

Date: 2019-12-8



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): None



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



Most killed for the day (Bronze Star): 2nd Lt. Akinoshin, Sgt. Takocchi



Most dead for the day (Purple Heart): 1st Lt. Michael Wittmann

No promotion (Friendly Fired): None

Demotion (Friendly Fired): None

No promotion (Zombie): None

Demotion (Zombie): None

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

Promotion (Top 3): Akinoshin, Yuka : 2nd Lt. -> 1st Lt.
Takocchi, Ibuki : 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)	(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. Takocchi	4.11	11	1.22	5	-4	-0.44	0	0	0	25	0	0	0	37	9
2nd	2nd Lt. Yuka	2.83	9	0.75	5	-7	-0.58	0	2	0	25	0	0	0	34	12
2nd	Sgt. Ibuki	2.83	9	0.75	5	-7	-0.58	0	2	0	25	0	0	0	34	12
3rd	2nd Lt. Akinoshin	2.44	11	1.22	5	-4	-0.44	0	0	0	25	-15	0	0	22	9
4th	Sgt. Yatabe	0.25	4	0.33	3	-9	-0.75	-10	0	0	15	0	0	0	3	12
5th	Sgt. Sasyou	-1.00	9	1.13	3	-5	-0.63	-30	0	0	15	0	0	0	-8	8
6th	1st Lt. Michael Wittmann	-1.33	3	0.33	2	-7	-0.78	0	0	0	15	-25	0	0	-12	9

Win (3)
Draw / Time
up (1)
Lose (0)

Alive

Killed **

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	9	1.13	8	1st Lt. Michael Wittmann 2nd Lt. Akinoshin / Sgt. Takocchi	Sgt. Sasyou 2nd Lt. Yuka / Sgt. Ibuki	Sgt. Yatabe	-
B	15	1.88	8			-	-

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

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 [T7*, T2* FF]	T2	Yatabe [T5*, T6*]	T3	Yatabe	T4	Michael Wittmann [T8*]
USA	0	B	T8	Akinoshin / Takocchi	T7	Yuka / Ibuki	T6	Yuka / Ibuki	T5	Yuka / Ibuki

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 / Takocchi [T5*, T6*]	T2	Yuka / Ibuki	T3	Nobody	T4	Yuka / Ibuki [T7*]
USA	0	A	T8	Michael Wittmann	T7	Sasyou [T8* FF, T3*, T2*]	T6	Yatabe	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
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GER	3	B	T1	Nobody	T2	Akinoshin / Takocchi [T5*, T7*]	T3	Yuka / Ibuki [T6*, T8*]	T4	Nobody
USA	0	A	T8	Yatabe	T7	Michael Wittmann	T6	Sasyou [T4*]	T5	Yatabe

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	Akinoshin / Takocchi [T8*, T6*]	T4	Yuka / Ibuki [T5*]
USA	0	A	T8	Yatabe	T7	Nobody	T6	Michael Wittmann	T5	Sasyou [T7* FF]

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	Yuka / Ibuki [T7*]	T2	Nobody	T3	Nobody	T4	Akinoshin / Takocchi [T8*, T5*]
USA	0	A	T8	Sasyou	T7	Yatabe	T6	Michael Wittmann	T5	Yatabe [T6* FF]

1st Lt.
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	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						5				7	1	
Battle 2.				-2						-5			-7	2	
Battle 3.	1			-1					5				5	1	
Battle 4.	1		1						5				7	1	
Battle 5.				-1						-5			-6	1	
Battle 6.				-1						-5			-6	1	
Battle 7.				-1						-5			-6	1	
Battle 8.				-1						-5			-6	1	
	3	0.33	2	-7	-0.78	0	0	0	15	-25	0	0	-12	9	-1.33

Sgt.
Sasyou

	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						5				7	1	
Battle 2.	1			-1									0	1	
Battle 3.	3		1						5				9	1	
Battle 4.	1		1			-10			5				-3	1	
Battle 5.	2			-1		-10							-9	1	
Battle 6.	1			-1									0	1	
Battle 7.				-1		-10							-11	1	
Battle 8.				-1									-1	1	
	9	1.13	3	-5	-0.63	-30	0	0	15	0	0	0	-8	8	-1.00

Sgt. Yatabe

						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	-1					5				7	2	
Battle 2.				-1									-1	1	
Battle 3.			1						5				6	1	
Battle 4.	2		1	-1					5				7	2	
Battle 5.				-1									-1	1	
Battle 6.				-2									-2	2	
Battle 7.				-1									-1	1	
Battle 8.				-2		-10							-12	2	
	4	0.33	3	-9	-0.75	-10	0	0	15	0	0	0	3	12	0.25

2nd Lt. Akinoshin

[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	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						-5			-5	1	
Battle 2.	1		1						5				7	1	
Battle 3.	1			-2						-5			-6	2	
Battle 4.				-1						-5			-6	1	
Battle 5.	2		1						5				8	1	
Battle 6.	2		1						5				8	1	
Battle 7.	2		1						5				8	1	
Battle 8.	2		1						5				8	1	
													0		
	11	1.22	5	-4	-0.44	0	0	0	25	-15	0	0	22	9	2.44

Sgt. Takocchi

						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									0	1	
Battle 2.	1		1						5				7	1	
Battle 3.	1			-2									-1	2	
Battle 4.				-1									-1	1	
Battle 5.	2		1						5				8	1	
Battle 6.	2		1						5				8	1	
Battle 7.	2		1						5				8	1	
Battle 8.	2		1						5				8	1	
	11	1.22	5	-4	-0.44	0	0	0	25	0	0	0	37	9	4.11

2nd Lt. Yuka

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									-2	2	
Battle 2.	3		1				2		5				11	1	
Battle 3.	1			-1									0	1	
Battle 4.				-3									-3	3	
Battle 5.	1		1	-1					5				6	2	
Battle 6.	2		1						5				8	1	
Battle 7.	1		1						5				7	1	
Battle 8.	1		1						5				7	1	
	9	0.75	5	-7	-0.58	0	2	0	25	0	0	0	34	12	2.83

Sgt. Ibuki

						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									-2	2	
Battle 2.	3		1				2		5				11	1	
Battle 3.	1			-1									0	1	
Battle 4.				-3									-3	3	
Battle 5.	1		1	-1					5				6	2	
Battle 6.	2		1						5				8	1	
Battle 7.	1		1						5				7	1	
Battle 8.	1		1						5				7	1	
	9	0.75	5	-7	-0.58	0	2	0	25	0	0	0	34	12	2.83