

Date: 2019-2-10



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. Unicorn



Most killed for the day (Bronze Star): Sgt. Sasyou, Sgt. Unicorn



Most dead for the day (Purple Heart):

Sgt. Yuka, Sgt. Bush

No promotion (Friendly Fired):

None

Demotion (Friendly Fired):

None

No promotion (Zombie):

None

Demotion (Zombie):

None

Demotion (Bottom 3):

Michael Wittmann : 2nd Lt. -> Sgt.

Promotion (Top 3):

Unicorn, Akinoshin, Yatabe, Code, Bernie : 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)	Killed	Average Killed	Alive	Dead	Dead	Friendly	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. Unicorn	3.00	10	1.00	5	-5	-0.50	0	0	0	20	0	0	0	30	10	
2nd	Sgt. Akinoshin	2.42	11	0.92	4	-8	-0.67	0	2	0	20	0	0	0	29	12	
2nd	Sgt. Yatabe	2.42	11	0.92	4	-8	-0.67	0	2	0	20	0	0	0	29	12	
3rd	Sgt. Code	1.67	9	0.75	4	-8	-0.67	0	0	0	15	0	0	0	20	12	
3rd	Sgt. Bernie	1.67	9	0.75	4	-8	-0.67	0	0	0	15	0	0	0	20	12	
4th	Sgt. Sasyou	1.50	10	1.00	5	-5	-0.50	0	0	0	20	-15	0	0	15	10	
5th	Sgt. Yuka	1.07	8	0.57	3	-11	-0.79	0	0	0	15	0	0	0	15	14	
5th	Sgt. Bush	1.07	8	0.57	3	-11	-0.79	0	0	0	15	0	0	0	15	14	
6th	2nd Lt. Michael Wittmann	0.00	9	0.75	4	-8	-0.67	0	0	0	15	-20	0	0	0	12	

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

Alive
Killed **
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	10	1.25	8	2nd Lt. Michael Wittmann / Sgt. Code / Sgt. Bernie Sgt. Sasyou / Sgt.	Sgt. Yuka / Sgt. Yuka / Sgt. Bush	-	-
B	13	1.63	8	Sasyou / Sgt. Unicorn	Akinoshin / Sgt. Yatabe	-	-

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 / Code / Bernie [T8*]	T2	Yuka / Yuka / Bush	T3	Yuka / Yuka / Bush [T7*]	T4	Nobody
USA	3	B	T8	Sasyou / Sasyou / Unicorn [T2*, T4*]	T7	Akinoshin / Akinoshin / Yatabe [T1*]	T6	Akinoshin / Akinoshin / Yatabe	T5	Sasyou / Sasyou / Unicorn [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 / Code / Bernie [T6*]	T2	Michael Wittmann / Code / Bernie [T6*]	T3	Yuka / Yuka / Bush [T7*]	T4	Yuka / Yuka / Bush [T8*, T5*]
USA	0	B	T8	Akinoshin / Akinoshin / Yatabe [T3*]	T7	Sasyou / Sasyou / Unicorn	T6	Akinoshin / Akinoshin / Yatabe	T5	Sasyou / Sasyou / Unicorn [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	Nobody	T3	Michael Wittmann / Code / Bernie [T5*, T6*]	T4	Yuka / Yuka / Bush [T8*, T7*]
USA	0	B	T8	Nobody	T7	Akinoshin / Akinoshin / Yatabe	T6	Sasyou / Sasyou / Unicorn	T5	Akinoshin / Akinoshin / Yatabe

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	Yuka / Yuka / Bush [T7*, T6*]	T2	Nobody	T3	Nobody	T4	Michael Wittmann / Code / Bernie [T8*, T5*]
USA	0	B	T8	Akinoshin / Akinoshin / Yatabe	T7	Akinoshin / Akinoshin / Yatabe	T6	Nobody	T5	Sasyou / Sasyou / Unicorn

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	1	B	T1	Sasyou / Sasyou / Unicorn [T8*, T5*]	T2	Akinoshin / Akinoshin / Yatabe [T7*]	T3	Nobody	T4	Nobody
USA	1	A	T8	Michael Wittmann / Code / Bernie [T3*, T2*, T4*]	T7	Yuka / Yuka / Bush	T6	Michael Wittmann / Code / Bernie	T5	Yuka / Yuka / Bush

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	Sasyou / Sasyou / Unicorn [T7*, T6*]	T3	Akinoshin / Akinoshin / Yatabe [T8*, T5*]	T4	Nobody
USA	0	A	T8	Michael Wittmann / Code / Bernie	T7	Michael Wittmann / Code / Bernie	T6	Yuka / Yuka / Bush	T5	Yuka / Yuka / Bush

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	Sasyou / Sasyou / Unicorn [T5*]	T4	Akinoshin / Akinoshin / Yatabe [T8*, T7*, T6*]
USA	0	A	T8	Nobody	T7	Yuka / Yuka / Bush	T6	Michael Wittmann / Code / Bernie	T5	Yuka / Yuka / Bush

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	Akinoshin / Akinoshin / Yatabe [T5*, T7*, T6*]	T2	Nobody	T3	Nobody	T4	Sasyou / Sasyou / Unicorn [T8*]
USA	0	A	T8	Yuka / Yuka / Bush	T7	Yuka / Yuka / Bush	T6	Michael Wittmann / Code / Bernie	T5	Michael Wittmann / Code / Bernie

2nd 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	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	-1					5				6	2	
Battle 3.	2		1						5				8	1	
Battle 4.	2		1						5				8	1	
Battle 5.	3		1	-1									3	2	
Battle 6.				-2						-5			-7	2	
Battle 7.				-1						-5			-6	1	
Battle 8.				-2						-5			-7	2	
	9	0.75	4	-8	-0.67	0	0	0	15	-20	0	0	0	12	0.00

Sgt.

Code

	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		-1				5					6	2	
Battle 3.	2	1						5					8	1	
Battle 4.	2	1						5					8	1	
Battle 5.	3	1		-1									3	2	
Battle 6.				-2									-2	2	
Battle 7.				-1									-1	1	
Battle 8.				-2									-2	2	
	9	0.75	4	-8	-0.67	0	0	0	15	0	0	0	20	12	1.67

Sgt. Bernie

						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	-1					5				6	2	
Battle 3.	2		1						5				8	1	
Battle 4.	2		1						5				8	1	
Battle 5.	3		1	-1									3	2	
Battle 6.				-2									-2	2	
Battle 7.				-1									-1	1	
Battle 8.				-2									-2	2	
	9	0.75	4	-8	-0.67	0	0	0	15	0	0	0	20	12	1.67

Sgt. 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.	1			-2										-1	2	
Battle 2.	3		1	-1					5					8	2	
Battle 3.	2		1						5					8	1	
Battle 4.	2		1						5					8	1	
Battle 5.				-2										-2	2	
Battle 6.				-2										-2	2	
Battle 7.				-2										-2	2	
Battle 8.				-2										-2	2	
	8	0.57	3	-11	-0.79	0	0	0	15	0	0	0	15	14		1.07

Sgt. Bush

						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			-2									-1	2	
Battle 2.	3		1	-1					5				8	2	
Battle 3.	2		1						5				8	1	
Battle 4.	2		1						5				8	1	
Battle 5.				-2									-2	2	
Battle 6.				-2									-2	2	
Battle 7.				-2									-2	2	
Battle 8.				-2									-2	2	
	8	0.57	3	-11	-0.79	0	0	0	15	0	0	0	15	14	1.07

Sgt. Sasyou

[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.	3		1	-1					5				8	2	
Battle 2.	1			-2						-5			-6	2	
Battle 3.				-1						-5			-6	1	
Battle 4.				-1						-5			-6	1	
Battle 5.	2		1										3	1	
Battle 6.	2		1						5				8	1	
Battle 7.	1		1						5				7	1	
Battle 8.	1		1						5				7	1	
	10	1.00	5	-5	-0.50	0	0	0	20	-15	0	0	15	10	1.50

Sgt. Unicorn

					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.	3		1	-1					5				8	2	
Battle 2.	1			-2									-1	2	
Battle 3.				-1									-1	1	
Battle 4.				-1									-1	1	
Battle 5.	2		1										3	1	
Battle 6.	2		1						5				8	1	
Battle 7.	1		1						5				7	1	
Battle 8.	1		1						5				7	1	
	10	1.00	5	-5	-0.50	0	0	0	20	0	0	0	30	10	3.00

Sgt. Akinoshin

					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	-1			2		5			8	2		
Battle 2.	1			-2								-1	2		
Battle 3.				-2								-2	2		
Battle 4.				-2								-2	2		
Battle 5.	1			-1								0	1		
Battle 6.	2		1						5			8	1		
Battle 7.	3		1						5			9	1		
Battle 8.	3		1						5			9	1		
	11	0.92	4	-8	-0.67	0	2	0	20	0	0	0	29	12	2.42

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	Participatior	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			2		5				8	2	
Battle 2.	1			-2									-1	2	
Battle 3.				-2									-2	2	
Battle 4.				-2									-2	2	
Battle 5.	1			-1									0	1	
Battle 6.	2		1						5				8	1	
Battle 7.	3		1						5				9	1	
Battle 8.	3		1						5				9	1	
	11	0.92	4	-8	-0.67	0	2	0	20	0	0	0	29	12	2.42