Tyton Summer Offensive 2019 - Company Roster

Infantry Squads (4-12)

Player Name:

Base Point Cost

(Per man)

Faction: Soviet		iter Selector: 1941 June arossa!	Current Logistics Points:	
Company Captain (1)	Numb	er of Models ve In Unit Upgrades (Weapons, sk	ills, etc) Base Point Cos	Current t XP
1				
Company HQ Infantry Squads (2)		er of Models ve In Unit Upgrades (Weapons, sk	Base Point Cos ills, etc) (Per man)	t Current XP
1				
2				
Platoon Lieutenants (2)		er of Models ve In Unit Upgrades (Weapons, sk	ills, etc) Base Point Cos	Current t XP
1				
2				
Commissars (0-2)		er of Models ve In Unit Upgrades (Weapons, sk	ills, etc) Base Point Cos	Current t XP
1				
2				
Medics (0-2)		er of Models ve In Unit Upgrades (Weapons, sk	ills, etc) Base Point Cos	Current t XP
1				
2				
Artillery Observers (0-2)		er of Models ve In Unit Upgrades (Weapons, sk	ills, etc)	Current t XP

Number of Models

Experience Level Alive In Unit Upgrades (Weapons, skills, etc)

2	2						
3	3						
4	1						
5							
6							
7	7						
8							
9							
10	,						
11							
12							
	Medium Machine Guns (0-2)	Experience Level	Number of Mode Alive In Unit	ls Upgrades (Weapons, skills, etc)	Base Po		Current XP
1	L						
2							
	Heavy Machine Guns (0-2)		Number of Mode Alive In Unit	ls Upgrades (Weapons, skills, etc)	Base Po		Current XP
1	L						
2	2						
	Mortars (0-2)		Number of Mode Alive In Unit	ls Upgrades (Weapons, skills, etc)	Base Po		Current XP
1	L						
2	2						
			Number of Mode				Current
	Anti-Tank (0-6)	Experience Level	Alive In Unit	Upgrades (Weapons, skills, etc)	Base Po	int Cost	XP
1							
2	2						
3	3						
4	ł						
5	5						
6	<u>)</u>						

		1	Number of Model	S		Current
	Artillery (0-2)	Experience Level	Alive In Unit	Upgrades (Weapons, skills, etc)	Base Point Cost	XP
1						
2						
	Armoured Cars (0-2)	Experience Level		Upgrades (Weapons, skills, etc.	Base Point Cost	Current XP
1						
2						
	Tanks and SP Guns (0-2)	Experience Level		Upgrades (Weapons, skills, etc.	Base Point Cost	Current XP
1						
2						
	Tows (0-2)	Experience Level		Upgrades (Weapons, skills, etc)	Base Point Cost	Current XP
1						
2						
	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					 	