	-15	0	0	12	15
4th	Sgt. Akinoshin	-1.18	9	0.82	2	-9	-0.82	-10	0	5	15	-25	0	0	-13	11

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	Sgt. Yuka / Sgt. Yuka / Sgt. Yuka	Sgt. Sasyou / Sgt. Sasyou / Sgt.	-	-
B	9	1.13	8	Sgt. Akinoshin / Sgt. Akinoshin / Sgt. Akinoshin	Sgt. Michael Wittmann / Sgt. Michael Wittmann / Sgt. Michael Wittmann	-	-

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	Yuka [T6*, T5*, T7*]	T2	Sasyou [T8*]	T3	Nobody	T4	Sasyou
USA	0	B	T8	Akinoshin	T7	Michael Wittmann [T2*, T3*, T4*]	T6	Nobody	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	Yuka [T6*, T7*, T5*]	T2	Yuka	T3	Sasyou	T4	Sasyou [T8*]
USA	0	B	T8	Akinoshin	T7	Akinoshin [T3*]	T6	Michael Wittmann [T2*]	T5	Michael Wittmann

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	Sasyou [T6*, T7*]	T2	Nobody	T3	Yuka	T4	Sasyou [T8*, T2* FF]
USA	0	B	T8	Nobody	T7	Michael Wittmann [T4*]	T6	Akinoshin [T5* FF, T3*]	T5	Michael Wittmann

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	Sasyou [T8*, T7*, T6*, T5*, IC]	T2	Nobody	T3	Nobody	T4	Yuka
USA	0	B	T8	Michael Wittmann	T7	Michael Wittmann	T6	Michael Wittmann	T5	Akinoshin

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	Akinoshin	T2	Michael Wittmann [T8*, T6*, T5*]	T3	Akinoshin	T4	Nobody
USA	0	A	T8	Yuka [T1*, T7* **FF**]	T7	Sasyou	T6	Sasyou	T5	Yuka [T4*, 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	Michael Wittmann	T2	Akinoshin [T7*, T8*, T6*, T5*, **IC**]	T3	Michael Wittmann	T4	Nobody
USA	0	A	T8	Yuka [T3*, T4*]	T7	Yuka	T6	Sasyou	T5	Yuka

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	0	B	T1	Nobody	T2	Akinoshin	T3	Akinoshin	T4	Michael Wittmann [T6*, T7*]
USA	3	A	T8	Yuka [T4*]	T7	Yuka	T6	Yuka [T1*]	T5	Sasyou [T3*, 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	Michael Wittmann [T5*]	T2	Nobody	T3	Nobody	T4	Akinoshin [T8*, T7*, T6*]
USA	0	A	T8	Sasyou	T7	Sasyou	T6	Yuka	T5	Yuka [T2*, T3*]

Sgt. Yuka   [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.	3		1	-1					5				8	2	
Battle 3.				-1					5				4	1	
Battle 4.			1						5				6	1	
Battle 5.	3			-2		-10	2			-5			-12	2	
Battle 6.	2			-3						-5			-6	3	
Battle 7.	2		1	-2			2		5				8	3	
Battle 8.	2			-2						-5			-5	2	

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)
15	1.00	4	-11	-0.73	-10	4	0	25	-15	0	0	12	15	0.80

Sgt. *Sasyou*

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					5				4	2	
Battle 2.	1		1	-1					5				6	2	
Battle 3.	3		1	-1		-10			5				-2	2	
Battle 4.	4		1					5	5				15	1	
Battle 5.				-2									-2	2	
Battle 6.				-1									-1	1	
Battle 7.	2		1						5				8	1	
Battle 8.				-2									-2	2	
11	0.85	4	-9	-0.69	-10	0	5	25	0	0	0	26	13	2.00

Sgt. *Akinoshin* *[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			-2						-5			-6	2	
Battle 3.	1			-1		-10				-5			-15	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)
Battle 4.			-1						-5			-6	1	
Battle 5.			-2					5				3	2	
Battle 6.	4		1				5	5				15	1	
Battle 7.			-2						-5			-7	2	
Battle 8.	3		1					5				9	1	
	9	0.82	2	-9	-0.82	-10	0	5	15	-25	0	0	-13	11	-1.18

Sgt.   Michael Wittmann

	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									2	1	
Battle 2.	1			-2									-1	2	
Battle 3.	1			-2									-1	2	
Battle 4.				-3									-3	3	
Battle 5.	3		1						5				9	1	
Battle 6.			1	-1					5				5	2	
Battle 7.	2			-1									1	1	
Battle 8.	1		1						5				7	1	
	11	0.85	3	-10	-0.77	0	0	0	15	0	0	0	19	13	1.46