## **Tyton Summer Offensive 2019 - Company Roster**

Player Name:

	Faction: Germany		Theater Selector: Late War Fallschir	mjager (Panzer Support <b>)</b>	<b>Current Logistics Points:</b>	
	Company HQ (Captain Or Major) (1)	Experience Level	Number of Model Alive In Unit	s Upgrades (Weapons, skills, etc)	Base Point Cost	Current XP
1						
	Company HQ Infantry Squads (2)	Experience Level	Number of Model Alive In Unit	s Upgrades (Weapons, skills, etc)	Base Point Cost (Per man)	Current XP
1						
2						
	Platoon Lieutenants (2)	Experience Level	Number of Model Alive In Unit	s Upgrades (Weapons, skills, etc)	Base Point Cost	Current XP
1						
2						
_	Medics (0-2)	Experience Level	Number of Model Alive In Unit	s Upgrades (Weapons, skills, etc)	Base Point Cost	Current XP
1						
2						
	Artillery/Air Observers (0-2	Experience Level	Number of Model Alive In Unit	s Upgrades (Weapons, skills, etc)	Base Point Cost	Current XP
1						
2						
	Infantry Squads (4-12)	Experience Level	Number of Model Alive In Unit	s Upgrades (Weapons, skills, etc)	Base Point Cost (Per man)	Current XP
1						
2						
3						
4						
4						

5					_
6					
0					
8					
9					
10					
11					
12					
Medium Machine Guns (0-4)		Number of Models Alive In Unit	Upgrades (Weapons, skills, etc)	Base Point Cost	Current XP
1					
3					
4					
4		Number of Models			Current
Mortars (0-2)				Base Point Cost	XP
1					
2					
		Number of Models			Current
Snipers (0-2)	Experience Level	Alive In Unit	Upgrades (Weapons, skills, etc)	Base Point Cost	XP
1					
2					
FI (1 /- )		Number of Models			Current
Flamethrowers (0-2)	Experience Level	Alive in Unit	Upgrades (Weapons, skills, etc)	Base Point Cost	XP
1					
2					
Anti-Tank (0-2)		Number of Models	Upgrades (Weapons, skills, etc)	Base Point Cost	Current XP
	Experience Level	Auve in onit	opgrades (Weapons, smills, etc)	- Base Foirit Cost	7/1
1					
2					

		Number of Models					
Artillery (0-2)	Experience Level	Alive In Unit	Upgrades (Weapons, skills, etc)	Ba	se Point Cost	XP	
						Curren	
Armoured Cars (0-2)	Experience Level		Upgrades (Weapons, skills, etc)	Ва	se Point Cost	XP	
2							
						Curren	
Tanks and SP Guns (0-2)	Experience Level		Upgrades (Weapons, skills, etc)	Ва	se Point Cost	XP	
L							
						Curren	
Tows (0-2)	Experience Level		Upgrades (Weapons, skills, etc)	Ва	se Point Cost	XP	
Transports						Curren	
(0-1 per Infantry unit)	Experience Level		Upgrades (Weapons, skills, etc)	Ba	se Point Cost	XP	
L							
3							
j							
5							
,							
3							