

Tyton Summer Offensive 2019 - Company Roster

Player Name:

Faction: Soviet

Theater Selector: 1941 June
Barbarossa!

Current Logistics Points:

Company Captain (1)	Experience Level	Number of Models Alive In Unit	Upgrades (Weapons, skills, etc)	Base Point Cost	Current XP
1					
Company HQ Infantry Squads (2)	Experience Level	Number of Models Alive In Unit	Upgrades (Weapons, skills, etc)	Base Point Cost (Per man)	Current XP
1					
2					
Platoon Lieutenants (2)	Experience Level	Number of Models Alive In Unit	Upgrades (Weapons, skills, etc)	Base Point Cost	Current XP
1					
2					
Commissars (0-2)	Experience Level	Number of Models Alive In Unit	Upgrades (Weapons, skills, etc)	Base Point Cost	Current XP
1					
2					
Medics (0-2)	Experience Level	Number of Models Alive In Unit	Upgrades (Weapons, skills, etc)	Base Point Cost	Current XP
1					
2					
Artillery Observers (0-2)	Experience Level	Number of Models Alive In Unit	Upgrades (Weapons, skills, etc)	Base Point Cost	Current XP
1					
2					
Infantry Squads (4-12)	Experience Level	Number of Models Alive In Unit	Upgrades (Weapons, skills, etc)	Base Point Cost (Per man)	Current XP
1					

2						
3						
4						
5						
6						
7						
8						
9						
10						
11						
12						
	Medium Machine Guns (0-2)	Experience Level	Number of Models Alive In Unit	Upgrades (Weapons, skills, etc)	Base Point Cost	Current XP
1						
2						
	Heavy Machine Guns (0-2)	Experience Level	Number of Models Alive In Unit	Upgrades (Weapons, skills, etc)	Base Point Cost	Current XP
1						
2						
	Mortars (0-2)	Experience Level	Number of Models Alive In Unit	Upgrades (Weapons, skills, etc)	Base Point Cost	Current XP
1						
2						
	Anti-Tank (0-6)	Experience Level	Number of Models Alive In Unit	Upgrades (Weapons, skills, etc)	Base Point Cost	Current XP
1						
2						
3						
4						
5						
6						

1	Artillery (0-2)				Current XP
	Experience Level	Number of Models Alive In Unit	Upgrades (Weapons, skills, etc)	Base Point Cost	
2					
1	Armoured Cars (0-2)				Current XP
	Experience Level		Upgrades (Weapons, skills, etc)	Base Point Cost	
2					
1	Tanks and SP Guns (0-2)				Current XP
	Experience Level		Upgrades (Weapons, skills, etc)	Base Point Cost	
2					
1	Tows (0-2)				Current XP
	Experience Level		Upgrades (Weapons, skills, etc)	Base Point Cost	
2					
1	Transports (0-1 per Infantry unit)				Current XP
	Experience Level		Upgrades (Weapons, skills, etc)	Base Point Cost	
2					
3					
4					
5					
6					
7					
8					
9					
10					
11					