Tyton Summer Offensive 2019 - Company Roster

Player Name:

Faction: France Theater Selector: Battle of France Current Logistics Points:

	Company HQ (Captain		Number of Models			Current
	Or Major) (1)	Experience Level	Alive In Unit	Upgrades (Weapons, skills, etc)	Base Point Cost	XP
1						
	Company HQ		Number of Models		Base Point Cost	Current
	Infantry Squads (2)	Experience Level		· Upgrades (Weapons, skills, etc)	(Per man)	XP
1						
2						
	Platoon Lieutenants (2)	Experience Level	Number of Models Alive In Unit	S Upgrades (Weapons, skills, etc)	Base Point Cost	Current XP
	Lieuteriarits (2)	Experience Level	Alive III Offic	Opgrades (Weapons, skitts, etc/	Dase Fornt Cost	ΛΓ
1						
2						
	Medics (0-2)	Evenoriones Lovel	Number of Models Alive In Unit	s Upgrades (Weapons, skills, etc)	Base Point Cost	Current XP
	Medics (0-2)	Experience Level	Alive in Onit	Opgrades (Weapons, skills, etc)	Dase Point Cost	AP
1						
2						
	A 1111 / A 1 Ol / 2 - 2	Emiliary Laure	Number of Models		David Dalah Carl	Current
	Artillery/Air Observers (0-2	Experience Level	Alive in Unit	Upgrades (Weapons, skills, etc)	Base Point Cost	XP
1						
2						
			Number of Models		Base Point Cost	Current
	Infantry Squads (4-12)	Experience Level	Alive In Unit	Upgrades (Weapons, skills, etc)	(Per man)	XP
1						
2						
3						
4						

7					
3					
)					
)					
2					
Machine Guns (0-2)		Number of Model Alive In Unit	ls Upgrades (Weapons, skills, etc)	Base Point Cost	(
1					
2					
Markey (2. a)		Number of Model		December 1	(
Mortars (0-2)	Experience Level	Alive in Unit	Upgrades (Weapons, skills, etc)	Base Point Cost	>
1					
		Niconalis and Character			
Sniper (0-2)		Number of Model Alive In Unit	ls Upgrades (Weapons, skills, etc)	Base Point Cost	×
2					
		Number of Model			
Anti-Tank (0-2)	Experience Level	Alive In Unit	Upgrades (Weapons, skills, etc)	Base Point Cost	×
1					
2					
Artillery (0-2)	Experience Level	Number of Model	ls Upgrades (Weapons, skills, etc)	Base Point Cost	C X
A title y (o 2)	Experience Level	7 tive in one	opgrades (Weapons, skitts, etc)	Base Foint Cost	/
Armoured Cars (0-2)	Experience Level		Upgrades (Weapons, skills, etc)	Base Point Cost	X

	AC: Early War Motorcycle w/ Sidecar (0-4)	Experience Level	Upgrades (Weapons, skills, etc)	Base Point Cost	Current XP
1					
2					
3					
4					Churchat
	Tanks and SP Guns (0-2)	Experience Level	Upgrades (Weapons, skills, etc)	Base Point Cost	Current XP
1					
2					
	Tows (0-4)	Experience Level	Upgrades (Weapons, skills, etc)	Base Point Cost	Current XP
1		<u> </u>	opgrades (Wedports) state, etc.	2455 1 51111 5551	7.0
2					
3					
4					
	Transports (0-1 per Infantry unit)	Experience Level	Upgrades (Weapons, skills, etc)	Base Point Cost	Current XP
1					
2					
3					
4					
5					
6					
7					
8					
9					
10					
11					
12					
13					