

Id	Name	Record	R
1	Fighting Withdrawal	F278-R325 (46%-54%)	7.1
2	Mila 18	G108-Z101 (52%-48%)	6.5
3	The Czerniakow Bridgehe	G99-P107 (48%-52%)	6.7
4	The Commissar's House	G152-R149 (50%-50%)	6.8
5	In Sight of the Volga	G50-R98 (34%-66%)	5.8
6	Red Packets	G88-R110 (44%-56%)	6.2
7	Dash for the Bridge	G51-R30 (63%-37%)	5.9
8	The Fugitives	G84-R124 (40%-60%)	7.0
9	To the Square	G41-R56 (42%-58%)	6.2
10	The Citadel	G77-R105 (42%-58%)	7.3
11	Defiance on Hill 30	A214-G221 (49%-51%)	6.8
12	Confusion Reigns	A107-G79 (58%-42%)	6.0
13	Le Manoir (The Manor)	A172-G83 (67%-33%)	5.3
14	Silence that Gun	A143-G242 (37%-63%)	6.3
15	Trapped!	A32-G52 (38%-62%)	6.1
16	No Better Spot to Die	A57-G106 (35%-65%)	5.9
17	Lost Opportunities	A100-G113 (47%-53%)	6.4
18	The Roadblock	A36-G27 (57%-43%)	6.2
19	Backs to the Sea	A59-G84 (41%-59%)	5.6
20	Taking the Left Tit	A56-G36 (61%-39%)	5.7
21	Among the Ruins	A97-G93 (51%-49%)	6.8
22	Kurhaus Clash	A39-G80 (33%-67%)	5.4
23	Under the Noel Trees	A201-G206 (49%-51%)	6.7
24	The Mad Minute	A27-G90 (23%-77%)	5.4
25	Gavin's Gamble	A22-G24 (48%-52%)	6.1
26	Tanks in the Street	A17-G35 (33%-67%)	5.7
27	The Liberation of Tulle	G47-P80 (37%-63%)	5.9
28	Ambush!	B87-P82 (51%-49%)	6.2
29	The Globus Raid	G46-P16 (74%-26%)	5.5
30	Sylvan Death	G60-P27 (69%-31%)	6.7
31	The Old Town	G45-P39 (54%-46%)	7.2
32	Subterranean Quarry	P19-R50 (28%-72%)	6.9
33	The Cossacks Are Coming	C41-P17 (71%-29%)	7.1
34	A New Kind of Foe	G29-P19 (60%-40%)	5.8
35	Blazin' Chariots	B85-G98 (46%-54%)	6.5
36	Rachi Ridge	B23-G42 (35%-65%)	5.8
37	Khamsin	B71-G70 (50%-50%)	7.5
38	Escape from Derna	B4-G23 (15%-85%)	5.0
39	Turning the Tables	B28-G25 (53%-47%)	6.8
40	Fort McGregor	B16-G28 (36%-64%)	5.5
41	A Bridgehead Too Wet	B27-G33 (45%-55%)	6.6
42	Point of No Return	B24-G34 (41%-59%)	5.9
43	Into the Fray	G61-P75 (45%-55%)	6.0
44	The Gauntlet	G15-N44 (25%-75%)	5.9
45	Revenge at Kastelli	G33-G44 (43%-57%)	5.7

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46	Birds of Prey	B26-G40 (39%-61%)	5.9
47	Rude Awakening	G7-Y16 (30%-70%)	6.7
48	Toujours l'audace (Alwa	B41-G70 (37%-63%)	5.9
49	Piercing the Peel	D16-G49 (25%-75%)	3.7
50	Age-Old Foes	P18-R37 (33%-67%)	6.1
51	The Taking of Takrouna	B58-I78 (43%-57%)	6.4
52	Too Little, Too Late	G13-I5 (72%-28%)	5.4
53	A High Price to Pay	B47-I57 (45%-55%)	5.7
54	Bridge to Nowhere	I103-R74 (58%-42%)	6.6
55	Retribution	A80-I67 (54%-46%)	6.2
56	Half a Chance	B8-I37 (18%-82%)	4.5
57	The Battle for Rome	G26-I34 (43%-57%)	6.5
58	Ci Arrendiamo	B26-I20 (57%-43%)	5.8
59	Smertniki	J30-R23 (57%-43%)	5.5
60	On the Kokoda Trail	A41-J72 (36%-64%)	6.5
61	Shoestring Ridge	A30-J25 (55%-45%)	6.6
62	Bungle in the Jungle	B19-J40 (32%-68%)	6.5
63	The Eastern Gate	B30-J43 (41%-59%)	6.2
64	Hazardous Occupation	J25-P16 (61%-39%)	5.7
65	Red Star, Red Sun	J28-R25 (53%-47%)	6.8
66	The Bushmasters	A23-J52 (31%-69%)	6.7
67	Cibik's Ridge	A106-J80 (57%-43%)	6.6
68	The Rock	A38-J37 (51%-49%)	6.9
69	Today We Attack	C26-J31 (46%-54%)	7.1
70	KP 167	F37-J24 (61%-39%)	6.8
71	Jungle Citadel	C31-J30 (51%-49%)	7.1
72	Sea of Tranquility	A16-J17 (48%-52%)	7.0
73	Hell or High Water	A27-J17 (61%-39%)	6.2
74	Bloody Red Beach	A22-J22 (50%-50%)	6.9
75	Strangers in a Strange	F134-G119 (53%-47%)	6.6
76	End of the Ninth	F62-G34 (65%-35%)	6.8
77	Le hérisson (The Hedgeh	F174-G165 (51%-49%)	6.7
78	Encounter at Cornimont	F26-G40 (39%-61%)	5.5
79	Bridge of the Seven Pla	F47-G50 (48%-52%)	6.8
80	Play Ball	A33-V33 (50%-50%)	6.8
81	Fratricidal Fighting	B19-V18 (51%-49%)	6.5
82	For Honor Alone	F73-G42 (63%-37%)	6.8
83	An Uncommon Occurrence	G38-P55 (41%-59%)	6.1
84	Round One	G56-P64 (47%-53%)	6.8
85	No Way Out	G9-P30 (23%-77%)	5.9
86	Fighting Back	G25-P29 (46%-54%)	6.2
87	Good Night, Sweet Princ	D59-G24 (71%-29%)	6.0
88	Art Nouveau	B47-G30 (61%-39%)	6.0
89	Rescue Attempt	B22-G20 (52%-48%)	5.5
90	Pride and Joy	G17-I22 (44%-56%)	6.7

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91	Ad Hoc at Beaurains	B6-G3 (67%-33%)	5.0
92	Stand Fast the Guards	B1-G9 (10%-90%)	4.9
93	Tavronitis Bridge	G33-N26 (56%-44%)	6.6
94	Bofors Bashing	B21-G7 (75%-25%)	5.7
95	Descent Into Hell	B13-G3 (81%-19%)	6.5
96	The Crux of Calais	B8-G13 (38%-62%)	5.2
97	A Desperate Affair	B13-G4 (76%-24%)	5.8
98	On Silent Wings	B8-G2 (80%-20%)	6.0
99	Probing Layforce	C5-G1 (83%-17%)	5.3
100	Regalbuto Ridge	B4-G11 (27%-73%)	6.1
101	Throwing Down the Gaunt	C8-G3 (73%-27%)	6.3
102	Point of the Sword	C23-G17 (58%-42%)	6.1
103	A Day by the Shore	B5-G1 (83%-17%)	4.4
104	Hill of Death	B5-G5 (50%-50%)	7.1
105	Going to Church	C66-G92 (42%-58%)	6.6
106	Kangaroo Hop	C4-G7 (36%-64%)	6.4
107	Tettau's Attack	B27-G17 (61%-39%)	6.1
108	Guards Attack	B12-G3 (80%-20%)	6.5
109	Dreil Team	B24-G21 (53%-47%)	6.1
110	North Bank	B30-G50 (38%-62%)	6.2
111	Balkan Sideshow	H12-Y21 (36%-64%)	6.0
112	Out of Cowardice	H11-Y58 (16%-84%)	5.5
113	Liberating Bessarabia	R70-R57 (55%-45%)	6.0
114	Cautious Crusaders	R16-S9 (64%-36%)	6.3
115	Huns of Steel	H22-R27 (45%-55%)	6.8
116	The Sixth Blow	G19-P10 (66%-34%)	6.4
117	With Tigers on their Ta	H8-R16 (33%-67%)	6.9
118	Downsizing the Uprising	G10-P12 (45%-55%)	6.6
119	Ancient Feud	H38-R19 (67%-33%)	6.3
120	Return to Sender	B4-G10 (29%-71%)	5.3
121	End Station Budapest	H8-R15 (35%-65%)	6.3
122	Extracurricular Activit	H45-R65 (41%-59%)	6.0
123	The Borders are Burning	F10-R7 (59%-41%)	6.8
124	On the Borderline	F5-R6 (45%-55%)	6.8
125	First Crisis at Army Gr	G22-R7 (76%-24%)	6.0
126	Commando Schenke	G82-R72 (53%-47%)	7.0
127	Land Leviathans	G5-R13 (28%-72%)	6.7
128	The Defense of Luga	G5-R3 (62%-38%)	6.5
129	Slamming of the Door	G20-R27 (43%-57%)	6.8
130	Debacle at Korosten	G3-R3 (50%-50%)	7.6
131	The Penetration of Rost	G11-R8 (58%-42%)	5.5
132	Hill 253.5	G10-R11 (48%-52%)	7.6
133	Block Busting in Bokrui	G13-R9 (59%-41%)	7.3
134	Counterattack on the Vi	G13-R16 (45%-55%)	7.0
135	Acts of Defiance	G13-R17 (43%-57%)	8.0

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136	The Agony of Doom	G22-R7 (76%-24%)	5.6
137	Italian Brothers	N14-R22 (39%-61%)	6.3
138	Rattle of Sabres	G4-P7 (36%-64%)	7.1
139	The Weigh In	G3-P9 (25%-75%)	7.2
140	Round Two	G2-P6 (25%-75%)	6.7
141	Action at Balberkamp	G7-N4 (64%-36%)	7.3
142	On the Road to Andalsne	G5-N6 (45%-55%)	6.1
143	Grebbe End	D20-G22 (48%-52%)	6.8
144	The Professionals	G9-Y3 (75%-25%)	7.2
145	Shanghai in Flames	C22-J13 (63%-37%)	7.3
146	The Drive for Taierzhua	C4-J2 (67%-33%)	6.2
147	A Stiff Fight	G21-J13 (62%-38%)	6.7
148	Ramsey's Charge	A1-J4 (20%-80%)	5.6
149	Grabbing Gavutu	A2-J2 (50%-50%)	6.3
150	Tanambogo Nightmare	A0-J1 (0%-100%)	2.0
151	Take Two	A1-J1 (50%-50%)	7.0
152	Munda Mash	A4-J2 (67%-33%)	4.8
153	Totsugeki!	C20-J24 (45%-55%)	7.6
154	Orange at Walawbum	A3-J4 (43%-57%)	6.6
155	Smith & Weston	A8-J3 (73%-27%)	6.7
156	Broken Bamboo	G8-J8 (50%-50%)	6.7
157	OP Hill	B2-J1 (67%-33%)	6.5
158	Last of Their Strength	A5-J3 (62%-38%)	6.7
159	White Tigers	G6-J4 (60%-40%)	7.3
160	Battlin' Buckeyes	A5-J10 (33%-67%)	6.4
161	Arctic Crossroads	F11-R5 (69%-31%)	5.5
162	Armored Car Savikurki	F28-R18 (61%-39%)	6.2
163	Stopped Cold	F25-R22 (53%-47%)	6.2
164	Torment at Tormua	F22-R14 (61%-39%)	6.8
165	Nothing But Courage	F19-R3 (86%-14%)	5.8
166	Skiing in Lapland	F6-R14 (30%-70%)	7.1
167	Breakout from Präazä	F5-R6 (45%-55%)	5.2
168	Forest Bastion	F9-R19 (32%-68%)	6.2
169	Night Fans	F10-R3 (77%-23%)	6.0
170	11th Company Counteratt	F38-R43 (47%-53%)	6.5
171	Retaking the VKT Line	F14-R13 (52%-48%)	6.8
172	The Last Attack	F3-R10 (23%-77%)	5.6
173	Father Sunshine	F11-R22 (33%-67%)	6.7
174	Lagus Assault Guns	F62-R24 (72%-28%)	6.6
175	Hunters at YLimaa	F13-G22 (37%-63%)	6.4
176	The Only Way Out	F5-G3 (62%-38%)	5.2
177	Anabasis	F5-G4 (56%-44%)	6.6
178	The Niscemi-Biacari Hig	A3-G5 (38%-62%)	6.6
179	Ranger Stronghold	A4-G16 (20%-80%)	6.8
180	The T-Patchers	A2-G2 (50%-50%)	5.5

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181	Gavin Take	A12-G18 (40%-60%)	6.8	1008	The Sanananda Front	A0-J0 (50%-50%)	
182	Strayer's Strays	A16-G12 (57%-43%)	5.7	1009	The Mainit River Bridge	A0-J0 (50%-50%)	
183	The Pouppeville Exit	A7-G6 (54%-46%)	6.6	1954	Gojira!!!	G8-J5 (62%-38%)	7.4
184	Death at Carentan	A6-G4 (60%-40%)	6.9	1002.1	The Men Who would be Ki	G0-R1 (0%-100%)	6.5
185	Not Out of the Woods Ye	A2-G1 (67%-33%)	5.7	1002.2	The Aunt of All Tank Ba	G0-R0 (50%-50%)	
186	L'Abbaye Blanche	A8-G4 (67%-33%)	7.2	1002.3	A Peaceful Little Villa	G1-R0 (100%-0%)	6.0
187	Morgan's Stand	A11-G12 (48%-52%)	6.8	1002.4	Into the Woods	G0-R0 (50%-50%)	
188	Zon with the Wind	A15-G15 (50%-50%)	6.6	A	Guards Counterattack	G253-R247 (51%-49%)	7.1
189	Devil's Hill	A0-G8 (0%-100%)	5.1	ABTF CG-	Block by Bloody Block	B0-G5 (0%-100%)	5.3
190	Scouts Out	A2-G7 (22%-78%)	7.8	ABTF CG-	A Dark and Fateful Day	B0-G1 (0%-100%)	2.0
191	Buchholz Station	A4-G4 (50%-50%)	7.5	ABTF CG-	A Bridge Too Far	B4-G22 (15%-85%)	6.5
192	Shoot-N-Scoot	A1-G1 (50%-50%)	6.0	ALAMEIN-	Ruweisat Ridge	G1-N4 (20%-80%)	7.2
193	Abandon Ship!	A9-G10 (47%-53%)	6.9	AP-CG1	Achtung! Panzer! CG-1	B0-G1 (0%-100%)	
194	The Attempt to Relieve	A3-G1 (75%-25%)	5.8	AP-CG2	Achtung! Panzer! CG-2	B0-G1 (0%-100%)	5.0
195	Rocket's Red Glare	A13-G20 (39%-61%)	6.7	AP-CG3	Achtung! Panzer! CG-3	B0-G0 (50%-50%)	
196	Patton's Prayers	A2-G1 (67%-33%)	5.6	ASLSKCSA	To the Soldiers of the	G0-R0 (50%-50%)	6.0
197	Parker's Crossroads	A1-G0 (100%-0%)	5.0	ASLSKCSB	Exhausting, but Product	A1-G0 (100%-0%)	
198	A Breezeless Day	A3-G2 (60%-40%)	6.8	ASLSKCSC	Thank Heavens, We Lost	A0-G0 (50%-50%)	
199	Ace in the Hole	A3-G4 (43%-57%)	7.1	ASLSKCSD	Crimson Snow	G0-R0 (50%-50%)	
200	Broich Bash	A11-G14 (44%-56%)	6.6	ASLSKCSE	Glimmer of Hope	G0-R0 (50%-50%)	
201	Hunters from the Sky	A2-G2 (50%-50%)	7.0	ASLSKCSF	Air Assault on Drvar	G0-P0 (50%-50%)	
202	Hitdorf on the Rhine	A3-G2 (60%-40%)	6.8	ASLSKCSG	Siege Without Shells	C0-G0 (50%-50%)	
203	Hard ROK	N21-S13 (62%-38%)	6.6	ASLSKCSH	Aidez l'espagne!	S0-S0 (50%-50%)	
204	Human Bullets	N7-S8 (47%-53%)	5.1	B	Tractor Works	G39-R81 (32%-68%)	6.7
205	Super Bazooka	A8-N9 (47%-53%)	4.9	BB-CG1	Bloody Buron	C3-G4 (43%-57%)	5.0
206	Hey, That Ain't ROK	A3-N7 (30%-70%)	5.9	BFTR CG-	Götterdämmerung in Berl	G1-R2 (33%-67%)	6.8
207	Bullets for Breakfast	A5-N9 (36%-64%)	6.8	BFTR CG-	Race to the Reichstag	G0-R0 (50%-50%)	
208	The Grist Mill	A27-N21 (56%-44%)	6.1	BR-I	Issue in Doubt	A2-J0 (100%-0%)	
209	A Line Too Thinly Held	A2-N5 (29%-71%)	7.2	BR-II	Bloodiest Red...Won!	A0-J1 (0%-100%)	
210	This Is Where We Stand	A5-C6 (45%-55%)	5.3	BR-III	A Special Valor	A2-J0 (100%-0%)	
211	Task Force Faith Breako	A2-C5 (29%-71%)	4.4	BRT CG-I	A Hell of a Way to Die	A0-J2 (0%-100%)	7.5
212	First Bayonet Charge	N9-O3 (75%-25%)	6.2	BRT CG-I	A Special Valor	A1-J2 (33%-67%)	7.5
213	It's So Easy	A1-C5 (17%-83%)	6.3	BRT CG-I	Utmost Savagery	A9-J6 (60%-40%)	7.0
214	Seoul Saving	B0-C3 (0%-100%)	7.0	BRV:CG-I	Berlin: Red Vengeance C	G6-R10 (38%-62%)	7.4
215	Red Devils	A3-C10 (23%-77%)	5.8	BSO-1	Poteau Party	A0-G0 (50%-50%)	
216	Centurions Reverse	B6-C11 (35%-65%)	5.9	BtB A1	Road to Isgny	A0-G0 (50%-50%)	
217	Gloster Hill	B4-C9 (31%-69%)	4.8	BtB C3	Crossroad Showdown	A0-G0 (50%-50%)	
218	Siberian Diversion	A1-C4 (20%-80%)	7.2	BWN-1	Their Baptism of Fire	D1-G1 (50%-50%)	4.0
1001	Second Time Around	A0-G0 (50%-50%)		BWN-2	The Veluwe	D4-G1 (80%-20%)	5.5
1002	The Big One	G0-R2 (0%-100%)	6.0	BWN-3	Schweiss Spart Blut	D2-G0 (100%-0%)	4.0
1003	Gold Beach!	B2-G2 (50%-50%)	5.8	BWN-4	Brush at Tilburg	F1-G1 (50%-50%)	5.5
1004	Gyokusai! Banzai!	A0-J0 (50%-50%)		BWN-5	Breda Bash	F1-G1 (50%-50%)	5.0
1005	The Meat Grinder (Turke	A0-J0 (50%-50%)		BWN-6	Raid on Moerdijk	D0-G2 (0%-100%)	7.0
1006	The Meat Grinder (Hill	A0-J1 (0%-100%)	4.5	C	Streets of Stalingrad	G37-R53 (41%-59%)	7.2
1007	Down and Out	A1-J1 (50%-50%)	7.0	CG-5+2	Gates of the Reich	A1-G0 (100%-0%)	6.0

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CG-GE1	The Grain Elevator	G0-R7 (0%-100%)	3.0	FF(2)-9	Ghost of Napoleon	G1-R2 (33%-67%)	5.0
CG-TW1	The Volga Corridor	G3-R0 (100%-0%)	2.7	FFS-CG1	Smith's Ridge	A0-N0 (50%-50%)	
CG-TW2	Seizing the Factory	G1-R1 (50%-50%)	4.5	FFS-CG2	Battle of the Barricade	A0-N0 (50%-50%)	
CH-I	Operations of SS Panzer	B1-G3 (25%-75%)	6.0	FT Fun 2	Tea for Two	B0-G0 (50%-50%)	
CHN KGP	Above The Prayers	A0-G0 (50%-50%)		FT KGS C	Red Army Day CG	G1-R3 (25%-75%)	7.0
CH]10	Raffelsbrand Stongpoint	A0-G0 (50%-50%)		FT KGS C	Five Days in May CG	G1-R1 (50%-50%)	6.5
CH]11	Spearhead of Company K	A0-G0 (50%-50%)		FT KGS1	Slayed	G1-R3 (25%-75%)	5.5
CH]12	Along the Highway [OS	A0-G0 (50%-50%)		FT KGS10	Red Ruin Roulette	G7-R6 (54%-46%)	6.8
CH]13	Every Man for Himself [A0-G0 (50%-50%)		FT KGS11	Knock! Knock!	G5-R3 (62%-38%)	5.0
CH]14	Strike Two [OS	A0-G0 (50%-50%)		FT KGS12	May Day--East Side	G1-R2 (33%-67%)	6.7
CH]15	Dawn at Kommerscheidt [A0-G0 (50%-50%)		FT KGS13	May Day--West Side	G1-R2 (33%-67%)	5.2
CH]16	Task Force Ripple [OS	A0-G0 (50%-50%)		FT KGS14	Regained in a Day	G4-R2 (67%-33%)	6.2
CH]9	The Outskirts of Schmid	A0-G0 (50%-50%)		FT KGS15	Fighting over the Dead	G1-R0 (100%-0%)	
CM-CG	Crossing the Moro	C3-G2 (60%-40%)	6.0	FT KGS2	Their Fate Sealed?	G2-R0 (100%-0%)	7.5
CTBP	Clearing The Breskins P	C1-G2 (33%-67%)	3.7	FT KGS3	Reclamation	G5-R7 (42%-58%)	6.5
CtR-CG1	The Rock Force Assault	A0-J0 (50%-50%)		FT KGS4	From Matilda with Love	G9-R4 (69%-31%)	7.1
CtR-CG2	Assault on Fortress Cor	A0-J0 (50%-50%)		FT KGS5	Red Army Day	G5-R3 (62%-38%)	7.0
D	Hedgehog of Piepsk	G69-R43 (62%-38%)	6.9	FT KGS6	Biecker's Bastion	G9-R7 (56%-44%)	5.3
DaE-CG1	The Island	B8-G1 (89%-11%)	7.1	FT KGS7	Contested Canisters	G0-R3 (0%-100%)	4.3
DB-ILUCG	Ill Fate on the Ilu	A2-J2 (50%-50%)	1.0	FT KGS8	The Battle in the Tunne	G5-R3 (62%-38%)	5.5
DB-Maus	The Mighty Maus	G7-R4 (64%-36%)	6.8	FT KGS9	Lost in a Day	G10-R7 (59%-41%)	7.3
DBOT CG	Operation Turnscrew	B2-G0 (100%-0%)	7.5	G	Hube's Pocket	G34-R40 (46%-54%)	7.3
DBP-CG1	Champs Elysees	F3-P0 (100%-0%)	6.3	G-LRT	Assault on Little Round	G1-R0 (100%-0%)	7.7
DN-CG1	Fateful Miscalculations	F1-G0 (100%-0%)	8.0	GD-A	To the Last Man	G11-R36 (23%-77%)	6.8
E	Hill 621	G98-R114 (46%-54%)	7.9	GD-B	The Kiwi's Attack	G17-N22 (44%-56%)	6.2
ER CG	Bloody Ridge	A17-J19 (47%-53%)	7.3	GD-C	Smoke the Kents	B15-G19 (44%-56%)	6.9
ESGO A	Brunch of the Dead	H0-Z0 (50%-50%)		GH-A	Ghosts in the Rubble	G4-R21 (16%-84%)	6.0
ESGO B	Zombie Slaughterfest	H0-Z0 (50%-50%)		GONA-CGS	Those Ragged Bloody Her	A1-J2 (33%-67%)	3.5
ESGO C	Hell is Full	H0-Z0 (50%-50%)		GSTK-I	Campaign Game	B3-G2 (60%-40%)	6.7
ESGO D	Midnight Snack	H0-Z0 (50%-50%)		GT-I	Sand and Blood	A10-J8 (56%-44%)	6.9
ESGO E	Oktobermessed	H0-Z0 (50%-50%)		GWASL{1s	Save the Guns	B0-G0 (50%-50%)	
F	The Paw of the Tiger	G14-R29 (33%-67%)	6.0	GWASL{1s	Kaiserschlacht	B0-G0 (50%-50%)	
FB-CG1	Pearl of the Danube	G12-R6 (67%-33%)	6.2	GWASL{1s	The First Showdown	B0-G0 (50%-50%)	
FB-CG2	The Swept Away City	G8-R2 (80%-20%)	4.5	GWASL{1s	The End of Idealism	B0-G0 (50%-50%)	
FB-CG3	City of Eternal Heroes	G9-R6 (60%-40%)	7.8	GWASL{1s	Spare a Thousand	B0-G0 (50%-50%)	
FC-CG	Fortress Cassino Campai	G2-N1 (67%-33%)		GWASL{1s	Stars of Mons	B0-G0 (50%-50%)	
FE-CG1	No Pasaran!	S0-S0 (50%-50%)		GWASL{1s	Cavalry at Cerizy	B0-G0 (50%-50%)	
FE-CG2	Desert Crucible	B0-G0 (50%-50%)		GWASL{1s	War Cars	B0-G0 (50%-50%)	
FF(2)-10	Blackjack Is Back!	A10-G4 (71%-29%)	6.2	GWASL{1s	Liquid Fire at Hooge	B0-G0 (50%-50%)	
FF(2)-11	Tough Luck	G0-P0 (50%-50%)		GWASL{1s	Landships	B0-G0 (50%-50%)	
FF(2)-12	Hitler's Samurai	G2-R1 (67%-33%)	6.8	GWASL{2n	Save the Guns	B0-G0 (50%-50%)	
FF(2)-13	Death Ride	G0-R1 (0%-100%)	7.0	GWASL{2n	Kaiserschlacht	B0-G0 (50%-50%)	
FF(2)-14	Operation Rosselsprung	G1-P0 (100%-0%)	5.0	GWASL{2n	The First Showdown	B0-G0 (50%-50%)	
FF(2)-7	Monstir Gap	A1-G2 (33%-67%)	6.8	GWASL{2n	The End of Idealism	B0-G0 (50%-50%)	
FF(2)-8	"Send in the Sand Rabbi	G0-R3 (0%-100%)		GWASL{2n	Spare a Thousand	B0-G1 (0%-100%)	8.0

Id	Name	Record	R	Id	Name	Record	R
GWASL{2n	Stars of Mons	B0-G0 (50%-50%)		KHCG	King of the Hill CG	B4-G7 (36%-64%)	6.4
GWASL{2n	Cavalry at Cerizy	B0-G0 (50%-50%)		L	Hitdorf on the Rhine	A41-G45 (48%-52%)	7.0
GWASL{2n	War Cars	B0-G0 (50%-50%)		LitS-CG	A Line in the Sand	B6-G4 (60%-40%)	5.9
GWASL{2n	Liquid Fire at Hooge	B0-G0 (50%-50%)		LM-CG	Long March Campaign Gam	C0-K0 (50%-50%)	
GWASL{2n	Landships	B0-G0 (50%-50%)		LSSAH-18	Sudden Fury	G3-R12 (20%-80%)	6.7
H	Escape from Velikiye Lu	G27-R20 (57%-43%)	6.4	LSSAH-19	The Tiger's Roar	G6-R3 (67%-33%)	6.4
HB CGIII	Hell's Bridgehead CG II	G1-R2 (33%-67%)	7.0	LSSAH-20	Hood Ornaments	G1-R4 (20%-80%)	6.4
HF-CG1	Hatten in Flames	A8-G8 (50%-50%)	7.8	LSSAH-21	The Brickyard	G6-R12 (33%-67%)	5.3
HF-CG2	Hatten Breakthrough	A1-G1 (50%-50%)	7.7	LSSAH-22	Usual Nerve	G3-R10 (23%-77%)	6.9
HG(2)-1	Corniche Game	F5-I1 (83%-17%)	6.0	LSSAH-23	His Men	G2-R2 (50%-50%)	7.6
HG(2)-10	Stampede at Hill 253.5	G4-R8 (33%-67%)	7.0	LSSAH-24	Peiper's Bridge	G0-R4 (0%-100%)	6.9
HG(2)-11	Skill in Khilki	G1-R5 (17%-83%)	6.0	M	First Crisis at Army Gr	G44-R11 (80%-20%)	6.7
HG(2)-12	Bumps Along the Tiddim	B1-J1 (50%-50%)	7.0	MLR(rev)	Hana-Saku (rev)	C5-J2 (71%-29%)	6.0
HG(2)-13	An Unfriendly Welcome	A9-G15 (38%-62%)	6.7	MLR(rev)	Troteval Farm (rev)	C5-G1 (83%-17%)	6.4
HG(2)-14	Tigers on the Hill	A8-G4 (67%-33%)	6.4	MLR(rev)	Mooshof Melee (rev)	C1-G0 (100%-0%)	
HG(2)-15	King Darges	G7-R2 (78%-22%)	7.3	MLR(rev)	Sneek Attack (rev)	C4-G1 (80%-20%)	7.0
HG(2)-16	Blood Brothers	B9-I3 (75%-25%)	6.2	MLR(rev)	Third Time Lucky (rev)	C4-G2 (67%-33%)	5.0
HG(2)-2	Konitsa Crackdown	G11-I10 (52%-48%)	6.9	MLR(rev)	Grenade and Bayonet (re	C0-G0 (50%-50%)	
HG(2)-3	Cohort and the Phalanx	G9-I13 (41%-59%)	6.1	MwT II1	Defending Norwegian Woo	G1-N1 (50%-50%)	2.0
HG(2)-4	Mount Istibei	G2-G5 (29%-71%)	5.0	MwT II2	Doorway to Norway	G0-N1 (0%-100%)	7.0
HG(2)-5	Tanks Take Rook	G3-N5 (38%-62%)	6.8	N	Soldiers of Destruction	G91-R23 (80%-20%)	4.5
HG(2)-6	Damned at Demyansk	G5-R8 (38%-62%)	6.0	NFNH-1	Mlava Stronghold	G5-P4 (56%-44%)	5.7
HG(2)-7	Bonny Nouvelle	B7-V4 (64%-36%)	6.2	NFNH-10	Aces High	G3-R7 (30%-70%)	4.8
HG(2)-8	Perún's Thunder	G21-P14 (60%-40%)	6.8	NFNH-11	Surprise, Surprise!!	G1-R2 (33%-67%)	7.0
HG(2)-9	The Gifu	A6-J0 (100%-0%)	3.3	NFNH-12	The Grim Reapers	G7-R9 (44%-56%)	6.2
HH-CG	Hell's Highway	A0-G2 (0%-100%)	1.0	NFNH-13	Snake Ready to Strike	A1-G2 (33%-67%)	6.5
HOB-FF9	Difficult Affaire	G2-R4 (33%-67%)	4.5	NFNH-14	The Bitter End	G4-R7 (36%-64%)	6.2
HOW-GSTK	Premature Evaluation	B1-G0 (100%-0%)		NFNH-2	The Last Fort	G3-P5 (38%-62%)	6.4
I	Buchholz Station	A49-G59 (45%-55%)	6.7	NFNH-3	The Hatert Bridge	D2-G7 (22%-78%)	5.9
ITR-1	Debacle at Sung Kiang	C24-J29 (45%-55%)	6.5	NFNH-4	Dragoons in Holland	F3-G1 (75%-25%)	4.3
ITR-2	Factory in Flix	S22-S5 (81%-19%)	4.9	NFNH-5	Foret de Nieppe	B4-G4 (50%-50%)	6.0
ITR-3	Tough as Nails	G9-R11 (45%-55%)	7.4	NFNH-6	Yugo City	G1-Y0 (100%-0%)	3.5
ITR-4	Clash at Ponyri	G17-R21 (45%-55%)	7.6	NFNH-7	Siberian Woods	G6-R6 (50%-50%)	6.5
ITR-5	Fire Teams	A19-G12 (61%-39%)	6.3	NFNH-8	Wounded Three Times in	G27-R14 (66%-34%)	5.8
ITR-6	The Ceramic Factory	G22-R14 (61%-39%)	7.1	NFNH-9	Jackboot Woods	G6-R1 (86%-14%)	5.0
ITR-7	Rebounded Spirit	H17-R7 (71%-29%)	6.5	NQNG(2)-	Fuhrerbefehl!	G0-R0 (50%-50%)	
ITR-8	Beyond the Slaughterhou	G23-R20 (53%-47%)	6.8	NQNG(2)-	The Precious Price of T	C1-G0 (100%-0%)	5.0
J	The Bitche Salient	A17-G23 (42%-58%)	6.3	NQNG(2)-	Bear Hunt	G0-P0 (50%-50%)	
J-KURSK-	Broadway to Prokhorovka	G9-R8 (53%-47%)	7.4	NQNG(2)-	Noble Craft of Warfare	B2-G1 (67%-33%)	
J-VaN-CG	Verdict at Nuremberg	A2-G9 (18%-82%)	4.8	NQNG(2)-	Chateau Nebelwerfer	A0-G0 (50%-50%)	
K	The Cannes Strongpoint	A9-G12 (43%-57%)	6.3	NQNG(2)-	One Eye to the West	G0-R3 (0%-100%)	7.0
KGP-I	Clash at Stoumont	A26-G26 (50%-50%)	7.6	O	The St. Goar Assault	A2-G10 (17%-83%)	5.9
KGP-II	The Bridge at Cheneux	A39-G17 (70%-30%)	6.4	OM-CG1	Operation Merkur Campai	A0-G2 (0%-100%)	7.2
KGP-III	Decision at La Gleize	A5-G8 (38%-62%)	5.1	OS-CG1	Crushed at Kommerscheid	A0-G0 (50%-50%)	
KGP-IV	Above the Prayers	A8-G6 (57%-43%)	6.2	OTO-CG	On Track to Orsha	G9-R8 (53%-47%)	7.7

Id	Name	Record	R	Id	Name	Record	R
OTO{2nd	Down in a Hole	G0-R1 (0%-100%)	6.0	PB-I	Coup de main	B34-G35 (49%-51%)	6.7
OTO{2nd	Falling Like Dominoes	G0-R0 (50%-50%)		PB-II	Hold Until Relieved	B5-G11 (31%-69%)	5.8
OTO{2nd	Tooth and Nail	G0-R1 (0%-100%)		PBP PB-I	Seizing the Bridge	B0-G0 (50%-50%)	
OTO{2nd	Close Quarters	G1-R0 (100%-0%)	7.0	PBr-CG1	Who are these Devils?	B3-G6 (33%-67%)	6.2
OTO{2nd	Motoring to Mogilev	G2-R0 (100%-0%)		PBr-CG2	Paying the Devil's Bill	B0-G0 (50%-50%)	4.0
OTO{2nd	Hornet Swarm	G0-R1 (0%-100%)	6.5	PBr-CG3	When Devils Collide	B6-G2 (75%-25%)	7.6
OTO{2nd	Western Dvina Duel	G0-R0 (50%-50%)		PdH CG1	Pointe du Hoc Campaign	A1-G0 (100%-0%)	7.0
OTO{2nd	Tangle at Tolochin	G1-R0 (100%-0%)		PdH{2nd	Lang's Group	A0-G0 (50%-50%)	
OTO{2nd	Down in Flames	G1-R0 (100%-0%)		PdH{2nd	Beyond the D514	A0-G0 (50%-50%)	
OTO{2nd	Hoffmeister's Charge	G0-R0 (50%-50%)		PdH{2nd	No Bars to be Had	A0-G1 (0%-100%)	5.0
OTO{2nd	Where's the Beef?	G1-R0 (100%-0%)	9.0	PHD-1	Refuse to Retire	A0-G9 (0%-100%)	6.6
OTO{2nd	Hornet's Nest	G2-R0 (100%-0%)	7.0	PHD-2	Trying the Right Flank	A2-G9 (18%-82%)	5.8
OTO{2nd	Bloody Bobruisk	G0-R0 (50%-50%)		PHD-3	Diversinary Attack	A4-G5 (44%-56%)	6.6
OTO{2nd	Oriola Force	G0-R0 (50%-50%)		PHD-4	Counterattack	A11-G2 (85%-15%)	5.7
OTO{2nd	Inferno at Krupki	G0-R0 (50%-50%)		PHD-CG	Purple Heart Draw	A6-G16 (27%-73%)	7.0
OTO{2nd	Cooked Hamman	G1-R0 (100%-0%)	6.5	PL J1	Capturing the Palembang	B2-J1 (67%-33%)	6.8
OTO{2nd	Shootout at Slutsk	G0-R0 (50%-50%)		PLA	Hills of the Arakan	B2-J3 (40%-60%)	7.0
OTO{2nd	Lapitschi Fit	G0-R0 (50%-50%)		PLB	Counter-Landing at Koro	A1-J3 (25%-75%)	7.7
OTO{2nd	Bridgehead on the Berez	G0-R0 (50%-50%)		PLC	Decision at Safi	A1-V1 (50%-50%)	
OTO{2nd	Clash at the Berezina	G0-R1 (0%-100%)	4.0	PLD	Easter at Tobruk	A1-G5 (17%-83%)	5.6
OTO{2nd	Desperate Bridgehead	G0-R1 (0%-100%)	8.0	PLE	Frozen Hell	F7-R2 (78%-22%)	5.3
OTO{2nd	The Cat's Lair	G0-R0 (50%-50%)		PLF	Arakian Rose	B2-J1 (67%-33%)	
OTO{2nd	Shumilino	G3-R0 (100%-0%)	7.0	PLFH	Frozen Hell	F0-R0 (50%-50%)	
OTO{2nd	The Big Cat's Lair	G1-R1 (50%-50%)		PLG	Cemetery Hill	G4-G8 (33%-67%)	6.0
OTO{2nd	Schmidt's Roadblock	G3-R1 (75%-25%)	7.7	PLH	Lost Sentinels	F6-G1 (86%-14%)	5.2
OTO{2nd	Berated at Baronovichi	G1-R0 (100%-0%)	8.0	PONYRI#1	The Gully	G1-R1 (50%-50%)	7.3
OTO{2nd	Funnel of Death	G1-R0 (100%-0%)	7.0	PONYRI#1	School Haus	G0-R0 (50%-50%)	
OTO{2nd	Bunker Burning	G0-R0 (50%-50%)		PONYRI#1	Maskirovka	G0-R2 (0%-100%)	5.0
OTO{2nd	Fire from the Hole	G1-R0 (100%-0%)	3.0	PONYRI#1	Little Katy	G0-R0 (50%-50%)	
OTO{2nd	The Orsha Plain	G0-R0 (50%-50%)		PONYRI#1	Hill 253.1	G0-R1 (0%-100%)	6.0
OTO{2nd	Another Bloody Morning	G0-R0 (50%-50%)		PONYRI#1	Corn Field Boys	G0-R2 (0%-100%)	5.2
OTO{2nd	Sparkplug	G1-R0 (100%-0%)		PONYRI#1	Bears on the Prowl	G0-R1 (0%-100%)	2.0
OTO{2nd	On Track to Orsha	G0-R0 (50%-50%)		PONYRI#1	Street Fighting Men	G0-R0 (50%-50%)	
OzB-CG	Ozerekya Breakout CG	R4-R4 (50%-50%)	7.1	PONYRI#1	Squall of Fire	G0-R0 (50%-50%)	
P	The Road to Wiltz	A36-G17 (68%-32%)	5.9	PONYRI#1	Funk Lenken	G0-R3 (0%-100%)	5.8
PA-CG1	Code Name Edelweiss	G1-P0 (100%-0%)	6.0	PONYRI#2	Tank Hunters of Ponyri	G0-R1 (0%-100%)	
PA-CG2	Flesh and Steel	G0-P0 (50%-50%)		PONYRI#3	Cemetery Hill	G2-R0 (100%-0%)	5.0
PA-CG3	Black Plague	G0-P1 (0%-100%)		PONYRI#4	Heavyweights	G0-R0 (50%-50%)	
PB-CG1	Arracourt 1944	A3-G0 (100%-0%)		PONYRI#5	The Quarry	G1-R0 (100%-0%)	6.0
PB-CH (A)	On Deadly Ground	B3-G2 (60%-40%)	6.5	PONYRI#6	High and Dry	G1-R1 (50%-50%)	5.0
PB-CH (B)	Powderworks	G7-R5 (58%-42%)	5.9	PONYRI#7	Earth House	G1-R1 (50%-50%)	4.3
PB-CH (C)	Balkan Dawn	C13-P10 (57%-43%)	5.9	PONYRI#8	Iron Gustav	G0-R0 (50%-50%)	
PB-CH(D)	Keller's Heroes	B2-G1 (67%-33%)	6.2	PONYRI#9	Cocktail Hour	G1-R0 (100%-0%)	6.0
PB-CH(E)	Morning Traffic	F6-G2 (75%-25%)	6.2	Q	Land Leviathans	G22-R32 (41%-59%)	5.5
PB-CH(F)	Bedlam Bridge	B5-G1 (83%-17%)	5.0	R	Burzevo	G16-R0 (100%-0%)	2.1

Id	Name	Record	R	Id	Name	Record	R
RB-I	Into the Factory	G18-R18 (50%-50%)	7.7	STONNE(2	Shattered Lines	F2-G0 (100%-0%)	6.0
RB-II	Operation Hubertus	G20-R11 (65%-35%)	7.2	STONNE(2	Shooting Gallery	F1-G2 (33%-67%)	6.7
RB-III	The Barrikady	G50-R49 (51%-49%)	7.9	STONNECG	Stonne 1940	F2-G4 (33%-67%)	4.7
RB-IV	Bled White	G10-R8 (56%-44%)	7.8	T	Pavlov's House	G27-R15 (64%-36%)	6.0
RbF I-1	Weather The Sturm	G1-R1 (50%-50%)	6.0	TH-B1	Unsung Heroes	A2-J0 (100%-0%)	6.2
RbF I-2	Aggravation At Agrigent	A6-I2 (75%-25%)	5.1	TH-LT1	The Last Alliance	G0-R0 (50%-50%)	
RbF I-3	South Park	A3-G4 (43%-57%)		Third Ed	Into the Fray	G6-P4 (60%-40%)	6.6
RbF I-4	Used And Abused	A3-J7 (30%-70%)	7.3	Third Ed	The Gauntlet	G2-N8 (20%-80%)	6.1
RbF I-5	Paper Line	F2-G4 (33%-67%)	7.1	Third Ed	Revenge at Kastelli	G4-G7 (36%-64%)	4.9
RbF I-6	Desert Fortress	A3-G1 (75%-25%)	5.0	Third Ed	Birds of Prey	B1-G13 (7%-93%)	5.7
RbF I-7	Into The Cauldron	G9-R5 (64%-36%)	6.9	Third Ed	Rude Awakening	G0-Y7 (0%-100%)	5.6
RbF I-8	Germeter By Meter	A8-G1 (89%-11%)	4.9	Third Ed	Toujours l'audace (Alwa	B7-G12 (37%-63%)	6.4
RF-I	Red Factories	G0-R0 (50%-50%)		Third Ed	Piercing the Peel	D6-G11 (35%-65%)	5.0
RM-TM	Race to the Meuse	B0-G1 (0%-100%)	6.5	Third Ed	Age-Old Foes	P1-R5 (17%-83%)	7.0
RO-I	X-TAG	G7-R1 (88%-12%)	7.1	Third Ed	An Uncommon Occurrence	G8-P13 (38%-62%)	6.3
RO-II	Oktyabr's Hubertus	G0-R0 (50%-50%)		Third Ed	Round One	G13-P10 (57%-43%)	6.5
RO-III	A Party in Our Streets	G0-R0 (50%-50%)		Third Ed	No Way Out	G6-P7 (46%-54%)	6.7
S	The Whirlwind	A37-G50 (43%-57%)	5.7	Third Ed	Fighting Back	G7-P1 (88%-12%)	6.4
SC-CG1	The Green Inferno	A5-J4 (56%-44%)	5.9	Third Ed	Good Night, Sweet Princ	D9-G10 (47%-53%)	5.7
SG-I	A Pleasant Diversion	A6-G23 (21%-79%)	6.6	Third Ed	Art Nouveau	B8-G4 (67%-33%)	6.3
SKSD-01	Osan Again	A0-N1 (0%-100%)	8.0	Third Ed	Rescue Attempt	B6-G0 (100%-0%)	6.7
SKSD-02	We Might Have Something	A0-G1 (0%-100%)	3.0	Third Ed	Pride and Joy	G3-I2 (60%-40%)	6.0
SKSD-03	Red, Red, Wine	A0-G1 (0%-100%)	3.0	TOTtA	Sweep Along Skyline Dri	A0-G3 (0%-100%)	5.0
SKSD-04	Sweeping the Bowling Al	A0-G1 (0%-100%)	5.0	TOTtB	Marine Ambush	B4-G15 (21%-79%)	4.7
SRÑ1	Krassny-Bor	R0-S0 (50%-50%)		TOTtC	Scorched Earth	G7-R20 (26%-74%)	5.8
SRÑ2	Baptism of Fire	R1-S0 (100%-0%)	7.0	TR-CG	Tatsinskaya Raid	G0-R0 (50%-50%)	
SRÑ3	Dubrowka Barracks	R0-S0 (50%-50%)		TW-A	The Fortress	G5-R1 (83%-17%)	3.0
St CG1	Stalingrad! Campaign Ga	G0-R0 (50%-50%)		TW-B	Rattenkrieg	G4-R7 (36%-64%)	6.7
StB CG-2	Forged in Fire	B0-G0 (50%-50%)		TW-C	Before the Storm	G7-R5 (58%-42%)	6.2
StB CG-3	The Lion Rampant	B2-G1 (67%-33%)	5.8	TW-D	The Housing District	G1-R1 (50%-50%)	7.2
StB CGI-	The Crossing Sweepers	B5-G6 (45%-55%)	7.3	U	Chance d'une affaire (C	F35-G52 (40%-60%)	5.9
STL RaM	Roadblock at Mithwephok	B0-J1 (0%-100%)	7.0	V	Auld Lang Syne	A28-G36 (44%-56%)	5.8
STL RaM1	Trouble at Mile Post 27	B2-J5 (29%-71%)	6.5	VotG-I	The Central Railway Sta	G9-R10 (47%-53%)	7.0
STL RaM2	Patrol at Wanetchaung	B2-J1 (67%-33%)	5.7	VotG-II	Drive to the Volga	G3-R3 (50%-50%)	5.7
STL RaM3	Clear the Road to Prome	B0-J5 (0%-100%)	6.0	VotG-III	Battle Along the Riverb	G3-R1 (75%-25%)	7.0
STONNE C	The Crusher	F0-G0 (50%-50%)		VotG-IV	Savage Streets of Stali	G18-R12 (60%-40%)	7.6
STONNE C	Inferno of Steel	F0-G2 (0%-100%)		W	The Defense Of Luga	G8-R0 (100%-0%)	4.3
STONNE(2	Shot from Both Sides	F0-G1 (0%-100%)		WP-CG	Westerplatte Campaign G	G1-P0 (100%-0%)	7.0
STONNE(2	Clearing the Way	F0-G1 (0%-100%)		{2020 ed	In Front of the Storm	F6-G12 (33%-67%)	7.1
STONNE(2	Rescued	F0-G1 (0%-100%)	4.0	{2020 ed	Chance d'une Affaire	F2-G2 (50%-50%)	6.8
STONNE(2	Closing Up	F0-G1 (0%-100%)		{2020 ed	Failure to Communicate	F3-G4 (43%-57%)	6.4
STONNE(2	The Last Shuffle	F1-G0 (100%-0%)	4.0	{2020 ed	Counterstroke at Stonne	F3-G2 (60%-40%)	7.4
STONNE(2	He Fought Like a Lion	F0-G0 (50%-50%)		{2020 ed	Last Defense Line	F1-G1 (50%-50%)	7.0
STONNE(2	The Final Wave	F0-G1 (0%-100%)	6.0	{2020 ed	In Rommel's Wake	F1-G0 (100%-0%)	7.0
STONNE(2	Down on the Streets	F3-G0 (100%-0%)	4.7	{2020 ed	Sudden Death	F3-G3 (50%-50%)	7.0

Id	Name	Record	R
{2020 ed	Audacity!	F2-G3 (40%-60%)	7.0
{2020 ed	Fighting at the World's	F1-G1 (50%-50%)	9.0
{2020 ed	The Last Roadblock	F2-G2 (50%-50%)	5.3
{2020 ed	Triumph Atop Taraldsvik	F2-G3 (40%-60%)	7.2
{2020 ed	Swan Song	F1-G2 (33%-67%)	5.5
{2020 ed	The French Perimeter	F1-G1 (50%-50%)	5.0
{2020 ed	Chateau de Quesnoy	F0-G0 (50%-50%)	
{2020 ed	The Time of Humiliation	J1-V0 (100%-0%)	
{2020 ed	The Army at the Edge of	J2-V0 (100%-0%)	4.5
{2020 ed	Just an Illusion	T0-V0 (50%-50%)	
{2020 ed	Siam Sambal	F1-T1 (50%-50%)	8.5
{2020 ed	Showdown in Syria	I2-V0 (100%-0%)	4.0
{2020 ed	The French Decide to Fi	A1-V0 (100%-0%)	7.5
{2020 ed	First Day of Diadem	F0-G2 (0%-100%)	7.5
{2020 ed	Ultimate Treachery	J2-V4 (33%-67%)	6.3
{2020 ed	Strangers in a Strange	F5-G2 (71%-29%)	6.4
{2020 ed	End of the Ninth	F1-G1 (50%-50%)	7.3
{2020 ed	Le Hérisson	F5-G3 (62%-38%)	6.9
{2020 ed	Encounter at Cornimont	F2-G0 (100%-0%)	7.0
{2020 ed	Bridge of the Seven Pla	F3-G4 (43%-57%)	7.0
{2020 ed	Play Ball	A0-V0 (50%-50%)	
{2020 ed	Fratricidal Fighting	B3-V2 (60%-40%)	6.0
{2020 ed	For Honor Alone	F0-G2 (0%-100%)	7.2
{2020 ed	Prelude: Chabrehez	B5-G5 (50%-50%)	5.2
{2020 ed	Finale: Onhaye	F5-G0 (100%-0%)	3.9
{2020 ed	The Almost Men	A0-G0 (50%-50%)	
{2020 ed	Chasseurs at Yvoir	B0-G6 (0%-100%)	5.3
{2020 ed	Rommel at the Meuse	F0-G0 (50%-50%)	
{2020 ed	Chateau de Meez	F1-G1 (50%-50%)	5.5
{2020 ed	Grande Ferme de Meez	F1-G0 (100%-0%)	6.0
{2020 ed	Clearing the Heights	F1-G0 (100%-0%)	7.0
{2020 ed	Saint-Médard After Dark	F1-G0 (100%-0%)	
{2020 ed	Probing the Bridgehead	F0-G0 (50%-50%)	
{2020 ed	The Road to Onhaye	F2-G0 (100%-0%)	5.0
{AoO2} 1	Balkan Sideshow	H0-Y0 (50%-50%)	
{AoO2} 1	Out of Cowardice	H1-Y4 (20%-80%)	6.0
{AoO2} 1	Liberating Bessarabia	R2-R0 (100%-0%)	5.3
{AoO2} 1	Cautious Crusaders	R2-S0 (100%-0%)	6.0
{AoO2} 1	Huns of Steel	H0-R0 (50%-50%)	
{AoO2} 1	The Sixth Blow	G1-P0 (100%-0%)	7.0
{AoO2} 1	With Tigers on Their Ta	H0-R0 (50%-50%)	
{AoO2} 1	Downsizing the Uprising	G0-S0 (50%-50%)	
{AoO2} 1	Ancient Feud	H0-R0 (50%-50%)	
{AoO2} 1	Return to Sender	B0-G0 (50%-50%)	
{AoO2} 1	End Station Budapest	H0-R0 (50%-50%)	

Id	Name	Record	R
{AoO2} 1	Extracurricular Activit	H5-R1 (83%-17%)	7.3
{AoO2} 2	Blood Enemies	C0-Y1 (0%-100%)	
{AoO2} 2	They Fired on Odessa	R1-R0 (100%-0%)	
{AoO2} 2	Mountain Hunters	G1-R0 (100%-0%)	7.5
{AoO2} 2	Bloody Nose	G1-R3 (25%-75%)	6.5
{AoO2} 2	Reaping Rewards	R2-R0 (100%-0%)	6.0
{AoO2} 2	Beachhead at Ozereyka B	G1-R0 (100%-0%)	7.0
{AoO2} 2	Paole Zion	G0-P1 (0%-100%)	6.0
{AoO2} 2	Operation Schwarz	C0-P1 (0%-100%)	7.0
{AoO2} 2	Danica Air	C1-P0 (100%-0%)	5.0
{AoO2} 2	Break for Hungary	C2-P0 (100%-0%)	4.5
{AoO2} 2	Retrained and Rearmed	G1-S1 (50%-50%)	7.5
{AoO2} 2	Prelude to Dying	C0-P0 (50%-50%)	
{AoO2} 2	The Liberation of Tulle	G0-P1 (0%-100%)	8.5
{AoO2} 2	Ambush!	B0-P3 (0%-100%)	6.0
{AoO2} 2	The Globus Raid	G0-P0 (50%-50%)	
{AoO2} 3	Sylvan Death	G1-P1 (50%-50%)	6.5
{AoO2} 3	The Old Town	G0-P1 (0%-100%)	7.0
{AoO2} 3	Subterranean Quarry	P2-R4 (33%-67%)	7.6
{AoO2} 3	The Cossacks Are Coming	C1-P1 (50%-50%)	4.0
{AoO2} 3	A New Kind of Foe	G1-P1 (50%-50%)	5.7
{Redux}	Guryev's Headquarters	G3-R1 (75%-25%)	7.5
{Redux}	The Final Battle	G2-R0 (100%-0%)	7.5
{Redux}	Ripe Pickings	A1-G1 (50%-50%)	7.0
{Redux}	Repulsed	A0-G0 (50%-50%)	
{Redux}	Bogged Down	A0-G1 (0%-100%)	
{Redux}	Buying the Farm	A0-G0 (50%-50%)	
{Redux}	Barkman's Corner	A0-G0 (50%-50%)	
{Redux}	Clay Pigeons	A0-G0 (50%-50%)	
{Redux}	They're Coming	A0-G0 (50%-50%)	
{Redux}	King of the Hill	A0-G0 (50%-50%)	
{Redux}	The Mailed Fist	F0-G2 (0%-100%)	7.0
{Redux}	Berserk!	G1-R2 (33%-67%)	5.0
{Redux}	Smoke the Kents!	B1-G3 (25%-75%)	6.0
{Redux}	Headhunting for Bloody	G0-N0 (50%-50%)	
{Redux}	In the Old Tradition	B0-J0 (50%-50%)	
{Redux}	The Tiger of Toungoo	C1-J0 (100%-0%)	8.5
{Redux}	Back to School	G0-R5 (0%-100%)	7.6
{Redux}	Sicilian Midnight	A0-I0 (50%-50%)	
{Redux}	The Kiwis Attack	G0-N0 (50%-50%)	
{Redux}	Royal Marines	B1-G0 (100%-0%)	
{Redux}	The Island	B0-G1 (0%-100%)	
{Redux}	Lehr Sanction	B0-G1 (0%-100%)	7.5
{Redux}	Storming the Factory	G0-R0 (50%-50%)	
{Redux}	The Road to St. Lo	A0-G0 (50%-50%)	

Id	Name	Record	R	Id	Name	Record	R
{Redux}	St. Barthelemy Bash	A0-G0 (50%-50%)		{Y2} 14	Silence That Gun	A8-G10 (44%-56%)	6.4
{Redux}	Charging Chaumont	A0-G2 (0%-100%)	7.0	{Y2} 15	Trapped!	A4-G4 (50%-50%)	6.3
{Redux}	Cobra Kings	A0-G0 (50%-50%)		{Y2} 16	No Better Spot to Die	A3-G6 (33%-67%)	6.3
{Redux}	To the Last Man	G0-R0 (50%-50%)		{Y2} 17	Lost Opportunities	A12-G14 (46%-54%)	6.3
{Redux}	Intimate War	A0-J0 (50%-50%)		{Y2} 18	The Roadblock	A3-G2 (60%-40%)	7.0
{Redux}	Mayhem in Manila	A1-J2 (33%-67%)	7.7	{Y2} 19	Backs to the Sea	A5-G3 (62%-38%)	6.6
{Redux}	Brave Little Emchas	G0-R0 (50%-50%)		{Y2} 20	Taking the Left Tit	A3-G4 (43%-57%)	7.1
{Redux}	Himmler's House	G0-R2 (0%-100%)	4.3	{Y2} 21	Among the Ruins	A5-G4 (56%-44%)	6.5
{Redux}	First to Strike	G0-R0 (50%-50%)		{Y2} 22	Kurhaus Clash	A0-G4 (0%-100%)	5.8
{Redux}	Little Stalingrad	G1-R0 (100%-0%)		{Y2} 23	Under the Noel Trees	A12-G7 (63%-37%)	6.8
{Redux}	Draconian Measures	G0-R0 (50%-50%)		{Y2} 24	The Mad Minute	A4-G3 (57%-43%)	5.8
{Redux}	With Flame and Shell	G2-R1 (67%-33%)	8.0	{Y2} 25	Gavin's Gamble	A4-G1 (80%-20%)	7.2
{Redux}	The Schoolhouse	G1-R0 (100%-0%)		{Y2} 26	Tanks in the Street	A1-G4 (20%-80%)	6.7
{Redux}	Preparing the Way	G0-R0 (50%-50%)		A1	Tavronitis Bridge	B49-G27 (64%-36%)	6.4
{RF} RB-	Into the Factory	G0-R0 (50%-50%)		A2	Bofors Bashing	B22-G9 (71%-29%)	6.5
{RF} RB-	Operation Hubertus	G1-R0 (100%-0%)	8.0	A3	Descent into Hell	B17-G3 (85%-15%)	5.8
{RF} RB-	The Barrikady	G0-R0 (50%-50%)		A4	Beyond the Blue Beach	A10-G24 (29%-71%)	5.2
{RF} RB-	Bled White	G0-R0 (50%-50%)		A5	Holding the Rear	A17-G30 (36%-64%)	5.4
{RF} RB1	One Down, Two to Go	G5-R3 (62%-38%)	7.2	A6	The Price of Impatience	G20-P20 (50%-50%)	6.1
{RF} RB2	Blood and Guts	G1-R1 (50%-50%)	6.0	A7	Slamming of the Door	G33-R58 (36%-64%)	5.4
{RF} RB3	Bread Factory #2	G8-R7 (53%-47%)	7.2	A8	The Agony of Doom	G51-R12 (81%-19%)	5.4
{RF} RB4	To the Rescue	G6-R4 (60%-40%)	7.5	A9	Midnight Massacre	A23-G17 (58%-42%)	5.4
{RF} RB5	The Last Bid	G0-R0 (50%-50%)		A10	The Borders are Burning	F21-R9 (70%-30%)	5.8
{RF} RB6	Turned Away	G2-R2 (50%-50%)	6.0	A11	Silent Death	F30-R8 (79%-21%)	5.3
{RF} RB7	The Red House	G0-R0 (50%-50%)		A12	Savoia!	I14-R21 (40%-60%)	5.9
{RS} 59	Smertniki	J4-R3 (57%-43%)	5.3	A13	Able at Cesaro	A14-I22 (39%-61%)	5.9
{RS} 60	On the Kokoda Trail	A3-J3 (50%-50%)	7.2	A14	Monastery Hill	G32-I8 (80%-20%)	4.9
{RS} 61	Shoestring Ridge	A1-J1 (50%-50%)	7.0	A15	Stand Fast the Guards	B23-G35 (40%-60%)	4.5
{RS} 62	Bungle in the Jungle	B3-J2 (60%-40%)	5.8	A16	On the Borderline	F13-R13 (50%-50%)	6.5
{RS} 63	The Eastern Gate	B1-J4 (20%-80%)	5.4	A17	The Penetration of Rost	G28-R24 (54%-46%)	6.3
{RS} 64	Hazardous Occupation	J2-P1 (67%-33%)	8.5	A18	Sbeitla Probe	A10-G10 (50%-50%)	6.8
{RS} 65	Red Star, Red Sun	J5-R1 (83%-17%)	6.5	A19	Cat and Mouse	A20-G17 (54%-46%)	5.4
{RS} 66	The Bushmasters	A3-J3 (50%-50%)	6.9	A20	Counterattack at Sidi B	A5-G31 (14%-86%)	5.3
{RS} 67	Cibik's Ridge	A8-J13 (38%-62%)	5.6	A21	Counterattack on the Vi	G23-R65 (26%-74%)	6.3
{RS} 68	The Rock	A0-J0 (50%-50%)		A22	The Crux of Calais	B31-G58 (35%-65%)	6.4
{RS} 69	Today We Attack	C1-J0 (100%-0%)		A23	Contest in the Clouds	G6-P10 (38%-62%)	5.6
{RS} 70	KP 167	A1-J1 (50%-50%)	8.0	A24	Regalbuto Ridge	B19-G42 (31%-69%)	5.5
{RS} 71	Jungle Citadel	C1-J0 (100%-0%)	7.0	A25	Cold Crocodiles	B186-G154 (55%-45%)	7.6
{RS} 72	Sea of Tranquility	A2-J3 (40%-60%)	7.6	A26	Beachhead at Ozereyka B	R24-R21 (53%-47%)	5.9
{RS} 73	Hell or High Water	A4-J0 (100%-0%)	6.4	A27	King's Castle	A18-G8 (69%-31%)	5.5
{RS} 74	Bloody Red Beach	A0-J2 (0%-100%)	7.5	A28	The Professionals	G59-Y50 (54%-46%)	6.7
{RS} GTC	Sand & Blood	A4-J5 (44%-56%)	7.2	A29	A Meeting of Patrols	A47-G55 (46%-54%)	5.7
{Y2} 11	Defiance on Hill 30	A14-G7 (67%-33%)	7.3	A30	Defeat in Java	A24-J4 (86%-14%)	4.5
{Y2} 12	Confusion Reigns	A8-G6 (57%-43%)	6.1	A31	On the Road to Andalsne	G11-N15 (42%-58%)	6.1
{Y2} 13	Le Manoir	A7-G4 (64%-36%)	6.2	A32	Zon with the Wind	A241-G220 (52%-48%)	7.0

Id	Name	Record	R	Id	Name	Record	R
A33	Tettau's Attack	B106-G83 (56%-44%)	6.2	A78	Prelude to Breakout	A8-G9 (47%-53%)	6.5
A34	Lash Out	A123-G98 (56%-44%)	6.4	A79	Mike Red	C11-G30 (27%-73%)	5.0
A35	Guards Attack	B44-G24 (65%-35%)	5.6	A80	Commando Schenke (SCA3	G126-R75 (63%-37%)	6.5
A36	Oy Veghel	A20-G53 (27%-73%)	5.4	A81	They Fired on Odessa (S	R38-R18 (68%-32%)	5.9
A37	Dreil Team	B58-G73 (44%-56%)	6.4	A82	Orange at Walawbum (SCA	A44-J31 (59%-41%)	6.1
A38	North Bank	B66-G109 (38%-62%)	6.3	A83	Last of Their Strength	A29-J74 (28%-72%)	6.8
A39	Showdown at Tug Argan P	I28-I39 (42%-58%)	6.2	A84	Endless Struggle	P4-R22 (15%-85%)	5.0
A40	Ad Hoc at Beaurains	B15-G14 (52%-48%)	6.2	A85	Airborne Samurai	D32-J12 (73%-27%)	5.7
A41	OP Hill	B25-J12 (68%-32%)	6.5	A86	Fighting Sparrow	B5-J24 (17%-83%)	5.0
A42	Commando Hunt	B34-J51 (40%-60%)	5.5	A87	The Grand Canal	C9-J35 (20%-80%)	5.7
A43	Probing Layforce	B23-G4 (85%-15%)	6.8	A88	Surprise Encounter (Z4	F52-R57 (48%-52%)	6.7
A44	Blocking Action at Lipk	G112-R57 (66%-34%)	6.7	A89	First Day of Diadem	F28-G25 (53%-47%)	5.5
A45	Chakila Sunrise	A21-J15 (58%-42%)	6.6	A90	Cutting Out a Strongpoi	G16-S10 (62%-38%)	5.6
A46	Rattle of Sabres	G10-P31 (24%-76%)	6.0	A91	The Road to Gora	F26-R13 (67%-33%)	6.1
A47	White Tigers	B64-J29 (69%-31%)	7.2	A92	Highway 5	A12-J19 (39%-61%)	6.0
A48	Best-Laid Plans	G16-P5 (76%-24%)	3.8	A93	Faugh A' Ballagh!	B82-G59 (58%-42%)	6.8
A49	Delaying Action	G12-R23 (34%-66%)	6.0	A94	Last Defense Line	F24-G30 (44%-56%)	6.3
A50	...and Here We Damned W	B6-G13 (32%-68%)	6.8	A95	The Long Road	B36-V14 (72%-28%)	4.3
A51	Clash Along the Psel	G21-R14 (60%-40%)	7.6	A96	In Rommel's Wake	F6-G20 (23%-77%)	5.6
A52	Swan Song	F22-G22 (50%-50%)	5.8	A97	Tasimboko Raid	A11-J10 (52%-48%)	7.5
A53	Smith & Weston	A45-J52 (46%-54%)	7.0	A98	Crossing the Gnloi Tik	G42-R46 (48%-52%)	6.8
A54	The Raate Road	F22-R7 (76%-24%)	6.7	A99	To Clear a Roadblock	G48-P33 (59%-41%)	5.6
A55	The Cat Has Jumped	A6-J22 (21%-79%)	5.5	A100	Dorset Wood in the Rain	B26-G15 (63%-37%)	6.1
A56	A Good Party	B4-G7 (36%-64%)	7.7	A101	The Drive for Taierzhua	C13-J22 (37%-63%)	5.9
A57	First Banzai	A2-J8 (20%-80%)	4.6	A102	On Silent Wings	B12-G6 (67%-33%)	6.2
A58	Munda Mash (ATL1 redone	A36-J54 (40%-60%)	6.3	A103	Mayhem in Manila	A99-J88 (53%-47%)	7.1
A59	Death at Carentan (ATL2	A111-G105 (51%-49%)	7.1	A104	In Front of the Storm	F109-G116 (48%-52%)	6.6
A60	Totsugeki! (ATL3 redone	C138-J188 (42%-58%)	7.5	A105	Police Action	G15-P5 (75%-25%)	6.0
A61	Across the Wire	B14-I23 (38%-62%)	4.8	A106	Debacle at Korosten	G6-R7 (46%-54%)	6.4
A62	Paole Zion	G6-P8 (43%-57%)	6.8	A107	The Red Wave	G94-R49 (66%-34%)	6.1
A63	Action at Balberkamp	G31-N29 (52%-48%)	7.3	A108	Sudden Death	F45-G34 (57%-43%)	5.4
A64	Chateau de Quesnoy	F36-G18 (67%-33%)	6.8	A109	Scouts Out	A65-G85 (43%-57%)	6.7
A65	The Dinant Bridgehead	F5-G18 (22%-78%)	6.7	A110	Shanghai in Flames	C51-J31 (62%-38%)	6.7
A66	Counterstroke at Stonne	F42-G33 (56%-44%)	7.2	A111	Cattern's Position	A27-J39 (41%-59%)	6.7
A67	Monte Castello	B8-G8 (50%-50%)	6.2	A112	Gift of Time	A19-G19 (50%-50%)	6.0
A68	Acts of Defiance (CH5 r	G135-R193 (41%-59%)	7.6	A113	Then Things Got Worse	F37-G23 (62%-38%)	5.7
A69	Broich Bash (IC5 repub.	A102-G114 (47%-53%)	6.8	A114	Hamlet's Demise	F23-G69 (25%-75%)	4.8
A70	Wintergewitter (atp2 re	G161-R128 (56%-44%)	7.0	A115	Blockbusters	A38-J40 (49%-51%)	6.5
A71	Patton's Prayers (ASLUG	A40-G30 (57%-43%)	6.6	A116	Tangled Up in Blue	A31-J35 (47%-53%)	6.3
A72	Italian Brothers (atp8	N70-R104 (40%-60%)	6.7	A117	Maggot Hill	A24-J29 (45%-55%)	7.5
A73	Not Out of the Woods Ye	A40-G23 (63%-37%)	6.2	A118	The Waterhole	A28-J42 (40%-60%)	6.5
A74	Valhalla Bound (X11 rep	G62-R48 (56%-44%)	7.4	A119	Showdown in Syria	I22-V15 (59%-41%)	6.2
A75	Medal of Honor	A10-G16 (38%-62%)	6.2	A120	Uncommon Valor	F21-R12 (64%-36%)	6.4
A76	Night Drop	A6-G22 (21%-79%)	6.7	AA1	The Milling Crowd	A16-G13 (55%-45%)	5.1
A77	Hide & Seek	A12-G3 (80%-20%)	5.0	AA2	Ambush at Cauquigny	A14-G11 (56%-44%)	5.3

Id	Name	Record	R
AA3	To the Manor Drawn	A13-G6 (68%-32%)	5.6
AA4	A Better Spot Than This	A10-G4 (71%-29%)	5.2
AA5	Cloaks of Confusion	A4-G3 (57%-43%)	6.8
AA6	Go! Go! Go!	A4-G3 (57%-43%)	5.8
AA7	Easy Over	A3-G7 (30%-70%)	6.8
AA8	Charge the Causeway	A2-G4 (33%-67%)	6.0
AA9	VII Corps Bridgehead	A7-G2 (78%-22%)	6.0
AA10	Go to Town	A4-G1 (80%-20%)	5.8
AA11	Absent Friends	A6-G15 (29%-71%)	5.3
AA12	Westward Ho!	A3-G5 (38%-62%)	6.0
AA13	South Rampart--Fire!	A3-G7 (30%-70%)	4.7
AA14	North Rampart--Fire!	A2-G3 (40%-60%)	5.6
AA15	Beneath the Castle Wall	A3-G1 (75%-25%)	3.0
AA16	The Siege	A3-G2 (60%-40%)	6.5
AA17	Millet's Men	A0-G6 (0%-100%)	5.1
AA18	A Bridge So Far...	A3-G1 (75%-25%)	7.7
AA19	Gavin's Train	A3-G5 (38%-62%)	6.8
AA20	You've Killed Us!	A4-G11 (27%-73%)	5.1
AA21	Maloney's Turn	A3-G5 (38%-62%)	5.8
AA22	A Long Way to Berlin	A4-G0 (100%-0%)	4.6
AA23	Lost Battalions	A4-G1 (80%-20%)	4.7
AA24	Fire Brigade to Filiole	A2-G4 (33%-67%)	6.0
AA25	Shanley's Hill	A2-G2 (50%-50%)	7.2
AA26	Everybody's Dying	A3-G0 (100%-0%)	6.8
AA27	Lifeline	A2-G2 (50%-50%)	4.8
AA28	Access Denied	A0-G3 (0%-100%)	4.0
AaC1	Cole's Charge	A2-G5 (29%-71%)	6.5
AaC2	The Cabbage Patch	A1-G1 (50%-50%)	6.5
AaC3	Green Devils	A3-G3 (50%-50%)	7.0
AaC4	Cooperation Reigns	A0-G2 (0%-100%)	
AAGG1	Historical Defiance on	A0-G0 (50%-50%)	
AAGG2	Historical Gavin Take	A1-G0 (100%-0%)	6.0
AAGG3	Historical The Port-Fil	A2-G1 (67%-33%)	1.5
ABS1	Advance to Contact	A1-G0 (100%-0%)	6.5
ABS2	Hold the Bridge	A0-G0 (50%-50%)	
ABS3	Heim's Causeway Bound	A1-G0 (100%-0%)	7.0
ABS4	No Better Place to Die	A0-G1 (0%-100%)	7.0
ABS5	Confused Firefight	A0-G0 (50%-50%)	
ABS6	Steel Rain	A0-G1 (0%-100%)	5.5
ABS7	Easy Company	A0-G0 (50%-50%)	
ABS8	Headlong Charge	A0-G0 (50%-50%)	
ABS9	Forming the Perimeter	A0-G0 (50%-50%)	
ABS10	Le Motey Punch	A0-G0 (50%-50%)	
ABS11	North to Timmes	A0-G0 (50%-50%)	
ABS12	All American	A0-G0 (50%-50%)	

Id	Name	Record	R
ABTF1	The Prize	B20-G15 (57%-43%)	7.3
ABTF2	Graebner's Folly	B9-G9 (50%-50%)	6.5
ABTF3	Late for Mass	B11-G25 (31%-69%)	5.7
ABTF4	First Threat	B29-G39 (43%-57%)	6.3
ABTF5	Tigers to the Bridge!	B13-G21 (38%-62%)	5.8
ABTF6	Just In Case	B11-G2 (85%-15%)	6.0
ABTF7	Among the Bravest	B17-G25 (40%-60%)	6.4
ABTF8	God Save the King!	B2-G13 (13%-87%)	4.8
ABTF9	Please Hurry	B1-G9 (10%-90%)	4.5
AD1	L'école Normale (The Te	G17-P27 (39%-61%)	6.0
AD2	Last Act in Lorraine	A13-G17 (43%-57%)	5.5
AD3	Back to School	G41-R79 (34%-66%)	6.2
AD4	The Island	B18-G12 (60%-40%)	6.1
AD5	Intimate War	A14-J41 (25%-75%)	5.3
AD6	Breakout	G20-R39 (34%-66%)	5.6
AD7	Lehr Sanction	B17-G28 (38%-62%)	6.2
AD8	Gruppo Mobile	A21-I8 (72%-28%)	3.3
AD9	Royal Marines	B46-G36 (56%-44%)	6.2
AD10	The Tiger of Toungoo	C27-J20 (57%-43%)	7.1
AD11	Sicilian Midnight	A19-I22 (46%-54%)	6.6
AD12	Tussle at Thomashof	B15-G36 (29%-71%)	6.2
AD13	The Mailed Fist (Z12 re	F42-G13 (76%-24%)	6.3
AH1	Fire on the Volga	G5-R15 (25%-75%)	6.6
AH2	The Commissar's House	G52-R32 (62%-38%)	7.1
AH3	Grabbing Gavutu	A8-J8 (50%-50%)	6.8
AH4	Tanambogo Nightmare	A0-J5 (0%-100%)	7.5
AH5	Take Two	A9-J3 (75%-25%)	7.2
AK1	Charge to Aqqaqir Ridge	B0-G3 (0%-100%)	2.0
AK02	Get Going!	A0-G0 (50%-50%)	
AK2	The Mark of the Lion	G0-N4 (0%-100%)	3.0
AK03	Erskine's Charge	B0-G0 (50%-50%)	
AK3	The Saucer	A2-G1 (67%-33%)	7.0
AK4	January Breached	B1-G1 (50%-50%)	4.0
AK5	Action along the Rahman	B1-G1 (50%-50%)	5.8
AK6	Fraser's Black Line Das	B0-G2 (0%-100%)	2.7
AK7	Kidney Punch	B4-G2 (67%-33%)	6.1
AK8	Operation Beresford	I1-N0 (100%-0%)	2.0
AK9	Hunters of Africa	B0-I3 (0%-100%)	3.7
AK10	Todt	B2-G0 (100%-0%)	1.0
AK11	Action at Kilometer Pos	B0-G1 (0%-100%)	1.5
AK12	Stopped Cold	B0-G1 (0%-100%)	1.5
AK13	Agebia Sunset	B0-I1 (0%-100%)	6.0
AK14	Benghazi Bottleneck	B0-G1 (0%-100%)	6.5
AK15	Kircheim's Command	B1-I1 (50%-50%)	5.0
AK16	None Came Back	B1-G0 (100%-0%)	4.5

Id	Name	Record	R	Id	Name	Record	R
AK17	Goschen's House	B1-G0 (100%-0%)	3.0	AK62	'Swanning About'	B0-I0 (50%-50%)	
AK18	Last Act at Post R33	B0-G1 (0%-100%)	6.5	AK63	Combe Force	B0-I1 (0%-100%)	2.5
AK19	Heavy Metal	A1-G0 (100%-0%)	6.0	AK64	Electric Whiskers	B0-I0 (50%-50%)	
AK20	Deaf Forever to the Bat	A1-G2 (33%-67%)		AK65	The Fall of Camp Nibeiw	B0-I0 (50%-50%)	
AK21	Saving French Bacon	A0-G0 (50%-50%)		AK66	March to Fire	B0-I0 (50%-50%)	
AK22	Fruehlingswind	A3-G0 (100%-0%)	6.5	AK67	Pride Before Fall	B0-I0 (50%-50%)	
AK23	Regulars, by God	A0-G0 (50%-50%)		AK68	Sidi Barrani	B0-I0 (50%-50%)	
AK24	Benson Force	A0-G0 (50%-50%)		AK69	Next Stop Sidi Omar	B0-I0 (50%-50%)	
AK25	Jefna Outflanked	A0-G0 (50%-50%)		AK70	Ciao Time!	B0-I0 (50%-50%)	
AK26	Bitter Enders	A0-G3 (0%-100%)	5.0	AK71	A Test of Nerve	B0-I0 (50%-50%)	
AK27	Tea Time Interruption	B0-G0 (50%-50%)		AK72	The Tobruk Perimeter	B0-I0 (50%-50%)	
AK28	Gore Force	B0-G0 (50%-50%)		AK73	Intel Coup at Mechili	B0-I0 (50%-50%)	
AK29	Operation Vulcan	B0-G0 (50%-50%)		AK74	Sabratha Stand	B0-I0 (50%-50%)	
AK30	Good Friday on Christma	B0-G0 (50%-50%)		AK75	Fox Killed in the Open	B0-I0 (50%-50%)	
AK31	Reconnaissance Failure	B0-G1 (0%-100%)	2.0	AK76	Along the Via Balbia	B0-I0 (50%-50%)	
AK32	Blunted Blade	B1-G0 (100%-0%)	7.0	AK77	Chance Encounter	B0-G0 (50%-50%)	
AK33	Jebel Achkel	G0-I0 (50%-50%)		AK78	On Deadly Ground	B0-G0 (50%-50%)	
AK34	Gotterdammerung in Afri	F1-G0 (100%-0%)	6.0	AK79	Before the Ghibli Comes	F1-G0 (100%-0%)	
AK35	Toasted in Tunis	A0-G0 (50%-50%)		AK80	Desert Citadel	F0-I0 (50%-50%)	
AK36	Immediate Thrust	A0-V0 (50%-50%)		AK81	Bedja Blockade	F0-I0 (50%-50%)	
AK37	Rolling Thunder	A2-V0 (100%-0%)	6.8	AK82	Liquid Gold	A0-I0 (50%-50%)	
AK38	Short of the Goal Line	A0-V0 (50%-50%)		AK83	On to Solaro and Pilast	A0-I0 (50%-50%)	
AK39	Faid Fadeaway	F0-G0 (50%-50%)		AK84	Setback at El Adem	C0-G0 (50%-50%)	
AK40	Mountain Men	F1-G0 (100%-0%)	7.0	AK85	The Pastor's Punch	C0-G0 (50%-50%)	
AK41	An Artilleryman's Dream	A0-G0 (50%-50%)		AK86	Jock Column	B0-G0 (50%-50%)	
AK42	A Good Shot	A0-G0 (50%-50%)		AK87	The "Bengazi Handicap"	B0-G0 (50%-50%)	
AK43	Head on at Alam Halfa	B0-G0 (50%-50%)		AK88	Teufelgarten	B0-I0 (50%-50%)	
AK44	"Armor for Tunis!"	A0-I0 (50%-50%)		AK89	Day of High Danger	A0-G0 (50%-50%)	
AK45	Surprise at Cap de Feda	A0-V0 (50%-50%)		AK90	Djebel El Rahr Holdouts	B0-G1 (0%-100%)	6.0
AK46	The Fall of Mechili	G1-I1 (50%-50%)		AK91	El Duda Knights	C0-I0 (50%-50%)	
AK47	Barring the Door	B0-G0 (50%-50%)		AL01	It's Hardly Fair	A2-G1 (67%-33%)	
AK48	A Fighting Withdrawal	B1-G0 (100%-0%)	7.0	ALAMEIN1	Rommel is at the Gates	G3-I3 (50%-50%)	7.2
AK49	Codeword: Laxative	B2-I1 (67%-33%)	4.6	ALAMEIN2	Drive to Fuka	G0-N0 (50%-50%)	
AK50	Cunlayer Halm	B0-G1 (0%-100%)	5.0	ALAMEIN3	Breaking Laager	G0-N0 (50%-50%)	
AK51	Clash of Armor	B1-G1 (50%-50%)	5.5	ALAMEIN4	The Italian Turn	I1-I2 (33%-67%)	7.0
AK52	The Group Crüwell Feint	A0-B1 (0%-100%)	4.5	ALAMEIN5	Rommel's Sunset	G7-N2 (78%-22%)	6.8
AK53	Action at Point 171	A0-B0 (50%-50%)		ALAMEIN6	Gunner Halm	B0-G1 (0%-100%)	7.0
AK54	The Panzer Thrust is SI	B0-G0 (50%-50%)		Alamein7	Aussies After Dark	A0-G0 (50%-50%)	
AK55	The Destruction of the	B0-G1 (0%-100%)		ANZ1996.	Clear That Ridge	C0-I1 (0%-100%)	3.0
AK56	Aberdeen	B0-G2 (0%-100%)		ANZ1996.	Touché	F1-G0 (100%-0%)	6.0
AK57	Crisis at Knightsbridge	B0-G0 (50%-50%)		ANZ1997.	Hollands Hof	C1-G1 (50%-50%)	6.3
AK58	The Fall of Point 186	A0-F0 (50%-50%)		ANZ1999.	South Park	A1-G0 (100%-0%)	4.0
AK59	Tobruk Falls	B0-G0 (50%-50%)		ANZ1999.	Die Weisse Holle	G0-R2 (0%-100%)	6.3
AK60	Frontier Surprise	B0-I0 (50%-50%)		ANZ1999.	Missionary Position	A0-J1 (0%-100%)	5.0
AK61	Let Us Prey	B0-I0 (50%-50%)		ANZ1999.	Operation Achse	G0-I1 (0%-100%)	6.0

Id	Name	Record	R	Id	Name	Record	R
ANZ2000.	A Place Without A Postc	A0-I0 (50%-50%)		AP26	Flea Circus	G8-I16 (33%-67%)	6.5
ANZ2000.	Escape from the Promise	G0-R0 (50%-50%)		AP27	All Roads Lead to Rome	G14-I7 (67%-33%)	6.7
ANZ2000.	The Ardennes Abbey	C1-G1 (50%-50%)		AP28	The Hunters Become the	G5-I3 (62%-38%)	5.6
ANZ2000.	A Wee Whack	A0-J0 (50%-50%)		AP29	Raff's Dilemma	A18-G29 (38%-62%)	6.0
ANZ2000.	Red Gust	G0-R2 (0%-100%)	6.7	AP30	Not Apt to Drag Feet	A15-G23 (39%-61%)	6.7
ANZ2005.	Island-Hopping At Lake	F0-R0 (50%-50%)		AP31	First Cristot	B53-G68 (44%-56%)	6.4
ANZ2005.	To Have and to Hold	A0-G0 (50%-50%)		AP32	Second Crack at Caumont	A89-G89 (50%-50%)	6.8
ANZ2005.	Prelude to Disaster	C0-G0 (50%-50%)		AP33	Second Cristot	B16-G22 (42%-58%)	6.5
ANZ2005.	Loser Takes All	G0-R0 (50%-50%)		AP34	Bocage Blockage	A44-G55 (44%-56%)	6.6
ANZ2005.	Grasping for the Wind	A0-P0 (50%-50%)		AP35	A Lesson for Lehr	A35-G15 (70%-30%)	5.8
AoC1	Rushing Hill A	B2-G4 (33%-67%)	6.8	AP36	Take a Bath	A14-G8 (64%-36%)	4.9
AoC2	The Venetian Fort	B0-G6 (0%-100%)	5.1	AP37	Apples to Apples	A19-G25 (43%-57%)	5.9
AoC3	The Olive Factory	B5-G7 (42%-58%)	6.6	AP38	Infiltrators	B16-G15 (52%-48%)	6.0
AoC4	Town and Country	B3-G3 (50%-50%)	5.3	AP39	Old Hickory	A16-G11 (59%-41%)	6.7
AoC5	At the Apex	B1-G3 (25%-75%)	6.5	AP40	The Head of the Mace	G37-P39 (49%-51%)	6.5
AoC6	42nd Street	B2-G0 (100%-0%)	4.5	AP41	The Meat Grinder	G87-R113 (44%-56%)	6.6
AoC7	Their First and Last	B1-G3 (25%-75%)	5.0	AP42	Frontiers and Pioneers	G42-R56 (43%-57%)	6.7
AoC8	The Game's Up, Aussies	B2-G0 (100%-0%)	3.0	AP43	Escape from Encirclemen	G5-R16 (24%-76%)	4.7
AoC9	Unsung Heroes	G1-G1 (50%-50%)	6.0	AP44	The Burial Mound	G10-R23 (30%-70%)	5.3
AoC10	Glide Path to Invasion	B1-G0 (100%-0%)		AP45	Reaping Rewards	R27-R17 (61%-39%)	6.3
AP1	The Ring	G24-R34 (41%-59%)	6.7	AP46	Red Comrades	G15-R34 (31%-69%)	6.6
AP2	Storm of Steel	G23-R21 (52%-48%)	6.3	AP47	Insult to Injury	G36-R20 (64%-36%)	6.5
AP3	A Breezeless Day	A74-G52 (59%-41%)	6.9	AP48	Up Inferno Hill	G19-R30 (39%-61%)	6.8
AP4	L'abbaye blanche (The W	A72-G68 (51%-49%)	6.5	AP49	Retrained and Rearmed	G11-S28 (28%-72%)	6.1
AP5	Invisible Foes	A10-J26 (28%-72%)	6.6	AP50	Panzergeist	G53-R33 (62%-38%)	6.0
AP6	Savannah Rain	A13-G7 (65%-35%)	5.0	AP51	Something to Prove	G11-Y22 (33%-67%)	6.0
AP7	Directive Number Three	G68-R65 (51%-49%)	7.2	AP52	Into Vienna Woods	G76-R70 (52%-48%)	6.3
AP8	A Bloody Harvest	G98-P147 (40%-60%)	6.2	AP53	Far From Home	S58-S46 (56%-44%)	7.0
AP9	Red Storm	G19-R14 (58%-42%)	6.8	AP54	800 Heroes	C42-J36 (54%-46%)	6.7
AP10	Closing the Net	A22-J21 (51%-49%)	6.3	AP55	The Generalissimo's Own	C55-J56 (50%-50%)	8.0
AP11	Swamp Cats	G61-R46 (57%-43%)	7.2	AP56	Quagmire	C11-J15 (42%-58%)	7.3
AP12	Cream of the Crop	G118-R104 (53%-47%)	6.8	AP57	Kleckerweise	F39-G49 (44%-56%)	7.0
AP13	Shielding Moscow	G28-R70 (29%-71%)	5.9	AP58	Sat Sri Akal!	B20-J8 (71%-29%)	5.8
AP14	Ace in the Hole	A55-G68 (45%-55%)	6.7	AP59	Taking Heads	A48-J48 (50%-50%)	6.5
AP15	Broken Bamboo	G44-J32 (58%-42%)	6.4	AP60	Nishne, Nyet!	G31-R30 (51%-49%)	7.2
AP16	Danger Forward	A36-I18 (67%-33%)	5.3	AP61	Desobry Defiant	A33-G28 (54%-46%)	7.1
AP17	The Valley of Death	I24-R40 (38%-62%)	6.1	AP62	Shouting Into the Storm	G72-R65 (53%-47%)	7.5
AP18	Village of the Damned	I64-R63 (50%-50%)	5.9	AP63	The Nutcracker	G40-R14 (74%-26%)	5.7
AP19	Winter of their Discont	I38-R33 (54%-46%)	6.9	AP64	A Well-Engineered Ambus	B12-G17 (41%-59%)	5.8
AP20	Victory is Life	I16-R7 (70%-30%)	6.0	AP65	Baw Drop	B26-J35 (43%-57%)	6.6
AP21	Red Don	I23-R14 (62%-38%)	6.0	AP66	Cat's Cradle	G18-R10 (64%-36%)	5.9
AP22	Ghost Riders	I26-R42 (38%-62%)	6.3	AP67	Cherry Ripe	B4-G15 (21%-79%)	5.4
AP23	Agony at Arnautovo	I40-R58 (41%-59%)	6.7	AP68	Odd Angry Shot	A22-J15 (59%-41%)	5.9
AP24	Tridentina Avanti!	I4-R6 (40%-60%)	6.2	AP69	Uncommon Misery	B22-J12 (65%-35%)	5.6
AP25	The Last Day of the Cun	I5-R16 (24%-76%)	5.1	AP70	Sons of Slava	G31-R21 (60%-40%)	6.3

Id	Name	Record	R	Id	Name	Record	R
AP71	Head in the Noose	A30-G21 (59%-41%)	6.0	AP116	Mook Point	A34-G37 (48%-52%)	6.6
AP72	Guns For St. Barbara	A32-G9 (78%-22%)	4.1	AP117	Second City	G19-R2 (90%-10%)	6.0
AP73	Happy Valley	A22-A15 (59%-41%)	6.8	AP118	Wise's War	A23-G14 (62%-38%)	5.6
AP74	Batty-P	B34-G44 (44%-56%)	6.9	AP119	Konev Cross	G10-R5 (67%-33%)	7.0
AP75	Gabriel's Horn	A34-G28 (55%-45%)	6.8	AP120	Kingston of the Hill	A6-N4 (60%-40%)	6.0
AP76	Smoke 'em	A13-G5 (72%-28%)	5.6	AP121	Along the Vistula	G3-P5 (38%-62%)	5.7
AP77	Texas Flood	A16-G13 (55%-45%)	7.3	AP122	Mechanized Sacrifice	G8-R5 (62%-38%)	6.4
AP78	Crossfire	A35-G41 (46%-54%)	7.3	AP123	Busting in Balta	G10-R6 (62%-38%)	5.6
AP79	Rude Mood	F37-G44 (46%-54%)	6.5	AP124	Lunch in Luga	G3-R9 (25%-75%)	5.8
AP80	A Bloody Waste	A24-G23 (51%-49%)	7.3	AP125	Ambush on the South Kno	A14-J5 (74%-26%)	5.2
AP81	Lost Highway	A20-G32 (38%-62%)	7.4	AP126	Maryuma's Stronghold	C0-J7 (0%-100%)	4.2
AP82	Coriano	C50-G42 (54%-46%)	7.4	AP127	The First Virtue	F15-G21 (42%-58%)	5.6
AP83	Thai Hot	J18-T22 (45%-55%)	6.6	AP128	Flight of Fancy	B7-G20 (26%-74%)	5.6
AP84	Double Trouble	B26-J37 (41%-59%)	6.8	AP129	A Polish Battlefield	G8-P17 (32%-68%)	5.5
AP85	Slicing the Throat	B16-J31 (34%-66%)	7.3	AP130	Mageret Morning	A5-G17 (23%-77%)	5.4
AP86	Milling About	B46-J42 (52%-48%)	7.2	AP131	Crickets in Spring	G30-R37 (45%-55%)	6.5
AP87	Empire's Fall	B13-J15 (46%-54%)	7.8	AP132	Night of Nights	A1-G3 (25%-75%)	5.6
AP88	Full Moon Madness	B11-J17 (39%-61%)	7.8	AP133	Two the Hard Way	A2-G3 (40%-60%)	3.8
AP89	To the Pain	G24-J31 (44%-56%)	6.8	AP134	Death Takes a Toll	B4-G3 (57%-43%)	6.1
AP90	Smashing the Hook	B22-J38 (37%-63%)	6.8	AP135	Fuller's Folly	A6-G8 (43%-57%)	6.2
AP91	Parting Shots	G25-J17 (60%-40%)	7.0	AP136	Second to None	A5-G5 (50%-50%)	6.6
AP92	End of the Beginning	B25-J22 (53%-47%)	7.9	AP137	Fear Naught	B3-G4 (43%-57%)	6.0
AP93	Best Think Again	G46-R38 (55%-45%)	6.0	AP138	Red Horse Recon	A16-G12 (57%-43%)	5.6
AP94	Show of Force	G30-R50 (38%-62%)	6.7	AP139	Emergency Surgery	A5-G1 (83%-17%)	5.9
AP95	Operation Kutuzov	G20-R29 (41%-59%)	6.4	AP140	Misty Morning Mayhem	A4-G0 (100%-0%)	4.6
AP96	Food Fight	R15-U24 (38%-62%)	5.9	AP141	Currie's Favor	B15-G11 (58%-42%)	6.7
AP97	Strike Up the Band	A4-G1 (80%-20%)	6.0	AP142	The Closer	B8-G12 (40%-60%)	7.0
AP98	Last Laurels	G8-R1 (89%-11%)	6.1	AP143	Late for Chow	A13-G8 (62%-38%)	6.5
AP99	Bare Foot Beating	C18-J33 (35%-65%)	6.4	asCWJ1	The Back Door	C0-G0 (50%-50%)	
AP100	Coal in Their Stockings	A37-G40 (48%-52%)	7.0	ASLB1	Desant on Gorbachi	G2-R2 (50%-50%)	6.8
AP101	When I Call Roll	A24-G5 (83%-17%)	6.3	ASLML1	Tebbe's Tigers	G1-R0 (100%-0%)	
AP102	Better Late Than Never	A5-G5 (50%-50%)	5.4	ASLOK1	Riposte at Dusk	G1-N5 (17%-83%)	4.6
AP103	That Damn Bridge	A14-G13 (52%-48%)	6.1	ASLOK2	Border Clash	J2-M2 (50%-50%)	4.8
AP104	Linkup	A4-G7 (36%-64%)	5.9	ASLSKB1	The Aubagne Bottleneck	F0-G1 (0%-100%)	7.0
AP105	Cota's Last Stand?	A8-G2 (80%-20%)	3.9	ASLSKB2	Hill Sweet Blues	A1-I0 (100%-0%)	7.0
AP106	Helluva Patrol Leader	A53-G38 (58%-42%)	5.7	ASLSKB3	Avanti Gurkhas	B1-G1 (50%-50%)	7.5
AP107	Better Fields of Fire	A8-G18 (31%-69%)	5.4	ASLSKB5	On to Montebourg-1 (Eca	A0-G1 (0%-100%)	6.0
AP108	Yes Sir!	A28-G40 (41%-59%)	6.4	ASLSKB6	On to Montebourg-2 (Le	A0-G1 (0%-100%)	5.0
AP109	Not Bad For a Lone Croc	A2-G6 (25%-75%)	6.3	ASLSKV0	Contre-attaque à Gela (A0-I1 (0%-100%)	5.0
AP110	Display of Enthusiasm	A14-G9 (61%-39%)	5.2	ASLUG1	Beyond the PAKfronts	G16-R13 (55%-45%)	5.9
AP111	The Katanas Come Out at	J8-R4 (67%-33%)	6.3	ASLUG2	Chateau Cherry	A23-G12 (66%-34%)	6.1
AP112	First Ally	P17-S8 (68%-32%)	5.2	ASLUG3	Tough Nut to Crack	A13-J13 (50%-50%)	6.1
AP113	Maintaining the Box	B10-J1 (91%-9%)	4.7	ASLUG4	Camp Nibeiva	B4-I16 (20%-80%)	5.3
AP114	A Lion in the Field	B8-G19 (30%-70%)	5.5	ASLUG5	Shootout at Singling	A7-G20 (26%-74%)	4.9
AP115	Bats Outta Hell	A7-J11 (39%-61%)	4.8	ASLUG6	One Step Forward	F22-G22 (50%-50%)	6.5

Id	Name	Record	R
ASLUG7	Hart Attack	A8-G7 (53%-47%)	6.4
ASLUG8	Desert Citadel	F7-I8 (47%-53%)	5.2
ASLUG9	Sword Play	B13-J16 (45%-55%)	5.0
ASLUG10	Twilight's Last Gleamin	A13-G15 (46%-54%)	5.6
ASLUG11	Raiders on Butaritari	A4-J13 (24%-76%)	6.2
ASLUG12	One-Log Bridge	A38-J48 (44%-56%)	6.9
ASLUG13	Ramsey's Charge	A10-J9 (53%-47%)	7.2
ASLUG14	Morgan's Stand	A70-G85 (45%-55%)	6.8
ASLUG15	Mount Pissadori	G37-I50 (43%-57%)	6.4
ASLUG16	Bunshin Gogeki	J3-R8 (27%-73%)	6.0
ASLUG17	Escape at Dawn	R23-R44 (34%-66%)	6.6
ASLUG18	Temporary Victory	A12-G7 (63%-37%)	6.1
ASLUG19	The T-Patchers	A61-G41 (60%-40%)	6.3
ASLUG20	The Butcher's Bill	B12-G6 (67%-33%)	6.5
ASLUG21	The Witch's Cauldron	F29-G43 (40%-60%)	6.5
ASLUG22	Thrust for a Bridgehead	A3-G7 (30%-70%)	4.5
ASLUG23	Patton's Prayers	A1-G2 (33%-67%)	
ASLUG24	Kicking Assenois	A2-G6 (25%-75%)	6.4
ASLXX1	Lions of Westerplatte	G1-P1 (50%-50%)	
ASLXX2	Bydgoszcz Coup	G1-P4 (20%-80%)	5.4
ASLXX3	Buying Time	A2-F2 (50%-50%)	5.8
ASLXX4	Side by Side	A8-G2 (80%-20%)	5.8
ASLXX5	A Walk in the Sun	A3-I13 (19%-81%)	5.8
ASLXX6	Reprisals ... Patrols .	G0-P3 (0%-100%)	2.7
ASLXX7	Slaughter at Shanderovk	G0-R2 (0%-100%)	2.7
ASLXX8	Counterstroke at Carent	A3-G8 (27%-73%)	4.8
ASLXX9	Friendly Fire	A3-J4 (43%-57%)	6.7
ASLXX10	Come Seven Come Eleven	A1-J9 (10%-90%)	6.6
AtA1	Boy Warriors	B1-G0 (100%-0%)	8.0
AtA2	Final Thrusts	B0-G0 (50%-50%)	
AtA3	Steel-Eyed Boys	B0-G0 (50%-50%)	
AtA4	Deadly Ambush	B0-G0 (50%-50%)	
AtA5	Strassengabel Strongpoi	B0-G0 (50%-50%)	
AtA6	Between the Weser and t	B0-G0 (50%-50%)	
AtA7	The Other Side of the T	B0-G0 (50%-50%)	
AtA8	Welch Return	B0-G0 (50%-50%)	
AtA9	Left Flank Failure	B0-G0 (50%-50%)	
AtA10	Loss of the Seekapitan	B0-G0 (50%-50%)	
AtA11	"Hatton" ...then steel	B0-G0 (50%-50%)	
AtA12	Rethem Requiem	B0-G0 (50%-50%)	
AtA13	Hande Hoch	B0-G0 (50%-50%)	
AtA14	Franzen's Tiger	B0-G0 (50%-50%)	
AtA15	Rude Awakening	B0-G0 (50%-50%)	
AtA16	Confusion Reigns	B0-G0 (50%-50%)	
AtA17	Cooper's Push	B0-G0 (50%-50%)	

Id	Name	Record	R
AtA18	Around the Right Flank	B0-G0 (50%-50%)	
AtA19	Fight First, Then Flatt	B0-G0 (50%-50%)	
AtA20	Die Stunde Null	B0-G0 (50%-50%)	
ATF 1	Paper Line	F1-G4 (20%-80%)	8.2
ATF1	Grenadier Against Grena	B0-G1 (0%-100%)	6.0
ATF 2	One Eye to the West (NQ	G24-R25 (49%-51%)	6.4
ATF2	Donnybrook	B1-G0 (100%-0%)	5.0
ATF 3	Bear Hunt (NQNG! 3 repu	G14-P9 (61%-39%)	6.0
ATF3	Schaefer By Far	B2-G1 (67%-33%)	4.3
ATF4	Night Shift at the Fact	B0-G0 (50%-50%)	
ATF5	The Works	A0-G0 (50%-50%)	
ATF6	Rock Around the Clock	A1-G0 (100%-0%)	7.0
ATL1	Munda Mash	A1-J6 (14%-86%)	
ATL2	Death at Carentan	A5-G5 (50%-50%)	6.9
ATL3	Totsugeki	C5-J3 (62%-38%)	7.2
ATL5	Shootout At Singling	A1-G1 (50%-50%)	
ATP1	The First Waltz	B1-G0 (100%-0%)	6.5
atp1	The Shortest Way	G2-R5 (29%-71%)	5.0
ATP2	Wintergewitter	G2-R0 (100%-0%)	4.8
ATP3	Debacle at Montrevel	A3-G0 (100%-0%)	
atp3	Peiper's Progress	A3-G7 (30%-70%)	5.0
ATP4	General Sasaki's Attack	A3-J5 (38%-62%)	4.0
atp4	Tebourba Engagement	B0-G1 (0%-100%)	
ATP5	A Walk In The Sun	A0-G0 (50%-50%)	
atp5	A Thorn in the Flesh	D1-G3 (25%-75%)	5.5
atp6	Kraut Corner	A1-G5 (17%-83%)	5.0
atp7	Long Minutes	B0-G3 (0%-100%)	5.5
ATP8	Italian Brothers	S0-S0 (50%-50%)	
atp9	The Pursuit	B0-G1 (0%-100%)	5.0
B1	Two Long Bars	G1-R4 (20%-80%)	5.0
B2	Ice Follies	G2-R4 (33%-67%)	5.2
B3	Prussian Panic	G9-R7 (56%-44%)	6.3
B4	Battle for Buron	C0-G3 (0%-100%)	6.4
BAA1	The Contest For St. Con	B1-G1 (50%-50%)	8.0
BAA2	First Big Fight	C1-G2 (33%-67%)	
BAA3	Crazy Carriers	C0-G0 (50%-50%)	
BAA4	Able Forward	C0-G1 (0%-100%)	7.0
BAA5	Taste for Cold Steel	C0-G1 (0%-100%)	6.0
BAA6	Storming the Abbey	C0-G0 (50%-50%)	
BAA7	Tip of the Spear	C2-G0 (100%-0%)	3.0
BB1	First Big Fight	C0-G4 (0%-100%)	3.0
BB2	Smashing in the Door	C3-G4 (43%-57%)	4.9
BB3	Haywire Communications	C1-G3 (25%-75%)	6.0
BB4	Zoot Suit Boys	C1-G8 (11%-89%)	6.4
BB5	Going to Church	C92-G130 (41%-59%)	6.7

Id	Name	Record	R	Id	Name	Record	R
BB6	Shattering the Line	G9-R10 (47%-53%)	6.4	BC21	Irksome Rearguard	A0-J0 (50%-50%)	
BB7	The Pinnacle	A2-J5 (29%-71%)	7.7	BC22	Gallants	B1-V0 (100%-0%)	
BB8	Castello Fatato	I3-R9 (25%-75%)	5.3	BdF1	Meat Choppers	A3-G7 (30%-70%)	5.4
BB9	A Wedge in the Ice	F1-R5 (17%-83%)	7.4	BdF2	Parker's Last Stand	A7-G4 (64%-36%)	6.9
BB10	Surrender or Die	A55-G43 (56%-44%)	7.1	BdF3	The Volksgrenadiers Try	A6-G6 (50%-50%)	7.0
BB11	Kangaroo Hop	C3-G15 (17%-83%)	7.0	BdF4	Brief Breakfast	A22-G16 (58%-42%)	6.1
BB 11.1	Grain For the Taking	G0-R1 (0%-100%)	6.5	BdF5	Frozen Earth	A3-G3 (50%-50%)	5.2
BB12	The Awakening of Spring	G30-R32 (48%-52%)	7.4	BdF6	The Gingerbread Men	A16-G14 (53%-47%)	5.9
BB13	Triumph atop Taraldsvik	F29-G22 (57%-43%)	6.1	BdF7	Baraque de Fraiture	A7-G7 (50%-50%)	6.3
BB14	Forth Bridge	B6-G7 (46%-54%)	6.9	BdF8	Cold Reception	A0-G6 (0%-100%)	4.0
BB15	Up Number One Road	A3-J6 (33%-67%)	7.2	BdF9	Across the Aisne and In	A7-G2 (78%-22%)	5.8
BB16	Ambitious Plans	A1-J2 (33%-67%)		BedaFomm	The End of the Line	B0-I0 (50%-50%)	
BB27.1	Gunner! Armor Piercing!	F1-G2 (33%-67%)	5.3	BedaFomm	The Trap Congeals	B0-I0 (50%-50%)	
BBH1	Last Word	A2-G0 (100%-0%)	5.3	BedaFomm	The Death of an Army	B0-I0 (50%-50%)	7.5
BBH2	Retrograde to Cemetery	A1-G0 (100%-0%)	7.0	Berlin01	The Last Fire Mission	G1-R0 (100%-0%)	4.0
BBH3	Back in the Saddle Agai	A2-G0 (100%-0%)	7.0	Berlin02	Jail Break	G0-R1 (0%-100%)	4.0
BBH4	Stopped at "The Spur"	A0-G0 (50%-50%)		Berlin03	Moabit Mayhem	G0-R0 (50%-50%)	
BBH5	3rd Battalion Stopped C	A1-G1 (50%-50%)	6.7	Berlin04	Clearing the Station	G0-R0 (50%-50%)	
BBH6	Tin Cans Burning	A1-G1 (50%-50%)	6.0	Berlin05	Standoff at the Moltke	G0-R0 (50%-50%)	
BBH7	Beyond the Right Tit	A1-G1 (50%-50%)	4.0	Berlin06	Send in the Fallschirmj	G0-R0 (50%-50%)	
BBH8	"Kamerad"	A0-G0 (50%-50%)		Berlin07	Himmler's House	G0-R0 (50%-50%)	
BBH9	Company G Stopped at "T	A0-G1 (0%-100%)	7.0	Berlin08	Götterdämmerung	G0-R0 (50%-50%)	
BBH10	Dead in its Tracks	A2-G0 (100%-0%)	2.0	Berlin09	Wagnerian Crescendo	G0-R0 (50%-50%)	
BBH11	Confusion at the S-Ridg	A2-G0 (100%-0%)	7.0	Berlin10	Clearing the Back 40	G0-R0 (50%-50%)	
BBH12	The Capture of Santa Ma	A1-G2 (33%-67%)	7.6	Berlin11	Over Open Sights	G0-R0 (50%-50%)	
BC1	Short Sharp Shock	B2-V0 (100%-0%)	7.0	Berlin12	When Diplomacy Fails	G0-R0 (50%-50%)	
BC2	Put to the Sword	A10-J11 (48%-52%)	4.4	Berlin13	Raise the Red Banner	G0-R0 (50%-50%)	
BC3	42nd Street	A4-G6 (40%-60%)	5.1	Berlin14	In the Belly of the Bea	G0-R1 (0%-100%)	7.0
BC4	Tin Cans Tin Hats	A2-V2 (50%-50%)	5.0	Berlin15	Breakout from Hell	G0-R0 (50%-50%)	
BC5	Storming the Amphitheat	A1-J2 (33%-67%)	7.0	Berlin16	Su to the Slaughter	G0-R0 (50%-50%)	
BC6	Walkabout	A1-J1 (50%-50%)	6.0	Berlin17	Last Line in Berlin	G0-R1 (0%-100%)	
BC7	Brigade Hill	A5-J10 (33%-67%)	7.0	BfBv8	Breakout from Borisov	G1-R1 (50%-50%)	
BC8	From Desert to Jungle	A4-J5 (44%-56%)	5.9	BFP14	Opening Phase	A8-G12 (40%-60%)	6.4
BC9	Contact Front	A11-J4 (73%-27%)	5.6	BFP15	Cobra's Venom	A5-G2 (71%-29%)	6.9
BC10	Groff's Grief	A4-N8 (33%-67%)	6.1	BFP16	Snake Charmed	A9-G6 (60%-40%)	5.9
BC11	Gunter Strikes Back	B6-G3 (67%-33%)	6.9	BFP17	Seize That Crossroad	A3-G9 (25%-75%)	5.6
BC12	Itson	A1-J1 (50%-50%)	6.4	BFP18	Necklace of Pearls	A2-G4 (33%-67%)	5.7
BC13	To Mokmer Drome	A2-J2 (50%-50%)	5.8	BFP19	Russian Style	A5-G8 (38%-62%)	7.2
BC14	Vichy Vengeance	A2-V1 (67%-33%)	4.5	BFP20	Bypassed Lehr	A7-G16 (30%-70%)	6.2
BC15	Bagging the Bago Bridge	A0-J1 (0%-100%)	5.0	BFP21	Ripe for the Picking	A8-G2 (80%-20%)	4.8
BC16	Road to Buin	A1-J1 (50%-50%)		BFP22	Speed Over Caution	A40-G42 (49%-51%)	6.9
BC17	Forlorn Fury	C0-J0 (50%-50%)		BFP23	Prelim to Death Night	A22-G21 (51%-49%)	6.4
BC18	Ghosts in the Machines	G0-R0 (50%-50%)		BFP24	Death Ride of Das Reich	A3-G4 (43%-57%)	5.8
BC19	Hop in for your Bloody	A1-J0 (100%-0%)	7.0	BFP25	From Villebaudon to Val	A6-G5 (55%-45%)	6.9
BC20	On the Beach	A0-J0 (50%-50%)		BFP26	Armored Samurai	C26-J23 (53%-47%)	6.0

Id	Name	Record	R
BFP27	Chapei Chockblock	C19-J19 (50%-50%)	6.4
BFP28	Marco Polo Bridge	C1-J12 (8%-92%)	5.9
BFP29	Hueishan Docks	C22-J26 (46%-54%)	7.3
BFP30	Melee Near the Coast	C64-J58 (52%-48%)	7.0
BFP31	Chinese Alamo	C10-J14 (42%-58%)	6.3
BFP32	Slaughter at Nanyaun	C13-J8 (62%-38%)	6.4
BFP33	Kunlunguan	C6-J7 (46%-54%)	5.5
BFP34	Hundred Regiments Offen	C21-J33 (39%-61%)	7.0
BFP35	Mai Phu	F38-J23 (62%-38%)	7.0
BFP36	Wannan Incident	C11-C1 (92%-8%)	5.3
BFP37	Debacle at Yeang Dang	F6-T10 (38%-62%)	5.8
BFP38	Sugar Cane Shuffle	F22-J19 (54%-46%)	6.4
BFP39	Langoan Airfield	D11-J9 (55%-45%)	5.9
BFP40	Advance to Kakas	D6-J8 (43%-57%)	5.7
BFP41	Last Cavalry Charge	A8-J8 (50%-50%)	6.1
BFP42	Bukit Full of Trouble	A4-J8 (33%-67%)	6.0
BFP43	Aerodrome P1	B4-J9 (31%-69%)	5.4
BFP44	Claws of the Sparrow	A2-J8 (20%-80%)	6.5
BFP45	BIA's First Battle	B1-B7 (12%-88%)	6.0
BFP46	The Shan Capital	C6-T11 (35%-65%)	5.9
BFP47	Seizing Viru Harbor	A2-J5 (29%-71%)	4.1
BFP48	Ninth Tanks	A15-J13 (54%-46%)	6.7
BFP49	Just a Drive Along the	A5-J8 (38%-62%)	5.7
BFP50	Alligator Tanks	A15-J18 (45%-55%)	6.5
BFP51	Kwajalein Crush	A26-J30 (46%-54%)	6.8
BFP52	Kachin Rangers	A22-J25 (47%-53%)	6.3
BFP53	Grant vs. Stuart	B6-J12 (33%-67%)	5.9
BFP54	Shenam Pass	B8-J4 (67%-33%)	7.2
BFP55	Used and Abused	A3-J14 (18%-82%)	4.9
BFP56	White Beach 1	A4-J4 (50%-50%)	7.0
BFP57	Last Drop	A5-J2 (71%-29%)	6.4
BFP58	San Manuel Melee	A1-J10 (9%-91%)	5.5
BFP59	Geki Cacti	A7-J10 (41%-59%)	6.4
BFP60	Thrilla in Manila	A7-J9 (44%-56%)	6.1
BFP61	Flaming Arseholes	B7-I3 (70%-30%)	6.3
BFP62	Curly and the Brigadier	B1-J3 (25%-75%)	3.8
BFP63	Typhoon of Steel	A5-J5 (50%-50%)	7.1
BFP64	Fighting With the Devil	A0-J5 (0%-100%)	5.2
BFP65	Frogs in the Pocket	B9-J11 (45%-55%)	5.8
BFP66	Signal Hill	A2-J5 (29%-71%)	5.0
BFP67	Coke Hill	A9-J11 (45%-55%)	6.4
BFP68	First Day at Fuchin	J9-R3 (75%-25%)	6.7
BFP69	Fuchin Fortified	J5-R7 (42%-58%)	7.1
BFP70	Emperor of Shozu Hill	J3-R2 (60%-40%)	6.7
BFP71	Surabaya Slugfest	B5-I6 (45%-55%)	7.2

Id	Name	Record	R
BFP72	Police Action	D8-I6 (57%-43%)	6.5
BFP73	Preliminary Move	G15-R9 (62%-38%)	6.6
BFP74	Coiled to Strike	G8-R7 (53%-47%)	6.5
BFP75	Schreiber's Success	G12-R14 (46%-54%)	6.3
BFP76	Trial of the Infantry	G9-R18 (33%-67%)	6.4
BFP77	Burning Down the House	G13-R7 (65%-35%)	6.8
BFP78	Operation Wheatfield	G9-R5 (64%-36%)	5.9
BFP79	A Hard Push	G12-R8 (60%-40%)	6.4
BFP80	Ratushniak's Sacrifice	G13-R9 (59%-41%)	7.0
BFP81	Iron Coffins	G12-R2 (86%-14%)	5.3
BFP82	Steamroller	G26-R26 (50%-50%)	7.1
BFP83	The Second Belt	G9-R6 (60%-40%)	7.0
BFP84	Kreida Station	G11-R12 (48%-52%)	6.6
BFP85	Churchills at Kursk	G3-R10 (23%-77%)	6.4
BFP86	Panzer Regiment Rothenb	G9-R2 (82%-18%)	5.5
BFP87	Fork in the Road	G3-R8 (27%-73%)	6.6
BFP88	The Bunkered Village	G8-R10 (44%-56%)	6.4
BFP89	Relentless Pressure	G31-R28 (53%-47%)	6.2
BFP90	Early Morning Action	G39-R25 (61%-39%)	6.2
BFP91	Death Roamed Freely	G7-R8 (47%-53%)	7.0
BFP92	Trenches in Flames	G6-R2 (75%-25%)	6.2
BFP93	Klein Stalingrad	G4-R6 (40%-60%)	6.0
BFP94	To the Last Shell	G3-R3 (50%-50%)	6.5
BFP95	Obian Highway	G59-R64 (48%-52%)	6.8
BFP96	Hotly Contested Town	G4-R6 (40%-60%)	6.2
BFP97	Renewed Pressure	G33-R22 (60%-40%)	6.9
BFP98	Place of Honor	G2-R3 (40%-60%)	5.2
BFP99	Ivanovskii	G22-R31 (42%-58%)	6.2
BFP100	Tiger Vanguard	G1-R4 (20%-80%)	5.4
BFP101	Panzer Spirit	G42-R42 (50%-50%)	6.1
BFP102	Tolstoy Woods	G59-R51 (54%-46%)	6.8
BFP103	Knife in the Flank	G29-R18 (62%-38%)	6.3
BFP104	Flying Turrets	G14-R6 (70%-30%)	6.1
BFP105	The Winter City	P16-S23 (41%-59%)	5.8
BFP106	Going Postal	G15-P4 (79%-21%)	5.9
BFP107	Costly Baptism	G47-P41 (53%-47%)	6.3
BFP108	Ceramic City	G10-P19 (34%-66%)	6.7
BFP109	Training Day	G6-P4 (60%-40%)	6.5
BFP110	Polish Panzerjaegers	G11-P7 (61%-39%)	7.0
BFP111	Before the Blunder	G25-P21 (54%-46%)	6.5
BFP112	Killer Carp	G7-P2 (78%-22%)	5.4
BFP113	Bunker Bash	G2-P8 (20%-80%)	6.7
BFP114	Engineering Defeat	G19-P19 (50%-50%)	7.2
BFP115	Turned Back at Tylicz	P11-S1 (92%-8%)	6.3
BFP116	Stop, Turn, Fight!	G10-P24 (29%-71%)	6.5

Id	Name	Record	R	Id	Name	Record	R
BFP117	Silent Bayonets	P10-S20 (33%-67%)	6.4	BFTR13	Raise the Red Banner	G0-R0 (50%-50%)	
BFP118	Kazina Klash	G24-P22 (52%-48%)	6.5	BFTR14	In the Belly of the Bea	G0-R0 (50%-50%)	
BFP119	Real Steel	G5-P2 (71%-29%)	7.1	BFTR15	Breakout from Hell	G0-R0 (50%-50%)	
BFP120	Defiant Resistance	G3-P2 (60%-40%)	6.0	BFTR16	Into the Lion's Den	G0-R0 (50%-50%)	
BFP121	Old Friends	G12-P6 (67%-33%)	7.3	BK1	Death Before Breakfast	G0-P0 (50%-50%)	
BFP122	At Sword Point	G3-P0 (100%-0%)	6.2	BK2	Heavy Weapons School	G1-P0 (100%-0%)	5.0
BFP123	Asphalt Soldiers	G7-P1 (88%-12%)	6.6	BK3	Schoolhouse Hill	G0-P0 (50%-50%)	
BFP124	The Tanks of Warsaw	G6-P9 (40%-60%)	7.0	BK4	When the Odds Were Even	G0-P0 (50%-50%)	
BFP125	A Wave Breaking with th	G6-P5 (55%-45%)	7.5	BK5	Death's Magnet	G0-P0 (50%-50%)	
BFP126	Give 'Em Some Flak	G5-P4 (56%-44%)	5.8	BK6	The Partisans' Inn	G0-P1 (0%-100%)	7.0
BFP127	The Road to Warsaw	G17-P5 (77%-23%)	5.8	BK7	Ivan's Farm	G0-P0 (50%-50%)	
BFP128	The Devil's Armpit	G5-P0 (100%-0%)	6.6	BK8	The Key To Korkeyka	G0-P0 (50%-50%)	
BFP129	A Bitter Day	G12-P10 (55%-45%)	7.3	BK9	Chaos in Haste	G0-P0 (50%-50%)	
BFP130	The Spearhead	G9-P2 (82%-18%)	5.5	BM1	'So Full of Fire'	A0-G0 (50%-50%)	
BFP131	Zboiska Heights	G3-P3 (50%-50%)	7.2	BM2	Brecourt Mop Up	A0-G0 (50%-50%)	
BFP132	Steel Garden	G9-P5 (64%-36%)	6.1	BM3	Normandy Nights	A0-G1 (0%-100%)	4.0
BFP133	Over the Hills	G6-P5 (55%-45%)	7.4	BM4	Advance on Beach Exit	A0-G0 (50%-50%)	
BFP134	Hell at Kiernozia	G0-P3 (0%-100%)	7.0	BMW 1	Rolling on the River	J1-R1 (50%-50%)	3.0
BFP135	No Shortage of Determin	G12-P15 (44%-56%)	6.0	BMW 2	The Fool and the Hero	J0-R0 (50%-50%)	
BFP136	Boiling Kettle of Fire	G7-P2 (78%-22%)	6.8	BMW 3	Fire on Top Bastion	G3-J3 (50%-50%)	4.5
BFP137	Death Throes	G5-P17 (23%-77%)	7.0	BMW 4	Crosstown Traffic	G0-R0 (50%-50%)	
BFP138	Outgunned	P10-R5 (67%-33%)	4.9	BMW 5	End of the Line	G0-R0 (50%-50%)	
BFP139	Cockroaches Against Pan	G2-P5 (29%-71%)	7.0	BMW 6	Cracking Kharkov	G3-R1 (75%-25%)	5.8
BFP140	Iron Greeting	P33-R25 (57%-43%)	6.7	BMW 7	Pining for the Fjords	G2-R0 (100%-0%)	3.0
BFP141	Belorussian Brawl	P3-R1 (75%-25%)	6.1	BMW8	Back in the Saddle	G0-J0 (50%-50%)	
BFP142	The New Eagles	P0-R0 (50%-50%)		BMW9	Nachtjagd	G1-R1 (50%-50%)	6.5
BFP143	Gun Show	P2-R2 (50%-50%)	5.7	BMW10	Betrayed at Buchenau	G2-R0 (100%-0%)	7.0
BFP144	Forest of Death	G1-P6 (14%-86%)	7.2	BO1	Prokhorovka Melee	G0-R0 (50%-50%)	
BFP145	Rock and a Hard Place	G1-P0 (100%-0%)	4.0	BO2	Make or Break	G0-R0 (50%-50%)	
BFP146	Szacked	P4-R9 (31%-69%)	5.9	BO3	Rearguard Action	A0-G0 (50%-50%)	
BFP147	The Commissar's Folly	P10-R3 (77%-23%)	6.3	BO4	Usau Ridge	A0-J0 (50%-50%)	
BFP148	Backs Against the Wall	P3-R2 (60%-40%)	6.5	BoB1	On to La Barquette	A0-G0 (50%-50%)	
BFP149	Kock Strong	G3-P0 (100%-0%)	5.0	BoB2	Strayer Forward	A0-G0 (50%-50%)	
BFTR1	The Last Fire Mission	G1-R0 (100%-0%)	7.5	BoB3	On to Pouppeville	A0-G0 (50%-50%)	
BFTR2	Jail Break	G0-R0 (50%-50%)		BoB4	First to Close	A0-G0 (50%-50%)	
BFTR3	Moabit Mayhem	G1-R1 (50%-50%)	6.8	BoB5	Three Patrol Action	A0-G0 (50%-50%)	
BFTR4	Clearing the Station	G1-R3 (25%-75%)	4.0	BoB6	Sink's Orders	A0-G0 (50%-50%)	
BFTR5	Standoff at the Moltke	G0-R0 (50%-50%)		BoB7	Tense Moments	A0-G0 (50%-50%)	
BFTR6	Send in the Fallschirmj	G0-R3 (0%-100%)	7.0	BoB8	Mixed Response	A0-G1 (0%-100%)	
BFTR7	Himmler's House	G2-R2 (50%-50%)	6.0	BoBB1	Mand and Machine	A0-G0 (50%-50%)	
BFTR8	Gotterdammerung	G1-R1 (50%-50%)	6.2	BoBB2	Those Normandy Nights	A0-G0 (50%-50%)	
BFTR9	Wagnerian Crescendo	G1-R0 (100%-0%)		Bocage1	First Objective	A1-G3 (25%-75%)	6.9
BFTR10	Clearing the Back 40	G0-R0 (50%-50%)		Bocage2	Advance to the Blacktop	A1-G0 (100%-0%)	
BFTR11	Over Open Sights	G5-R1 (83%-17%)	7.1	Bocage3	Wintz's Flank	A2-G1 (67%-33%)	6.8
BFTR12	When Diplomacy Fails	G1-R0 (100%-0%)	7.0	Bocage4	1600 Hours - Stein's Fl	A1-G0 (100%-0%)	

Id	Name	Record	R
Bocage5	Rudder's Line	A0-G0 (50%-50%)	
Bocage6	Omaha Lifeline	A0-G1 (0%-100%)	6.0
BoF1	The Marco Polo Bridge I	C35-J20 (64%-36%)	6.6
BoF2	A Polish Requiem	G26-P36 (42%-58%)	6.6
BoF3	The Abbeville Bridgehea	F23-G31 (43%-57%)	6.9
BoF4	About his Shadowy Sides	G19-R14 (58%-42%)	6.4
BoF5	Adolf's Amateurs	G21-R26 (45%-55%)	6.9
BoF6	Cavalry Brigade Model	G9-R12 (43%-57%)	6.0
BoF7	The Fields of Black Gol	G9-R17 (35%-65%)	6.9
BoF8	Sting of the Italian Ho	C14-I12 (54%-46%)	6.0
BoF9	Pursuing Frank	G5-R2 (71%-29%)	5.4
BoF10	To Have and to Hold	A12-G6 (67%-33%)	6.6
BoF11	Second Thoughts	A12-G18 (40%-60%)	6.0
BoF12	Forging Spetsnaz	J10-R6 (62%-38%)	6.1
Both1	The Hardest Day	A7-G5 (58%-42%)	6.4
Both2	The Hunter or the Hunte	A0-G2 (0%-100%)	5.5
Both3	A Most Trying Time	A0-G4 (0%-100%)	3.6
Both4	Holding Out	A3-G1 (75%-25%)	4.5
Both5	The Calm Before the Sto	A2-G6 (25%-75%)	6.7
Both6	The Attack on Hill 32	A1-G4 (20%-80%)	6.8
BP2	Melfa Bridgehead	C0-G0 (50%-50%)	
BP3	Deja Vu?	C0-G1 (0%-100%)	
BP5	Charnel Wood	C1-G0 (100%-0%)	
BR1	A Piece of Folly	A1-J2 (33%-67%)	6.0
BR2	Damn Army	A0-J0 (50%-50%)	
BR3	The Hawkins Room	A1-J6 (14%-86%)	
BR4	China Girl	A0-J1 (0%-100%)	5.0
BR5	Ryan's Orphans	A1-J3 (25%-75%)	7.3
BR6	Rikusentai	A1-J1 (50%-50%)	7.0
BR7	Hell Wouldn't Have It	A1-J0 (100%-0%)	4.0
BR8	A Legend is Born	A0-J0 (50%-50%)	
BritPak1	A Taste of Things to Co	A0-J0 (50%-50%)	
BritPak2	Beating Betio	A0-J0 (50%-50%)	
BritPak3	Expect the Cretans to b	C0-G0 (50%-50%)	
BritPak4	Get Out Your Whips	B0-G0 (50%-50%)	
BritPak5	Hussar Hussar	B0-G0 (50%-50%)	
BritPak6	Jeep Raid	B0-G0 (50%-50%)	
BritPak7	Kukris at Long Kien	G0-V0 (50%-50%)	
BritPak8	Lightfoot	B0-G0 (50%-50%)	
BritPak9	Objective Orsha	G0-R0 (50%-50%)	
BritPak1	Glorious Goodwood	B0-G0 (50%-50%)	
BritPak1	The Shambles	C1-G0 (100%-0%)	8.5
BritPak1	Some Sort of Sinbad	B0-G0 (50%-50%)	
BritPak1	Steamroller Farm	B0-G0 (50%-50%)	
BritPak1	Welcome to Cambodia	T0-V0 (50%-50%)	

Id	Name	Record	R
BritPak1	Wet Fuses, Short Temper	B0-G0 (50%-50%)	
BritPak1	White Horses	I0-I0 (50%-50%)	
BRT1	The Hawk	A42-J35 (55%-45%)	6.4
BRT2	China Girl	A9-J27 (25%-75%)	6.8
BRT3	Ryan's Orphans	A6-J30 (17%-83%)	5.8
BRT4	Rikusentai	A16-J17 (48%-52%)	7.0
BRT5	Hell Wouldn't Have It	A6-J9 (40%-60%)	6.7
BRT6	A Legend is Born	A7-J11 (39%-61%)	6.3
BRT7	Didn't Have to be There	A25-J26 (49%-51%)	6.2
BRV1	Tactical Doctrine	G11-R15 (42%-58%)	5.8
BRV2	Run For Your Lives	G4-R12 (25%-75%)	5.7
BRV3	Red Banner Number 5	G3-R7 (30%-70%)	5.5
BRV4	At Last the Spree	G5-R3 (62%-38%)	4.9
BRV5	Himmler's House	G16-R6 (73%-27%)	6.0
BRV6	Opera of Death	G16-R6 (73%-27%)	6.7
BRV7	Grizzly Bear	G2-R10 (17%-83%)	6.4
BRV8	Polish Prize	G12-R8 (60%-40%)	6.3
BRV9	Jail House Rock	G8-R6 (57%-43%)	5.8
BRV10	Mohnke Business	G14-R8 (64%-36%)	7.0
BTB1	Taking Tailleville	C38-G40 (49%-51%)	6.9
BtB1	No Need For Orders	A0-G0 (50%-50%)	
BtB2	Merely Hanging On	A25-G15 (62%-38%)	6.7
BtB2	Shrapnel Motivation	A0-G0 (50%-50%)	
BtB3	Kraut Corner	A24-G16 (60%-40%)	6.8
BtB3	A Futile Hour	A1-G0 (100%-0%)	5.0
BtB4	Firestorm in St Manvieu	B28-G20 (58%-42%)	7.1
BtB4	Rout the Kraut	A0-G1 (0%-100%)	8.0
BtB5	Martinville Ridge	A11-G23 (32%-68%)	6.0
BtB5	Walking Wounded	A0-G0 (50%-50%)	
BtB6	Men Against Tanks	A24-G37 (39%-61%)	6.6
BtB6	From Omaha With Love	A1-G0 (100%-0%)	
BtB7	Blood on Hill 192	A12-G9 (57%-43%)	6.2
BtB8	Steel Inferno	B26-G31 (46%-54%)	7.3
BtB9	Norman "D"	A23-G24 (49%-51%)	6.2
BtB10	Unplanned Attack	A18-G7 (72%-28%)	6.3
BtB11	Bosq Barbeque	B16-G19 (46%-54%)	6.2
BtB12	Going Against the Grain	B11-G9 (55%-45%)	6.4
BtB13	By Chance	A7-G3 (70%-30%)	6.5
BtB14	Swatting a Hornet	A7-G24 (23%-77%)	6.4
BtB15	Becker's Battery	B6-G2 (75%-25%)	5.9
BtB16	Battlegroup Nor-Mons	B9-G2 (82%-18%)	6.3
BTL1	Urban Fortress	G3-R0 (100%-0%)	6.5
BTL2	Blow the Bridge	G3-R0 (100%-0%)	4.2
BTL3	Flanking the Canal	G0-R1 (0%-100%)	6.0
BTL4	Faustniks	G0-R2 (0%-100%)	7.7

Id	Name	Record	R	Id	Name	Record	R
BTL5	Charge of the Light Bri	G1-R1 (50%-50%)	7.0	C2007.5	Chongju	A1-N0 (100%-0%)	3.0
BTL6	Breaking Berlin	G0-R0 (50%-50%)	7.0	C2013.3	Right Hook	A0-J1 (0%-100%)	6.0
BTL7	Rock the Block	G1-R1 (50%-50%)	3.3	C2013.4	Lassewo Break-In	G0-R0 (50%-50%)	
BTL8	The Salient	G0-R1 (0%-100%)	5.0	C2013.1	The Mubo Decision	A1-J0 (100%-0%)	3.0
BTL9	Fires in the Night	G0-R0 (50%-50%)		C2013.2	Hatten West	A1-G0 (100%-0%)	5.0
BTL10	Toast the Morning with	G1-R0 (100%-0%)	7.0	C2019.5	Shoot or Shovel	A0-J1 (0%-100%)	4.0
BTL11	French Fries	G3-R1 (75%-25%)	5.5	C2019.2	The Chocos	A0-J1 (0%-100%)	7.0
BTL12	The Downfall	G0-R0 (50%-50%)		C2019.3	The Glasgow Twins	A1-F0 (100%-0%)	5.0
BTL13	Turk's Tiger	G0-R3 (0%-100%)	4.2	CaC1	ici belevedere	F0-G1 (0%-100%)	6.0
BTL14	Tiger Station	G2-R1 (67%-33%)	4.4	CaC2	One Last Try	A0-G1 (0%-100%)	6.0
BTL15	Counter-attack on the F	G0-R2 (0%-100%)	3.0	CaC3	Indians with Grenades	G0-I1 (0%-100%)	6.0
Buck1	Welcome to the Jungle	A10-J15 (40%-60%)	5.4	CaC4	Cavenish Filibuster	G0-N1 (0%-100%)	6.0
Buck2	Repple Depples No More	A7-J2 (78%-22%)	6.1	CaC5	Point 593	G0-P1 (0%-100%)	6.0
Buck3	Hell on Horseshoe Hill	A2-J5 (29%-71%)	6.0	CaC6	Into the Valley of Deat	G2-P0 (100%-0%)	4.5
Buck4	Flamin' Frank	A5-J9 (36%-64%)	5.3	CaC7	By Dawns Early Light	G0-P0 (50%-50%)	
Buck5	Men Remembered Well	A3-J2 (60%-40%)	6.3	CaC8	Colle St. Angelo	G0-P0 (50%-50%)	
Buck6	Big Guns at Bibilo	A1-J3 (25%-75%)	4.5	CASLO1	Onwards	C1-G1 (50%-50%)	7.0
Buck7	Up the Numa Numa Trail	A6-J9 (40%-60%)	5.7	CASLO2	The Only Safe Place	C0-G3 (0%-100%)	8.0
Buck8	Cut, Slash, and Mow The	A0-J2 (0%-100%)	6.5	CASLO3	They Shall Not Pass	C0-G1 (0%-100%)	
Buck9 Pr	To Take Back a Hill (Pr	A0-J1 (0%-100%)	6.0	CASLO4	Valour at Casa Berardi	C1-G4 (20%-80%)	6.0
Buck9 De	To Take Back a Hill (De	A0-J0 (50%-50%)		CAW7	To the Seine	C1-G10 (9%-91%)	5.3
Buck9 Ha	To Take Back a Hill (Ha	A2-J0 (100%-0%)	7.0	CAW8	Fire and Brimstone	C5-G10 (33%-67%)	4.9
Buck10	Buckeye Blitzkrieg	A15-J15 (50%-50%)	6.2	CAW9	Stiff Resistance	C0-G5 (0%-100%)	6.7
C1995.2	Commandos Eat Quiche	F0-G1 (0%-100%)	6.0	CAW10	Shooting Like Mad	C1-G1 (50%-50%)	6.0
C1995.3	French Stick	F0-I1 (0%-100%)	5.0	CAW11	Operation Wellhit	C0-G0 (50%-50%)	
C1995.1	Sausage Sizzle	A0-G1 (0%-100%)	5.0	CB1	It Crescendo	F0-G0 (50%-50%)	
C1995.6	Late For Pudding	C0-J0 (50%-50%)	6.0	CB2	Un épineux problème (A	B0-G0 (50%-50%)	
C1995.4	Soft Noodle	C0-J1 (0%-100%)	6.0	CB3	Chasse a l'ours (Bear H	G0-R0 (50%-50%)	
C1995.5	A Dog's Breakfast	G1-R0 (100%-0%)	6.0	CB4	La derniere chance (The	A0-J0 (50%-50%)	
C1997.1	On Deadly Ground	B0-G0 (50%-50%)		CB5	Les mamelons (The Tits)	F0-G0 (50%-50%)	
C1997.2	Time to Kill	B0-G0 (50%-50%)		CDN1	Monty's Big Left Hook	C3-G0 (100%-0%)	7.0
C1997.5	Executive Decision	A0-G0 (50%-50%)		CDN2	"Drive The Canadians On	C15-G10 (60%-40%)	6.0
C1998.3	Kanga Force	A0-J0 (50%-50%)		CDN3	Mountain Boys	C5-G10 (33%-67%)	4.8
C1998.2	Gurkhas and Grants	C0-J0 (50%-50%)		CDN4	In the Nick of Time	C1-G2 (33%-67%)	6.8
C1998.1	First and Inches	A0-G0 (50%-50%)		CDN5	Priority Call	C3-G0 (100%-0%)	7.0
C1998.4	Marked for Death	F0-G0 (50%-50%)		CDN6	Whistling Hill	C3-G4 (43%-57%)	4.4
C1999.7	Steady, Boys, Steady	B0-R1 (0%-100%)	6.0	CDN7	The Finest	C1-G6 (14%-86%)	6.9
C1999.4	Don Company's Canal	A0-J1 (0%-100%)	5.0	CDN8	Booth Force	C1-G0 (100%-0%)	5.0
C1999.5	Merilles Melee	F0-G2 (0%-100%)	6.0	CDN9	First Clash	C10-I5 (67%-33%)	6.1
C1999.3	Falling on Folkestone	B1-G0 (100%-0%)	3.0	CDN10	per l'onore d'Italia	C14-I17 (45%-55%)	5.9
C2006.M1	The Revenge Of The Grey	B0-G1 (0%-100%)	5.0	CDN11	Monty's Mountain Goats	C1-G1 (50%-50%)	6.7
C2006.M1	Gunter Strikes Back	B0-G1 (0%-100%)	6.0	CDN12	Crossing of the Moro	C4-G3 (57%-43%)	7.5
C2006.M1	The Queen's Prequel	B1-G0 (100%-0%)	4.0	CDN13	Sterlin Castle	C3-G12 (20%-80%)	4.5
C2006.5	Groff's Grief	A1-N0 (100%-0%)	3.0	CDN14	Two Shooting Days Till	C1-G2 (33%-67%)	4.4
C2006.2	Lababia Ridge	A0-J1 (0%-100%)	4.0	CDN15	Sweet Revenge	C2-G3 (40%-60%)	6.2

Id	Name	Record	R
CDN16	Honour and Glory	C0-G0 (50%-50%)	
CDN17	Heart of Oak	C6-G3 (67%-33%)	6.1
CDN18	The Road to Rome	C0-G0 (50%-50%)	
CDN19	Glorious Summer Day	C0-G0 (50%-50%)	
CDN20	The Black Devils of Anz	A7-G3 (70%-30%)	6.4
CDN21	Final Assault	C0-G2 (0%-100%)	6.3
CDN22	"Whiskey"! Well at Leas	C1-G0 (100%-0%)	6.0
CDN23	Notable Achievement	C0-G4 (0%-100%)	6.8
CDN24	Not in Vain	C1-G1 (50%-50%)	5.0
CDN25	Veritable Jungle	C0-G2 (0%-100%)	5.5
CDN26	River of Blood	C0-G1 (0%-100%)	7.0
CDN27	"Help Is On The Way, Ho	C5-G2 (71%-29%)	6.0
CDN28	Steeple Chasing	C0-G6 (0%-100%)	2.9
CDN29	Distinguished Service	C5-G7 (42%-58%)	6.2
CDN30	Mighty Maroon Machine	C0-G0 (50%-50%)	
CF1	Alaric's Return	G2-I2 (50%-50%)	6.6
CF2	Police Lines	G0-R0 (50%-50%)	
CG1	Riley's Road CG "Milk F	B7-G19 (27%-73%)	6.5
CGA2	Tra le Spighe Dorate	A1-I0 (100%-0%)	6.0
CH1	Authie: The Death of Co	C1-G18 (5%-95%)	4.9
CH2	The Capture of Balta: A	G6-R8 (43%-57%)	6.7
CH3	The Green Hell	A13-J25 (34%-66%)	6.6
CH4A	Dog Green	A3-G0 (100%-0%)	6.0
CH4	Stutzpunkt Vierville	A8-G4 (67%-33%)	5.2
CH6	Armored Probe	A41-J52 (44%-56%)	6.9
CH7	Prelude to Breakthrough	A6-G10 (38%-62%)	6.0
CH8	The Predators	G10-R17 (37%-63%)	5.7
CH9	Breakthrough to Kozani	B7-G4 (64%-36%)	7.2
CH10	Forest Strongpoint	G3-R6 (33%-67%)	5.4
CH11	Rite of Passage	G14-P15 (48%-52%)	7.1
CH12	Snow Ghosts	G6-R1 (86%-14%)	4.7
CH13	Moyland, Bloody Moyland	C11-G31 (26%-74%)	6.4
CH14	Ninety Minute War	G60-J79 (43%-57%)	6.6
CH15	No Farther (Z3 redone)	G12-R18 (40%-60%)	7.2
CH16	Out of Luck	P13-R15 (46%-54%)	5.6
CH17	Funnies at Zyfflich	C3-G7 (30%-70%)	4.7
CH18	Raging Furnace	G12-R19 (39%-61%)	6.9
CH19	Into the Valley	G31-R21 (60%-40%)	6.7
CH20	The Hand of Fate	A16-G5 (76%-24%)	2.5
CH21	A Ridge Too Far	A1-J2 (33%-67%)	7.0
CH22	Schwerepunkt	G25-R11 (69%-31%)	6.7
CH23	Suffer the Children...	G5-P6 (45%-55%)	5.0
CH24	Those Normandy Nights	A1-G1 (50%-50%)	7.0
CH25	Land of the Khan	C14-J23 (38%-62%)	5.9
CH26	Close Order Dreil	G44-P35 (56%-44%)	7.0

Id	Name	Record	R
CH27	Fix Bayonets!	A7-J2 (78%-22%)	6.0
CH28	Children of the Kunai	A24-J31 (44%-56%)	6.6
CH29	Gift Wrapped	A2-G8 (20%-80%)	6.5
CH30	Kravchenko's 6th Guards	J22-R20 (52%-48%)	6.4
CH31	First and Goal	A20-G5 (80%-20%)	6.2
CH32	The Kibbutz	E12-I6 (67%-33%)	6.5
CH33	At the Point	G31-R24 (56%-44%)	5.9
CH34	The Lighthouse	A28-J35 (44%-56%)	5.8
CH35	Obong-Ni	A14-N7 (67%-33%)	7.0
CH36	Saving the Breakout	A1-G4 (20%-80%)	5.0
CH37	Forgotten Years	E4-I7 (36%-64%)	4.9
CH38	Orange Beach 3	A2-J9 (18%-82%)	6.5
CH39	Bedja Blockade	F13-I3 (81%-19%)	3.0
CH40	Nordic Twilight	F12-R15 (44%-56%)	7.4
CH41	Test of Nerves	B55-G51 (52%-48%)	7.3
CH42	Teryaeva Sloboda	G1-R2 (33%-67%)	3.0
CH43	Opening Blow	C11-G5 (69%-31%)	5.3
CH44	Operation Nordwind	A56-G65 (46%-54%)	6.2
CH45	Curtain Call	G1-R7 (12%-88%)	4.0
CH46	Zerf Stranglehold	A6-G0 (100%-0%)	3.5
CH47	Steel and Irony	B4-G8 (33%-67%)	5.5
CH48	Double or Nothing!	G9-R13 (41%-59%)	6.4
CH49	High Danger	B32-G23 (58%-42%)	7.2
CH50 (a)	Simmon's Rebuff	A0-G0 (50%-50%)	
CH50	Simmons' Rebuff	A18-G9 (67%-33%)	5.8
CH51	The Sonnenburg Hotel	B9-G11 (45%-55%)	6.4
CH52	Gross Deutschland's Doo	F4-G4 (50%-50%)	5.3
CH53	At the Crossroads	P18-R7 (72%-28%)	6.0
CH54	Brew Time	B4-G0 (100%-0%)	5.5
CH55	Lighter than a Feather	A2-J2 (50%-50%)	3.7
CH56	The Stalingrad of Kursk	G7-R4 (64%-36%)	5.7
CH57	Yad Mordechai	E5-I3 (62%-38%)	5.2
CH58	Death Ride	G14-R16 (47%-53%)	6.6
CH59	Bucking for Sergeant	A6-J5 (55%-45%)	6.3
CH60	Return to Luxembourg	A4-G2 (67%-33%)	5.5
CH61	Prothero's Hook	A8-J16 (33%-67%)	6.3
CH62	Tanigawa's Outpost	A1-J2 (33%-67%)	5.0
CH63	March of the Mastodons	A3-G0 (100%-0%)	3.5
CH64	Race for the Bridges	A2-G1 (67%-33%)	7.0
CH65	The Seton Block	C2-J2 (50%-50%)	5.7
CH66	One for the Trophy Case	B1-G1 (50%-50%)	2.7
CH67.1	New Kid on the Block (r	B1-G1 (50%-50%)	4.0
CH67	New Kid on the Block	B0-G2 (0%-100%)	4.0
CH68	Special Messenger	A1-G2 (33%-67%)	5.4
CH69	Baptism of Fire	A1-G0 (100%-0%)	

Id	Name	Record	R	Id	Name	Record	R
CH70	Surprise at Honkaniemi	F0-R2 (0%-100%)	7.0	CH113	Graziani's Advance	B1-I1 (50%-50%)	4.0
CH71	Bottom of the Barrel	G1-R5 (17%-83%)	6.6	CH114	Surprise at Nibeiva	G1-I1 (50%-50%)	3.0
CH72	Across the Wuerm	B1-G1 (50%-50%)	5.5	CH115	Tummar West	B1-I2 (33%-67%)	6.2
CH73	The Stand Off	G1-R0 (100%-0%)	1.5	CH116	Pride Before Fall	B1-I1 (50%-50%)	
CH74	Troteval Farm	C15-G7 (68%-32%)	5.9	CH117	The Fall of Sidi Barran	B1-I0 (100%-0%)	6.0
CH75	The Big Cat's Den	C4-G1 (80%-20%)	6.0	CH118	Sidi Omar	B0-I1 (0%-100%)	6.5
CH76	Hurtgen Hell	A2-G2 (50%-50%)	5.4	CH119	Fortress at Bardia I	B0-I1 (0%-100%)	6.0
CH77	Drop Zone A	B3-G7 (30%-70%)	5.5	CH120	Small Encounters	B3-I3 (50%-50%)	7.0
CH78	The Outskirts Of Lember	G2-P4 (33%-67%)	4.0	CH121	A Test of Nerves	B2-I2 (50%-50%)	6.0
CH79	BAR's Against Panzers	A0-G1 (0%-100%)	2.0	CH122	Fortress at Bardia II	B0-I2 (0%-100%)	6.2
CH80	Cut the Line	A4-J0 (100%-0%)	5.5	CH123	The Bardia Warterworks	B0-I1 (0%-100%)	7.5
CH81a	Hard Cactus (reissue)	A0-G0 (50%-50%)		CH124	The Fall of Tobruk	B0-I1 (0%-100%)	7.0
CH81	Hard Cactus	A6-G3 (67%-33%)	6.7	CH125	Down the Throat	B1-I1 (50%-50%)	5.0
CH82	My God, Did You See Who	B2-G0 (100%-0%)	5.0	CH126	Metal at Mechili	B1-I1 (50%-50%)	6.0
CH83a	Jungles of Stone (reiss	A1-J2 (33%-67%)	6.8	CH127	Stand at Derna	B0-I2 (0%-100%)	5.0
CH83	Jungles of Stone	A1-J0 (100%-0%)		CH128	A Few Rare Men	F2-G3 (40%-60%)	5.9
CH84	Every Man a Fortress	G10-R3 (77%-23%)	5.6	CH129	St. Homme Skirmish	F2-G3 (40%-60%)	5.0
CH85	A Kick in the Pants...	A3-G5 (38%-62%)	5.1	CH130	No Quarter At Queniau	F1-G2 (33%-67%)	6.8
CH86	The Broken Blade	A2-G1 (67%-33%)	7.0	CH131	Blood Brothers	B1-G0 (100%-0%)	6.0
CH87	Rolling Down Rollbahn D	A4-G2 (67%-33%)	4.9	CH132	Defense of Orphanage Fa	B4-G2 (67%-33%)	6.2
CH88	Hangman's Hill	G2-N5 (29%-71%)	6.3	CH133	Group Iron	D4-G0 (100%-0%)	6.9
CH89	Old Man Forward	G6-R1 (86%-14%)	5.5	CH134	Sturmtruppen	G1-R5 (17%-83%)	6.1
CH90	Kampfschweine	G2-R0 (100%-0%)	5.0	CH135	The River Dance	G2-P3 (40%-60%)	6.6
CH91	Long Minutes	B1-G3 (25%-75%)	4.3	CH136	Desperate Stand	C0-J0 (50%-50%)	
CH92	Pioneer Spirit	G1-R5 (17%-83%)	6.6	CH137	Assault on Fornebu	G1-N1 (50%-50%)	7.5
CH93	The Prussian Way	G3-R1 (75%-25%)	3.7	CH138	The Sausage War	F2-R1 (67%-33%)	5.4
CH94	The Ulla Crossing	G1-P1 (50%-50%)	5.8	CH139	Betrayed by General Win	F3-R3 (50%-50%)	6.2
CH95	Shambles	C3-G1 (75%-25%)	6.0	CH140	Sisu at Summa	F3-R1 (75%-25%)	7.2
CH96	DC Party	A0-G0 (50%-50%)		CH141	Another Alamo	A2-J0 (100%-0%)	4.7
CH97	Final Crisis at Blackpo	B25-J27 (48%-52%)	7.1	CH142	Longstop Hill	A0-G0 (50%-50%)	
CH98	Welcome to Sunny Italy	A6-G2 (75%-25%)	6.2	CH143	The Gunslingers	A0-G0 (50%-50%)	
CH99	Purple Heart Corner	A0-G0 (50%-50%)		CH144	Fort Kassala	B7-I3 (70%-30%)	6.8
CH100	Dawn of a New Age	G2-P0 (100%-0%)	7.0	CH145	The Ides of March	B1-I2 (33%-67%)	6.5
CH101	In the Ruins of a Churc	F1-R1 (50%-50%)	5.0	CH146	Message for Ike	A1-G0 (100%-0%)	4.0
CH102	The Cauquigney Bridgehe	A0-G0 (50%-50%)		CH147	See Ya' Sam	G6-R1 (86%-14%)	5.6
CH103	A Splendid Counterattac	B1-G2 (33%-67%)	5.3	CH148	Trapped at Authie (Reis	C2-G6 (25%-75%)	6.2
CH104	Shout for PIATS	B1-G3 (25%-75%)	2.8	CH149	Final Embrace	B15-G24 (38%-62%)	6.1
CH105	Wide Diamond	B0-G0 (50%-50%)		CH150	Pajari's Pride	F4-R4 (50%-50%)	6.3
CH106	The Breakthrough	B2-G0 (100%-0%)	6.2	CH151	Race for Freedom	G7-P8 (47%-53%)	6.4
CH107	Tumult from the Clouds	G0-N2 (0%-100%)	6.3	CH152	Tin Pan Hill	G2-R0 (100%-0%)	7.0
CH108	Assault on a Partisan H	G0-P0 (50%-50%)		CH153	End of the Line	B2-J1 (67%-33%)	7.2
CH109	Frontier Raid	B0-I3 (0%-100%)	4.8	CH154	The Central Rail Statio	G1-R3 (25%-75%)	7.0
CH110	Starlight, Starbright	B2-I0 (100%-0%)	1.5	CH155	Stalking Tigers	B0-G0 (50%-50%)	
CH111	The Battle of Ghirba	B2-I0 (100%-0%)	6.0	CH156	Hill 150	A1-G0 (100%-0%)	4.5
CH112	Frontier Raid II	B0-I2 (0%-100%)	6.0	CH157	Armored Probe (reissue)	A2-J4 (33%-67%)	7.0

Id	Name	Record	R
CH158	Rite of Passage	G0-P1 (0%-100%)	
CH159	Just Before Breakfast	A4-G9 (31%-69%)	6.1
CH160	Knifing the Bodyguard	G0-R2 (0%-100%)	3.0
CH161	Black & Tans	F2-I0 (100%-0%)	5.5
CH162	The Four Courts	F0-I0 (50%-50%)	
CH163	Bruised at Bruee	F0-I1 (0%-100%)	7.5
CH164	Cry of the Valkyries	G1-R4 (20%-80%)	5.0
CH165	Russian Riposte	G2-R3 (40%-60%)	5.4
CH166	Bicske Brawl	G1-R6 (14%-86%)	5.1
CH167	The Warlord's Estate	C14-J15 (48%-52%)	6.3
CH168	The Last Musketeer	E1-F0 (100%-0%)	5.5
CH169	Against All Hope	F1-J0 (100%-0%)	7.5
CH170	Bridegrooms of Death	S0-S0 (50%-50%)	
CH171	Internacionale Follies	S0-S0 (50%-50%)	
CH172	Winter Blues	R0-S0 (50%-50%)	
CH173	Bitches on the Beach	J0-R1 (0%-100%)	7.0
CH174	Settling an Old Score	J1-R0 (100%-0%)	6.0
CH175	Escape Hatch	G0-R1 (0%-100%)	6.0
CH176	Touchdown!	F4-G5 (44%-56%)	6.8
CH177	Akrotiri Gone Awry	B2-G1 (67%-33%)	6.0
CH178	Crocodile Hunt	B0-G0 (50%-50%)	
CH179	Across the Berezina	G1-R0 (100%-0%)	4.0
CH180	The Ruins of Sillegney	A0-G0 (50%-50%)	
CH181	Thunder at Seelow	G1-R1 (50%-50%)	6.5
CHDB1	Dawn Of A New Age	G1-P3 (25%-75%)	8.0
CHDB2	Flight Of The Phoenix	G2-P3 (40%-60%)	7.4
CHN04	Just Another Bridge	G1-R1 (50%-50%)	3.0
CHN23	Plans Gone Astray	B0-G0 (50%-50%)	
CHN24	Close To The Edge	G0-R0 (50%-50%)	
CHN28	Freedom Fighters	F0-G0 (50%-50%)	
CHN31	State Farm 41	G0-R0 (50%-50%)	
CHN32	Death And Ruins	A0-G0 (50%-50%)	
CHN35	Not To Lose Face	A0-J0 (50%-50%)	
CHN37	A Bush Across The Stree	G0-R0 (50%-50%)	
CHN38	Sauve Qui Peut	A0-G0 (50%-50%)	
CHN39	Time To Burn	B0-G0 (50%-50%)	
CHN40	Rolling Thunder	F0-G0 (50%-50%)	
CM1	Half-Dressed & Bleary-E	C2-G2 (50%-50%)	4.6
CM2	Bucko!	C2-G1 (67%-33%)	5.5
CM3	"That Damn Gun!"	C1-G7 (12%-88%)	4.4
CM4	Ruckdeschel's Attack	C8-G2 (80%-20%)	5.6
COI16	Sowchos 79	G3-R7 (30%-70%)	6.3
COI17	Debacle at Korosten	G1-R0 (100%-0%)	
COI18	Defense of Luga	G0-R3 (0%-100%)	6.2
CtR1	Assault at Monkey Point	A0-J2 (0%-100%)	7.3

Id	Name	Record	R
CtR2	The Japanese Are in Den	A2-J1 (67%-33%)	4.0
CtR3	With Profound Regret	A7-J1 (88%-12%)	5.9
CtR4	Return to the Rock	A2-J4 (33%-67%)	5.6
CtR5	Loss of Command	A0-J0 (50%-50%)	
CtR6	Black and Blue Swarms	A0-J1 (0%-100%)	1.0
CtR7	Desperate Hours	A4-J2 (67%-33%)	5.2
CtR8	A Deadly Tide	A0-J0 (50%-50%)	
CtR9	Black Beach Slaughter	A0-J0 (50%-50%)	
CtR10	Par for the Course	A2-J2 (50%-50%)	6.8
CtR11	Fire in the Hole	A0-J0 (50%-50%)	
CtR12	Bloodied at Wheeler	A3-J1 (75%-25%)	5.7
CtR13	The Infernal Machine	A0-J1 (0%-100%)	
CtR14	Cangerous Descent into	A0-J2 (0%-100%)	
CtR15	Night of the Living Dea	A2-J0 (100%-0%)	
CtR16	Too Close for Comfort	A4-J4 (50%-50%)	5.6
CtR17	Clearing the Badlands	A0-J1 (0%-100%)	
CtR18	Disaster Near Infantry	A0-J0 (50%-50%)	
CtR19	Pug-nacious	A0-J0 (50%-50%)	
CtR20	Prequel to Armegeddon	A0-J1 (0%-100%)	
CtR21	The Gates of Hell	A0-J2 (0%-100%)	6.0
D1	Guryev's Headquarters	G86-R103 (46%-54%)	6.9
D2	Berserk!	G27-R48 (36%-64%)	6.8
D3	Storming the Factory	G42-R24 (64%-36%)	6.8
D4	First to Strike	G35-R37 (49%-51%)	6.3
D5	Little Stalingrad	G19-R21 (48%-52%)	6.8
D6	Draconian Measures	G32-R22 (59%-41%)	6.0
D7	With Flame and Shell	G35-R27 (56%-44%)	7.3
D8	The Schoolhouse	G18-R37 (33%-67%)	6.3
D9	Preparing the Way	G22-R30 (42%-58%)	6.5
D10	The Final Battle	G27-R9 (75%-25%)	5.7
D11	Ripe Pickings	A15-G52 (22%-78%)	5.3
D12	Repulsed	A20-G14 (59%-41%)	6.6
D13	Bogged Down	A20-G23 (47%-53%)	6.3
D14	Buying the Farm	A10-G4 (71%-29%)	6.8
D15	Barkmann's Corner	A19-G25 (43%-57%)	3.9
D16	Clay Pigeons	A7-G11 (39%-61%)	5.8
D17	They're Coming!	A23-G4 (85%-15%)	5.8
D18	King of the Hill	A16-G17 (48%-52%)	7.0
DaE1	Ambush at de Hoop	B6-G17 (26%-74%)	5.3
DaE2	The Bend in the Road	B11-G4 (73%-27%)	6.9
DaE3	Knaust's 'Fausts	B5-G2 (71%-29%)	4.2
DaE4	Leave...or Elst	B6-G2 (75%-25%)	6.5
DB001	Brasche Encounter	F41-G31 (57%-43%)	6.6
DB002	Sochaczew	G7-P8 (47%-53%)	6.3
DB003	Unhappy Trails	A11-J7 (61%-39%)	5.8

Id	Name	Record	R	Id	Name	Record	R
DB004	Devil's Play	B9-G5 (64%-36%)	6.4	DB049	Wetlet	I12-J26 (32%-68%)	6.7
DB005	The Marketplace at Worm	B9-G12 (43%-57%)	7.5	DB050	The Fabulous Thunderbir	A9-G3 (75%-25%)	5.6
DB006	In The Best Traditions	F5-J2 (71%-29%)	7.0	DB0051	Dash for Mt. Croce	A10-G19 (34%-66%)	6.7
DB007	Crisis at Kasserine	A5-G2 (71%-29%)	6.8	DB052	Jungle Rats	A18-J13 (58%-42%)	6.4
DB008	The Forest North of Kar	G8-R12 (40%-60%)	6.7	DB053	Hamburg on the Lovat	G19-R14 (58%-42%)	6.0
DB009	Headhunting for Bloody	G6-N6 (50%-50%)	5.7	DB054	Soldiers of the 62nd Ar	G14-R20 (41%-59%)	6.7
DB010	Bunker Brasche	G4-R3 (57%-43%)	5.6	DB055	Sturmgeschutz Forward!	G16-R10 (62%-38%)	6.5
DB011	Dropping Like Flies	A1-J8 (11%-89%)	7.3	DB056	Breakout From Stalingra	G12-R5 (71%-29%)	7.4
DB012	First Clash in Tunisia	B11-G12 (48%-52%)	7.4	DB057	The Bloody Torokina Per	A3-J2 (60%-40%)	7.3
DB13	The Men From Zadig	G5-P4 (56%-44%)	6.8	DB058	Vossenack Church	A34-G23 (60%-40%)	6.2
DB014	The Heinrich Position	G3-R2 (60%-40%)	4.8	DB059	Grind Them to Dust	G2-R4 (33%-67%)	6.9
DB015	Smashing the Semoventi	F12-I6 (67%-33%)	4.3	DB060	Acorns in the Fire	A11-G3 (79%-21%)	6.2
DB016	Clearing Kamienka	G7-R9 (44%-56%)	6.5	DB061	Housing Crash	G10-R16 (38%-62%)	6.2
DB017	Onslaught on Orsha	G3-R2 (60%-40%)	7.0	DB062	Heroic Defense of Wake	A0-J5 (0%-100%)	4.2
DB018	Special Delivery	G10-P5 (67%-33%)	6.2	DB063	Murphy, Go Help the Bri	A5-G9 (36%-64%)	5.5
DB019	The Trail to Hell(zapop	A7-J20 (26%-74%)	6.8	DB064	Commandos Hold Fast	B1-G7 (12%-88%)	5.1
DB020	3rd RTR in the Rain,	B8-G13 (38%-62%)	6.9	DB065	Shock at Kamenewo	G11-R9 (55%-45%)	6.3
DB021	Crisis on the Abucay Li	F15-J8 (65%-35%)	6.1	DB066	WN63	A5-G13 (28%-72%)	5.3
DB022	No Soup for You!	G3-R3 (50%-50%)	6.4	DB067	Let's Dance	B31-G24 (56%-44%)	6.5
DB023	Recon Blitz at Sarnowka	G8-R2 (80%-20%)	4.9	DB068	Exit Pole	G2-P0 (100%-0%)	
DB024	No Respite	B17-I10 (63%-37%)	6.8	DB069	Bandits at Strubowiska	P8-R5 (62%-38%)	5.3
DB025	Avril Action	A22-G29 (43%-57%)	6.7	DB070	Bloody Banzai	A1-J3 (25%-75%)	7.4
DB026	Block at Ville-Sur-Illo	F10-G13 (43%-57%)	7.1	DB071	Hell's Point	A0-J1 (0%-100%)	7.5
DB027	Misty Morning Melee	A7-G4 (64%-36%)	6.5	DB072	Time to Die	A0-J1 (0%-100%)	4.0
DB028	Last Man Standing	G2-R3 (40%-60%)	5.1	DB073	Urban Nightmare	G2-R3 (40%-60%)	5.3
DB029	Brasching the British	B0-G5 (0%-100%)	1.3	DB074	Sole Success	F4-J7 (36%-64%)	5.9
DB030	88 Alley	A4-G6 (40%-60%)	4.4	DB075	Shifting Bricks	B12-G4 (75%-25%)	6.5
DB031	The Third Column	A5-G2 (71%-29%)	4.7	DB076	Out of the Shadows	A8-G13 (38%-62%)	5.0
DB032	Deep Strike	A5-G1 (83%-17%)	5.6	DB077	Speed, Shock & Surprise	G1-P7 (12%-88%)	6.2
DB033	PaKing a Punch	G3-R9 (25%-75%)	5.6	DB078	Demolition Men	G3-P10 (23%-77%)	7.2
DB034	The God of War	G5-R1 (83%-17%)	6.1	DB079	Mga Station	G6-R10 (38%-62%)	5.3
DB035	A Hotly Contested Cross	G25-R27 (48%-52%)	6.1	DB080	Task Force to Cotignac	A7-G7 (50%-50%)	6.3
DB036	First Crack at Hellzapo	A25-J22 (53%-47%)	6.5	DB081	Lack of Discernment	C5-C3 (62%-38%)	5.7
DB037	Night Assault at Vodoty	G4-R2 (67%-33%)	6.5	DB082	Roadside Assistance	G6-P14 (30%-70%)	5.7
DB038	Centauro on a Flank	I20-Y33 (38%-62%)	5.8	DB083	Block to Bataan	A19-J25 (43%-57%)	6.7
DB039	Taking a Stand at Rosar	A3-J2 (60%-40%)	7.4	DB084	Pot of Stew	G10-R9 (53%-47%)	6.9
DB040	Riding the Coattails	P27-S31 (47%-53%)	6.6	DB085	The 138 of the 138th	G6-R0 (100%-0%)	7.5
DB041	The Killing Ground	A2-G1 (67%-33%)	6.8	DB086	Lack of Communication	A24-G8 (75%-25%)	4.8
DB042	Pursuing Kobayashi	A18-J9 (67%-33%)	5.7	DB087	Jumonji Pass	J6-R2 (75%-25%)	6.4
DB043	Point 247	F4-G5 (44%-56%)	7.2	DB088	No Rest for the Weary	G3-R3 (50%-50%)	5.8
DB044	Asking for Trouble	A19-G10 (66%-34%)	5.7	DB089	Get Tito	G0-Y1 (0%-100%)	
DB045	The Backhand Blow	G3-R13 (19%-81%)	5.5	DB090	Bedouin Blitz	B1-B6 (14%-86%)	4.9
DB046	Hill 731	G21-I11 (66%-34%)	6.0	DB091	Atrocities Beget Atroci	C0-J12 (0%-100%)	6.3
DB047	Ghosts and Thunderbirds	A9-G1 (90%-10%)	5.4	DB092	The Streets of Kharkov	G36-R23 (61%-39%)	6.9
DB048	Erstwhile Allies	A8-F21 (28%-72%)	6.0	DB093	Thunder from Heaven	A4-G5 (44%-56%)	6.7

Id	Name	Record	R	Id	Name	Record	R
DB094	The Trail to Hell Again	A10-J4 (71%-29%)	4.9	DB139	A Hard Rain's Gona Fall	A4-J6 (40%-60%)	5.6
DB095	Spare the Pagoda	B2-J13 (13%-87%)	6.3	DB140	Beasts at Baruth	G4-R5 (44%-56%)	5.6
DB096	Land Sharkey	B5-G7 (42%-58%)	6.0	DB141	Gut Punch	G14-R10 (58%-42%)	6.5
DB097	Hold the Brickworks	B4-G3 (57%-43%)	6.1	DB142	Road to Destruction	G1-R2 (33%-67%)	6.0
DB098	Sandbanks of the Volga	G9-R1 (90%-10%)	4.9	DB143	Fausts at Wethen	A3-G3 (50%-50%)	6.7
DB099	The Gin Drinker's Line	B23-J27 (46%-54%)	6.7	DB144	Fontenay by Night	B3-G0 (100%-0%)	7.0
DB100	The Gateway	A13-G13 (50%-50%)	5.3	DB145	Brandenburger Blitz	G7-I3 (70%-30%)	5.3
DB101	A Willingness to Die	G3-R5 (38%-62%)	6.3	DB146	Opening Battle for Hill	A2-J1 (67%-33%)	6.4
DB102	Les Hommes de Neige	F1-G3 (25%-75%)	6.0	DB147	Bandits and Bolsheviks	R15-U4 (79%-21%)	6.5
DB103	Assyrian Ambush	B4-I0 (100%-0%)	4.0	DB148	Melee for Hill 700	A2-J3 (40%-60%)	5.0
DB104	The Police Station	C12-J16 (43%-57%)	6.5	DB149	Three Little Bridges	B1-G3 (25%-75%)	4.6
DB105	Hunting Grey Wolves	P1-R3 (25%-75%)	5.0	DB150	Fallschirmjäger Graveya	A0-G0 (50%-50%)	
DB106	Defending the Twin Vill	A3-G5 (38%-62%)	5.6	DB151	Daredevil Desantniki	G0-R0 (50%-50%)	
DB107	Stossgruppe Schlicter	G4-N9 (31%-69%)	5.9	DB152	Second Try at Ch'amyon-	A0-C0 (50%-50%)	
DB108	Anchoring the Line	G4-R5 (44%-56%)	6.5	DB153	Green Apples	A0-J2 (0%-100%)	5.0
DB109	LZ S	A3-G9 (25%-75%)	7.2	DB154	Saint-Georges	F0-G1 (0%-100%)	
DB110	Mawchi Road	B2-J1 (67%-33%)	8.0	DBMausV2	The Mighty Maus	G0-R2 (0%-100%)	9.0
DB111	Flanking Hatten	A8-G6 (57%-43%)	6.7	DBOT1	Things Are ... a Bit St	B8-G4 (67%-33%)	6.6
DB112	And So It Begins	C1-J4 (20%-80%)	5.2	DBOT2	Snipers, Spandaus & Sch	B2-G2 (50%-50%)	7.1
DB113	Fontenay By Day	B15-G19 (44%-56%)	6.7	DBOT3	Bloody Tired	B3-G6 (33%-67%)	6.4
DB114	The Streets of Rostov	G8-R2 (80%-20%)	6.6	DBOT4	Turning the Screws	B1-G1 (50%-50%)	7.0
DB115	Mopping Up Kobayashi	A14-J3 (82%-18%)	6.4	DBOT5	These Goddamned Tommies	B3-G0 (100%-0%)	8.0
DB116	Takin' Eibertingen	A11-G9 (55%-45%)	5.9	DBP1	Bruno's Flak Attack	F1-P3 (25%-75%)	6.5
DB117	Killer Kloskowski	G2-R13 (13%-87%)	5.6	DBP2	Where the Buffalo Roam	F1-P1 (50%-50%)	5.0
DB118	Teeth of the Wolf	B2-I4 (33%-67%)	4.8	DBP3	Down and Dirty	F4-P2 (67%-33%)	6.3
DB119	Delay to the Agno	F7-J3 (70%-30%)	6.2	DBP4	Escape From Huguette 6	F2-P1 (67%-33%)	2.5
DB120	Start Fall Gelb	B38-G22 (63%-37%)	6.4	DBP5	Langlais On Hill 781	F1-P1 (50%-50%)	1.0
DB121	Grave Situation	G1-P1 (50%-50%)	3.0	DBP6	Route 41	F2-P1 (67%-33%)	7.0
DB122	Prescription for the Ko	G7-R6 (54%-46%)	6.8	DBP7	Castor's Opening Act	F2-P4 (33%-67%)	6.2
DB123	Probe on the Trail to H	A4-J8 (33%-67%)	5.9	DBP8	Keeping Isabelle Fed	F1-P2 (33%-67%)	4.8
DB124	Death on the Eismeer St	G12-R13 (48%-52%)	5.7	DBP9	Last Stand on H7	F1-P1 (50%-50%)	4.3
DB125	Vorvald Waltz	A9-G1 (90%-10%)	6.2	DBP10	All in Vain	F5-P0 (100%-0%)	6.4
DB126	The Kastelli Thirteen	A3-G0 (100%-0%)	3.8	DBP11	Cattle Drive	F1-P1 (50%-50%)	5.8
DB127	Grand Hotel Britannia	B7-G3 (70%-30%)	6.0	DBP12	Death by Pale Moonlight	F0-P0 (50%-50%)	
DB128	Unnoticed Victory	A0-J2 (0%-100%)	5.0	DBP13	In the Shadow of Bazeil	F1-P2 (33%-67%)	4.5
DB129	Silencing Sinzig	A4-G4 (50%-50%)	5.9	DBP14	The Last Day	F0-P1 (0%-100%)	3.0
DB130	Tigers and Flames	G40-R25 (62%-38%)	7.0	DBP15	Mopping Up	F4-P1 (80%-20%)	7.0
DB131	A Thorn In The Side	B4-J5 (44%-56%)	5.2	DBP16	Under Old Baldy	F1-P1 (50%-50%)	6.0
DB132	One Last Victory	A4-G8 (33%-67%)	6.3	DBP17	By Land, Air, and Sea	F2-P0 (100%-0%)	3.0
DB133	A Deadly Landscape	G5-R2 (71%-29%)	7.0	DBP18	Circle the Wagons	F1-P2 (33%-67%)	7.3
DB134	March on Marche	F18-G7 (72%-28%)	6.3	DC1	The Mace	G0-P0 (50%-50%)	
DB135	The Krinkelterwald	A9-G7 (56%-44%)	5.9	DC2	Red Monsters	G0-R0 (50%-50%)	
DB136	The Block On The Trail	A9-J14 (39%-61%)	6.2	DC3	Last Stand at Marchelep	F1-G0 (100%-0%)	
DB137	Operation Archery	B0-G1 (0%-100%)	8.0	DC4	Satan's Fire	A0-J0 (50%-50%)	
DB138	Die Verdammten	G1-R6 (14%-86%)	6.2	DF1	Jump on the Traitors	0-F0 (50%-50%)	

Id	Name	Record	R	Id	Name	Record	R
DF2	End of a Convoy	0-F0 (50%-50%)		DW17	Last Attempt in the Pla	A0-G0 (50%-50%)	
DF3	Operation 423	0-F0 (50%-50%)		DW18	Devils in the Woods	A0-G1 (0%-100%)	5.0
DF4	No Time to Talk	1-F0 (100%-0%)	7.0	DW19	Medal of Honor	A0-G0 (50%-50%)	
DF5	Chased Through the Wood	0-F0 (50%-50%)		DW20	The Last to Die	A0-G0 (50%-50%)	
DF6	Are these Harkis?	0-F0 (50%-50%)		EC1	Here they Come!	A0-C0 (50%-50%)	
DF7	Dropped into Hell	0-F0 (50%-50%)		EC2	Can...Hold...If...Suppl	A0-C0 (50%-50%)	
DF8	In the Swirling Mass	0-F0 (50%-50%)		EC3	Get the Sniper	A0-C1 (0%-100%)	7.0
DF9	Cross Border Retaliatio	0-F0 (50%-50%)		EC4	Third and Long	A1-C0 (100%-0%)	2.0
DF10	After the Cease-Fire	0-F0 (50%-50%)		EC5	"Fox Company, you are s	A0-C1 (0%-100%)	6.0
DH1.1	First Sting	B1-G1 (50%-50%)		EC6	Checkerboard Strike!	A0-C0 (50%-50%)	
DR1	The Italians Need Help!	B4-I2 (67%-33%)	5.2	EC7	Ridge Runners of Tokton	A1-C0 (100%-0%)	5.0
DR2	Tobruk Derby	B2-G1 (67%-33%)	6.5	EC8	Attack on Turkey Hill	A0-C0 (50%-50%)	
DR3	Hellfire Pass	G2-I3 (40%-60%)	5.5	EC9	"Those Magnificent Bast	A0-C0 (50%-50%)	
DR4	Seizing Sidi Rezegh	B2-G4 (33%-67%)	6.7	EC10	Ridge Runners Mop Up	A0-C0 (50%-50%)	
DR5	The French Fight	F0-G0 (50%-50%)		ELC01	You Say Potato, I Say P	C0-G1 (0%-100%)	7.5
DR6	Killing Field	B2-G0 (100%-0%)	2.2	ELC02	Rolling Out the Carpiqu	C1-G1 (50%-50%)	3.5
DR7	Devil's Garden	B0-I0 (50%-50%)		ELC03	Kangaroos in Louisendor	C2-G3 (40%-60%)	5.8
DR8	Supercharge!	B0-G5 (0%-100%)	4.0	ELC04	Dragoons, Parachutists,	C1-G4 (20%-80%)	5.3
DSL1	Le petite ferme	A1-G2 (33%-67%)	7.0	EP7	Rescue Behle	G2-R1 (67%-33%)	7.8
DSL2	The Right Nostril	A1-G1 (50%-50%)	6.0	EP12	Go Your Way	G0-P1 (0%-100%)	2.0
DSL3	The Left Nostril	A0-G1 (0%-100%)		EP18	Winter Hell	G1-R1 (50%-50%)	4.5
DSL4	La Mare-Le Carillon Nos	A0-G0 (50%-50%)		EP57	Red Dragon	C1-J1 (50%-50%)	5.7
DSL5	The Drive for St. Lo	A0-G0 (50%-50%)		EP64	Stubborn Insurrection	R1-U1 (50%-50%)	7.0
DTF1	Keren Masala	B2-I3 (40%-60%)	5.7	EP79	Teutonic Knights	G2-R0 (100%-0%)	3.0
DTF2	Blitzkrieg!	F20-G17 (54%-46%)	7.0	EP81	Katukov Turns the Table	G0-R2 (0%-100%)	4.2
DTF3	True Grit	D12-J15 (44%-56%)	7.3	EP84	Battle for the Odessa L	R0-R2 (0%-100%)	5.5
DTF4	Death to Fascism	A31-R25 (55%-45%)	6.6	EP85	Cemetery at Drvar	G2-P0 (100%-0%)	5.8
DTF5	AK'44	G5-P11 (31%-69%)	6.0	EP86	40 Miles Behind!	G1-R3 (25%-75%)	5.6
DTF6	Magnificent Beasts of P	G21-R4 (84%-16%)	6.0	EP91	A Taste of Things to Co	G0-R3 (0%-100%)	6.3
DTF7	Fast and Furious	G4-P2 (67%-33%)	5.4	EP92	The Walking Dead	G1-P0 (100%-0%)	2.5
DTF8	The Art of War	P7-R2 (78%-22%)	6.6	EP97	Mussolini's Soldiers	N7-R8 (47%-53%)	6.2
DTWAP1	Too Close for Comfort	G0-R0 (50%-50%)		EP99	Lords of the Steppe	G0-R3 (0%-100%)	5.0
DTWAP2	Cut in Two	G0-R0 (50%-50%)		EP100	Determination, Resolve	G3-G2 (60%-40%)	4.5
DTWAP3	Progress Measured in...	G0-R1 (0%-100%)	6.0	EP101	Titoland	G0-P2 (0%-100%)	3.0
DTWAP4	Stalingrad Street Fight	G0-R0 (50%-50%)		ESG1	Mauled	A7-G5 (58%-42%)	7.4
DTWAP5	Killing Zones	G0-R0 (50%-50%)		ESG2	Swallowed Whole	G8-R13 (38%-62%)	6.6
DTWAP6	Four Men And A Baby...M	G0-R0 (50%-50%)		ESG3	Resistance at Paderborn	A12-G8 (60%-40%)	6.1
DW9	Sudden Full Contact	A0-G0 (50%-50%)		ESG4	The Clog	B20-G10 (67%-33%)	6.8
DW10	Another Attempt--The Le	A1-G1 (50%-50%)	5.5	ESG5	The Fast, the Slow & th	G5-R5 (50%-50%)	6.5
DW11	Five-Seventeen Attack	A0-G0 (50%-50%)		ESG6	Clean Up Crew	G5-R6 (45%-55%)	4.6
DW12	Slipping Away	A0-G0 (50%-50%)		ESG7	Backstab	F1-I4 (20%-80%)	6.1
DW13	At the Crossroads	A0-G0 (50%-50%)		ESG8	Soumussalmi Sandwich	F7-R4 (64%-36%)	6.6
DW14	Repulsed	A0-G0 (50%-50%)		ESG9	Best One Out of Three	G0-R2 (0%-100%)	2.7
DW15	Mize Tries Again	A0-G0 (50%-50%)		ESG10	Gut Check	C8-I2 (80%-20%)	6.0
DW16	Another Attempt--The Ri	A0-G0 (50%-50%)		ESG11	Symphony of Violence	B4-G5 (44%-56%)	7.0

Id	Name	Record	R	Id	Name	Record	R
ESG12	Road Kill	A29-G27 (52%-48%)	6.6	ESG56	Cost of Allegiance	G0-R3 (0%-100%)	
ESG13	Hands Across the Slaugh	G1-P3 (25%-75%)	6.7	ESG57	Madagascar Snake Pit	B3-F1 (75%-25%)	6.6
ESG14	Tracks Back to Cambrai	A1-G0 (100%-0%)	6.5	ESG58	The Vindicators	B3-I7 (30%-70%)	6.0
ESG15	Survival of the Vicious	G2-R9 (18%-82%)	4.7	ESG59	Speed Kills	G0-R2 (0%-100%)	
ESG16	Dutch Treat	D3-G6 (33%-67%)	6.1	ESG60	Groupment Molinié's Hon	F10-G4 (71%-29%)	6.8
ESG17	Money's on the Dresser	G1-R1 (50%-50%)	7.0	ESG61	The 24 Hour Pass	B1-G4 (20%-80%)	7.2
ESG18	Exceeding Expectations	R5-R4 (56%-44%)	6.1	ESG62	Stop Gap	A2-G0 (100%-0%)	4.8
ESG19	Million Dollar Tree	A5-J0 (100%-0%)	5.2	ESG63	Armor Tactics 101	G0-P0 (50%-50%)	
ESG20	Feast of Horror	G4-R3 (57%-43%)	6.3	ESG64	Hack and Mangle	G4-R2 (67%-33%)	4.8
ESG21	Dying to Kill	R17-R11 (61%-39%)	5.5	ESG65	Outflanked	H0-R1 (0%-100%)	2.0
ESG22	Ears for Souvenirs	C6-J0 (100%-0%)	6.1	ESG66	Strongarmed	A3-G4 (43%-57%)	6.8
ESG23	Gak Gak the Ack Ack	A3-G5 (38%-62%)	7.1	ESG67	Keep 'Em Separated	G0-R0 (50%-50%)	
ESG24	Mayhem	G7-R6 (54%-46%)	6.6	ESG68	Attack Plan "R"	I3-Y0 (100%-0%)	5.5
ESG25	Road Out of Rangoon	B1-J10 (9%-91%)	4.9	ESG69	Brushwood Buzzsaw	A1-V0 (100%-0%)	
ESG26	Diabolical Shrapnel	A4-I5 (44%-56%)	6.4	ESG70	Opening the Burma Road	C1-J2 (33%-67%)	6.0
ESG27	Typhoon's Vortex	G1-R0 (100%-0%)	6.0	ESG71	Obliteration	A2-J2 (50%-50%)	5.5
ESG28	Dangerous Reliance	H2-R0 (100%-0%)	7.0	ESG72	Brutality Alley	G1-R0 (100%-0%)	7.5
ESG29	Blood in the Mud	C0-G3 (0%-100%)	3.7	ESG73	Orgy of Gore	G0-R1 (0%-100%)	
ESG30	Mindanao Mop Up	A3-J6 (33%-67%)	6.0	ESG74	Scorpions in a Bottle	G15-R5 (75%-25%)	6.8
ESG31	Hell from Hill 441	G1-R0 (100%-0%)	4.0	ESG75	Chopped off at the Knee	A4-V2 (67%-33%)	5.9
ESG32	Steel, Steel, Steel!	G2-R1 (67%-33%)	4.8	ESG76	Nehring's Roving Cauldr	G2-R0 (100%-0%)	4.0
ESG33	Mutilation Station	P7-R4 (64%-36%)	5.2	ESG77	The Trouble with Tito	G0-Y4 (0%-100%)	4.8
ESG34	Ripped to Shreds	A0-N1 (0%-100%)	2.0	ESG78	Carrier Assault on Popl	B5-G0 (100%-0%)	6.2
ESG35	Destroy All Monsters	A3-G5 (38%-62%)	5.9	ESG79	Blasting Through	A1-G0 (100%-0%)	7.0
ESG36	Havoc in Shanghai	C4-J7 (36%-64%)	5.0	ESG80	Arctic Ambush	G0-R0 (50%-50%)	
ESG36/37	Havoc/Tsunami Combined	C0-J2 (0%-100%)	6.5	ESG81	A Healthy Respect	A1-G1 (50%-50%)	4.3
ESG37	Tsunami of Maniacs	C2-J5 (29%-71%)	5.8	ESG82	Last of its Kind	A1-G3 (25%-75%)	8.0
ESG38	Choke Point	B1-G4 (20%-80%)	5.8	ESG83	Split the D!	H10-R6 (62%-38%)	5.7
ESG39	The Grind	B3-G0 (100%-0%)	5.6	ESG84	Bitter Brittany	A1-G0 (100%-0%)	
ESG40	Patton's Pride	A1-I4 (20%-80%)	5.4	ESG85	Bloody Brittany	A0-G1 (0%-100%)	7.0
ESG41	Commence Hostilities	G6-P14 (30%-70%)	6.1	ESG86	BB Gun at the Baby Para	G14-P8 (64%-36%)	5.2
ESG42	Battle at Borodino	G6-R2 (75%-25%)	5.9	ESG87	Focused Fury	A3-G2 (60%-40%)	3.7
ESG43	Hungarian Hammerhead	H0-R0 (50%-50%)		ESG88	Death Machines	G1-R0 (100%-0%)	4.2
ESG44	Testis Megalos	G4-I2 (67%-33%)	5.3	ESG89	Blunt Force Trauma	G0-R1 (0%-100%)	7.0
ESG45	Below the Belt	B7-G7 (50%-50%)	6.3	ESG90	Sadistic Frenzy	C2-J0 (100%-0%)	6.0
ESG46	"Mad Mike's" Finest Hou	B1-J5 (17%-83%)	6.3	ESG91	It's Not Over	F28-G18 (61%-39%)	6.6
ESG47	Shattered Bone & Burnin	G4-R2 (67%-33%)	5.2	ESG92	Savage Struggle	B0-J1 (0%-100%)	7.0
ESG48	PaK Nest	F2-G0 (100%-0%)	3.0	ESG93	Krushing Kampar	B2-J0 (100%-0%)	1.2
ESG49	Atrocity is Mandatory	A0-J0 (50%-50%)		ESG94	Chewing Gristle	G4-R3 (57%-43%)	6.6
ESG50	Sucker Punch	G2-R0 (100%-0%)	5.0	ESG95	End at Eniwetok	A1-J8 (11%-89%)	3.1
ESG51	Tough 'Ombres	A1-G2 (33%-67%)	7.2	ESG96	Line by Line	B0-G1 (0%-100%)	6.0
ESG52	Engulfed	G0-R1 (0%-100%)	7.0	ESG97	Foot in the Door	B3-G3 (50%-50%)	4.4
ESG53	"Mad Mike's" Part Two	B0-J2 (0%-100%)	4.0	ESG98	No Rest for the Romania	R0-R2 (0%-100%)	4.0
ESG54	Pulse of Steel	G1-R5 (17%-83%)	5.3	ESG99	An Even Match	A0-G0 (50%-50%)	
ESG55	Phillipine Firemen	A3-J3 (50%-50%)	4.8	ESG100	Hollis of the Howards	B2-G1 (67%-33%)	7.0

Id	Name	Record	R
ESG101	Bullseye!	A2-G2 (50%-50%)	5.0
ESG102	More Pitchers Than Catc	G5-I5 (50%-50%)	6.1
ESG103	Objective Uman	G0-R1 (0%-100%)	7.0
ESG104	Pulverized	G3-R1 (75%-25%)	6.2
ESG105	Hunters Chase	B0-G1 (0%-100%)	
ESG106	Splatter Spray	A9-I11 (45%-55%)	6.6
ESG107	Put Out the Searchlight	B8-G3 (73%-27%)	6.3
ESG108	Frosty the Dead Man	A2-G3 (40%-60%)	6.3
ESG109	Backs to the Wall	B8-G11 (42%-58%)	6.7
ESG110	Follow the Corduroy Roa	A0-J0 (50%-50%)	
ESG111	Horror Show	B3-J1 (75%-25%)	5.0
ESG112	No Beast So Fierce	G0-R1 (0%-100%)	8.0
ESG113	"BadMash" in Oyin	B0-J0 (50%-50%)	
ESG114	Suffering at Samree	A2-G1 (67%-33%)	5.0
ESG115	Dream Team	G0-R2 (0%-100%)	6.3
ESG116	Tornado of Souls	F4-G8 (33%-67%)	4.8
ESG117	Devils on Our Flank	B1-G1 (50%-50%)	
ESG118	Metal of Honor	A6-G1 (86%-14%)	6.2
ESG119	Mac Wants the Flamethro	A2-G1 (67%-33%)	6.3
ESG120	Doom Platoons	G0-R1 (0%-100%)	5.0
ESG121	Behemouaths & Bullet Spo	G0-R3 (0%-100%)	7.0
ESG122	Jump the Curb	B2-G0 (100%-0%)	7.0
ESG123	Talon's Grip	G4-R3 (57%-43%)	5.5
ESG124	Torturer Screaming	C1-J1 (50%-50%)	6.5
ESG125	Bulldozed	A1-I0 (100%-0%)	6.0
ESG127	Torch and Blast	I0-R2 (0%-100%)	7.0
ESG8485	Bitter, Bloody, Brittan	A1-G4 (20%-80%)	5.0
FAW1	Osasto Fossi	F1-R4 (20%-80%)	6.8
FAW2	Fire and Ice	F1-R0 (100%-0%)	6.7
FAW3	The Bridges At Tuntsajo	F1-R0 (100%-0%)	7.0
FAW4	Vakkila Crossroads	F0-R3 (0%-100%)	7.0
FAW5	Retreat to lhantala	F1-R1 (50%-50%)	5.0
FAW6	Renewed Offensive	F1-R3 (25%-75%)	3.6
FAW7	Ayrapaa Church	F2-R0 (100%-0%)	5.7
FAW8	Karelian Dream	F1-R1 (50%-50%)	5.5
FAW9	Cut and Run	F2-R0 (100%-0%)	6.2
FAW10	Beyond Vyborg	F1-R0 (100%-0%)	6.5
FAW11	Island Fever	F2-R0 (100%-0%)	5.8
FAW12	A Bloody Slugfest	F1-R1 (50%-50%)	7.0
FB1	Uncles and Pups	G40-R18 (69%-31%)	6.0
FB2	The Devil's Free to Hav	G15-R14 (52%-48%)	6.6
FB3	Furor Hungaricus	G9-R4 (69%-31%)	7.2
FB4	HKL 259	G20-R12 (62%-38%)	6.2
FB5	Siesta Time	H3-R13 (19%-81%)	7.2
FB6	Came Tumbling After	G2-R10 (17%-83%)	4.2

Id	Name	Record	R
FB7	The Terror of the Castl	H3-R7 (30%-70%)	6.7
FB8	For Want of Either Crus	G10-R5 (67%-33%)	6.7
FB9	The Shooting Gallery	G11-R20 (35%-65%)	6.6
FB10	Return of the Black Com	G17-R17 (50%-50%)	6.9
FB11	Boy Soldier	H7-R6 (54%-46%)	6.8
FB12	The Black Ravens Are FI	G29-R25 (54%-46%)	7.0
FB13	Don't Economize	G1-R4 (20%-80%)	5.6
FB15	The Taking of Object 59	G14-R9 (61%-39%)	7.4
FB16	Crossing the Bloody Mea	G6-R5 (55%-45%)	6.2
FB17	Stalingrad Redux	G13-R5 (72%-28%)	6.4
FB18	Red Banner Days	H4-R8 (33%-67%)	6.8
FB19	War Brotherhood	G1-R1 (50%-50%)	7.0
FC1	Turreted House	G3-N9 (25%-75%)	5.6
FC2	Easy Riders	G8-N1 (89%-11%)	4.3
FC3	Troglodytes	G2-N3 (40%-60%)	5.3
FC4	Cactus Trap	G1-G3 (25%-75%)	6.0
FC5	Seek and Destroy	G11-N4 (73%-27%)	5.9
FC6	Maori's Moment	G2-N3 (40%-60%)	5.8
FC7	Another Day on the Rack	G8-N1 (89%-11%)	6.2
FC8	Rocca Janicula	G4-N2 (67%-33%)	5.3
FC9	Red Rapido	A1-G3 (25%-75%)	4.0
FC10	Operation Dickens	G4-N0 (100%-0%)	5.2
FE1	A Victory for Early Pol	P6-R2 (75%-25%)	6.0
FE2	Dans Le Battle, Pour La	F3-G0 (100%-0%)	5.5
FE3	The Border Forts	B2-I4 (33%-67%)	6.2
FE4	Whirling Dervishes	F2-I1 (67%-33%)	4.8
FE5	Beyond the Call of Duty	G2-Y2 (50%-50%)	5.4
FE6	Cavalry Charge at Mussi	G1-R1 (50%-50%)	6.0
FE7	Quick & Dirty	D3-J11 (21%-79%)	6.2
FE8	Soebang Serenade	D1-J5 (17%-83%)	6.6
FE9	Blackforce Counterattac	A7-J2 (78%-22%)	5.5
FE10	An Abandoned Army	D10-J8 (56%-44%)	5.9
FE11	Italian Winter	G12-P11 (52%-48%)	5.8
FE12	Once More into the Brea	G6-R1 (86%-14%)	5.2
FE 13	Defeat at Seroczyn	G3-P4 (43%-57%)	6.0
FE 14	Stab in the Back	P2-R1 (67%-33%)	6.3
FE 15	Contested Landing	D2-G2 (50%-50%)	5.5
FE 16	Where the Bullet Meets	I15-P10 (60%-40%)	5.3
FE 17	Philippine Scouts at Ma	F0-J1 (0%-100%)	
FE 18	The Bear Battalion Atta	A1-J0 (100%-0%)	
FE 19	Lemon Bridge	B4-G1 (80%-20%)	6.0
FE 20	Collision Course	A0-G0 (50%-50%)	
FE 21	Tiger of Vitebsk	G3-R1 (75%-25%)	4.1
FE 22	Ritpong Rampage	C0-J6 (0%-100%)	6.0
FE 23	Operation Spring	C1-G1 (50%-50%)	4.0

Id	Name	Record	R
FE 24	An Unconventional Attac	G0-R2 (0%-100%)	5.0
FE25	Trouble at Agoo	A7-J4 (64%-36%)	5.6
FE26	Precious Minutes	F8-J2 (80%-20%)	6.1
FE27	The Bravest Thing I Eve	A2-J3 (40%-60%)	5.7
FE28	Fidgety Bridget	A2-J3 (40%-60%)	4.3
FE29	Reluctant Warriors	F0-J1 (0%-100%)	
FE30	Trail #2	A0-J1 (0%-100%)	7.0
FE31	Plenty of Time to Rest	F1-J4 (20%-80%)	5.5
FE32	Get to the Point	A1-J0 (100%-0%)	7.0
FE33	Battlin' Bastards of Ba	F2-J0 (100%-0%)	4.2
FE34	Go Down Fighting	F0-J3 (0%-100%)	4.5
FE35	Police Duty	G0-R0 (50%-50%)	
FE36	Wings of War	D4-G5 (44%-56%)	6.5
FE37	The Merville Battery	B0-G0 (50%-50%)	
FE38	Run from the Devil	G3-P1 (75%-25%)	6.0
FE39	Misfortune	B10-G5 (67%-33%)	6.1
FE40	Such Impudence	B2-V2 (50%-50%)	5.6
FE41	Northern Lights	G1-R3 (25%-75%)	6.3
FE42	Assault on Kunlun Pass	C0-J3 (0%-100%)	5.0
FE43	The Thirsty First Goes	A1-J5 (17%-83%)	4.9
FE44	Those Malign Gray Slope	A1-G1 (50%-50%)	6.0
FE45	Out of Oranienbaum	G0-R0 (50%-50%)	
FE46	Old Fashioned Valor	C0-J0 (50%-50%)	
FE47	aux barricades!	F1-G0 (100%-0%)	8.0
FE48	Meximeux Mess	A0-G2 (0%-100%)	5.7
FE49	Bloody Hell	A0-J0 (50%-50%)	
FE50	Hungarian Ghoulash	H1-Y1 (50%-50%)	6.7
FE51	Wolf Pack in the Hills	I1-P0 (100%-0%)	5.0
FE52	With Friends Like These	A0-B1 (0%-100%)	4.5
FE53	Operation Braun	C0-P0 (50%-50%)	
FE54	Dubrovnik 2	C0-P1 (0%-100%)	
FE55	Friends No More	G0-R0 (50%-50%)	
FE56	Covering the Retreat	G0-R0 (50%-50%)	
FE57	War Without End	B2-G0 (100%-0%)	7.0
FE58	The End is in Sight	C0-P0 (50%-50%)	
FE59	But We're Not Quite The	C1-P0 (100%-0%)	6.5
FE60	Nalchik Captured	R0-R0 (50%-50%)	
FE61	Armored Cavalry	C0-G1 (0%-100%)	5.0
FE62	Uncle Joe's Fury	G8-R2 (80%-20%)	5.0
FE63	Our Land	G2-R0 (100%-0%)	3.3
FE64	The Iron Ring Is Closed	G2-R0 (100%-0%)	7.0
FE65	Straight to the Front	G1-R3 (25%-75%)	4.0
FE66	Tedium	G1-R0 (100%-0%)	
FE67	A Cold Day in Hell	F1-R1 (50%-50%)	4.0
FE68	Cutting Erika	G0-R1 (0%-100%)	7.0

Id	Name	Record	R
FE69	Tiger Woods	G1-R0 (100%-0%)	4.0
FE70	Worker's Settlement No.	G5-R0 (100%-0%)	5.4
FE71	Cold Steel Rain	G0-R1 (0%-100%)	7.0
FE72	Polar Star	G1-R0 (100%-0%)	2.0
FE73	manos a la manos	R0-S0 (50%-50%)	
FE74	Fruitless Fighting	G0-R0 (50%-50%)	
FE75	Porech'e Push	G0-R0 (50%-50%)	
FE76	The Battle of Krasnogva	G0-R1 (0%-100%)	3.0
FE77	Stalin's Revenge	G0-R2 (0%-100%)	6.0
FE78	The Birth of Blitzkrieg	G2-P1 (67%-33%)	5.4
FE79	Motorcycle Probe	G1-P3 (25%-75%)	5.3
FE80	The World Aflame	G1-P1 (50%-50%)	6.7
FE81	Smialya	G0-P2 (0%-100%)	6.8
FE82	Mokra Melee	G2-P5 (29%-71%)	4.6
FE83	The Fifth Column	G4-P3 (57%-43%)	5.5
FE84	Black Monday	G1-P1 (50%-50%)	5.0
FE85	Danish Pride	D2-G2 (50%-50%)	5.6
FE86	The End at Dombaas	G1-N1 (50%-50%)	5.0
FE87	Lightning War	F3-G2 (60%-40%)	6.5
FE88	Crossing the Meuse	F6-G5 (55%-45%)	5.9
FE89	The Hard Way	F0-G2 (0%-100%)	6.8
FE90	Busted at Bulson	F0-G2 (0%-100%)	6.5
FE91	Elan	F3-G1 (75%-25%)	6.8
FE92	Loveluck	B4-G3 (57%-43%)	7.0
FE93	guerra del lampo	G3-I5 (38%-62%)	5.9
FE94	Krushed at Kroussia	G2-G0 (100%-0%)	4.7
FE95	Branzini Brouhaha	R6-R0 (100%-0%)	5.5
FE96	Luzon Fire!	A1-J1 (50%-50%)	7.0
FE97	Potpot Potshot	A2-J1 (67%-33%)	5.3
FE98	Spirited Action	A5-J1 (83%-17%)	5.7
FE99	Nasty Little Firefight	A2-J2 (50%-50%)	5.6
FE100	San Manuel #1	A2-J0 (100%-0%)	
FE101	San Manuel #2	A2-J3 (40%-60%)	6.1
FE102	Spirit of Bushido	A2-J0 (100%-0%)	5.0
FE103	Yanagimoto	A0-J2 (0%-100%)	4.5
FE104	An Army Travels On It's	A0-J2 (0%-100%)	5.0
FE105	Reckless Behavior	A3-J0 (100%-0%)	5.0
FE106	Hero in Our Midst	A0-J2 (0%-100%)	5.0
FE107	Norton's Knob	A0-J2 (0%-100%)	5.0
FE108	No Walkover	G1-R0 (100%-0%)	7.0
FE109	Salla	G1-R5 (17%-83%)	3.4
FE110	Not So Supermen	G2-R2 (50%-50%)	5.3
FE111	French Castoffs	G5-R0 (100%-0%)	5.2
FE112	Old Tactics, New Victim	F4-R3 (57%-43%)	6.0
FE113	Blood on the Timbers	G0-R1 (0%-100%)	

Id	Name	Record	R
FE114	Hide & Seek	G0-R0 (50%-50%)	
FE115	Reindeer Games	F1-P4 (20%-80%)	5.7
FE116	Bad Neighbor Policy	H2-S2 (50%-50%)	6.8
FE117	Sanok Action	R1-S1 (50%-50%)	7.0
FE118	Zaporhze Island	H2-R6 (25%-75%)	5.7
FE119	The Face of War	R2-R0 (100%-0%)	6.5
FE120	Nasty Business	P2-S0 (100%-0%)	6.3
FE121	Allies in a Few Days	R1-R0 (100%-0%)	
FE122	Slovakian Slugfest	G0-S0 (50%-50%)	
FE123	Enemies All Around	B3-G1 (75%-25%)	4.5
FE124	Paulis Detachment	H2-R0 (100%-0%)	6.7
FE125	Lessons Learned the Har	B0-G0 (50%-50%)	
FE126	Path To Retribution	C1-Y0 (100%-0%)	5.5
FE127	Junkyard Wars	B3-G1 (75%-25%)	4.2
FE128	Carnage at Keren	B0-I0 (50%-50%)	
FE129	Colonel Saeki's Raid	B4-J2 (67%-33%)	6.1
FE130	Desperate Straights	B0-J1 (0%-100%)	
FE131	Take That Damn Factory	G0-R0 (50%-50%)	
FE132	Land of Malaria and Pai	B1-J1 (50%-50%)	3.3
FE133	Handed on a Silver Plat	G0-R0 (50%-50%)	
FE134	Kecskemet Clash	H2-R1 (67%-33%)	6.3
FE135	Approach March	H0-R2 (0%-100%)	5.5
FE136	Impertinence Rewarded	H0-R0 (50%-50%)	
FE137	The Devil is in Trouble	G2-R0 (100%-0%)	3.0
FE138	Tough as Old Boots!	G2-R0 (100%-0%)	4.5
FE139	The Highest Value	G2-R1 (67%-33%)	5.0
FE140	Dorog Days	G2-R0 (100%-0%)	4.0
FE141	Attila	H0-R0 (50%-50%)	
FE142	Defense of Sashegy Hill	H0-R0 (50%-50%)	
FE143	Home on the Grange	H0-R0 (50%-50%)	
FE144	Hero of the Soviet Unio	G2-R0 (100%-0%)	3.0
FE145	The Dead and the Dying	H1-R0 (100%-0%)	5.0
FE146	Pest	G0-R0 (50%-50%)	
FE147	Burn Baby Burn	G2-R0 (100%-0%)	
FE148	Breakout!	H0-R0 (50%-50%)	
FE149	Arpad Bridge	H1-R2 (33%-67%)	7.0
FE150	Blue Danube	H6-R8 (43%-57%)	6.0
FE151	Brother Against Brother	G1-R0 (100%-0%)	7.0
FE152	Millwork	D0-G0 (50%-50%)	
FE153	Battalion for Special M	D0-G0 (50%-50%)	
FE154	The Hero Maduro	D0-G0 (50%-50%)	
FE155	Moerdijk Massacre	D0-G0 (50%-50%)	
FE156	Ypenburg Airfield	D0-G0 (50%-50%)	
FE157	French Forward	D0-G0 (50%-50%)	
FE158	ABDA Command	A0-J0 (50%-50%)	

Id	Name	Record	R
FE159	Attack Across the Paddy	D0-J0 (50%-50%)	
FE160	The Wakamatsu Unit	D1-J0 (100%-0%)	7.0
FE161	Cup o' Java	D0-J0 (50%-50%)	
FE162	Van de Ploeg to the Res	D0-J0 (50%-50%)	
FE163	Shadow Enemy	D0-P0 (50%-50%)	
FE164	The Battle of Fallujah	B0-I0 (50%-50%)	
FE165	Hill 91	H1-R1 (50%-50%)	5.3
FE166	Classic Meeting Engagem	R0-R1 (0%-100%)	7.0
FE167	Operation Opel	P0-S1 (0%-100%)	7.0
FE168	The First Battle of Uyr	H0-R0 (50%-50%)	
FE169	Helping Hand	G0-P1 (0%-100%)	6.5
FE170	Carnage in the Night	P0-S0 (50%-50%)	
FE171	Signs of Victory	H0-R2 (0%-100%)	5.3
FE172	Lousy at Ludberg	C0-P0 (50%-50%)	
FE173	Romanian Ritterkreuz	R0-R0 (50%-50%)	
FE174	School of Hard Knocks	B0-G0 (50%-50%)	
FE175	The Hohenruppersdorf Ho	G0-R0 (50%-50%)	
FE176	Defense of Wysloka	G1-P0 (100%-0%)	3.0
FE177	The First Invasion of G	G0-P0 (50%-50%)	
FE178	Crushing Polish Victory	G0-P0 (50%-50%)	
FE179	Jakacking Ass	G0-P0 (50%-50%)	
FE180	Andrzejewo Aflame	G1-P0 (100%-0%)	2.0
FE181	Gardens of the Citadel	G1-P0 (100%-0%)	4.0
FE182	Shredkowice	G0-P0 (50%-50%)	
FE183	Take the Flag!	G0-P1 (0%-100%)	7.0
FE184	Hurrah!	G0-P0 (50%-50%)	
FE185	Assault on Fort IX	G0-P0 (50%-50%)	
FE186	Hell at Kernioza	G1-P0 (100%-0%)	7.0
FE187	So Glorious to Die	C0-J0 (50%-50%)	
FE188	The World is Against Us	P0-R0 (50%-50%)	
FE189	The Tragedy of Grodno	P0-R0 (50%-50%)	
FE190	Reconnaissance By Attac	F0-R0 (50%-50%)	
FE191	Just Short of Victory	F0-G0 (50%-50%)	
FE192	Hodgson's Honey Pots	A0-J0 (50%-50%)	
FE193	Death from Above	G0-I0 (50%-50%)	
FE194	Crushing the Diversion	G0-R0 (50%-50%)	
FE195	Duty to the Emperor	J0-R0 (50%-50%)	
FECG3	San Nen Kire!	A0-J0 (50%-50%)	
FF1	Rabka-Mszana Road	G21-P9 (70%-30%)	6.5
FF2	Defiant Confrontation	F15-R1 (94%-6%)	5.7
FF3	Armor Clash	G12-R5 (71%-29%)	6.4
FF4	Walk in the Woods	G13-R9 (59%-41%)	5.8
FF5	The Sound of the Guns	A3-G19 (14%-86%)	6.1
FF6	Night Ferry	J5-N1 (83%-17%)	6.0
FF7	Monastir Gap	B17-G14 (55%-45%)	6.2

Id	Name	Record	R
FF8	Send in the Sand Rabbit	G19-R28 (40%-60%)	6.0
FF9	Ghost of Napoleon	G24-R9 (73%-27%)	6.6
FF10	Blackjack is Back!	A47-G51 (48%-52%)	4.5
FF11	Tough Luck	G1-P6 (14%-86%)	5.4
FF12	Hitler's Samurai	G15-R21 (42%-58%)	6.6
FF13	Death Ride	G4-R9 (31%-69%)	5.4
FF14	Operation Rosselsprung	G6-P10 (38%-62%)	3.9
FF15	Dragoons Returned	F1-G3 (25%-75%)	5.8
FFE1	Used and Abused	A5-J4 (56%-44%)	5.8
FM1	Wrong Place For A Rest	G1-R0 (100%-0%)	3.0
FO1	Come Seven Come Eleven	A2-J3 (40%-60%)	7.4
FO2	Friendly Fire	A1-J1 (50%-50%)	
FO3	One Story Town	F2-R5 (29%-71%)	7.0
FO4	Catcher in the Kunai	A1-J2 (33%-67%)	6.0
FrF1	Jarama Proving Ground	S7-S5 (58%-42%)	6.7
FrF2	Maczek Fire Brigade	G47-P47 (50%-50%)	7.3
FrF3	The Swedish Voluntary C	R4-S11 (27%-73%)	5.5
FrF4	Barbarossa D-day	G31-R26 (54%-46%)	6.1
FrF5	The Valley of Death	I10-R3 (77%-23%)	5.6
FrF6	A Hundred Rounds	G0-R7 (0%-100%)	3.6
FrF7	To Have and To Hold	A23-G22 (51%-49%)	7.1
FrF8	Second Thoughts	A24-G27 (47%-53%)	6.8
FrF9	The Abbeville Bridgehea	F20-G36 (36%-64%)	6.8
FrF10	Assault on Wielki Dzial	G4-R9 (31%-69%)	6.4
FrF11	Rostov Redemption	G44-R26 (63%-37%)	6.3
FrF12	The Fields of Black Gol	G26-R47 (36%-64%)	7.2
FrF13	Knives to a Gunfight	G17-R7 (71%-29%)	5.1
FrF14	Patton Breaks Loose	A9-I21 (30%-70%)	6.0
FrF15	Kampfgruppe 1001 nacht	G23-R10 (70%-30%)	6.6
FrF16	Last Orders	G11-R17 (39%-61%)	5.8
FrF17	The Marco Polo Bridge I	C40-J34 (54%-46%)	6.8
FrF18	Through Fire and Ice	F18-R20 (47%-53%)	6.6
FrF19	About His Shadowy Sides	G61-R47 (56%-44%)	6.6
FrF20	Adolf's Amateurs	G41-R37 (53%-47%)	6.3
FrF21	Cavalry Brigade Model	G13-R20 (39%-61%)	6.6
FrF22	Wunderwaffe	G32-R40 (44%-56%)	6.8
FrF23	Elephants Unleashed	G61-R61 (50%-50%)	6.8
FrF24	Forging Spetsnaz	J25-R33 (43%-57%)	6.5
FrF25	Yasuoka's Tank Experien	J8-R14 (36%-64%)	7.4
FrF26	A Polish Requiem	G36-P42 (46%-54%)	6.9
FrF27	Cocktails for Molotov	P32-R30 (52%-48%)	6.2
FrF28	Luftlandekommando Hedde	F10-G21 (32%-68%)	6.1
FrF29	Sting of the Italian Ho	C39-I51 (43%-57%)	7.1
FrF30	Bidermann's Escape	G82-R74 (53%-47%)	6.4
FrF31	Pursuing Frank	G12-R8 (60%-40%)	6.4

Id	Name	Record	R
FrF32	The Hellenic Expedition	A10-G21 (32%-68%)	6.2
FrF33	Under the Northern Ligh	F8-G14 (36%-64%)	6.2
FrF34	The Jagdtiger Theory	G13-R2 (87%-13%)	4.1
FrF35	Skiing in Laponia	F1-R5 (17%-83%)	6.7
FrF36	Newborn Partisans	P11-R7 (61%-39%)	4.7
FrF37	Crossing Swords at Kyau	B18-J31 (37%-63%)	5.9
FrF38	Wunderwagen	G10-R16 (38%-62%)	5.9
FrF39	No Country for Old Men	A10-G5 (67%-33%)	6.1
FrF40	Sporck's Eleven	G37-R33 (53%-47%)	6.2
FrF41	Romania Mare	R11-R19 (37%-63%)	5.9
FrF42	Kiss of Fury	G17-R17 (50%-50%)	6.6
FrF43	Forest Devil	B37-G23 (62%-38%)	6.3
FrF44	Anhalt Pandemonium	G25-R37 (40%-60%)	6.3
FrF45	Totensonntag	G44-P55 (44%-56%)	6.8
FrF46	Dutch Courage	D7-G14 (33%-67%)	5.8
FrF47	Cutting Off a Hydra's H	G18-R6 (75%-25%)	6.2
FrF48	Bad Moon Rising	G13-R8 (62%-38%)	6.3
FrF49	One Last Mighty Hew	G28-R40 (41%-59%)	6.8
FrF50	Pavlov's Dogs	G21-R23 (48%-52%)	7.0
FrF51	Bite of the Bassotto	G56-N53 (51%-49%)	6.6
FrF52	Dying for Danzig	G52-R43 (55%-45%)	6.4
FrF53	Raid into the Reich	G32-P14 (70%-30%)	6.3
FrF54	KNIL Before the Emperor	D18-J27 (40%-60%)	6.4
FrF55	Forsthaus Clash	G28-R10 (74%-26%)	5.6
FrF56	Saluting a General	G12-R25 (32%-68%)	5.7
FrF57	Warsaw in Flames	G11-P2 (85%-15%)	5.2
FrF58	Order 831	G51-R37 (58%-42%)	6.2
FrF59	Capital Punishment	G4-R11 (27%-73%)	6.7
FrF60	A War of Their Own	J14-R12 (54%-46%)	5.6
FrF61	Make Way for the King	G16-N6 (73%-27%)	6.6
FrF62	Dryga Lärpengar	F4-R12 (25%-75%)	5.7
FrF63	Maximum	G4-R9 (31%-69%)	6.2
FrF64	No Time to Bleed	G21-R31 (40%-60%)	6.3
FrF65	War Ensemble	B21-G34 (38%-62%)	7.1
FrF66	Between the Devil and t	G22-R32 (41%-59%)	6.8
FrF67	Collecchio	A30-G26 (54%-46%)	6.3
FrF68	A Hasty Farewell	G14-Y14 (50%-50%)	6.5
FrF69	To Ashes	B22-G17 (56%-44%)	6.1
FrF70	An Estonian Interlude	E18-R20 (47%-53%)	6.3
FrF71	Pulling Out	G17-R10 (63%-37%)	6.8
FrF72	The Mubo Decision	A38-J46 (45%-55%)	6.7
FrF73	Sledgehammers	B11-G22 (33%-67%)	5.6
FrF74	Out of Their Element	G26-R32 (45%-55%)	6.6
FrF75	Goodbye Brother	F3-G3 (50%-50%)	6.6
FrF76	Pain in the Neck	G22-R28 (44%-56%)	6.6

Id	Name	Record	R	Id	Name	Record	R
FrF77	Ghostbusters	F31-G23 (57%-43%)	6.4	FT14	les mille fourches (the	F1-G8 (11%-89%)	3.2
FrF78	No Glory in War	G41-R26 (61%-39%)	6.5	FT15	la forza	F3-G3 (50%-50%)	6.7
FrF79	Saving the Center	G8-R18 (31%-69%)	5.7	FT16	les 3 communes (the thr	F0-G0 (50%-50%)	
FrF80	Breaking Bad	D20-J19 (51%-49%)	6.0	FT17	patrol	F0-G1 (0%-100%)	5.0
FrF81	Across the Rio Grande	R6-S0 (100%-0%)	5.9	FT18	Oviedo 34	A1-S0 (100%-0%)	3.0
FrF82	Riders on the Storm	A11-G7 (61%-39%)	5.7	FT19	A leches en Larache	N1-R0 (100%-0%)	6.5
FrF83	Phantom Army	G5-R4 (56%-44%)	5.9	FT20	Viva la Republica	N1-R2 (33%-67%)	6.0
FrF84	Bazooka Town	A27-G19 (59%-41%)	6.0	FT21	Hill of Death	N0-R1 (0%-100%)	6.0
FrF85	Junkers Junkyard	D6-G12 (33%-67%)	6.5	FT22	El Alcazar de Toledo	N2-R0 (100%-0%)	5.7
FrF86	Belgian Tigers	B32-G28 (53%-47%)	6.7	FT23	Not One Inch	N2-R0 (100%-0%)	5.3
FrF87	Mormal Forest	F43-G29 (60%-40%)	6.7	FT24	Cuando te vas?	I11-R6 (65%-35%)	6.4
FrF88	Panzer Shield	G9-R9 (50%-50%)	6.2	FT25	21 Nations at La cañada	N0-R1 (0%-100%)	5.5
FrF89	Red Tears Shed on Gray	R27-R24 (53%-47%)	7.0	FT26	Vertice Mocha	N1-R0 (100%-0%)	6.0
FrF90	Speed Is the Essence of	B7-J4 (64%-36%)	6.1	FT27	East of Tortosa	N0-R0 (50%-50%)	
FrF91	Moonlight Drive	A1-J3 (25%-75%)	7.3	FT28	First Annoyance	G2-R7 (22%-78%)	5.7
FrF92	Arms Race	B4-G6 (40%-60%)	5.8	FT29	The Porecheye Bridgehea	G4-R1 (80%-20%)	5.7
FrF93	Wiener Walzer	G21-R22 (49%-51%)	6.4	FT30	Death is Their Trade	G1-P4 (20%-80%)	6.6
FrF94	Death from Above	A6-R3 (67%-33%)	6.0	FT31	The Yelnya Bridge	G20-R23 (47%-53%)	6.6
FrF95	Blood Red Snow	G7-R3 (70%-30%)	6.8	FT32	Lenin's Sons	G6-R11 (35%-65%)	7.1
FrF96	The Flying Circus	G2-R3 (40%-60%)	5.7	FT33	Flanking FTs	G4-R10 (29%-71%)	5.9
FrF97	Wrecking the Rentals	G16-R13 (55%-45%)	6.3	FT34	Borodino Train Station	G5-R0 (100%-0%)	6.2
FrF98	Amerikanskaya Suka	G23-R38 (38%-62%)	7.2	FT35	Last Push to Mozhaik	G4-R9 (31%-69%)	6.6
FrF99	Boy Soldiers	G20-R11 (65%-35%)	6.2	FT36	The Mongol Ride	G0-R1 (0%-100%)	6.5
FrF100	Deutsch Lesson	B8-G19 (30%-70%)	6.3	FT37	Siberians are Coming	G1-R1 (50%-50%)	
FS1	Bourcy Probe	A2-G0 (100%-0%)	3.0	FT38	Aerosleds to the Rescue	G0-R0 (50%-50%)	
FS2	Houffalize Road Probe	A0-G0 (50%-50%)		FT39	Stutzpunkt Riva Bella	B0-G1 (0%-100%)	4.0
FS3	Fateful Stand	A0-G0 (50%-50%)		FT40	Ready to Sting	C0-G3 (0%-100%)	3.8
FS4	Fanwise Forward	A0-G0 (50%-50%)		FT41	Greyhound at Bay	A3-G1 (75%-25%)	6.7
FS5	Back Through the Fog	A0-G0 (50%-50%)		FT42	No Luck	B2-G0 (100%-0%)	
FS6	A High Price to Pay	A0-G0 (50%-50%)		FT43	Infantry Probe at Argen	F31-G33 (48%-52%)	6.4
FS7	Back to Foy	A0-G0 (50%-50%)		FT44	The Liberation of May	F4-G1 (80%-20%)	7.3
FS8	Into the Gap	A0-G1 (0%-100%)	5.5	FT45	A Bridge Too Near...	F1-G5 (17%-83%)	5.8
FT01	Le temps des humiliatio	F2-J1 (67%-33%)	5.5	FT46	Lingevres-Preparation	B4-G3 (57%-43%)	5.9
FT02	Juste une illusion (Jus	F1-T1 (50%-50%)	6.0	FT47	Lingevres-Execution	B3-G4 (43%-57%)	5.8
FT03	Terroristen !!	I9-P0 (100%-0%)	5.3	FT48	On the Swedish Border	G4-N1 (80%-20%)	6.4
FT04	Retour à la case depart	J1-P2 (33%-67%)	5.2	FT49	Lingevres - Aftermath	B3-G7 (30%-70%)	3.2
FT05	Trappola	I1-P1 (50%-50%)	7.2	FT50	Meeting on the Summit	B0-G3 (0%-100%)	5.5
FT06	Macedoine balkanique (B	A0-G1 (0%-100%)	6.5	FT51	Harmless Steel	G6-R1 (86%-14%)	5.4
FT07	Jackson's fire	A1-G4 (20%-80%)	5.4	FT52	bouchon a Bouchain	F2-G1 (67%-33%)	4.0
FT08	L'ultime trairise (Ult	F1-J5 (17%-83%)	2.7	FT53	First Drop	G1-R1 (50%-50%)	3.3
FT09	Alpine Bolt	F2-I4 (33%-67%)	6.0	FT54	The Wisps Come and Go	B4-G2 (67%-33%)	4.7
FT10	Desertion	A3-G5 (38%-62%)	6.6	FT55	Finnish Blitzkrieg	F9-R4 (69%-31%)	6.3
FT11	Double Detente	G2-R0 (100%-0%)	3.0	FT56	Primo Contatto	I3-R9 (25%-75%)	6.5
FT12	The Roof of Europe	F4-G4 (50%-50%)	5.7	FT57	Wysoka Mountain	A1-G3 (25%-75%)	5.3
FT13	cabanes vieilles (old h	F1-G0 (100%-0%)	7.0	FT58	Dream is Over	A6-G3 (67%-33%)	6.6

Id	Name	Record	R	Id	Name	Record	R
FT59	War the Italian Way	I3-Y7 (30%-70%)	6.2	FT104	Flying the Flag of Pola	G3-P0 (100%-0%)	7.2
FT60	Bloody Brothers	C3-P0 (100%-0%)	7.3	FT105	Smashing into Vlasotinc	B13-G7 (65%-35%)	6.8
FT61	First Cossack Victory	G1-P0 (100%-0%)	3.0	FT106	Counterattack Along the	A2-R6 (25%-75%)	6.0
FT62	New Model Army	G0-Y2 (0%-100%)	7.0	FT107	Race at Longchamps	A7-G4 (64%-36%)	6.3
FT63	Clear That Road!	G9-P8 (53%-47%)	6.4	FT108	The Damned Die Hard	G2-R12 (14%-86%)	5.7
FT64	Savnik	G8-P6 (57%-43%)	6.3	FT109	Hitler's Lost Iron	A0-G1 (0%-100%)	6.0
FT65	Last Chance Breakthroug	G1-P0 (100%-0%)	5.5	FT110	PT-109	A2-J4 (33%-67%)	6.2
FT66	Raid on Grohote	A0-G2 (0%-100%)	6.8	FT111	Ghosts on the Danube	G0-R1 (0%-100%)	5.0
FT67	Knin pocket	C2-P3 (40%-60%)	7.2	FT112	Danube Log Jam	G0-R0 (50%-50%)	
FT68	Red Lightning	G0-R2 (0%-100%)	4.0	FT113	Blood on the Shores	G1-R2 (33%-67%)	6.2
FT69	durs a cuire	F3-G4 (43%-57%)	5.0	FT114	Yellow Extract	A0-G0 (50%-50%)	
FT70	Ride Across the Cascasu	G9-R18 (33%-67%)	6.3	FT115	Nearly Entombed	G1-R0 (100%-0%)	7.0
FT71	The Last Circle	G13-R12 (52%-48%)	5.6	FT116	Meet the Madsens	C3-M2 (60%-40%)	5.5
FT72	Catcher Caught	G1-P1 (50%-50%)	6.5	FT117	The Argun Knot	C1-M0 (100%-0%)	
FT73	The Adriatic Pirates	C1-P6 (14%-86%)	6.9	FT118	Exit Plans	C4-R1 (80%-20%)	6.7
FT74	Freeing the Roadway	B12-G16 (43%-57%)	6.1	FT119	Calmness Under Fire	E3-M4 (43%-57%)	3.9
FT75	Unexpected Fire	B11-G19 (37%-63%)	6.2	FT120	Never Say Navoz	A2-P2 (50%-50%)	6.5
FT76	White Suns	A2-G2 (50%-50%)	6.0	FT121	Red Star Express	A0-R3 (0%-100%)	6.8
FT77	Surprised Buffalo	A2-I1 (67%-33%)	5.5	FT122	Grasp the Wind	A0-R1 (0%-100%)	8.0
FT78	The War is Over	G4-P9 (31%-69%)	5.8	FT123	Schurter's Sortie	A6-R8 (43%-57%)	6.6
FT79	First Blood	R0-S6 (0%-100%)	6.5	FT124	Deadly Sleigh Ride	R1-W2 (33%-67%)	6.7
FT80	One Spanish Hero	R7-S4 (64%-36%)	6.6	FT125	Russian Purges	B0-R1 (0%-100%)	
FT81	Dubrovka	R16-S15 (52%-48%)	6.4	FT126	Kabuki Theater	J1-R3 (25%-75%)	6.7
FT82	One Could Go Anywhere!	R3-S6 (33%-67%)	6.1	FT128	Punitive Expedition	J1-R1 (50%-50%)	
FT83	Go on to Kolpino!	R8-S6 (57%-43%)	4.6	FT129	Just What the Doctor Or	R1-W1 (50%-50%)	
FT84	Point of Junction	R1-S1 (50%-50%)	7.0	FT130	Mongolian BBQ	M2-W0 (100%-0%)	5.3
FT85	Red Roller	R0-S3 (0%-100%)	6.5	FT131	Costly Mistake	R0-W0 (50%-50%)	
FT86	Black Tercio	R3-S6 (33%-67%)	4.8	FT132	Visions of Grandeur	R0-W0 (50%-50%)	
FT87	Viva la Muerte!	R4-S7 (36%-64%)	5.7	FT133	The Baron's Luck	R1-W0 (100%-0%)	7.5
FT88	Das Untergang	R8-S12 (40%-60%)	6.3	FT134	Freebooter Relish	R0-W2 (0%-100%)	4.0
FT89	Too Little, My Friend..	F24-G9 (73%-27%)	6.3	FT135	Gotta Light?	R0-W3 (0%-100%)	6.6
FT90	"sans esprit de recul"	F6-G2 (75%-25%)	4.0	FT136	Shanghai by Sea	C0-J1 (0%-100%)	3.0
FT91	"ne pas subir"	F50-G57 (47%-53%)	5.6	FT137	300	C6-J12 (33%-67%)	5.6
FT92	No Fortress is Impregna	F6-G7 (46%-54%)	5.2	FT138	Meeting Up at Matan	C2-J2 (50%-50%)	5.2
FT93	Counterattack at Watten	F5-G13 (28%-72%)	5.7	FT139	Ride of the 200th	C4-J8 (33%-67%)	6.4
FT94	Here Stands the Legion!	F15-G29 (34%-66%)	5.7	FT140	Chinese Raiders	C4-F7 (36%-64%)	6.9
FT95	Raining Bullets	F4-G3 (57%-43%)	5.8	FT141	Easy Day at Volupai	A9-J6 (60%-40%)	5.8
FT96	Rassenkampf	F1-G5 (17%-83%)	5.3	FT142	Cut, Slash and Mow Down	A2-J0 (100%-0%)	6.5
FT97	Rout on the Riviera	F12-I3 (80%-20%)	5.2	FT143	Red Scare	C0-C1 (0%-100%)	
FT98	And Then They Landed	F7-J2 (78%-22%)	4.3	FT144	Tigers of Pantang	C2-C1 (67%-33%)	6.8
FT99	The Doomed Tirailleurs	F10-G2 (83%-17%)	5.2	FT145	Bears of Kinmen	P1-R2 (33%-67%)	6.4
FT100	Hajra!	A3-R1 (75%-25%)	7.0	FT146	Bridge of Life	C2-C1 (67%-33%)	6.0
FT101	Fire and Ice	G11-P16 (41%-59%)	6.3	FT147	Flight of the Intruders	J1-M1 (50%-50%)	6.8
FT102	The Bulge	A20-G34 (37%-63%)	5.4	FT148	La Horgne	F12-G13 (48%-52%)	6.1
FT103	Slava!	G8-R13 (38%-62%)	6.4	FT149	Tombés pour la France	F1-G2 (33%-67%)	5.0

Id	Name	Record	R	Id	Name	Record	R
FT150	Storm over Champagne	F1-G5 (17%-83%)	6.9	FT195	Repair Shop at Dangeul	A4-G9 (31%-69%)	4.8
FT151	Get Them Out!	F5-G10 (33%-67%)	6.2	FT196	Spittelmarkt	G32-R24 (57%-43%)	6.1
FT152	Avanti!	I12-R11 (52%-48%)	6.2	FT197	Spoiled Afternoon	G8-P3 (73%-27%)	5.2
FT153	Nailed to the Ground	R2-S9 (18%-82%)	4.6	FT198	Full of Fire	A13-G5 (72%-28%)	5.5
FT154	First Defeat	A3-J0 (100%-0%)	4.7	FT199	Playing Uno	B4-J6 (40%-60%)	5.9
FT155	Once upon a Time... in	G6-R3 (67%-33%)	6.8	FT200	Coconut K	A3-J5 (38%-62%)	6.6
FT156	Leonov's Hill	G3-R1 (75%-25%)	6.0	FT201	Communication Breakdown	B2-J3 (40%-60%)	7.0
FT157	The Lost Column	C11-G9 (55%-45%)	5.9	FT203	Harakiri Gulch	A0-J3 (0%-100%)	4.5
FT158	Close Combat Teams	J0-R3 (0%-100%)	7.0	FT204	Fear Naught	B1-G1 (50%-50%)	7.5
FT159	Tangled at Tsangkou	C1-C2 (33%-67%)	6.3	FT205	Scraggy	B4-J2 (67%-33%)	3.0
FT160	Close Encounter of the	F2-G7 (22%-78%)	4.5	FT206	FDL Chaung	B0-J1 (0%-100%)	
FT161	French Civil War in Gab	F7-F14 (33%-67%)	5.0	FT207	The Last Pillbox	A0-J6 (0%-100%)	7.0
FT162	Assault on District Rov	P2-R3 (40%-60%)	6.2	FT208	To Have and To Hold	G4-R6 (40%-60%)	5.9
FT163	Price of Persia	B6-I16 (27%-73%)	5.6	FT209	Euphrates Clash	B2-F2 (50%-50%)	5.0
FT164	Guts are Not Enough	B2-B2 (50%-50%)	6.0	FT210	The Longest Week	A2-G1 (67%-33%)	4.3
FT165	Shopino Struggle	G41-R18 (69%-31%)	6.3	FT211	9è company sacrifice	F0-G3 (0%-100%)	4.3
FT166	Heroes at Leros	B4-G11 (27%-73%)	4.9	FT212	For Hitler, For Allah	G4-P11 (27%-73%)	5.5
FT167	Wasp Sting	C18-G28 (39%-61%)	5.8	FT213	Up the Liri Valley	F24-G20 (55%-45%)	6.9
FT168	By Dawn's Early Light	A27-G29 (48%-52%)	6.4	FT214	A Grain of Sand	F9-G13 (41%-59%)	7.2
FT169	Daring Parafroggers	F12-G8 (60%-40%)	5.1	FT215	Ghostly Attack	A3-G6 (33%-67%)	6.8
FT170	The Road to Juniville	F15-G8 (65%-35%)	6.7	FT216	Back in Force	A4-G4 (50%-50%)	6.7
FT171	Getting Your Bell Rung	B31-G30 (51%-49%)	6.7	FT217	Cavalry Delaying Action	A9-G4 (69%-31%)	7.0
FT172	Clearing the LZ	A8-G15 (35%-65%)	5.5	FT218	Taking Luneville	A3-G0 (100%-0%)	8.0
FT173	A Misstep in Lorraine	A5-G3 (62%-38%)	4.5	FT219	Koniev's Finest	G12-R14 (46%-54%)	6.6
FT174	Green Berets	F12-G15 (44%-56%)	5.7	FT220	Alsation Verdun	A1-G3 (25%-75%)	7.0
FT175	Dover Bunker	B7-G5 (58%-42%)	5.6	FT221	Independence Day	F0-G2 (0%-100%)	4.0
FT176	Inter-Allied Attack	B2-G4 (33%-67%)	6.0	FT222	Hetzer Butcher	F3-G4 (43%-57%)	5.5
FT177	Bloodier Than D-Day	B5-G8 (38%-62%)	5.7	FT223	The Kings of Bollersdor	G14-R11 (56%-44%)	6.0
FT178	Niederburg Farmhouse	A12-G15 (44%-56%)	5.4	FT224	The Guardians of Hell's	G1-R0 (100%-0%)	5.0
FT179	Landstorm Over Arnhem	B7-G6 (54%-46%)	5.5	FT225	Blue Hell at P.A. Abrie	F3-I4 (43%-57%)	6.4
FT180	First Soviet Lost	C1-K0 (100%-0%)		FT226	Veni Venezia	G9-I0 (100%-0%)	6.7
FT181	The Bet	G9-N5 (64%-36%)	6.6	FT227	Damsels in Distress	G3-I4 (43%-57%)	5.8
FT182	Rolling Thunder	G1-R0 (100%-0%)		FT228	Last Charge at Umbrega	F5-I2 (71%-29%)	6.6
FT183	Partisan Stronghold	P9-R7 (56%-44%)	5.9	FT229	A Push in the Bush	B3-I4 (43%-57%)	5.3
FT184	Chapel Hill	G3-R1 (75%-25%)	5.3	FT230	Italian Behemoth	B4-I8 (33%-67%)	6.2
FT185	StuG of War	G15-R2 (88%-12%)	4.0	FT231	Cub Cub Hills	F5-I6 (45%-55%)	5.3
FT186	Trappenjagd	G1-R3 (25%-75%)	4.8	FT232	Heart of Darkness	I6-S3 (67%-33%)	5.2
FT187	Trappenjagd : the End	G1-R0 (100%-0%)		FT233	Surprised Gideon	E2-I1 (67%-33%)	4.8
FT188	NKVD Nut	G2-R0 (100%-0%)	6.0	FT234	Meat Meats Attack	B1-I0 (100%-0%)	
FT189	Severnaya Serenade	G0-R6 (0%-100%)	5.4	FT235	Once More unto the Brea	B2-G0 (100%-0%)	3.8
FT190	The Land of Fire	G7-R10 (41%-59%)	6.4	FT236	Ethnic Cleansing	I1-P1 (50%-50%)	4.5
FT191	Romania Victor	R7-R3 (70%-30%)	6.0	FT237	Roma Victor	G2-R1 (67%-33%)	7.3
FT192	An Improvised Crossing	G0-R1 (0%-100%)	6.0	FT238	El Himeimat Ridge	F1-I3 (25%-75%)	7.4
FT193	En Force!	R2-R14 (12%-88%)	6.9	FT239	Armored Probe at Sidi-N	F4-G6 (40%-60%)	4.6
FT194	Forgotten Soldiers	R7-R4 (64%-36%)	5.8	FT240	Commando Beach 1	B0-I2 (0%-100%)	6.0

Id	Name	Record	R	Id	Name	Record	R
FT241	Commando Beach 2	B3-I2 (60%-40%)	7.0	FWO5	Texas Tea	A0-G0 (50%-50%)	
FT242	That Bridge Again	B4-I3 (57%-43%)	7.0	FWO6	Sergeants Lead the Way	A0-G0 (50%-50%)	
FT243	Send More Pigeons II	A1-I3 (25%-75%)	4.3	FWO7	Off the Beach	A0-G0 (50%-50%)	
FT244	Venturi Effect	A6-I2 (75%-25%)	4.5	FWO8	Lesson One	A0-G0 (50%-50%)	
FT245	Ciao Cina	I6-J2 (75%-25%)	7.0	FWO9	Frontal at St. Laurent	A1-G0 (100%-0%)	4.0
FT246	Gladium Pro Patria e Re	G3-I7 (30%-70%)	6.9	FWO10	A Brutal Task	A1-G1 (50%-50%)	5.0
FT247	Roter Mann	G1-I0 (100%-0%)	7.0	FWO11	Three Story House	A0-G0 (50%-50%)	
FT248	Hunting High	B1-G0 (100%-0%)	5.0	FWO12	Rocket Men	A0-G1 (0%-100%)	4.0
FT249	Winter's Fury	A2-G0 (100%-0%)	6.0	FWO13	Smashing a Breach	A1-G0 (100%-0%)	5.0
FT250	Decimation	I4-S1 (80%-20%)	5.4	FWO14	No Footprints	A0-G3 (0%-100%)	6.6
FT251	The Last Drive	A2-G6 (25%-75%)	5.5	FWO15	Blood in the Water	A0-G0 (50%-50%)	
FT252	Fratelli	G0-I0 (50%-50%)		FWO16	Black Day for the 116	A4-G0 (100%-0%)	7.0
FT253	Axis and Allies	A1-G3 (25%-75%)	7.2	G1	Timoshenko's Attack	G25-R39 (39%-61%)	7.2
FT254	Insurrection at Civald	G5-I7 (42%-58%)	5.9	G2	Last Act in Lorraine	A8-G22 (27%-73%)	6.2
FT255	Papers Tigers	G1-P2 (33%-67%)	4.0	G3	The Forgotten Front	A23-G7 (77%-23%)	4.9
FT256	Radio X-Mas	A6-I4 (60%-40%)	7.1	G4	First Action	A10-G12 (45%-55%)	5.2
FT257	Too Little, Too Soon	F1-G0 (100%-0%)		G5	Six Came Back	A10-G14 (42%-58%)	6.5
FT258	Panzerschlacht!	G0-R0 (50%-50%)		G6	Rocket's Red Glare	A200-G175 (53%-47%)	7.4
FT259	Alcazar!	G1-P5 (17%-83%)	6.9	G7	Bring up the Guns	D27-G27 (50%-50%)	6.2
FT260	Inaintel!	R2-R4 (33%-67%)	6.1	G8	Recon in Force	A52-G51 (50%-50%)	5.9
FT261	The Battle of Algiers	A4-V5 (44%-56%)	6.2	G9	Sunday of the Dead	B9-G17 (35%-65%)	5.5
FT262	20 Years Later...	F2-G3 (40%-60%)	5.3	G10	Grab at Gribovo	G19-R4 (83%-17%)	4.6
FT263	Summer Duty	G2-R0 (100%-0%)	3.8	G11	Pegasus Bridge	B2-G21 (9%-91%)	3.9
FT264	Hands Off the Loot!	G3-P0 (100%-0%)	6.5	G12	Avalanche!	G8-R2 (80%-20%)	4.5
FT265	Balkan Kessel	G1-P0 (100%-0%)	1.0	G13	A View from the Top	A9-G11 (45%-55%)	5.7
FT266	A Fine Mess	F7-G12 (37%-63%)	6.5	G14	Tiger, Tiger	G16-R42 (28%-72%)	6.3
FT267	Thugny-Trugny	F1-G1 (50%-50%)	3.0	G15	Bone of Contention	G29-P31 (48%-52%)	6.8
FT268	Spain's Crusaders	R1-S1 (50%-50%)	7.0	G16	Alligator Creek	A8-J15 (35%-65%)	5.8
FT269	End of the Rope	B1-J4 (20%-80%)	5.0	G17	Hakkaa Paalle	F17-R15 (53%-47%)	6.4
FT270	Revenge at Saint-Julien	G0-P2 (0%-100%)	7.3	G18	GOYA	A12-G8 (60%-40%)	5.2
FT271	Blowing the Lock of Col	A5-G4 (56%-44%)	6.9	G19	A Tough Nut to Crack	A3-J4 (43%-57%)	8.0
FT272	Rise of the Viet Minh	F0-V0 (50%-50%)		G20	Camp Nibeiva	B2-I4 (33%-67%)	6.0
FT273	Former Foes	B2-V3 (40%-60%)	6.0	G21	Cat's Kill	C5-G11 (31%-69%)	5.4
FTStN1	Standby to Ram!	B2-G0 (100%-0%)	6.5	G22	A Day By the Shore	B9-G5 (64%-36%)	4.4
FTStN2	Alongside the Old Mole	B2-G2 (50%-50%)	6.3	G23	Habbaniya Heights	B1-I14 (7%-93%)	5.0
FTStN3	Blowing the Gates	B0-G2 (0%-100%)	6.7	G24	Mountain Come to Mohamm	B9-I3 (75%-25%)	7.0
FTStN4	Get the Lights!	B2-G3 (40%-60%)	6.2	G25	The T-Patchers	A21-G17 (55%-45%)	6.7
FTStN5	Away the Lads!	B0-G2 (0%-100%)	7.0	G26	Parker's Crossroads	A14-G11 (56%-44%)	6.8
FTStN6	Dockside Dust Up	B1-G0 (100%-0%)		G27	Vaagso Venture	B13-G11 (54%-46%)	6.9
FTStN7	"We'll Fight Our Way Ou	B1-G1 (50%-50%)	6.5	G28	Ramsey's Charge	A13-J25 (34%-66%)	6.1
FTStN8	Escape and Evade	B2-G0 (100%-0%)	6.3	G29	Shoot-N-Scoot	A13-G15 (46%-54%)	7.1
FWO1	Plan Two	A4-G1 (80%-20%)	4.7	G30	Morgan's Stand	A20-G21 (49%-51%)	7.2
FWO2	Buying the Farm	A1-G3 (25%-75%)	4.0	G31	Point of the Sword	B7-G7 (50%-50%)	6.8
FWO3	Ace	A0-G1 (0%-100%)		G32	A Helping Hand	A10-G7 (59%-41%)	5.5
FWO4	Trapped Like Rats	A0-G2 (0%-100%)	3.0	G33	The Awakening of Spring	G13-R14 (48%-52%)	6.5

Id	Name	Record	R	Id	Name	Record	R
G34	The Liberators	G28-R14 (67%-33%)	6.8	Genesis	Locust Swarm	E1-I3 (25%-75%)	5.5
G35	Going to Church	C16-G19 (46%-54%)	6.7	Genesis	Etziongrad	A1-I2 (33%-67%)	5.2
G36	Hill of Death	B10-G13 (43%-57%)	5.8	Genesis	Buying Time	E1-I0 (100%-0%)	5.0
G37	Forth Bridge	B5-G3 (62%-38%)	6.3	Genesis	Triple Play	A2-I3 (40%-60%)	6.8
G38	Castello Fatato	I5-R5 (50%-50%)	5.2	Genesis	Trapping Nasser	A0-I0 (50%-50%)	
G39	A Desperate Affair	B5-G4 (56%-44%)	3.5	Genesis	Fatih-Allah	I0-S3 (0%-100%)	
G40	Will to Fight...Eradica	G6-P14 (30%-70%)	7.2	Genesis	I Dream of Jenin	I5-I1 (83%-17%)	7.2
G41	Jabo!	A8-G5 (62%-38%)	6.1	Genesis	Gate Crashing	A0-I1 (0%-100%)	6.0
G42	The Youth's First Blood	C10-G10 (50%-50%)	6.3	Genesis	No Time to be Thamed	E1-I1 (50%-50%)	7.5
G43	Kangaroo Hop	C6-G10 (38%-62%)	6.2	Genesis	Ambush at Mittla	E0-I0 (50%-50%)	
G44	Abandon Ship	A14-G14 (50%-50%)	7.1	Genesis	Final Act	E1-I2 (33%-67%)	5.2
G45	Halha River Bridge	J27-R31 (47%-53%)	5.8	Genesis	The Monastery	A1-I2 (33%-67%)	5.5
G46	Triumph Atop Taraldsvik	F8-G19 (30%-70%)	6.1	Genesis	Edge of the Sword	A0-I1 (0%-100%)	
GA4	Prince Albert's Own	B0-I0 (50%-50%)		Genesis	The Whiskey Wager	A0-I1 (0%-100%)	
GARV01	They Shall Not Sleep	A1-G1 (50%-50%)	7.5	Genesis1	Palestinian Prokhorovka	A2-I1 (67%-33%)	6.5
GARV02	Tigers on the Narva Lin	G1-R0 (100%-0%)	7.0	Genesis1	Ben-Jabo	E0-I0 (50%-50%)	
GC1	Teruel's Tooth	N4-R3 (57%-43%)	5.6	Genesis1	The Archers of Um Sheha	E2-I1 (67%-33%)	7.0
GC2	Last Stand on Hill 197	N4-R0 (100%-0%)	5.8	Genesis1	Operation Kislev	A2-I0 (100%-0%)	4.0
GC3	Son Servera	N2-R1 (67%-33%)	6.8	Genesis	Soldiers of Jerusalem	A0-I1 (0%-100%)	7.0
GC4	Pingarron Hill	N3-R0 (100%-0%)	7.0	Genesis	Antiquity	A3-I0 (100%-0%)	5.2
GC5	Dombrowski's Stand	N2-R3 (40%-60%)	4.6	GENESISI	Push to Um-Katef	E1-I1 (50%-50%)	6.0
GC6	Brihuega Disaster	I2-R5 (29%-71%)	6.9	GJ001	Dyhernfurth Terror	G0-Z0 (50%-50%)	
GC7	Resist or Die	N3-R3 (50%-50%)	7.2	GJ002	Daedalus Takes Flight	G0-P0 (50%-50%)	
GC8	Ay Carmela	N1-R3 (25%-75%)	7.2	GJ003	The Hornet's Sting	B0-G0 (50%-50%)	
GC9	The Torija	I0-R4 (0%-100%)	5.1	GJ004	The Road to Asmara	B0-I0 (50%-50%)	
GC10	Falangist Pride	N4-R0 (100%-0%)	6.5	GJ005	Wounded Panther	C0-G0 (50%-50%)	
GC11	Noi Saimo Italiani di G	I1-R1 (50%-50%)	7.0	GJ006	Jabo Junction	A0-G0 (50%-50%)	
GC12	Ring of Iron	N0-R5 (0%-100%)	3.9	GJ007	Scipio Africanus	B0-I0 (50%-50%)	
GD1	Vogt's Ritterkreuz	D1-G0 (100%-0%)	5.0	GJ008	Schnell Hase Schnell	G0-R0 (50%-50%)	
GD2	Grim Warning	A1-G0 (100%-0%)	3.0	GJ009	Polar Bear	B0-G0 (50%-50%)	
GD3	A Fast Lunch	A0-G0 (50%-50%)	5.6	GJ010	Riding the Rails	G0-R0 (50%-50%)	
GD4	Fight and Die Forward	G1-R0 (100%-0%)	6.1	GJ011	Tough Assignment	A0-G0 (50%-50%)	
GD5	Long Range Recon	G0-R1 (0%-100%)	6.5	GJ012	Operation Devon	B0-G0 (50%-50%)	
GD6	Seoul Brothers	A0-N0 (50%-50%)	5.4	GJ013	Die Untoten...die Untoten	G0-Z0 (50%-50%)	
GD7	The One Hundredth	G8-R5 (62%-38%)	6.0	GJ014	The Fields of Fury	A0-G0 (50%-50%)	
GD8	Blood-Flecked Snow	G0-R3 (0%-100%)	6.2	GJ015	Tiger 131	B0-G0 (50%-50%)	
GD9	Taste of Blood	G9-R6 (60%-40%)	6.2	GJ016	Fireball	A0-G0 (50%-50%)	
GD10	Apple Sauce	G5-R4 (56%-44%)	6.8	GJ017	A Fallen Rose	A0-G0 (50%-50%)	
GD11	Max and Moritz	G5-R3 (62%-38%)	6.1	GJ018	Tell Brigade I'm Not Go	B0-G0 (50%-50%)	
GD12	Herbstwind	G3-R0 (100%-0%)	5.7	GJ019	Wasp Flame	B0-G0 (50%-50%)	
GD13	Fire Brigades	G0-R0 (50%-50%)		GJ020	Foxtail	G0-R0 (50%-50%)	
GD14	Fighting Like Lions	G1-R1 (50%-50%)	6.0	GJ021	Grenadier Dash	C0-G0 (50%-50%)	
GD15	Closing the Back Door	G5-R7 (42%-58%)	5.2	GJ022	Barfoot	A0-G0 (50%-50%)	
GD16	The Clash at Borissovka	G2-R1 (67%-33%)	5.0	GJ023	Hanson's Bridge	A0-J0 (50%-50%)	
Genesis	Sons of Galilee	I4-S3 (57%-43%)	7.2	GJ024	Quarry Hill	B0-G0 (50%-50%)	

Id	Name	Record	R
GJ025	Die Glocke	G0-Z0 (50%-50%)	
GJ026	Chamber of Deputies	F0-G0 (50%-50%)	
GJ027	Wie ein Weihnacht's Ste	B0-G0 (50%-50%)	
GJ028	Wulf Hunt	G0-R0 (50%-50%)	
GJ029	Ghosts of the Carpathia	G0-R0 (50%-50%)	
GJ030	Devil Dogs on Ice	A0-G0 (50%-50%)	
GJ031	Ritter's Relief	G0-R0 (50%-50%)	
GJ032	Uhlig's Assault	A0-G0 (50%-50%)	
GJ033	Sake at Sunrise	A0-J0 (50%-50%)	
GJ034	Mule Skinner	A0-J0 (50%-50%)	
GJ035	At the Don's Edge	G0-R0 (50%-50%)	
GJ036	A Saar Soiree	F0-G0 (50%-50%)	
GJ037	Das Golem	G0-P0 (50%-50%)	
GJ038	Croc Night	B0-J0 (50%-50%)	
GJ039	The Lion and the Beer	B0-G0 (50%-50%)	
GJ040	Panthers Under the Tree	A0-G0 (50%-50%)	
GJ041	Carpathian Cats	H0-R0 (50%-50%)	
GJ042	Dawn of a New Pharoah	B0-G0 (50%-50%)	
GJ043	Smoking Cobras	B0-G0 (50%-50%)	
GJ044	Fox Hunt	G0-P0 (50%-50%)	
GJ045	Panzer Grenadier Schule	G0-R0 (50%-50%)	
GJ046	The Steeple	G0-R0 (50%-50%)	
GJ047	Ateball	A0-J0 (50%-50%)	
GJ048	Marvie Melee	A0-G0 (50%-50%)	
GJ049	Freie Jagd	G0-P0 (50%-50%)	
GJ050	The Heroes of Hollis	A0-Z0 (50%-50%)	
GJ051	Garden Party	G0-P0 (50%-50%)	
GJ052	Desperate Yuletide	G0-R0 (50%-50%)	
GJ053	Roll Jordan Roll	A0-G0 (50%-50%)	
GJ054	4 Steeples for Lt. Gree	A0-G0 (50%-50%)	
GJ055	Die gepanzerte Beste	G0-R0 (50%-50%)	
GJ057	Steiner's Fabrik	G0-R0 (50%-50%)	
GJ058	Climb to Glory	A0-G0 (50%-50%)	
GJ059	A Deadly Pasture	A0-G0 (50%-50%)	
GJ060	Illi's Block	B0-G1 (0%-100%)	
GJ061	Haenert's Line	G0-R0 (50%-50%)	
GJ062	Jurassic Peiper	D0-G0 (50%-50%)	
GJ063	Through the Summer Grai	G0-R0 (50%-50%)	
GJ064	Snap Freeze	F0-R1 (0%-100%)	8.5
GJ065	Friends or Enemies	G0-R0 (50%-50%)	
GJ066	Nankan Station	B0-J0 (50%-50%)	
GJ067	Oh, It's Only Those Old	G0-R0 (50%-50%)	
GJ068	Over Hill 192	A0-G0 (50%-50%)	
GJ069	Dewey's Scratch Force	A0-G0 (50%-50%)	
GJ070	The Duropa Plantation	A0-J0 (50%-50%)	

Id	Name	Record	R
GJ071	Boxed In	B0-G0 (50%-50%)	
GJ072	Ambush at Hill 70	G0-R0 (50%-50%)	
GJ073	Those Bloody Guns	B0-G0 (50%-50%)	
GJ074	Race for the Wolfheze	B0-G0 (50%-50%)	
GJ075	Mojave Madness	A0-Z0 (50%-50%)	
GJ076	Kapitulieren...Nein!	A0-G1 (0%-100%)	8.0
GJ077	Objective AF	A0-J0 (50%-50%)	
GJ078	A Day at the Museum	B0-G0 (50%-50%)	
GJ079	Woodland Pursuit	G1-P0 (100%-0%)	9.0
GJ080	Tank Desant	G0-R0 (50%-50%)	
GJ081	Fife & Forfar to the Fr	B0-G1 (0%-100%)	6.5
GJ082	Delaying the 9th Panzer	A0-G0 (50%-50%)	
GJ083	Brueke des Gebirgsjaege	G0-R0 (50%-50%)	
GJ084	Hugel oder Bauernhof	A0-G0 (50%-50%)	
GJ085	Sunrise Surprise	A0-G0 (50%-50%)	
GL1	Hill 67	B1-G1 (50%-50%)	8.0
GONA1	On the Right Flank	A3-J2 (60%-40%)	6.0
GONA2	Gona's Gone	A5-J1 (83%-17%)	6.0
GONA3	Cold Comfort	A8-J9 (47%-53%)	6.3
GONA4	Early Surprise	A1-J2 (33%-67%)	6.3
GONA5	Desperate Escape	A1-J0 (100%-0%)	4.5
GONA6	Skilbeck's Gauntlet	A1-J1 (50%-50%)	5.7
Gona7	Repulsed on the Beach	A1-J0 (100%-0%)	7.0
GRE1	Green Berets at Termoli	B8-G1 (89%-11%)	5.8
GRE2	"Alarm, die Tommies kom	B3-G2 (60%-40%)	7.2
GRE3	Wikings Catwalk	G1-R3 (25%-75%)	6.0
GRE4	Bukit Chandu	B7-J8 (47%-53%)	6.2
GRE5	The Dornot Horseshoe	A2-G5 (29%-71%)	6.1
GRE6	The Wehr	F3-G1 (75%-25%)	4.0
GS10K	Gunapalooza	G0-S0 (50%-50%)	
GSTK1	Going to School	B16-G16 (50%-50%)	5.9
GSTK2	House G	B3-G12 (20%-80%)	6.0
GSTK3	Real Men Stay in School	B8-G0 (100%-0%)	4.8
GSTK4	The Pillbox	B4-G1 (80%-20%)	5.5
GSTK5	Please Hurry	B8-G2 (80%-20%)	7.0
GSTK6	Block by Bloody Block	B3-G7 (30%-70%)	7.2
GSTK7	Raus!	B3-G2 (60%-40%)	6.0
GtF1	Caught Napping	F8-G6 (57%-43%)	5.3
GtF2	Bitter Day	F6-G8 (43%-57%)	6.2
GtF3	Reluctant Withdrawal	F3-G4 (43%-57%)	5.9
GtF4	Thisnes at Dusk	F1-G6 (14%-86%)	6.7
GtF5	Wrong Battle	F10-G8 (56%-44%)	5.8
GtF6	Without Thought of Retr	F4-G4 (50%-50%)	6.2
GtF7	Recapturing Ernage	F8-G8 (50%-50%)	6.8
GtF8	Death on a Hollow Road	F10-G4 (71%-29%)	6.4

Id	Name	Record	R	Id	Name	Record	R
GWASL11	Schneiders at Soissons	F0-G0 (50%-50%)		HB6	Clash of Titans	G2-R2 (50%-50%)	3.5
GWASL12	Window of Opportunity	F0-G0 (50%-50%)		HB7	High Tide	G4-R5 (44%-56%)	7.5
GWASL13	Blasted Woods	F1-G0 (100%-0%)		HB8	The Woodsmen	G3-R0 (100%-0%)	7.2
GWASL14	Dead Man Hill	F0-G0 (50%-50%)		HBCG1	Hell's Bridgehead CG1	G2-R0 (100%-0%)	7.0
GWASL15	Flag Signal: Advance!	F0-G0 (50%-50%)		HBCG2	Hell's Bridgehead CG2	G0-R0 (50%-50%)	
GWASL16	Pilckem Ridge	F1-G0 (100%-0%)	7.0	HC1	First Matanikau	A16-J14 (53%-47%)	6.3
GWASL17	Baptism of Valor	F0-G0 (50%-50%)		HC2	Bailey's Demise	A11-J5 (69%-31%)	6.0
GWASL18	The French Spirit	F0-G0 (50%-50%)		HC3	Samurai Sunset	A6-J0 (100%-0%)	6.5
GWASL27	Opening Blow	G0-R0 (50%-50%)		HC4	Whaling Good Time	A10-J4 (71%-29%)	5.2
GWASL28	Disaster at Gumbinnen	G0-R0 (50%-50%)		HC5	The Sand Spit	A3-J1 (75%-25%)	4.7
GWASL29	Fresh Blood	G0-R0 (50%-50%)		HF1	Black Day in Hatten	A31-G27 (53%-47%)	6.5
GWASL30	Samsonov's End	G0-R0 (50%-50%)		HF2	Bertoldo the Brave	A19-G25 (43%-57%)	6.5
GWASL31	The Kerensky Offensive	G0-R0 (50%-50%)		HF3	First Timers	A28-G28 (50%-50%)	6.6
GWASL32	Sacrifice for Joffre	G1-R0 (100%-0%)	7.0	HF4	Liehr Launches First	A27-G25 (52%-48%)	6.8
GWASL33	Action Along the Wilja	G0-R0 (50%-50%)		HF5	Graveyard Shift	A13-G6 (68%-32%)	6.2
GWASL34	East of Sosenska	G0-R0 (50%-50%)		HF6	Jackpot Jones	A31-G29 (52%-48%)	6.7
GWASL35	Polish Legion	A0-R0 (50%-50%)		HF7	Gotta Get Out	A13-G14 (48%-52%)	6.6
GWASL36	Bread Not Blood	A0-R0 (50%-50%)		HF8	Fahrenheit 352	A16-G18 (47%-53%)	6.7
GWASL37	Brzo, Brzo!	A0-R0 (50%-50%)		HG1	Pinched a Tank	A3-I4 (43%-57%)	3.0
GWASL38	Polish Hill	A0-R0 (50%-50%)		HG2	The Gifu	A3-J0 (100%-0%)	4.0
GWASL39	The Very Last Hour	A0-R0 (50%-50%)		HG3	Bumps Along the Tiddam	I8-J13 (38%-62%)	5.7
GWASL40	Cossack Terror	A0-R1 (0%-100%)	6.0	HG4	Cohort and the Phalanx	G10-I10 (50%-50%)	5.4
GWASL41	Opportunity in Bukovina	A0-R0 (50%-50%)		HG5	Mount Istibei	G3-G9 (25%-75%)	6.1
GWASL42	The Rojische Bridgehead	A0-R0 (50%-50%)		HG6	Corniche Game	F10-I5 (67%-33%)	5.9
GWASL51	Driven Out	A0-G0 (50%-50%)		HG7	Skill in Khilki	G4-R6 (40%-60%)	6.3
GWASL52	The O.G. Lines	A0-G0 (50%-50%)		HG8	Stampede at Hill 253.5	G4-R9 (31%-69%)	5.8
GWASL53	First Dash	A0-G0 (50%-50%)		HH1	Prelude to Huertgen Hel	A0-G0 (50%-50%)	6.0
GWASL54	Pozieres Heights	A0-G0 (50%-50%)		HH2	Jump Off to Vossenack	A0-G0 (50%-50%)	3.0
GWASL55	First Puncture	A0-G0 (50%-50%)		HH3	Company E Mops Up	A0-G0 (50%-50%)	4.7
GWASL56	"Determination and Valo	A1-G0 (100%-0%)	7.0	HH4	The Green Hornet	A0-G0 (50%-50%)	4.3
GWASL57	The Sugarloaf	A0-G0 (50%-50%)		HH5	Task Force Lacy	A0-G1 (0%-100%)	6.0
GWASL58	Bayonet to Bayonet	A1-G0 (100%-0%)	7.0	HH6	Kall Riposte	A0-G0 (50%-50%)	
GWASL59	The Bergmann Offensive	R0-T0 (50%-50%)		HH7	Engineers Fire!	A0-G0 (50%-50%)	
GWASL60	Stand at Pine Ridge	A0-T1 (0%-100%)	9.0	HH8	Beaten to the Draw	A0-G0 (50%-50%)	
GWASL61	Plugge's Point	A0-T0 (50%-50%)		HIB1	Devil's Summit	G0-R0 (50%-50%)	
GWASL62	Valley of Death	F0-T0 (50%-50%)		HIB2	Retaking Stalin's Perch	G0-R0 (50%-50%)	
GWASL63	Forgotten Arabs	A0-T0 (50%-50%)		HIB3	Dueling Bayonets	G0-R0 (50%-50%)	
GWASL64	Achi Baba Nulla	A0-T0 (50%-50%)		HIB4	Scrapyard	G1-R0 (100%-0%)	
GWASL65	Fir Tree Spur	A0-T0 (50%-50%)		HIB5	The Inferno	G0-R0 (50%-50%)	
GWASL66	Australian Achilles	A0-T0 (50%-50%)		HIB6	Shock and Awe	G0-R0 (50%-50%)	
HB1	Psel River Line	G1-R5 (17%-83%)	6.7	HIB7	Under Shell and Bomb	G0-R0 (50%-50%)	
HB2	Battle At Arm's Length	G8-R9 (47%-53%)	5.9	HIB8	Fraught With Danger	G1-R0 (100%-0%)	
HB3	Just Over the Highway	G2-R6 (25%-75%)	6.8	HIB9	Hitler's Little Helpers	C1-R0 (100%-0%)	7.0
HB4	Graveyard of Steel	G3-R3 (50%-50%)	6.7	HIB10	But Not There Yet	C0-R1 (0%-100%)	
HB5	To the Last Round	G3-R4 (43%-57%)	6.6	HIB11	Arisen Once More	G0-R0 (50%-50%)	

Id	Name	Record	R
HIB12	Ditch Ghouls	G1-R0 (100%-0%)	7.0
HIB13	Ashes of Victory	G1-R0 (100%-0%)	
HIB14	Crater Hill	G0-R0 (50%-50%)	
HIB15	Tears of Joy	G0-R1 (0%-100%)	
Hill192-	Hill 192 Micro Campaign	A0-G0 (50%-50%)	
HOW01	Guns of Naro	A21-I22 (49%-51%)	7.0
HOW02	Canicatti	A6-G11 (35%-65%)	6.9
HOW03	Redlegs as Infantry	A1-G3 (25%-75%)	6.8
HOW04	Inch by Inch	A6-G9 (40%-60%)	7.4
HOW05	Narrow Front	A5-G1 (83%-17%)	7.0
HOW06	From Bad to Wuerselen	A6-G2 (75%-25%)	7.3
HOW07	Trench Warfare	A8-G2 (80%-20%)	5.2
HOW08	Merzenhausen Zoo	A12-G8 (60%-40%)	7.4
HOW09	A Perfect Match	A2-G5 (29%-71%)	6.9
HOW10	In the Bag	A2-G5 (29%-71%)	7.4
HOW11	InHumaine	A11-G14 (44%-56%)	6.9
HOW12	Lee's Charge	A9-G12 (43%-57%)	7.0
HOW13	Hitler's Bridge	A2-G4 (33%-67%)	7.6
HP 1	Seeking Sanctuary	A11-G2 (85%-15%)	6.3
HP 2	Lousy Crossroads	A13-G15 (46%-54%)	6.3
HP 3	Rimling Round Up	A18-G22 (45%-55%)	5.7
HP 4	French Toast	F13-G4 (76%-24%)	6.2
HP 5	Rudder's Keystone	A5-G2 (71%-29%)	6.8
HP 6	Kraut Cookout	A8-G2 (80%-20%)	5.8
HP 7	Ripple Effect	A6-G9 (40%-60%)	5.9
HP 8	Ligneuville Halt	A19-G5 (79%-21%)	6.8
HP 9	The Maelstrom	G3-R8 (27%-73%)	5.3
HP10	Three Brave Men	G8-R1 (89%-11%)	5.6
HP11	Pillau Fight	G10-R2 (83%-17%)	6.7
HP12	Kicked Autz	G26-R16 (62%-38%)	6.0
HP13	Radio Wars	G38-R25 (60%-40%)	7.1
HP14	Cracking Skulls	G19-R11 (63%-37%)	6.5
HP15	Moldavian Massacre	R32-R28 (53%-47%)	5.9
HP16	The Mud Rats	G3-R1 (75%-25%)	6.3
HP17	Down Radio Road	A37-J29 (56%-44%)	6.9
HP18	Flame Tree Hill	A4-J1 (80%-20%)	7.1
HP19	Black Eye	A4-J0 (100%-0%)	5.5
HP20	A Motley Crew	A7-J1 (88%-12%)	6.8
HP21	Loose on Luzon	A3-J3 (50%-50%)	5.5
HP22	Luzon Lunatics	A4-J6 (40%-60%)	6.4
HP23	Sherlock's Stand	A2-J2 (50%-50%)	3.8
HP24	Warfe's War	A0-J1 (0%-100%)	7.0
HP25	Duropa Plantation	A8-J11 (42%-58%)	6.3
HP26	Cork in the Bottle	A0-J5 (0%-100%)	5.0
HP27	Last Ditch Ridge	A1-G4 (20%-80%)	5.5

Id	Name	Record	R
HP28	A Meaningful Diversion	A3-B9 (25%-75%)	6.4
HP29	Tin Cans, Tin Hats	A1-V3 (25%-75%)	5.2
HP30	Bloody Bari	G7-I3 (70%-30%)	7.0
HP31	Operation Eisbar	B3-G0 (100%-0%)	7.0
HP32	Sweet Surrender	B4-I7 (36%-64%)	6.5
HP33	Winter Storm	A15-I7 (68%-32%)	6.9
HP34	Big, Bad, Gun	B34-I29 (54%-46%)	6.6
HP35	A Hollow Victory	F2-I2 (50%-50%)	6.0
HP36	Grudge Match	A3-V7 (30%-70%)	5.7
HPB1	Scots at a Standstill	B0-G0 (50%-50%)	
HPB2	Brandenburger Bridge	G0-R0 (50%-50%)	
HR1	Wotanstellung (Wotan's	G0-R1 (0%-100%)	
HS1	First Matanikau	A12-J9 (57%-43%)	6.0
HS2	War Without Quarter	A13-J9 (59%-41%)	5.8
HS3	Tasimboko Raid (rev. A9	A11-J7 (61%-39%)	5.5
HS4	High Water Mark	A26-J2 (93%-7%)	5.0
HS5	Restoration	A26-J47 (36%-64%)	6.5
HS6	Just Fighting Through	A11-J11 (50%-50%)	5.8
HS7	We Know Where They Are	A2-J12 (14%-86%)	4.6
HS8	Bailey's Demise	A24-J16 (60%-40%)	6.0
HS9	Ambitious Plans (rev. B	A4-J3 (57%-43%)	6.1
HS10	Government Property	A0-J13 (0%-100%)	6.2
HS11	The Sand Spit	A4-J9 (31%-69%)	6.0
HS12	Chesty's Turn	A3-J17 (15%-85%)	5.2
HS13	The Ravine	A8-J13 (38%-62%)	6.9
HS14	The Christmas Gifu	A2-J8 (20%-80%)	5.1
HS15	Hill 27	A40-J30 (57%-43%)	5.9
HS16	Sims' Ridge	A10-J26 (28%-72%)	6.1
HS17	Water Foul	B7-G8 (47%-53%)	6.2
HS18	To the Matter Born	B1-G19 (5%-95%)	5.2
HS19	Bewildered and Belliger	B20-G32 (38%-62%)	6.2
HS20	Married Up	B2-G8 (20%-80%)	5.1
HS21	Hervorst Hell	B14-G19 (42%-58%)	6.4
HS22	Goch Ya	B27-G24 (53%-47%)	6.6
HS23	Tussle at Tomashof	B3-G15 (17%-83%)	5.3
HS24	Tickling the Ivories	C1-G8 (11%-89%)	4.7
HS25	Lambs Led to Slaughter	C29-G39 (43%-57%)	6.0
HS26	Got Milk?	C17-G27 (39%-61%)	7.3
HS27	Lawless Ways	B11-G15 (42%-58%)	5.9
HS28	Battered Remnants	B7-G4 (64%-36%)	5.4
HS29	Obstinate Canadians	C9-G12 (43%-57%)	6.4
HS30	The Good Shepherd	C26-G36 (42%-58%)	6.4
HS31	Protesting the Speculat	C14-G9 (61%-39%)	6.1
HS32	A Few Rounds	C34-G26 (57%-43%)	6.3
HS33	Down on the Farm	B2-G3 (40%-60%)	5.8

Id	Name	Record	R	Id	Name	Record	R
IC1	The Road to St. Lo	A3-G1 (75%-25%)	4.0	J13	The Gorge	A4-J16 (20%-80%)	5.8
IC2	Skirmish in the Snow	G3-R1 (75%-25%)	5.5	J14	On the Hoss' Side	A6-J9 (40%-60%)	6.9
IC3	Waiting For Fredendall	B0-G1 (0%-100%)	5.0	J15	Turning Off the Spigot	A4-J16 (20%-80%)	6.9
IC4	Hell On Wheels	A2-G1 (67%-33%)		J16	Kakazu's Tombs	A4-J1 (80%-20%)	3.8
IC6	Rear Area Defenders	B1-G2 (33%-67%)	7.8	J17	Clearing Kakazu	A18-J8 (69%-31%)	7.0
IC7	Mounted Extraction	G3-R9 (25%-75%)	6.5	J18	The Pinnacle (ASL Journ	A8-J9 (47%-53%)	7.6
IC8	Celles m�el�ee	A6-G13 (32%-68%)	6.2	J19	Merzenhausen Zoo	A65-G75 (46%-54%)	7.5
IC9	A Parting Blow	A2-G7 (22%-78%)	4.4	J20	The Guns of Naro (ASL J	A31-I39 (44%-56%)	5.9
IC10	Tyranny's End	A1-G2 (33%-67%)	7.8	J21	Scobie Preserves	I29-P12 (71%-29%)	6.1
IC11	Monty's Mess	B11-G12 (48%-52%)	5.5	J22	Oh Joy!	G39-R32 (55%-45%)	6.5
IC12	Crocodile Rock	B6-G4 (60%-40%)	6.4	J23	Kampfgruppe at Karachev	G86-R64 (57%-43%)	6.7
IP 1	Hidden Foe	A0-J2 (0%-100%)	5.0	J24	Smashing the 3rd	G65-R55 (54%-46%)	7.0
IP 2	Company A's Charge	A3-J0 (100%-0%)	7.0	J25	The Weigh In	G13-P28 (32%-68%)	6.3
IP 3	Potter's Ridge	A0-J2 (0%-100%)	3.0	J26	Round Two	G25-P15 (62%-38%)	6.4
IP 4	Rebuffed At Ryan's Ridg	A2-J0 (100%-0%)	5.0	J27	High Tide at Heiligenbe	G75-R53 (59%-41%)	5.9
IP 5	Schoeff's Stand	A1-J2 (33%-67%)	6.7	J28	Inhumaine	A79-G58 (58%-42%)	6.3
IP 6	Smoke Them Out	A2-J1 (67%-33%)	6.6	J29	The Capture of Balta	G18-R31 (37%-63%)	6.9
IP 7	Humped Guns	A2-J0 (100%-0%)	6.7	J30	Nocturnal Attrition	I6-N25 (19%-81%)	5.6
IP 8	Fists And Fury	A4-J1 (80%-20%)	6.9	J31	Lovat First Sight	B10-G4 (71%-29%)	5.8
IP 9	Item Pocket Reduced	A1-J1 (50%-50%)	7.0	J32	Panzer Graveyard	B88-G99 (47%-53%)	6.6
IP 10	Item Pocket Cleared	A2-J0 (100%-0%)	5.5	J33	The Slaughterhouse	G97-R68 (59%-41%)	7.3
ITR9	Asia's Stalingrad	C3-J2 (60%-40%)	6.5	J34	Men of the Mountains	I53-P76 (41%-59%)	6.7
ITR10	Samurai Stalingrad	C1-J3 (25%-75%)	5.0	J35	Siam Sambal	T42-V32 (57%-43%)	6.3
ITR11	Cremation Station	C4-J5 (44%-56%)	5.7	J36	The Bridge of Verdalsor	B40-G46 (47%-53%)	6.0
ITR12	Sosabowski Slapdown	G2-P4 (33%-67%)	7.2	J37	Tretten in Flames	B37-G49 (43%-57%)	6.3
ITR13	To the Last Bullet	G7-R3 (70%-30%)	4.8	J38	Bitter Defense at Otta	B4-G16 (20%-80%)	4.4
ITR14	Between Rockets and a H	G10-R6 (62%-38%)	6.6	J39	Indeed!	B2-G21 (9%-91%)	4.2
ITR15	Tractor Factory 137	G5-R2 (71%-29%)	6.5	J40	Might Makes Right	G55-N35 (61%-39%)	6.1
ITR16	The Fighting Tank Buste	A1-G7 (12%-88%)	5.0	J41	By Ourselves	G131-N109 (55%-45%)	6.5
ITR17	The Devil's Factory	A1-G2 (33%-67%)	6.2	J42	Grebbe End	D73-G87 (46%-54%)	6.0
ITR18	Capital of the Ruins	A0-G3 (0%-100%)		J43	3rd RTR in the Rain	B159-G174 (48%-52%)	7.0
ITR19	The Narrow Front	A2-G2 (50%-50%)	5.0	J44	Audacity!	F71-G78 (48%-52%)	6.2
ITR20	Fill 'er Up Mac	A0-J4 (0%-100%)	4.6	J45	The Last Roadblock	F43-G45 (49%-51%)	6.2
J1	Urban Guerrillas	G150-R193 (44%-56%)	7.5	J46	Strongpoint 11	D65-J58 (53%-47%)	6.3
J2	Battlin' Buckeyes	A46-J82 (36%-64%)	6.7	J47	They're Here! Reverse!	B28-I17 (62%-38%)	5.9
J3	A Sunday Stroll	A14-G19 (42%-58%)	6.6	J48	Blood Enemies	C53-Y34 (61%-39%)	6.1
J4	Wet Sawwahs	D14-J23 (38%-62%)	4.8	J49	Desperate Dash	G17-R4 (81%-19%)	4.4
J5	Bizory Loves Company	A11-G29 (28%-72%)	5.5	J50	The Cactus Farm	B24-G19 (56%-44%)	6.8
J6	St. Barthelemy Bash	A9-G14 (39%-61%)	6.7	J51	Canicatti	A44-G48 (48%-52%)	6.1
J7	Slow and Steady	C41-J29 (59%-41%)	6.1	J52	Dress Rehearsal	G64-R20 (76%-24%)	6.7
J8	Block Busting in Bokrui	G49-R61 (45%-55%)	6.5	J53	Setting the Stage	G57-R58 (50%-50%)	6.6
J9	A Stiff Fight	G100-J105 (49%-51%)	6.5	J54	Showtime	G17-R38 (31%-69%)	6.9
J10	Armored Fist	B15-J34 (31%-69%)	4.5	J55	Matsumoto's Charge	A27-J13 (68%-32%)	6.0
J11	In the Old Tradition	B5-J26 (16%-84%)	5.4	J56	A Burnt Out Case	G20-R33 (38%-62%)	6.8
J12	Jungle Fighters	B66-J57 (54%-46%)	6.9	J57	Guards Artillery	B11-G17 (39%-61%)	5.1

Id	Name	Record	R	Id	Name	Record	R
J58	No. 8 Platoon Overrun	B20-G22 (48%-52%)	6.0	J103	Lenin's Sons	G122-R128 (49%-51%)	6.7
J59	Friday the 13th	G131-R142 (48%-52%)	6.6	J104	Flanking Flamethrowers	G47-R30 (61%-39%)	6.4
J60	Bad Luck	A78-G84 (48%-52%)	6.5	J105	Borodino Train Station	G70-R46 (60%-40%)	6.5
J61	In the Bag	A24-G28 (46%-54%)	6.8	J106	Marders Not Martyrs	G66-R85 (44%-56%)	5.8
J62	Lee's Charge	A26-G25 (51%-49%)	6.1	J107	Operation Schwarz	C9-P21 (30%-70%)	6.2
J63	Silesian Interlude	G112-R130 (46%-54%)	6.6	J108	Danica Air	C12-P8 (60%-40%)	6.1
J64	American Tragedy - Kaka	A3-J7 (30%-70%)	6.2	J109	Break for Hungary	C17-P16 (52%-48%)	5.7
J65	Brave Little Emchas	G31-R22 (58%-42%)	6.8	J110	The Prelude to Spring	G42-R29 (59%-41%)	5.7
J66	Sound Retreat	B12-G14 (46%-54%)	5.8	J111	Prussia in Flames	G39-R27 (59%-41%)	6.4
J67	The Lawless Roads	B42-G43 (49%-51%)	6.2	J112	Prelude to Dying	C22-P12 (65%-35%)	6.3
J68	Unlucky Thirteenth	B44-G43 (51%-49%)	6.1	J113	Maczek Fire Brigade	G40-P50 (44%-56%)	6.9
J69	The Army at the Edge of	F38-J33 (54%-46%)	6.3	J114	The Marketplace at Worm	B23-G18 (56%-44%)	6.2
J70	Just an Illusion	F17-T21 (45%-55%)	6.3	J115	Last Push to Mozhaisk	G28-R47 (37%-63%)	5.8
J71	Tomforce	B9-J15 (38%-62%)	5.4	J116	Brigade Hill	A52-J48 (52%-48%)	6.7
J72	Cahier Carriers	B18-G17 (51%-49%)	5.7	J117	The Triangle	A13-J11 (54%-46%)	4.9
J73	Tired and Unsupported	A23-G6 (79%-21%)	3.2	J118	Elephants Unleashed	G47-R35 (57%-43%)	6.7
J74	Priests on the Line	A44-G45 (49%-51%)	6.8	J119	Sovkhoz Haystacks	G32-R23 (58%-42%)	6.6
J75	My Lonely Valentine	G12-R23 (34%-66%)	6.6	J120	Ishun Tank Traps	G20-R27 (43%-57%)	6.4
J76	Ultimate Treachery	F46-J43 (52%-48%)	5.9	J121	Schloss Hemingstein	A34-G26 (57%-43%)	6.2
J77	Moses' Blazes	B21-G12 (64%-36%)	5.5	J122	Bloody Bois Jacques	A44-G31 (59%-41%)	6.0
J78	Fast Heinz	G7-R9 (44%-56%)	5.7	J123	Charging Chaumont	A20-G18 (53%-47%)	6.3
J79	Rommel's Remedy	G18-N25 (42%-58%)	6.6	J124	Cobra Kings	A4-G15 (21%-79%)	6.1
J80	Egypt's Last Hope	B24-G9 (73%-27%)	6.1	J125	Everything Is Lost	G15-R22 (41%-59%)	6.5
J81	Twisted Knickers	B10-G17 (37%-63%)	6.0	J126	Ugly Faces	A21-G12 (64%-36%)	6.2
J82	Pavlov's House	G26-R18 (59%-41%)	6.0	J127	Messervy's Men	B28-I34 (45%-55%)	5.6
J83	Bloody Nose	G38-R21 (64%-36%)	6.7	J128	Opium Hill	B30-J19 (61%-39%)	5.9
J84	Makin Taken	A27-J41 (40%-60%)	6.1	J129	Mountain Hunters	G57-R44 (56%-44%)	6.7
J85	Ptichin' In	G18-P25 (42%-58%)	6.3	J130	The Art of Dying	I59-R75 (44%-56%)	6.8
J86	Frontal Assault	B16-G6 (73%-27%)	5.0	J131	First Love	A18-J10 (64%-36%)	6.2
J87	Flames of Unrest	G20-P9 (69%-31%)	6.4	J132	Jungle Infiltration	A5-J11 (31%-69%)	5.4
J88	Escape to Wiltz	A32-G49 (40%-60%)	6.5	J133	One Miserable Night	A3-J3 (50%-50%)	4.7
J89	Himmler's House	G19-R23 (45%-55%)	7.2	J134	Kerry's Crossing	A3-J8 (27%-73%)	4.3
J90	The Time of Humiliation	J16-V23 (41%-59%)	6.7	J135	Diversion	A6-J8 (43%-57%)	4.9
J91	The Sooner the Better	A17-G13 (57%-43%)	5.7	J136	Muddy Mayhem	A5-J7 (42%-58%)	6.4
J92	Your Turn Now	A25-J21 (54%-46%)	6.2	J137	No Mercy In Burcy	B32-G20 (62%-38%)	5.0
J93	The Porechye Bridgehead	G23-R3 (88%-12%)	5.7	J138	Point to Make	B18-G25 (42%-58%)	6.0
J94	Kempf at Melikhovo	G115-R138 (45%-55%)	6.7	J139	Light Aid Detached	B6-G17 (26%-74%)	6.3
J95	Typical German Response	B24-G10 (71%-29%)	6.3	J140	All Down the Line	B63-G46 (58%-42%)	6.2
J96	Another Bloody Attack	B8-G19 (30%-70%)	5.3	J141	Riding with the King	G42-R26 (62%-38%)	6.0
J97	A Nice Morning for a Ri	B4-G16 (20%-80%)	5.8	J142	Penny Packets	A14-G12 (54%-46%)	6.5
J98	Lend-Lease Attack	G40-R61 (40%-60%)	6.2	J143	Circle of Doom	A15-G30 (33%-67%)	6.3
J99	On to Florence	G20-N52 (28%-72%)	5.7	J144	Three for the Third	A7-G24 (23%-77%)	5.3
J100	For a Few Rounds More	A50-G39 (56%-44%)	6.0	J145	Golden Pheasants	A15-G18 (45%-55%)	6.4
J101	The Coconut Plantation	A16-J17 (48%-52%)	5.4	J146	Ragnarök (Ragnarok)	G54-R56 (49%-51%)	6.3
J102	The Yelnya Bridge	G55-R45 (55%-45%)	6.7	J147	Into the Grinding Mill	C16-J5 (76%-24%)	6.5

Id	Name	Record	R
J148	Last Minute War	H36-S22 (62%-38%)	6.3
J149	Taking a Stand at Rosar	A10-J5 (67%-33%)	5.5
J150	The Sangshak Redemption	B33-J38 (46%-54%)	6.8
J151	Squeeze Play	B16-J4 (80%-20%)	4.4
J152	Messenger Boys	B39-G44 (47%-53%)	6.3
J153	Dawn's Early Light	A6-G12 (33%-67%)	4.5
J154	Cradle to Grave	A22-G24 (48%-52%)	6.9
J155	It's Hardly Fair	A35-G27 (56%-44%)	6.0
J156	Mageret Mixer	A36-G24 (60%-40%)	6.0
J157	Rage Against the Machin	G87-R65 (57%-43%)	7.3
J158	It Don't Come Easy	A18-G24 (43%-57%)	6.2
J159	Tropic Lightning	A27-J33 (45%-55%)	6.7
J160	Bienen Burnout	C11-G19 (37%-63%)	6.6
J161	Riding to the Rescue	B20-G29 (41%-59%)	6.4
J162	African Brothers	B6-I10 (38%-62%)	5.5
J163	Aiding the Local Consta	I1-M7 (12%-88%)	6.3
J165	Among the Dead	A34-G19 (64%-36%)	6.0
J166	Maximum Aggression	B24-J43 (36%-64%)	6.6
J167	Hart Attack	A88-G87 (50%-50%)	7.1
J168	Katyusha's Embrace	G20-R16 (56%-44%)	6.3
J169	Few and Far Between	G6-R5 (55%-45%)	6.6
J170	Red Churchills	F20-R10 (67%-33%)	6.7
J172	Ramcke's Redoubt	A5-G11 (31%-69%)	4.2
J173	Assault on Baerendorf	A30-G16 (65%-35%)	6.0
J174	Heart of Athena	B10-P4 (71%-29%)	5.9
J175	Bedburg Bite	B36-G49 (42%-58%)	6.8
J176	Deadly Assumption	A10-G6 (62%-38%)	7.2
J177	Coup de Main at Hammink	B6-G13 (32%-68%)	5.7
J178	Old Friends	A33-G26 (56%-44%)	7.0
J179	Resignation Supermen	A29-G22 (57%-43%)	6.4
J180	The Hour Zero	B5-G10 (33%-67%)	6.3
J181	The Deadly Line	J8-R13 (38%-62%)	5.7
J182	Belgian Blitzkrieg	B26-G45 (37%-63%)	6.9
J183	A Real Barn Burner	F69-G54 (56%-44%)	6.8
J184	Dayan to Meet You	A14-V16 (47%-53%)	6.2
J185	The Haunted Castle	G24-R37 (39%-61%)	6.2
J186	Castles on the Horizon	B15-G10 (60%-40%)	6.5
J187	In Deadly Combat	G28-R16 (64%-36%)	6.4
J188	Grab and Go	G19-R16 (54%-46%)	7.1
J189	Buckley's Block	A34-J45 (43%-57%)	6.8
J190	Trial Run	C19-G11 (63%-37%)	5.9
J191	Rebels Without a Pause	G30-S26 (54%-46%)	6.6
J192	Taking Some FlaK	F5-G12 (29%-71%)	6.4
J193	Raff's Rules	A35-G35 (50%-50%)	6.5
JA1	One Puka Puka	A3-G1 (75%-25%)	6.0

Id	Name	Record	R
JA4	A Triangle of Buggers	B0-G0 (50%-50%)	
JATK1	Toast Victory with Vodk	F10-R3 (77%-23%)	6.1
JATK2	At the Gates of Viipuri	F4-R2 (67%-33%)	6.8
JATK2 (v	At the Gates of Viipuri	F1-R3 (25%-75%)	6.6
JATK3	Back to the V-T Line	F1-R1 (50%-50%)	
JATK4	The Gods of War	F2-R5 (29%-71%)	6.0
JATK5	Forests of the North	F12-R7 (63%-37%)	6.8
JATK6	Mannerheim's Cross	F5-R0 (100%-0%)	4.3
JATK7	Brothers in Arms	F11-G10 (52%-48%)	6.6
JATK8	Arctic Strongpoint	G0-R1 (0%-100%)	5.0
Java01	Securing Of Senno	G2-R1 (67%-33%)	5.2
JAVA1	The IJA's Last Battle	I1-J8 (11%-89%)	7.0
JAVA2A	Quick Off the Mark	F0-G0 (50%-50%)	
JAVA2B	The Drive for Cambrai	F1-G0 (100%-0%)	
JAVA2C	Ill-Prepared	F0-G0 (50%-50%)	
JAVA2D	Mounting a Mockery	F0-G0 (50%-50%)	
Java02	French Mustered	F0-G0 (50%-50%)	
JAVA2	Unlikely Allies	B0-I0 (50%-50%)	
Java03	The Storming Of Taurogg	G0-R0 (50%-50%)	
JAVA4B	Right Foot Forward	R0-R0 (50%-50%)	
JAVA4C	A Heavy Cost	R0-R0 (50%-50%)	
JAVA4A	Prelude	R2-R0 (100%-0%)	
JAVA4F	Hurry, Hurry!	R0-R0 (50%-50%)	
JAVA4D	Catch-Up	R0-R0 (50%-50%)	
JAVA4E	Left Hook	R0-R0 (50%-50%)	
JAVA4	The Road to Odessa	R0-R0 (50%-50%)	
JAVA5	Get Your Men Out, Now!	B0-G0 (50%-50%)	
JAVA6D	Spewing Flames	G1-R0 (100%-0%)	5.0
JAVA6E	Door Knocker	G0-R0 (50%-50%)	
JAVA6A	Probing the Line	G0-R0 (50%-50%)	
JAVA6B	Door Bashers	G0-R0 (50%-50%)	
JAVA6C	Objective: The Bridge	G0-R0 (50%-50%)	
JAVA6	Hammer of the Guards	G0-R0 (50%-50%)	
JAVA7A	Bocage Breakout	A1-G0 (100%-0%)	
JAVA8	Crossroads at Les Attaq	B0-G0 (50%-50%)	
JAVA9	As Good As They Got	F0-G0 (50%-50%)	
JAVA10	Our Hopes Are Alpini On	I0-R0 (50%-50%)	
JAVA11	Driver Advance!	B0-G0 (50%-50%)	
JAVA12	Take That Bridge!	A0-G0 (50%-50%)	
JAVA13	Bridge at Son	A0-G1 (0%-100%)	6.0
JAVA14	Clash at Rossinie	G2-R1 (67%-33%)	7.0
JAVA15	Battle for Wiltz	A0-G0 (50%-50%)	
JDB2	Casa Berardi Charge	C1-G0 (100%-0%)	7.0
JDB3	Through the Hitler Line	C0-G0 (50%-50%)	
JDJ1.1	Retaking Vierville	A4-G6 (40%-60%)	6.5

Id	Name	Record	R	Id	Name	Record	R
JdS1	Reprise	G0-I1 (0%-100%)		KE12	Sword Play	B10-J0 (100%-0%)	6.7
JDS1	Schwerpunkt!	G1-R1 (50%-50%)	5.3	KE13	Scorched Earth	G3-R5 (38%-62%)	4.0
JDS2	Nimm das jetzt! (Take I	G1-R0 (100%-0%)		KE14	Another Day, Another Fi	A2-G11 (15%-85%)	6.0
JDS3	Ride of the Valkyries	G0-R0 (50%-50%)		KE15	Angels at the Airfield	A0-J1 (0%-100%)	3.0
JDS4	Final Desperation	G0-R0 (50%-50%)		KE16	Tiger 222 (repl TOT7)	A6-G10 (38%-62%)	4.5
JF1	Wotanstellung	G1-R0 (100%-0%)	6.0	KE17	Nightmare (repl TOT8)	A2-G1 (67%-33%)	5.5
JS1	Tebbe's Tigers	G0-R0 (50%-50%)		KE18	Winter Wonderland (repl	A5-G1 (83%-17%)	4.3
JS10	Checkout Time	A0-J1 (0%-100%)		KE19	Bitter Reply (repl. TOT	A6-G3 (67%-33%)	6.8
JS11	Te' Kiwi Sunrise	J1-N0 (100%-0%)	3.5	KE20	The Steel-Eyed Boys (re	B14-G15 (48%-52%)	6.5
Juno14-2	Break Through	G0-R0 (50%-50%)		KE21	Franzen's Roadblock (re	B7-G1 (88%-12%)	7.0
Juno14-3	Break Out	G0-R0 (50%-50%)		KE22	Black Friday (repl. TOT	B0-G2 (0%-100%)	6.5
Juno14-1	Break In	G0-R0 (50%-50%)		KGP1	Shadows of Death	A25-G7 (78%-22%)	5.9
Juno14-4	Break Apart	G0-R0 (50%-50%)		KGP2	Festung St. Edouard	A22-G38 (37%-63%)	5.9
Juno19-3	Possl's Posse	G0-R0 (50%-50%)		KGP3	Panthers in the Mist	A52-G58 (47%-53%)	7.0
Juno19-2	The Bend	A0-G0 (50%-50%)		KGP4	Chapelle Ste. Anne	A47-G45 (51%-49%)	6.0
Juno19-1	SparrowForce	A0-J1 (0%-100%)		KGP5	Marechal's Mill	A27-G17 (61%-39%)	5.6
JW1	Deutsche Banzai	A0-G0 (50%-50%)		KGP6	Probing the Villas	A8-G20 (29%-71%)	5.4
K9	un chien boiteux et mal	F0-G0 (50%-50%)		KGP7	The Bridge at Cheneux	A26-G38 (41%-59%)	6.9
KBR1	Advance To The Pregel	G0-R0 (50%-50%)		KGP8	Les Montis	A8-G9 (47%-53%)	6.3
KBR2	To The Yard	G2-R1 (67%-33%)	7.3	KGP9	Carnage in the Night	A11-G12 (48%-52%)	6.1
KBR3	Picking Up Freight	G1-R0 (100%-0%)		KGP10	Peiper's Last Gasp	A25-G10 (71%-29%)	5.8
KBR4	Officers' Mess	G1-R0 (100%-0%)	7.0	KGP11	Beast at Bay	A8-G14 (36%-64%)	5.9
KBR5	Artillery Economy Build	G2-R0 (100%-0%)	6.0	KGS16	Policing Fire with Fire	G1-P0 (100%-0%)	
KBR6	Taken to Court	G0-R0 (50%-50%)		KGS17	Schwarzer Freitag	G2-R0 (100%-0%)	7.0
KBS1	Double Trouble	G1-R1 (50%-50%)	5.7	KGS18	Into the Heart of Cholm	G0-R0 (50%-50%)	
KBS2	The Zoo-Lancers	G0-R0 (50%-50%)		KGS19	Back by Night	G0-R0 (50%-50%)	
KBS3	Knights of the West	G1-R0 (100%-0%)	6.0	KGS20	Behle's Tally	G0-R0 (50%-50%)	
KBS4	A Walk in the Garden	G1-R0 (100%-0%)	3.0	KGS21	Foiled for Flanking Fir	G0-R0 (50%-50%)	
KBS5	Track Meet	G1-R0 (100%-0%)	7.0	KGS22	Successful Second Time	G0-R1 (0%-100%)	8.0
KBS6	The Hammer of Pravda St	G1-R0 (100%-0%)	6.0	KGS23	Coming Down the Pike	G0-R0 (50%-50%)	
KBS7	Captain Sanin's Lament	G0-R0 (50%-50%)		KH1	Last Gasp	B0-G3 (0%-100%)	2.4
KBS8	"I Hear the Deep Mournf	G0-R1 (0%-100%)		KH2	The Tank Has to Go	B8-G3 (73%-27%)	5.2
KBS9	Death Rides a Pale Hors	G0-R1 (0%-100%)	6.0	KH3	Fright Night	B0-G1 (0%-100%)	7.0
KBS10	Nothing to Fear	G0-R0 (50%-50%)		KH4	Le bon repos (A Good Re	B2-G6 (25%-75%)	7.3
KE1	Lion's Share	B20-G27 (43%-57%)	5.3	KH5	Coming or Going	B1-G4 (20%-80%)	6.7
KE2	The Dreadnought of Rasy	G3-R3 (50%-50%)	4.8	KH6	Cornwall's Bill	B2-G1 (67%-33%)	4.5
KE3	Disengagement Under Fir	B2-G7 (22%-78%)	6.4	KH7	Windsor Knot	B5-G1 (83%-17%)	6.3
KE4	Panzers to the Rescue	G16-R11 (59%-41%)	6.3	KH8	A Crown of Thorns	B1-G0 (100%-0%)	4.0
KE5	Beyond the Pakfronts	G51-R26 (66%-34%)	7.2	KH9	Kritz and Fritz	B0-G2 (0%-100%)	7.0
KE6	Rock Steady	A10-G3 (77%-23%)	6.3	KH10	Calvary Hill	B0-G0 (50%-50%)	
KE7	Tennis, Anyone?	B5-J20 (20%-80%)	5.4	KR1	Parker's Silver Star	A1-G0 (100%-0%)	7.0
KE8	Another Day, Another Fi	A4-G8 (33%-67%)	6.7	KR2	Second Wave	A1-G0 (100%-0%)	8.0
KE9	Aces Over Eights	B13-G9 (59%-41%)	6.5	KR3	"Two for One"	A1-G0 (100%-0%)	7.0
KE10	Angels at the Airfield	A2-J12 (14%-86%)	4.9	KR4	Lausell Mad Minute	A0-G0 (50%-50%)	
KE11	Lt Elmo's Fire	A4-G1 (80%-20%)	3.9	KR5	Deathtrap for Panzers	A0-G0 (50%-50%)	

Id	Name	Record	R	Id	Name	Record	R
KR6	Night Melee	A0-G0 (50%-50%)		LN2-2	Hellzapoppin' Ridge	A1-J4 (20%-80%)	7.0
KR7	No Bug Out	A0-G0 (50%-50%)		LN2-3	We Hold Here	A1-J2 (33%-67%)	6.8
KR8	The Battle of the Twin	A0-G0 (50%-50%)		LN2-1	Airfield Fracas	A5-J4 (56%-44%)	6.3
KSM001	Walloons to the Rescue	G1-P0 (100%-0%)		LN2	Hell's Corner	A0-J0 (50%-50%)	
KSM002	Kalt's Escape	G0-R0 (50%-50%)		LN2-5	Storming the Point	A3-J5 (38%-62%)	4.9
KSM003	Tiger Trap	G0-R0 (50%-50%)		LN3-8	The End in Sight	A0-J0 (50%-50%)	
KSM004	The Road to Hell's Gate	G0-R0 (50%-50%)		LN3-3	Aka Assault	A0-J2 (0%-100%)	4.5
KSM005	A Thousand and One Nigh	G0-R0 (50%-50%)		LN3-2	Highway to Hell	A0-J0 (50%-50%)	
KSM006	Nibelungen Swansong	A0-G0 (50%-50%)		LN3-1	Red Hill	A0-J1 (0%-100%)	3.0
KSM007	Kinderheim-Hoehe	G0-R0 (50%-50%)		LN3-7	Timbuyo Tango	A2-J0 (100%-0%)	6.5
KSM008	The Eagle Has Landed	A0-G0 (50%-50%)		LN3-6	Ballbreaker	A0-J1 (0%-100%)	7.0
KSM009	Loladze's Mutiny	G0-G0 (50%-50%)		LN3-5	Sting of the Cactus	A0-J1 (0%-100%)	3.0
KSM010	The Mercy of von Tettau	G0-R0 (50%-50%)		LN3-4	Nipponese Nightmare	A1-J1 (50%-50%)	6.3
KSM011	Baltic Bayonets	G0-R0 (50%-50%)		LN3	Seizing Viru Harbor	A4-J5 (44%-56%)	5.8
KSM012	Highway 7	A0-G0 (50%-50%)		LN4	Tempest at Tombe	A13-J23 (36%-64%)	6.3
KSM013	Lasting Valor	A0-G0 (50%-50%)		LN5	Meeting Otto	A0-J3 (0%-100%)	5.0
KSM014	The Last Ride of 007	B0-G0 (50%-50%)		LN6	The Last Island	A5-J4 (56%-44%)	6.7
LEG1	Legend Issue One Scenar	G0-R0 (50%-50%)		LN7	Saipan's Tanks	A1-J3 (25%-75%)	7.2
LG2	Slaget om Hangasjä	F0-R1 (0%-100%)	7.0	LN8	White Beach 1	A2-J3 (40%-60%)	7.6
LM1	Recruiting Tactics	C9-K9 (50%-50%)	6.6	LN9	Deception at RJ177	A5-J7 (42%-58%)	6.9
LM2	Resisting the Constrict	C2-K3 (40%-60%)	4.5	LN10	Wrong-Way at RJ177	A4-J3 (57%-43%)	5.3
LM3	The Culling at Xiang Ri	C0-K4 (0%-100%)	3.7	LN11	Break-through at RJ177	A5-J2 (71%-29%)	7.0
LM4	Taking a Different Rout	C2-K2 (50%-50%)	4.0	LN12	Nightmare at Naha	A4-J1 (80%-20%)	5.8
LM5	Bridging the Wu	C1-K2 (33%-67%)	6.7	LN13	Saito's Farewell Order	A1-J3 (25%-75%)	7.8
LM6	Forced to Reconsider	C1-K1 (50%-50%)	6.0	LSSAH1	Opening Fire	G22-P17 (56%-44%)	6.4
LM7	More Than He Could Chew	C1-K3 (25%-75%)	5.0	LSSAH2	They Stop Here!	G33-P38 (46%-54%)	6.4
LM8	The Race to Loushan Pas	C2-K1 (67%-33%)	5.0	LSSAH3	Fruhjarhsbestellung!	D8-G15 (35%-65%)	5.5
LM9	Return to the Wu River	C1-K0 (100%-0%)	3.0	LSSAH4	By The End of a Rifle	D5-G5 (50%-50%)	5.8
LM10	Those Left Behind	C1-K0 (100%-0%)	2.0	LSSAH5	To Hold?	B4-G7 (36%-64%)	5.3
LM11	Medieval Warfare	C1-K0 (100%-0%)	6.0	LSSAH6	Hurry Up!	F5-G8 (38%-62%)	5.5
LM12	Two Coins for the Ferry	C2-K0 (100%-0%)	2.0	LSSAH7	Just in Time	B15-G10 (60%-40%)	7.0
LM13	Fierce Tiger in the Fog	C1-K0 (100%-0%)	3.0	LSSAH8	The Devil's Pass	G2-G8 (20%-80%)	5.1
LM14	Luting Bridge	C0-K0 (50%-50%)		LSSAH9	Forest Through the Tree	G3-R7 (30%-70%)	7.1
LM15	Lazikou Pass	C0-K0 (50%-50%)		LSSAH10	Baptism of Fire	G8-R9 (47%-53%)	7.5
LM16	Cutting Off the Tail	C1-K0 (100%-0%)		LSSAH11	Sea Battle	G6-R1 (86%-14%)	7.0
LM17	More Than Four Horsemen	C2-K1 (67%-33%)	3.6	LSSAH12	Contact	G20-R14 (59%-41%)	6.4
LMA2	Frère d'arme	A2-G1 (67%-33%)	6.5	LSSAH13	The Russians are Coming	G5-R1 (83%-17%)	3.8
LMA6	Brassard-1: Marciana Ma	F1-G0 (100%-0%)	7.0	LSSAH14	A Bird in the Hand...	G5-R11 (31%-69%)	6.9
LMA7	Brassard-2: Monte Coste	F0-G0 (50%-50%)		LSSAH15	Shot Off With Too Weak	G2-R6 (25%-75%)	5.5
LMA8	Brassard-3: Porto Ferra	F0-G0 (50%-50%)		LSSAH16	A Grim Day at Krasny Kr	G1-R6 (14%-86%)	6.3
LN1	Ichiki's Mistake	A2-J0 (100%-0%)		LSSAH 17	The Eleventh Commandmen	G0-R3 (0%-100%)	7.3
LN2-8	On China Station	A2-C0 (100%-0%)	4.5	LSSAH25	Getting the Job Done!	G1-R2 (33%-67%)	7.2
LN2-6	Second Day In Hell	A0-J2 (0%-100%)		LSSAH26	Steel and Fire	G1-R1 (50%-50%)	6.2
LN2-7	Forlorn Hope	A0-J0 (50%-50%)		LSSAH27	Thrust to the North	G2-R3 (40%-60%)	6.7
LN2-4	Suicide Creek	A7-J16 (30%-70%)	5.6	LSSAH28	Last Drop of Blood	G8-l8 (50%-50%)	6.5

Id	Name	Record	R	Id	Name	Record	R
LSSAH29	... To the Last Man	G4-I10 (29%-71%)	5.8	MM10	Stutzpunkt XI	A0-G1 (0%-100%)	7.5
LSSAH30	Swept Clean	G1-P3 (25%-75%)	5.7	MM11	Kriegsmarine at De Koog	A3-G0 (100%-0%)	6.4
LSSAH31	Hold at Any Price	G2-R3 (40%-60%)	5.6	MM12	Texel Airport	A1-G3 (25%-75%)	6.1
LSSAH32	Fighting Spirit	G0-R5 (0%-100%)	5.4	MM13	Texel Lighthouse	A4-G1 (80%-20%)	6.9
LSSAH33	Next Stop Lipovez Stati	G0-R5 (0%-100%)	6.5	MM14	Going to Californie	A1-G0 (100%-0%)	
LSSAH34	To the Cherkassy Pocket	G2-R0 (100%-0%)	5.7	MM25	Futile Bravery	G4-R5 (44%-56%)	6.5
LSSAH35	Supreme Effort	G1-R0 (100%-0%)	8.0	MM26	Gallant Mogilev	G6-R6 (50%-50%)	7.4
LSSAH36	Fuhrer's Expectations	G3-R3 (50%-50%)	7.0	MM27	Odessa Madness	A2-R3 (40%-60%)	7.0
LSSAH37	Baker's Dozen	G5-R3 (62%-38%)	7.0	MM28	Sonderkommando Benesch	G4-R6 (40%-60%)	6.3
LSSAH38	Ivan Is Coming!	G1-R3 (25%-75%)	6.8	MM29	Sorve Point	G0-R2 (0%-100%)	
LSSAH39	Manstein's Lifeline	G0-R6 (0%-100%)	5.5	MM30	Frozen Vzvad	G2-R0 (100%-0%)	8.0
LSSAH40	Breathing Room	G2-R3 (40%-60%)	6.0	MM31	Sevastopol by Sea	G0-R2 (0%-100%)	6.5
LSSAH41	Objective: Mouen	B3-G1 (75%-25%)	5.5	MM32	Winter Forrest	G1-P0 (100%-0%)	7.0
LSSAH42	Hornet's Nest	B0-G1 (0%-100%)	6.0	MM33	Ariete on Totensonntag	B3-I0 (100%-0%)	5.8
LSSAH43	Tommy-Knocker	B0-G2 (0%-100%)	5.3	MM34	Yevpatoriya Mop Up	G0-R2 (0%-100%)	9.0
LSSAH44	Shot and Roared	B1-G2 (33%-67%)	6.5	MM35	10TH Panzer Takes the H	A2-G0 (100%-0%)	7.2
LSSAH45	Unexpected Surprise	A1-G0 (100%-0%)	7.0	MM36	The 9TH Sees the Elepha	A1-I0 (100%-0%)	
LSSAH46	Stalemate	A0-G1 (0%-100%)	7.0	MM37	Ninety Night	B0-I3 (0%-100%)	7.7
LSSAH47	Turning Point	A2-G0 (100%-0%)	7.0	MM38	Eliminating the LVR	L0-P2 (0%-100%)	8.0
LSSAH48	Fight to Keep It Open	B3-G0 (100%-0%)	7.0	MM39	Bicycle Race	B1-G1 (50%-50%)	6.5
M1	An Obligation Fulfilled	B1-G4 (20%-80%)	4.3	MM40	Ochota Revenge	G1-P3 (25%-75%)	7.8
M3	The Crossroads	G0-R0 (50%-50%)		MM41	Final Victory	G0-P3 (0%-100%)	7.8
M4	Tiger Route	B2-G9 (18%-82%)	5.7	MM42	I Want to Be a Milliona	F1-R1 (50%-50%)	8.5
MD1	The Bridge At Ramelle	A0-G0 (50%-50%)		MM43	Meuse - French Counter	F2-G0 (100%-0%)	
MK16b	Pot of Stew	G0-R1 (0%-100%)	5.0	MM44	Cassel Defense	B0-G1 (0%-100%)	5.0
MK16c	Nemesis	G0-R0 (50%-50%)		MM45	Platomon Castle	G1-N1 (50%-50%)	8.2
MK16a	The Reaper's Table	G0-R1 (0%-100%)	5.0	MM46	Take That Hill	A7-G3 (70%-30%)	6.7
MLR01	Hana-Saku	C29-J21 (58%-42%)	6.4	MM47	The Brickworks	G7-R11 (39%-61%)	7.3
MLR02	Troteval Farm	C10-G15 (40%-60%)	4.9	MM48	Porytowe Hill	G3-P1 (75%-25%)	7.8
MLR03	Mooshof Melee	C6-G10 (38%-62%)	7.3	MM49	The Other Side of the T	A1-G2 (33%-67%)	9.0
MLR04	Sneek Attack	C8-G11 (42%-58%)	6.5	MM50	The Wrong Choice	A1-G0 (100%-0%)	7.8
MLR05	Third Time Lucky	C10-G3 (77%-23%)	5.5	MM51	Firefight on Weinbourg	A1-G0 (100%-0%)	8.5
MLR06	Grenade and Bayonet	C1-G2 (33%-67%)	3.0	MM52	Riverfront Property	G4-R7 (36%-64%)	6.9
MLR08	Prelude to Disaster	C0-G3 (0%-100%)	6.0	MM53	Muranowska 6	G2-P0 (100%-0%)	8.3
MLR09	Overrun	C3-G11 (21%-79%)	6.1	MM54	Lump Holds the Line	G2-R3 (40%-60%)	8.3
MLR11	Only the Beginning	C3-G6 (33%-67%)	6.0	MM55	Johnny 1	B1-G0 (100%-0%)	
MM01	Ust-Usa	P2-R0 (100%-0%)	6.2	MM56	Wettauk Chaung	B0-J2 (0%-100%)	
MM02	Slovak Security	A0-P1 (0%-100%)	9.0	MM57	Fortress Vercors	G2-P0 (100%-0%)	
MM03	The Jews Have Guns!	G2-P0 (100%-0%)	8.0	MM58	Passing in the Night	A0-J3 (0%-100%)	6.3
MM04	Is Paris Burning?	G1-P2 (33%-67%)	5.3	MM59	Wildcat Bowl	A0-J1 (0%-100%)	8.0
MM05	Ambushing the Warheads	G1-P0 (100%-0%)	8.5	MM60	Liberating Loznica	G1-P1 (50%-50%)	9.0
MM06	Rembertow	P0-R1 (0%-100%)	6.5	MM61	Sandeman's Charge	B0-J1 (0%-100%)	8.5
MM07	Metal-Shaba	F0-P1 (0%-100%)	8.5	MM62	Five-Kopeck Bridgehead	G0-R1 (0%-100%)	5.0
MM08	The Northern Battery	A0-G1 (0%-100%)	6.5	MM63	The 26th At Troina	A0-G0 (50%-50%)	
MM09	Old Child Harbor	A1-G0 (100%-0%)	8.0	MM64	Galician Getaway	G0-R0 (50%-50%)	

Id	Name	Record	R	Id	Name	Record	R
MM65	Dieulouard Bridgehead	A0-G0 (50%-50%)		MP 3	Holy Ground	A23-G11 (68%-32%)	6.6
MM66	Brazil's Here	B0-G0 (50%-50%)		MP 4	Bleeding the First	A4-G13 (24%-76%)	7.0
MM67	Urdaneta Ambush	A0-J1 (0%-100%)		MP 5	The Rats of Hamich	A10-G23 (30%-70%)	6.4
MM98-H	Smashing the Fourth	H4-R2 (67%-33%)	5.2	MP 6	The Marnach Strongpoint	A15-G3 (83%-17%)	5.5
MM98-I	Sacrificial Lambs	G1-R6 (14%-86%)	6.0	MP7	guerra en la selva	E8-P12 (40%-60%)	5.3
MM98-A	Gerstenberg's Boast	G0-R2 (0%-100%)	6.2	MP8	Crater Lake	C2-G6 (25%-75%)	7.4
MM98-B	Brandenburger Fiasco	G2-R4 (33%-67%)	6.7	MP9	No Crying in Crimea	G2-R2 (50%-50%)	5.5
MM98-C	Riders on the Sturm	G1-R3 (25%-75%)	6.3	MP10	Tripwire	A9-G10 (47%-53%)	6.8
MM98-D	Climax at the Mures Def	H4-R1 (80%-20%)	7.6	MP11	Vulcan's Forge	G30-R46 (39%-61%)	7.4
MM98-E	Double Cross	B1-G1 (50%-50%)	6.8	MP12	A Worthy Adversary	G10-R8 (56%-44%)	7.4
MM98-F	Transylvanian Imbroglia	H7-R3 (70%-30%)	6.7	MP13	The Blue House	A5-G7 (42%-58%)	5.4
MM98-G	Former Allies	G2-P1 (67%-33%)	5.8	MP14	Stubborn Ferdinand	G6-R21 (22%-78%)	5.8
MMdb15	Crossroads at Suxy	F0-G3 (0%-100%)	6.3	MP15	Just a Bit Outside	A2-J7 (22%-78%)	6.8
MMdb16	Eve of Destruction	G1-R0 (100%-0%)	8.0	MP16	Power Struggle	G4-R4 (50%-50%)	7.3
MMdb17	Busting the Bocage	A3-G2 (60%-40%)	6.0	MP17	Bagging Burcorps	B10-J11 (48%-52%)	6.4
MMdb18	Magen David	B1-G0 (100%-0%)	6.5	MP18	Marsh Madness	G1-R4 (20%-80%)	6.4
MMdb19	Strangulation: Hill 674	F1-V0 (100%-0%)	5.5	MP19	Ski Patrol	R2-S0 (100%-0%)	2.0
MMdb20	Isolation: Ban Kho Lai	F1-V0 (100%-0%)	6.5	MW1	Wake Up Call	A0-J0 (50%-50%)	
MMdb21	Asphyxiation: Dominique	F0-V1 (0%-100%)	5.0	MW2	Fighting in the Skavoli	A0-J0 (50%-50%)	
MMdb22	Frustration Huguette 7	F0-V1 (0%-100%)	6.0	MW3	Clearing Brooks Channel	A0-J0 (50%-50%)	
MMdb23	Djebel el Messeftine	A0-A1 (0%-100%)	4.0	MW4	Dawn's Early Light	A0-J0 (50%-50%)	
MMdb24	Fort IX	G2-P2 (50%-50%)	6.0	MwT1	Field of Fire	C0-G0 (50%-50%)	
MMForFun	Rooting Them Out	G1-P0 (100%-0%)	8.5	MwT2	Fourth of July	B1-G0 (100%-0%)	1.0
MMMP1	The Dirty Dozen	A0-G0 (50%-50%)		MwT3	Fifty Butchers	C0-G0 (50%-50%)	
MMMP2	The Bridge over the Riv	B0-J0 (50%-50%)		MwT4	Stalwart Sons	C0-G0 (50%-50%)	
MMMP3	Kelly's Heros	A1-G1 (50%-50%)		MwT5	Carpique Ballet	C0-G0 (50%-50%)	
MMMP4	Days of Glory (Indigene	A0-G0 (50%-50%)		MwT6	Rifles Standing Where T	C0-G0 (50%-50%)	
MMMP5	Winter War (Talvisota)	F0-R0 (50%-50%)		MwT7	The Streets of Carpique	C10-G8 (56%-44%)	6.1
MMMP6	The Glory Brigade	N0-U1 (0%-100%)		MwT8	The Hangars at Carpique	C0-G0 (50%-50%)	
MMMP7	The Battle of the Bulge	A0-G0 (50%-50%)		MwT9	Le Lande LEADS	C1-G0 (100%-0%)	
MMMP8	The Fighting Seabees	A0-J0 (50%-50%)		MwT10	Party Boys	C0-G0 (50%-50%)	
MMMP9	Sahara	A0-G1 (0%-100%)		MwT11a	A Choice Morsel	C0-G0 (50%-50%)	
MMP1	Jungle Fighters	B4-J4 (50%-50%)	6.2	MwT11b	A Choice Morsel	C0-G0 (50%-50%)	
MMP2	In the Old Tradition	B1-J2 (33%-67%)	6.5	MwT12.1	Tenacious Defense	C0-G0 (50%-50%)	
MMP3	Lovat First Sight	B0-G0 (50%-50%)		MwT13	Prelude to Caen	C0-G0 (50%-50%)	
Mortain1	Prelude	A0-G0 (50%-50%)		MwT14	Defending Norwegian Woo	G0-N1 (0%-100%)	6.0
Mortain2	Everything Was Quiet	A0-G0 (50%-50%)		MwT15	Target Practice	G2-N3 (40%-60%)	
Mortain3	Rescue Mission	A0-G0 (50%-50%)		MwT16	Of Mysen Men	G0-N0 (50%-50%)	
Mortain4	Out of the Fog	A0-G0 (50%-50%)		MwT17	Glâmarous	G0-N0 (50%-50%)	
Mortain6	Hill 285 Chateau	A0-G0 (50%-50%)		MwT18	Last Command	G0-N0 (50%-50%)	
Mortain7	Closing the Pincer	A0-G0 (50%-50%)		MwT19	Impaled!!	G0-N0 (50%-50%)	
Mortain9	Beginning of the End	A0-G0 (50%-50%)		MwT20	The Bet	G0-N0 (50%-50%)	
Mortain1	Death Of A Company	A0-G0 (50%-50%)		MwT21	Doorway to Norway	G0-N0 (50%-50%)	
MP 1	The Wolves' Last Tooth	G17-I7 (71%-29%)	5.6	MwT22	The Askim Maxim	G0-N0 (50%-50%)	
MP 2	Curtain Kall	A9-G9 (50%-50%)	6.3	MwT23	No Moon River	G0-N0 (50%-50%)	

Id	Name	Record	R	Id	Name	Record	R
MwT24	Askim to Die	G0-N0 (50%-50%)		NEWS28	Freedom Fighters	F3-G0 (100%-0%)	6.0
MwT25	Firefight at Trögstad	G0-N0 (50%-50%)		NEWS29	A Push in the Bush	B1-I0 (100%-0%)	5.0
MwT26	Leonov's Hill	G0-R0 (50%-50%)		NEWS30	Across the Wire	B0-I0 (50%-50%)	
MwT27	Here They Come Again	G0-R0 (50%-50%)		NEWS31	State Farm 41	G8-R19 (30%-70%)	6.6
MwT28	The Guns Of Cape Kresto	G0-R0 (50%-50%)		NEWS32	Death and Ruins	A2-G5 (29%-71%)	4.8
MwT29	Popov's Injection	G0-R0 (50%-50%)		NEWS33	Paper Tigers	G4-R6 (40%-60%)	3.8
MwT30	Slicing the Artery	G0-R0 (50%-50%)		NEWS34	Seize Paris	F0-G0 (50%-50%)	
MwT31	The Ice Men Cometh	G0-R0 (50%-50%)		NEWS35	Not to Lose Face	C3-J3 (50%-50%)	6.5
MwT32	Cape Krestovyi Caper	G0-R0 (50%-50%)		NEWS36	Before the Ghible Comes	F0-G3 (0%-100%)	5.2
MwT33	Four Golden Stars	G0-R1 (0%-100%)	3.0	NEWS37	A Bush Across the Stree	G4-R7 (36%-64%)	6.8
MwT34	Pestilent Pioneers	G0-R0 (50%-50%)		NEWS38	Time to Burn	B1-G3 (25%-75%)	5.4
MwT35	Now Give 'm Back	G0-R0 (50%-50%)		NEWS39	Sauve qui peut! (Lord H	A0-G2 (0%-100%)	5.0
MwT36	Fighting Over Food & Am	G0-R2 (0%-100%)	8.0	NEWS40	Rolling Thunder	F2-G6 (25%-75%)	6.3
MwT37	Where Bears Dare	G0-R0 (50%-50%)		NEWS41	Objective Princenhage	F1-G5 (17%-83%)	6.0
MwT38	Death on the Eismeer St	G1-R0 (100%-0%)	8.0	NEWS42	Welcome To Vietnam	F8-J0 (100%-0%)	3.8
MwT39	Harbor of Heroes	G0-R0 (50%-50%)		NEWS43	Salamanders Into the Fl	F3-G4 (43%-57%)	6.4
MwT40	Hunting Arctic Heroes	G0-R0 (50%-50%)		NEWS44	Cornered Tigers	B6-G10 (38%-62%)	6.1
MwT41	Sapper Scouts Forward!!	G0-R0 (50%-50%)		NEWS45	Red On White	A2-G4 (33%-67%)	5.0
MwT42	A Time For Russian Hero	G0-R0 (50%-50%)		NEWS46	Justify the Losses	B1-G0 (100%-0%)	
MwT43	Targets Near Tarnet	G0-R0 (50%-50%)		NEWS47	Shout for PIATs	B1-G1 (50%-50%)	3.0
NEV1	Taking San Stefano	A3-G0 (100%-0%)	6.5	NEWS48	For One More Hour	F5-G4 (56%-44%)	5.8
NEV2	Bridgehead Over the Ven	G2-R2 (50%-50%)	4.0	NEWS49	Assault on Pointe du Ho	A0-G0 (50%-50%)	
NEV3	Battle in the Ardennes	A1-G2 (33%-67%)	4.0	NEWS50	The Grain of Sand	F1-G4 (20%-80%)	4.7
NEV4	Hedgehog	G2-R1 (67%-33%)	7.0	NEWS51	Forward Defense	A0-J6 (0%-100%)	5.0
NEV5	The Factory 'Aprilia'	A0-G1 (0%-100%)	7.0	NEWS52	Time for Lunch	A1-G5 (17%-83%)	2.4
NEWS1	The Cauquigny Bridgehea	A0-G1 (0%-100%)		NEWS53	Fuel Depot	A6-G6 (50%-50%)	6.3
NEWS2	Close to the Edge (ASL)	G0-R0 (50%-50%)		NEWS54	Devils in the Graveyard	A10-G10 (50%-50%)	6.0
NEWS3	Breakthrough Towards Ta	G1-R0 (100%-0%)	7.0	NEWS55	Road Block at Stoumont	A7-G0 (100%-0%)	4.0
NEWS4	Just Another Bridge (De	G4-R0 (100%-0%)	6.7	NEWS56	Tumult From the Clouds	G4-N2 (67%-33%)	7.3
NEWS5	Search & Destroy	G4-R2 (67%-33%)	5.6	NEWS57	Red Dragon	C3-J3 (50%-50%)	7.0
NEWS6	Heros of Mtsensk	G0-R0 (50%-50%)		NEWS58	Nemesis	G2-N2 (50%-50%)	4.7
NEWS7	Rescue Behle	F1-R1 (50%-50%)	6.7	NEWS59	Misty Morning	A2-G1 (67%-33%)	5.8
NEWS11	Port-Filliolet Crossrad	A4-G2 (67%-33%)	4.1	NEWS60	Call them Ironsides	B0-G1 (0%-100%)	
NEWS12	Bloody Christmas	A0-G0 (50%-50%)		NEWS61	Elusive Armor	A1-J6 (14%-86%)	5.6
NEWS13	Go Your Way	G3-P5 (38%-62%)	7.0	NEWS62	Down the Road	A0-G2 (0%-100%)	4.0
NEWS14	Indian Sacrifice	B2-G2 (50%-50%)	7.7	NEWS63	DC Party	A1-G0 (100%-0%)	4.0
NEWS16	Tumult From The Clouds	G0-N4 (0%-100%)	6.0	NEWS69	L'Amour, L'Amour, L'Amo	C2-G3 (40%-60%)	5.1
NEWS19	First Contact-First Def	G10-P18 (36%-64%)	6.0	NQNG1	Fuhrerbefehl	G24-R15 (62%-38%)	5.8
NEWS20	Trojan Horses	A2-G2 (50%-50%)	5.0	NQNG2	The Precious Price of T	C10-G22 (31%-69%)	6.1
NEWS22	Tricks of War	D1-G0 (100%-0%)		NQNG3	Bear Hunt	G27-P10 (73%-27%)	6.5
NEWS23	Plans Gone Astray	B4-G9 (31%-69%)	4.3	NQNG4	Noble Craft of Warfare	B15-G32 (32%-68%)	6.3
NEWS24	Close to the Edge (RB)	G1-R0 (100%-0%)		NQNG5	Chateau Nebelwerfer	A44-G21 (68%-32%)	6.9
NEWS25	Under Fire	G9-P8 (53%-47%)	6.3	NQNG6	One Eye to the West	G45-R28 (62%-38%)	6.9
NEWS26	Turncoats	G7-R3 (70%-30%)	6.0	NT1	Dawn Attack	A1-G1 (50%-50%)	6.0
NEWS27	An Aborted Counterattac	A1-I2 (33%-67%)	5.2	NT2	Krauts in the Holes	A0-G0 (50%-50%)	

Id	Name	Record	R
NT3	A Company Alone	A0-G0 (50%-50%)	5.0
NT4	Jumbo Time	A1-G2 (33%-67%)	6.7
NT5	Love Hurts	A0-G0 (50%-50%)	
NT6	Company G	A0-G0 (50%-50%)	
NT7	Back to Wingen	A0-G0 (50%-50%)	
NT8	The 781st Tries Again	A0-G0 (50%-50%)	
NT9	Wingen-Sur-Moder	A1-G0 (100%-0%)	7.0
NT10	The Day After	A0-G0 (50%-50%)	
NTX01	Stalingrad-1 Depot	G6-R1 (86%-14%)	4.0
NTX02	They Came Like the Rain	A0-J1 (0%-100%)	8.5
NTX03	The Scugnizzi Boys	G1-I0 (100%-0%)	7.0
NTX04	Into the Woods	G0-P1 (0%-100%)	8.0
NTX05	Victory over the Saar	A0-G1 (0%-100%)	8.5
NTX06	A Veritable Delay	B0-G1 (0%-100%)	7.5
O1	Go Big or Go Home	F43-G26 (62%-38%)	5.8
O2	Breaking the Ishun Line	G5-R7 (42%-58%)	4.9
O3	A Frosty Morning	B19-G19 (50%-50%)	7.2
O4	Ain't Running Away	A9-G9 (50%-50%)	5.3
O5	The Tsar's Infernal Mac	G4-R7 (36%-64%)	5.7
O6	Third Time's the Charm	G6-R4 (60%-40%)	6.3
O7	Broken Wings	G10-R4 (71%-29%)	6.4
O8	Crucifix Hill	A2-G3 (40%-60%)	5.0
O9	Behind in the Count	A27-G14 (66%-34%)	6.2
O10	City on the Edge	A19-G14 (58%-42%)	6.2
O11	Short Lived Offensive	H2-S4 (33%-67%)	6.6
O12	Loss of Hope	A2-J0 (100%-0%)	
O13	Road to ROME	G1-I4 (20%-80%)	6.5
O14	Viking Horde	A3-G2 (60%-40%)	6.6
O15	Highland Frank	B1-G0 (100%-0%)	4.0
O16	Forced Crossing	G0-R3 (0%-100%)	7.0
O17	White Russians	A0-G0 (50%-50%)	
O18	Purple Heart Hill	A0-G0 (50%-50%)	
O41.1	Encounter at Pochep	G1-R2 (33%-67%)	6.7
O42.1	The Guards Counterattac	G11-R16 (41%-59%)	7.3
O44.1	Grunewald	G1-R4 (20%-80%)	5.3
O45.1	Romny	G5-R5 (50%-50%)	5.0
O46.1	Mean Streets	G5-R1 (83%-17%)	
O47.1	Strike for Tikhvin	R0-S3 (0%-100%)	5.0
O48.1	The Barracks	R6-S1 (86%-14%)	5.5
O49.1	Victory at Pratuln	G1-R5 (17%-83%)	6.5
O50.2	Dora II	G2-R6 (25%-75%)	4.3
O50.1	Smasher Karl	G4-R4 (50%-50%)	5.7
O51.1	The Last Crossroad	A0-G0 (50%-50%)	
O52.1	Toward Tula	G0-R4 (0%-100%)	5.0
O53.1	The Struggle Begins	G8-R1 (89%-11%)	4.6

Id	Name	Record	R
O54.1	The Roadblock	G4-R3 (57%-43%)	3.0
O56.1	Flight From Bryansk	G1-R0 (100%-0%)	
O56.2	Resupply at Samree	A4-G6 (40%-60%)	5.3
O57.1	Operation Bagration	G0-R5 (0%-100%)	7.0
O58.2	The Road to Stalingrad	G3-R1 (75%-25%)	
O58.1	The Fuhrer's Firemen	G1-R3 (25%-75%)	
O59.1	Partisan Leader	G0-P2 (0%-100%)	
O60.1	Recon Leader	A0-G0 (50%-50%)	
O61.1	King's Pawn To...	A0-N1 (0%-100%)	
O62.1	Partisan Raid	G0-P2 (0%-100%)	5.5
O63.2	Prelude to Fall Blau	G2-R1 (67%-33%)	
O64.2	Just Before Breakfast	A7-G6 (54%-46%)	5.9
O65.2	Gavin's Northern Assaul	A0-G4 (0%-100%)	
O65.1	Attempt to Relieve Peip	A2-G0 (100%-0%)	5.0
O66.2	Mamayev Kurgan	G1-R3 (25%-75%)	
O67.1	Surprise at Kalferthaus	A3-G2 (60%-40%)	5.5
O68.3	Battle at Lake Ladoga	F3-R1 (75%-25%)	5.0
O69.3	Bees' Nest	G0-R3 (0%-100%)	3.5
O69.1	Meeting Engagement	A1-G0 (100%-0%)	5.0
O70.1	Armor Leader: Kursk	G0-R0 (50%-50%)	
O71.1	A Day on the Farm	A3-G2 (60%-40%)	6.2
O71.3	The Motti of Suomussalm	F0-R0 (50%-50%)	
O72.3	Panzer Army Popov	G2-R3 (40%-60%)	
O72.1	Istya's Bridge	G0-R1 (0%-100%)	5.0
O73.2	Mission Accomplished	A0-G1 (0%-100%)	6.0
O73.1	A Midnight Stroll	G1-R1 (50%-50%)	7.0
O74.1	Running a Mook	A8-G3 (73%-27%)	6.8
O74.2	Winter Hell	G0-R2 (0%-100%)	
O75.1	Crete 1: The Airfield	B1-G1 (50%-50%)	5.0
O75.2	Crete 2: The Bridge	B0-G2 (0%-100%)	6.5
O75.3	Crete 3: The Hill	B2-G1 (67%-33%)	4.0
O75-I	Crete: Riders on the St	B0-G0 (50%-50%)	
O76.2	Attack on Hill 307	G2-R5 (29%-71%)	5.0
O76.1	Hungarian Goulash	H0-R4 (0%-100%)	7.0
O77.2	Hell's Fury at Muencheb	G5-R8 (38%-62%)	5.8
O77.1	Sledgehammer	A3-G2 (60%-40%)	5.0
O78.1	Paratroopers Hit Back	A2-G3 (40%-60%)	5.3
O78.2	Ambush	A1-G0 (100%-0%)	1.5
O79.1	I Once Had a Comrade	G1-R0 (100%-0%)	
O79.2	Search and Destroy	G0-R2 (0%-100%)	6.0
O80.1	You Die, Marine	A0-J0 (50%-50%)	
O80.2	The Drive into Poland	G1-R1 (50%-50%)	5.0
O80.3	Stand at Shestakov	G1-R0 (100%-0%)	7.0
O81.1	The Devil's Harvest	B1-G0 (100%-0%)	7.0
O81.2	The Grim Reaper	B2-G2 (50%-50%)	

Id	Name	Record	R
O82.1	Armor Leader: Normandy	C0-G0 (50%-50%)	
O83.2	A Time to Die	C2-G3 (40%-60%)	6.8
O83.1	Motorcycles at Zjitomir	G9-R14 (39%-61%)	6.6
O84.1	Leapfrog	A2-G1 (67%-33%)	5.3
O84.2	NRS Test Scenario 3	A0-G0 (50%-50%)	
O85.1	The Maoris Retreat	B1-G2 (33%-67%)	6.8
O85.2	Paratroopers in Oil	B1-G1 (50%-50%)	3.5
O86.2	Russia-Finland	F0-R0 (50%-50%)	
O86.1	Italy	C0-G0 (50%-50%)	
O87.3	Russia	G1-R0 (100%-0%)	4.0
O87.2	Partisan Keep	G0-P2 (0%-100%)	7.0
O87.1	Counterattack at Kustri	G1-R3 (25%-75%)	4.0
O88.1	Stonewall Gavin	A1-G3 (25%-75%)	4.8
O88.2	...Eben Emael	B2-G0 (100%-0%)	
O89.1	Tiger by the Tail	G0-R3 (0%-100%)	
O89.2	Tiger Hunt	G7-R2 (78%-22%)	4.3
O90.3	Road to Kanev 2	G0-R0 (50%-50%)	
O90.2	Road to Kanev 1	G0-R0 (50%-50%)	
O90.1	Galatas	B3-G3 (50%-50%)	4.7
O91.2	Kharkov 2: Collapse of	G2-R2 (50%-50%)	3.3
O91.1	Kharkov 1: Battle for t	G2-R5 (29%-71%)	7.0
O92.1	Tiger's Roar	G1-R6 (14%-86%)	7.0
O92.2	Kharkov 3: Fight for th	G1-R2 (33%-67%)	6.3
O93.1	School Daze	B1-G4 (20%-80%)	6.5
O93.2	Counterattack On Martin	A3-G2 (60%-40%)	2.0
O94.2	Desperate Measures	G0-R2 (0%-100%)	2.5
O94.1	The Glory Bridge	D5-G11 (31%-69%)	6.7
O95.2	Wings of Death 1: Drvar	G0-P2 (0%-100%)	5.0
O95.1	Sadzot 1: Cold Fury	A0-G0 (50%-50%)	
O96.1	Chance Encounters	G1-R0 (100%-0%)	4.0
O96.2	Sadzot 2: Bloody Sadzot	A2-G0 (100%-0%)	7.0
O97.1	Nasty Business	G3-R1 (75%-25%)	6.2
O97.2	Sadzot 3: Deadly Prey	A0-G0 (50%-50%)	
O98.1	Repoussage 1	F0-G1 (0%-100%)	
O98.2	Boom Town	G4-R1 (80%-20%)	6.6
O99.2	The Bloody Sabre	G1-P2 (33%-67%)	3.8
O99.3	Road to Leningrad: Ashe	G2-R3 (40%-60%)	7.0
O100.1	A Bridge for Panthers	A2-G0 (100%-0%)	6.3
O101.1	Duel in the Desert	B1-G0 (100%-0%)	6.5
O102.1	Push to Pilastrino	A1-I2 (33%-67%)	5.5
O103.3	The Valor of the Guards	G3-R1 (75%-25%)	7.2
O103.2	Confidence is High	G0-R3 (0%-100%)	6.0
O103.1	Storming the Station (C	G2-R0 (100%-0%)	5.7
O104.2	Send More Pigeons	A6-I3 (67%-33%)	7.0
O105.1	P02:Chesty Puller to th	A0-J0 (50%-50%)	1.0

Id	Name	Record	R
O105.2	A Gleam of Bayonets	G1-R3 (25%-75%)	6.5
O106.2	Défense de doubler (No	F2-G0 (100%-0%)	5.0
O106.1	Brush Burn	A1-J5 (17%-83%)	4.5
O107.2	The Zuid Willems Canal	B2-G0 (100%-0%)	7.0
O108.1	Ruptured Duck	A0-J0 (50%-50%)	
O108.2	To the Ferry	G1-R1 (50%-50%)	5.0
O108.3	Assault at Wadelincourt	F1-G0 (100%-0%)	5.0
O109.1	Midnight at Champs Elys	F0-V0 (50%-50%)	
O109.3	Taking Popelevo	G0-R1 (0%-100%)	5.0
O109.2	First Impressions	G3-R0 (100%-0%)	5.5
O110.1	Night of the Kitchen Si	A1-J0 (100%-0%)	
O111.2	The Nail Factory	G0-R2 (0%-100%)	6.0
O111.1	Enter the Dragan	G0-R0 (50%-50%)	
O112.1	Take Henderson Field	A0-J0 (50%-50%)	
O112.2	Death in the Afternoon	G0-R1 (0%-100%)	7.5
O113.1	Biting Beeck	A1-G2 (33%-67%)	
O113.2	None Came Back	B2-I1 (67%-33%)	6.5
O114.1	Ichiki's Folly	A1-J2 (33%-67%)	
O115.1	The Golden Lions' Final	A1-G1 (50%-50%)	
O116.1	Hill 920	G0-R0 (50%-50%)	
O116.2	Waltzing Matilda	B1-G1 (50%-50%)	6.0
O116.4	The Meat Grinder	A0-J0 (50%-50%)	
O117.4	The Belgian Collapse	B1-G0 (100%-0%)	3.0
O117.5	Deadly Encounter	A0-G2 (0%-100%)	4.2
O117.1	Not Without a Fight	A0-G0 (50%-50%)	
O117.2	A Bad Start	A0-J0 (50%-50%)	
O117.3	Back to the Beach	B0-G1 (0%-100%)	5.0
O118.2	DeGaulle Counterattacks	G0-R1 (0%-100%)	6.5
O119.1	Storming the Metaxas Li	G0-G0 (50%-50%)	
O120.2	Apartment Hunting	G0-R0 (50%-50%)	
O120.1	Hit 'em Hard	A0-J0 (50%-50%)	
O121.1	The Cork Defense	F0-G1 (0%-100%)	6.0
O122.1	Flames Over Flavion	F0-G1 (0%-100%)	4.5
O122.2	Slugging it Out	A0-J0 (50%-50%)	
O122.3	The I&R Platoon	A0-G0 (50%-50%)	
O123.1	Close Ranks	G0-R0 (50%-50%)	
O123.3	Follow Me	G0-R1 (0%-100%)	
O123.2	Do or Die	G0-R0 (50%-50%)	
OA1	The Road To St. Lo	A18-G14 (56%-44%)	6.5
OA2	Skirmish In The Snow	G7-R7 (50%-50%)	4.7
OA3	Waiting For Fredendall	B0-G5 (0%-100%)	4.3
OA4	Hell on Wheels	A2-G9 (18%-82%)	5.5
OA5	Rear Area Defenders	B8-G7 (53%-47%)	5.8
OA6	Mounted Extraction	G7-R11 (39%-61%)	6.6
OA7	Celles Melee	A28-G32 (47%-53%)	6.5

Id	Name	Record	R	Id	Name	Record	R
OA8	A Parting Blow	A5-G10 (33%-67%)	4.7	OB11	Avril Action	A18-G14 (56%-44%)	5.8
OA9	Tyranny's End	A8-G6 (57%-43%)	5.6	OB12	Block at Ville-sur-Illou	F12-G17 (41%-59%)	7.0
OA10	Monty's Mess	B27-G29 (48%-52%)	6.0	OB13	A Hotly Contested Cross	G9-R16 (36%-64%)	6.5
OA11	Crocodile Rock	B10-G5 (67%-33%)	5.4	OB14	Pursuing Kobayashi	A9-J9 (50%-50%)	6.7
OA12	Sicilian Midnight	A7-I7 (50%-50%)	7.5	OBS1	Here Comes The Hoss	A0-J0 (50%-50%)	
OA13	Brief Breakfast	A26-G19 (58%-42%)	6.0	OBS2	Hold The Ridge!	A0-J1 (0%-100%)	3.0
OA14	Across the Aisne and in	A5-G2 (71%-29%)	6.2	OBS3	Second 'N Ten	A0-J0 (50%-50%)	
OA15	Shattering the Line	G7-R10 (41%-59%)	6.4	OBS4	Seizing the Ridge	A0-J0 (50%-50%)	
OA16	Surrender Or Die	A58-G44 (57%-43%)	6.4	OBS5	The Japs Counter-attack	A1-J0 (100%-0%)	7.0
OA17	Panzers Forward!	F6-G33 (15%-85%)	5.4	OBS6	Shimida's Fist	A1-J0 (100%-0%)	6.5
OA18	Parry and Strike	G35-R37 (49%-51%)	6.3	OBS7	Suicidal Tendencies	A0-J0 (50%-50%)	
OA19	The Queen's Prequel	B18-G31 (37%-63%)	6.3	OBS8	Rubble Trouble	A0-J0 (50%-50%)	
OA20	The Revenge of the Grey	B48-G35 (58%-42%)	6.6	OBSCG1	That Damned Hill	A0-J0 (50%-50%)	
OA21	Gunter Strikes Back	B10-G19 (34%-66%)	7.0	Oct2000.	Minedog!	R0-R0 (50%-50%)	
OA22	After the Disaster	G15-R14 (52%-48%)	6.9	Oct2006.	Requiem for a Dream	B0-G1 (0%-100%)	5.0
OA23	A Midnight Clear	A10-G6 (62%-38%)	6.3	Oct2006.	All Down the Line	B0-G1 (0%-100%)	6.0
OA24	Buying Time	A2-F4 (33%-67%)	5.9	OF13	Clash of Armor	G1-R0 (100%-0%)	7.0
OA25	Side by Side	A3-G8 (27%-73%)	5.9	OF14	Decision at Dubno	G1-R1 (50%-50%)	
OA26	Vogt's Ritterkreuz	D21-G18 (54%-46%)	6.6	OF15	Stop That Train	G0-R0 (50%-50%)	
OA27	Long Range Recon	G7-R13 (35%-65%)	5.3	OF16	Crossing the Duna	G0-R0 (50%-50%)	
OA28	Where Iron Crosses Grow	G14-R11 (56%-44%)	7.2	OF17	Murai State Farm	G0-R0 (50%-50%)	
OA29	The Amy H	B30-G30 (50%-50%)	6.4	OF18	Red Crossroads	G0-R0 (50%-50%)	
OA30	Raider Ridge	A7-J5 (58%-42%)	5.5	OG1.1	Knifing the Bodyguard	G0-R0 (50%-50%)	
OA31	With Friends Like These	A15-F20 (43%-57%)	6.2	OM1	Morning's Peril	B12-G8 (60%-40%)	5.0
OA32	The Riley Shuffle	A9-G22 (29%-71%)	6.1	OM2	Glide Path to Hell	B13-G5 (72%-28%)	5.5
OAF1	Smasher Karl	G3-R1 (75%-25%)	5.2	OM3	Hill 107	B5-G9 (36%-64%)	6.1
OAF2	Tiger's Roar	G4-R7 (36%-64%)	7.3	OM4	The Umbrella Men	B11-G5 (69%-31%)	7.0
OAF3	Peiper's Sledgehammer	A1-G5 (17%-83%)	4.5	OM5	Stentzler's War Reconno	B4-G8 (33%-67%)	6.2
OAF4	Firefight Before Breakf	A16-G20 (44%-56%)	6.0	OM6	Waltzing the Matildas	B4-G9 (31%-69%)	6.3
OAF5	Gap at Grunewald	G3-R5 (38%-62%)	7.5	OM7	Too Little, Too Light	B2-G3 (40%-60%)	7.7
OAF6	Colonel Ichiki's Folly	A1-J0 (100%-0%)	4.0	ON0	It Didn't Happen One Ni	A0-G0 (50%-50%)	
OAF7	King's Pawn to à Taejon	A1-N4 (20%-80%)	6.5	ON1	At the Very Beginning	G10-R12 (45%-55%)	6.2
OAF8	Attack at Martinville R	A1-G0 (100%-0%)	2.0	ON2	Second Blow	G3-R10 (23%-77%)	7.0
OAF9	Hell's Fire at Meuncheb	G7-R2 (78%-22%)	4.8	ON3	Lend-Lease Attack	G3-R4 (43%-57%)	7.0
OAF10	The Struggle Begins: Pa	G4-R0 (100%-0%)	6.5	ON4	Ruckkämpfer	G4-R8 (33%-67%)	6.7
OB1	Riding the Coattails	P14-S26 (35%-65%)	5.3	ON5	Duel of Long Barrels	G5-R8 (38%-62%)	6.4
OB2	Point 247	F5-G5 (50%-50%)	5.6	ON6	Kempf at Melikhovo	G1-R4 (20%-80%)	7.0
OB3	Brasche Encounter	F17-G12 (59%-41%)	6.1	OPEN3	Streets of Stalingrad	G0-R0 (50%-50%)	
OB4	Headhunting for Bloody	G9-N14 (39%-61%)	5.5	ORB1	Probing the Mabatang Li	A0-J2 (0%-100%)	6.7
OB5	Clearing Kamienka	G8-R3 (73%-27%)	5.8	ORB2	Sugar Cane Shuffle	A1-J0 (100%-0%)	7.0
OB6	First Clash in Tunisia	B7-G10 (41%-59%)	6.7	ORB3	Fry's Philippine Scouts	A0-J0 (50%-50%)	
OB7	Crisis at Kasserine	A3-G4 (43%-57%)	5.2	ORB4	First Honor	A0-J0 (50%-50%)	
OB8	Unhappy Trails	A2-J3 (40%-60%)	6.7	ORB5	Carabao Minesweeper	A0-J0 (50%-50%)	
OB9	First Crack at Hellzapop	A5-J7 (42%-58%)	6.4	ORB6	Mopping Up Mabatang	A0-J0 (50%-50%)	
OB10	The Men from Zadig	G3-P4 (43%-57%)	6.4	ORB7	Afternoon Tea...NT	A0-J1 (0%-100%)	7.0

Id	Name	Record	R	Id	Name	Record	R
ORB8	On the Road to Abucay	A1-J1 (50%-50%)	6.3	OTT8	All the King's Horses	R0-R0 (50%-50%)	
OS1	Conscript Counter	A2-G7 (22%-78%)	6.9	OTT9	The Clearing	A0-G0 (50%-50%)	
OS2	The Wolf's Howl	A3-G1 (75%-25%)	5.5	OW1	No Way Forward	A0-G0 (50%-50%)	
OS3	Schindler's Limp	A1-G0 (100%-0%)	4.0	OW2	Fox Green Stalemate	A1-G0 (100%-0%)	7.0
OS4	Bad Onnen	A2-G0 (100%-0%)	4.0	OW3	Seasick, Undaunted	A0-G0 (50%-50%)	
OS5	Disaster at Schmidt	A1-G0 (100%-0%)		OW4	Company F Scattered	A0-G0 (50%-50%)	
OS6	General Fleig	A1-G1 (50%-50%)	6.0	OW5	On to Le Garde Hameau	A0-G0 (50%-50%)	
OS7	Devil's Sunday	A1-G2 (33%-67%)		OW6	A Tough Nut to Crack	A0-G0 (50%-50%)	
OS8	Toehold	A3-G4 (43%-57%)	5.2	OW7	Stalled at the E-3 Draw	A0-G0 (50%-50%)	
OS9	Walk the Walk	A3-G6 (33%-67%)	7.1	OW8	Breakthrough Alley	A0-G0 (50%-50%)	
OS10	Greyhounds!	A2-G1 (67%-33%)	3.0	OW9	Gap Cleared	A0-G0 (50%-50%)	
OS11	Kickoff in Hürtgen	A2-G3 (40%-60%)	7.0	OW10	The Dead and Those That	A0-G0 (50%-50%)	
OS12	Roll On!	A0-G0 (50%-50%)		OW11	Action Between the Draw	A0-G0 (50%-50%)	
OS13	The Route	A3-G0 (100%-0%)	6.0	OW12	Halted at Cabourg	A0-G0 (50%-50%)	
OS14	Drive 'Em Out	A3-G3 (50%-50%)	6.3	OW13	Colleville Strike I	A0-G0 (50%-50%)	
OS15	Nightlife Is for the Ju	A1-G0 (100%-0%)	7.0	OW14	Colleville Strike II	A0-G0 (50%-50%)	
OS16	Sappers as Infantry	A0-G2 (0%-100%)		OW15	South Before Dark	A0-G0 (50%-50%)	
OS17	The Worst Place of Any	A0-G1 (0%-100%)	7.5	OW16	Historic Day for the 16	A0-G0 (50%-50%)	
OST1	Stalin's Shadow	G11-R32 (26%-74%)	6.2	OzB1	Vines of Red Marines	R2-R5 (29%-71%)	5.3
OST2	Storm, Five, Five, Five	G19-R12 (61%-39%)	6.9	OzB2	From America, Tanks	R5-R3 (62%-38%)	3.1
OST3	Fortune Favors the Bold	G9-R9 (50%-50%)	7.0	OzB3	By Fire and Flame	R8-R9 (47%-53%)	6.0
OST4	Escape to the Elbe	G1-R3 (25%-75%)	3.4	OzB4	Jackboot to the Rear	R7-R1 (88%-12%)	6.1
OST5	Food for an Army	G5-R0 (100%-0%)	4.9	P1	The Duel	G0-R0 (50%-50%)	
OST6	Veritable Giants	G1-R3 (25%-75%)	4.0	P2	The Dirty Dozen--Back f	A0-G0 (50%-50%)	
OST7	Race for the Berezina	G0-R0 (50%-50%)		P3	Ride of the Valkyries	G0-R0 (50%-50%)	
OST8	The Fifth's Rearguard	G1-R2 (33%-67%)	5.7	PA1	Battering Rams	G8-R5 (62%-38%)	6.3
OST9	Forcing the Berezina	G2-R0 (100%-0%)	7.0	PA2	Tigers to the Front	G2-R3 (40%-60%)	6.7
OST10	Bridge over the Berezin	G0-R1 (0%-100%)		PA3	Golden Pheasants	A0-G0 (50%-50%)	
OST11	Stiffest Resistance	G2-R1 (67%-33%)	2.2	PA4	Panzers Forward!	F1-G3 (25%-75%)	7.0
OST12	Liberation of Minsk	G0-R4 (0%-100%)	3.3	PA5	Parry and Strike	G23-R28 (45%-55%)	6.4
OTO1	Funnel of Death	G1-R6 (14%-86%)	6.3	PA6	Tiger of Vitebsk	G1-R0 (100%-0%)	4.5
OTO2	Bunker Burning	G12-R15 (44%-56%)	7.3	PA7	Mouse Commander	A0-R1 (0%-100%)	8.0
OTO3	Fire from the Hole	G2-R5 (29%-71%)	7.2	PA8	We Were Damed Lucky	G2-R0 (100%-0%)	8.0
OTO4	The Orsha Plain	G6-R4 (60%-40%)	7.4	PA9	In the Thick of It!	G5-R1 (83%-17%)	7.0
OTO5	Another Bloody Morning	G4-R5 (44%-56%)	7.1	PA10	High Price In Blood	G0-R1 (0%-100%)	7.0
OTO6	Sparkplug	G9-R4 (69%-31%)	5.4	PA11	Tenkitten-Riegel	G0-R3 (0%-100%)	7.0
OTO7	Falling Like Dominos	G8-R5 (62%-38%)	6.5	PAD1	Time Is Tight	A2-G4 (33%-67%)	6.0
OTO8	Tooth and Nail	G2-R3 (40%-60%)	6.8	PAD2	The Quick and the Dead	R2-S0 (100%-0%)	7.0
OTT1	Elsenborn Ridge	A0-G0 (50%-50%)		PAD3	Earning Face	C1-J2 (33%-67%)	6.8
OTT2	House of Cards	A0-G0 (50%-50%)		PAD4	Iron Coffins	G0-I1 (0%-100%)	
OTT3	The Pied Pipers	A0-G1 (0%-100%)	7.0	PB1	Ham and Bloody Jam	B34-G28 (55%-45%)	5.6
OTT4	Hell Freezes Over	G0-R0 (50%-50%)		PB2	Howard's Men	B27-G27 (50%-50%)	6.9
OTT5	Enemy of My Enemy	G0-P0 (50%-50%)		PB3	Piecemeal	B43-G42 (51%-49%)	6.4
OTT6	The Middle of Nowhere	G0-R0 (50%-50%)		PB4	Killlean's Red	B61-G29 (68%-32%)	5.8
OTT7	Hit and Run	G0-R0 (50%-50%)		PB5	Taylor Made Defense	B29-G36 (45%-55%)	5.8

Id	Name	Record	R
PB6a	It's About Time (ASL Jo	B6-G1 (86%-14%)	5.0
PB6	It's About Time	B10-G10 (50%-50%)	5.4
PBP1	Red Sorghum, Yellow Ear	C4-C22 (15%-85%)	4.9
PBP2	The RHA at Bay	B29-G42 (41%-59%)	6.7
PBP3	Children of the Kunai	A20-J27 (43%-57%)	6.7
PBP4	Driven to the Bottle	G11-R18 (38%-62%)	4.9
PBP5	U.S. Forces	A12-G11 (52%-48%)	6.8
PBP6	Raw Deal	A17-G14 (55%-45%)	6.3
PBP7	Piece of Cake	H15-R16 (48%-52%)	6.9
PBP8	Terminator	B0-G5 (0%-100%)	4.4
PBP9	Last Roundup	A21-G12 (64%-36%)	6.1
PBP10	First to See Will...	A3-N4 (43%-57%)	6.5
PBP11	A Civil War, Not a Gent	S21-S8 (72%-28%)	6.4
PBP12	Soft Noodle	C6-J4 (60%-40%)	5.6
PBP13	Marked for Death	F36-G28 (56%-44%)	6.6
PBP14	Under Siege	G38-R20 (66%-34%)	6.4
PBP15	The Road to Mandalay	B8-B6 (57%-43%)	6.2
PBP16	Bloody Ridge	A1-J3 (25%-75%)	5.7
PBP17	Easy Meat	A6-G5 (55%-45%)	7.0
PBP18	Pandemonium	B2-J15 (12%-88%)	4.8
PBP19	House of Pain	B30-G31 (49%-51%)	6.3
PBP20	Hard to Kill	A1-G2 (33%-67%)	3.5
PBP21	The Raiders Of The Chac	B13-P7 (65%-35%)	6.3
PBP22	Morire In Belleza	I57-Y62 (48%-52%)	6.9
PBP23	Panzerkeil	G4-R9 (31%-69%)	6.3
PBP24	Gurkhas and Grants	C2-J2 (50%-50%)	5.2
PBP25	First and Inches	A51-G41 (55%-45%)	7.0
PBP26	Steamrollers	G30-R19 (61%-39%)	6.6
PBP27	Evening Rush Hour	B4-G2 (67%-33%)	4.5
PBP28	Peningkibaru Push	A21-J13 (62%-38%)	6.9
PBP29	Block At Anui	A8-N6 (57%-43%)	6.9
PBP30	All Aboard!	A3-N6 (33%-67%)	5.0
PBPweb1	Rubarth at Wadlinecour	F1-G0 (100%-0%)	3.0
PBPwebSC	A Clinical War	S0-S0 (50%-50%)	
PBPwebSC	A Civil War, Not a Gent	S0-S0 (50%-50%)	
PBPwebSC	Squeezing the Pimple	S0-S0 (50%-50%)	
PdH1	Praise the Lord	A0-G2 (0%-100%)	5.7
PdH2	Road Warriors	A0-G1 (0%-100%)	6.0
PdH3	Nowhere to Run, Nowhere	A1-G0 (100%-0%)	7.0
PdH4	The Longest Night	A0-G1 (0%-100%)	5.0
PdH5	Rangers Relief	A0-G0 (50%-50%)	
PE1	Operation Weiss	G1-Y1 (50%-50%)	7.0
PE2	Operation Schwarz	G3-Y1 (75%-25%)	6.1
PE3	Shot Like Rabbits	G1-I2 (33%-67%)	6.5
PE4	Operation Kugelblitz	G1-Y2 (33%-67%)	6.0

Id	Name	Record	R
PE5	Operation Schneesturm	G4-Y1 (80%-20%)	5.1
PE6	Better to Sweat Than Bl	G2-Y4 (33%-67%)	5.1
PE7	Operation Draufganger	G1-P0 (100%-0%)	4.5
PE8	Former Allies	B10-G6 (62%-38%)	5.8
PE9	No Sights for Sore Eyes	B6-G2 (75%-25%)	3.0
pk3.2	Slap in the Face	G2-R0 (100%-0%)	6.0
PL2#2	Armored Stand	A1-J1 (50%-50%)	2.8
PL2#1	Sunrise Bridge	B1-G1 (50%-50%)	3.7
Popcorn1	Saving Ryan's Privates	A0-G0 (50%-50%)	
PP1	Cut the Road to Marseil	F14-G8 (64%-36%)	6.1
PP2	Supply Detail	F11-G9 (55%-45%)	6.4
PP3	le viet relief	A5-G9 (36%-64%)	5.3
PP4	Peak Hour at the Golf-H	F5-G8 (38%-62%)	5.0
PP5	Today We Take Hyeres	F5-G8 (38%-62%)	6.3
PP6	Under a Sky of Lead	F13-G18 (42%-58%)	6.0
PP7	A Hunter in a Hurry	F7-G3 (70%-30%)	6.2
PP8	A Little Bit Closer to	F17-G11 (61%-39%)	6.6
PP9	Night Hotchpotch	F2-G2 (50%-50%)	6.9
PP10	A Cab for Sainte-Anne	F3-G9 (25%-75%)	5.8
PrP01	Crushed Pride	I1-P0 (100%-0%)	8.0
PrP02	New Year's Party	G1-P0 (100%-0%)	
PrP03	Ukrainian Mutiny	G1-P7 (12%-88%)	7.7
PrP04	Partisan Fight	P3-U2 (60%-40%)	6.0
PrP05	Hot Zemlyankas!	P1-R4 (20%-80%)	6.9
PrP06	Sturmwind on the Sopot	G2-P0 (100%-0%)	5.0
PrP07	Cabanatuan	A1-J0 (100%-0%)	
PrP08	No Simple Victory	P6-R3 (67%-33%)	5.3
PTO1-8	The South Side of Green	J1-N2 (33%-67%)	4.0
PTO1-5	Oil Strike!	A3-J0 (100%-0%)	5.2
PTO1-7	Deceptive Reception	A1-J0 (100%-0%)	3.0
PTO1-6	Night Dragons	A0-J0 (50%-50%)	
PTO1-1	The O-Patchers!	A2-J1 (67%-33%)	6.0
PTO1-3	Koepang Bang	A5-J0 (100%-0%)	4.8
PTO1-2	Volckmann's Guerrillas	F2-J1 (67%-33%)	6.6
PTO1-4	Battle at Baliuag	A1-J1 (50%-50%)	4.7
PuP1	Super Bazooka	A2-N0 (100%-0%)	
PuP2	Hey, That Ain't a RoK	A0-N0 (50%-50%)	
PuP3	Bullets for Breakfast	A0-N0 (50%-50%)	
PuP4	The Grist Mill	A1-N2 (33%-67%)	
PuP5	A Line Too Thinly Held	A0-N0 (50%-50%)	
PuP6	The Road to Waegwan	A0-N0 (50%-50%)	
Q1	Simple Mission	B2-G6 (25%-75%)	6.0
Q2	Baron's Counterattack	A8-G3 (73%-27%)	7.2
Q3	Bloody Disaster	A1-G2 (33%-67%)	
Q4	Seize the Moment	A0-J3 (0%-100%)	4.5

Id	Name	Record	R	Id	Name	Record	R
Q5	Drive to Ioannian	G2-I1 (67%-33%)	4.8	RBF30	Stalingrad South	R1-R4 (20%-80%)	6.0
Q6	Per l'onore di Roma	I18-R18 (50%-50%)	6.3	RBF31	German Rescue	G7-R2 (78%-22%)	6.1
Q7	Direct Pressure	A0-G0 (50%-50%)		RBF32	Mountain Crossmarch	R0-R0 (50%-50%)	
Q8	New and Untested	G5-R2 (71%-29%)	7.7	RBF33	Brought Low in Lojev	P1-S1 (50%-50%)	5.0
Q9	Long Day of Confusion	B2-G0 (100%-0%)	6.5	RBF34	Bloody Hill	G2-R4 (33%-67%)	7.2
Q10	Most Important Thing	G1-R0 (100%-0%)		RBF35	Vakarel	B0-G0 (50%-50%)	
Q11	Demented with Grief	B1-G0 (100%-0%)	9.0	RBF36	Fizzled Fury	H22-R10 (69%-31%)	6.3
Q12	Unfamiliar Land	G4-R3 (57%-43%)	7.0	RBF37	The Fangs of Transylvan	H8-R9 (47%-53%)	7.7
RB1	One Down, Two to Go	G43-R47 (48%-52%)	7.2	RBF38	No Quarter at Cluj	H9-R6 (60%-40%)	6.9
RB2	Blood and Guts	G65-R38 (63%-37%)	7.3	RBF39	They Really Know How To	G9-P3 (75%-25%)	6.4
RB3	Bread Factory #2	G161-R144 (53%-47%)	7.1	RBF40	King's Gambit	D5-G5 (50%-50%)	4.7
RB4	To the Rescue	G53-R58 (48%-52%)	6.4	RBF41	Vatutin's Right Hook	G4-R4 (50%-50%)	5.8
RB5/RO5	Combined The Last Bid/M	G0-R0 (50%-50%)		RBF42	Keystone Before Moscow	G7-R6 (54%-46%)	6.0
RB5	The Last Bid	G33-R19 (63%-37%)	7.5	RBF43	Blood Factory	G7-R5 (58%-42%)	7.4
RB6	Turned Away	G97-R122 (44%-56%)	6.8	RBF44	Steelingrad	G8-R6 (57%-43%)	7.0
RB7	The Red House	G35-R33 (51%-49%)	6.6	RBF45	Lone Bridge over the Vo	G2-R6 (25%-75%)	5.7
RB8	Fire on the Volga	G1-R1 (50%-50%)	7.0	RBF46	Tempest at Tombe	A9-J2 (82%-18%)	4.8
RB9	Ghosts in the Rubble	G1-R1 (50%-50%)	6.5	RBF47	Splitting the Seam	B6-G3 (67%-33%)	6.8
RB10	The Commissar's House	G3-R2 (60%-40%)	6.8	RBF48	The Narrow Front	A2-G1 (67%-33%)	6.2
RB11	Oh Joy!	G4-R5 (44%-56%)	6.4	RBF49	From Bad to Wuerselen	A4-G3 (57%-43%)	5.8
RB12	The 138 of the 138th	G3-R1 (75%-25%)	3.0	RBF50	A Perfect Match	A3-G1 (75%-25%)	7.2
RB13	Sandbanks of the Volga	G2-R1 (67%-33%)	7.0	RBF51	Final Glory	G7-R2 (78%-22%)	5.5
RB14	Anchoring the Line	G3-R2 (60%-40%)	6.9	RBF52	Chou En-Lai's Promise	A0-C1 (0%-100%)	5.0
RB44	Patient Reposte	G0-R0 (50%-50%)		RC1	Il pattuglione	I0-R1 (0%-100%)	3.0
RBF9	Rolling Stones	G8-N4 (67%-33%)	6.2	RC2	Do They Know It's Chris	I1-R0 (100%-0%)	6.0
RBF10	Tip Off at Tauroggen	G12-R10 (55%-45%)	7.6	RC3	Paint It Red	I0-R0 (50%-50%)	
RBF11	Gut Check	G8-R9 (47%-53%)	6.2	RC4	Dies Irae	G1-R3 (25%-75%)	6.5
RBF12	Sverdlikova Melee	G12-R9 (57%-43%)	6.6	RC5	Avanti Savoia	G3-R0 (100%-0%)	7.2
RBF13	Neubauer Battalion	G2-R4 (33%-67%)	6.3	RC6	Backfire	G0-R1 (0%-100%)	6.7
RBF14	Kampfgruppe Lang	B6-G7 (46%-54%)	6.4	RetroPak	Crossing the Oder Bruch	G0-R0 (50%-50%)	
RBF15	Shumilino	G7-R6 (54%-46%)	5.6	RetroPak	Strachwitz's Tigers	G0-R0 (50%-50%)	
RBF16	The Bitter End	G3-R1 (75%-25%)	7.2	RetroPak	Vandervoort's Stand	A0-G0 (50%-50%)	
RBF17	Third Hotspot	A3-G6 (33%-67%)	7.1	RetroPak	Materialschlacht Enforc	A1-G0 (100%-0%)	
RBF18	First Day at Fuchin	J6-R4 (60%-40%)	7.4	RetroPak	Grunewald Grind	G0-R0 (50%-50%)	
RBF19	Romanian Marina	R0-R1 (0%-100%)	7.0	RetroPak	Tenaru Meat Grinders	A1-J0 (100%-0%)	3.5
RBF20	Amateurs At War	R6-R5 (55%-45%)	5.1	RetroPak	The Road to Berlin	G0-R0 (50%-50%)	
RBF21	Massif Assault	R7-R0 (100%-0%)	5.1	RetroPak	Daugava Drubbing	G0-R0 (50%-50%)	
RBF22	Breaking the Massif	R6-R9 (40%-60%)	6.0	RG1	colonna chiaramonti	I5-R9 (36%-64%)	7.3
RBF23	Romanian Holiday	R2-R1 (67%-33%)	5.0	RG2	Iron Fist	I4-R5 (44%-56%)	7.5
RBF24	Meeting Again	R1-R2 (33%-67%)	4.0	RG3	Head On	I1-R4 (20%-80%)	7.2
RBF25	Odessa Squeeze	R2-R3 (40%-60%)	7.0	RG4	Midnight Train	I1-R2 (33%-67%)	7.5
RBF26	Flatfooted Cavalry	R1-R0 (100%-0%)	5.0	RM1	Wisembach Roadblock	B1-G2 (33%-67%)	6.2
RBF27	Romanian Panzers	R6-R3 (67%-33%)	5.0	RM2	Prelude to Bodange	B1-G0 (100%-0%)	7.0
RBF28	Breakthrough!	R8-R5 (62%-38%)	4.9	RM3	Forcing the Sûre	B0-G1 (0%-100%)	6.5
RBF29	Blocked Escape	R1-R1 (50%-50%)	4.0	RM4	The Final Stand	B0-G1 (0%-100%)	6.0

Id	Name	Record	R	Id	Name	Record	R
RM5	Battle for Bodange	B2-G0 (100%-0%)	7.0	RPT10	Slovak Salvation	G21-P12 (64%-36%)	6.8
RO1	Blood on the Tracks	G2-R14 (12%-88%)	5.2	RPT11	Butchers and Bakers	B13-G16 (45%-55%)	5.2
RO2	Second Step	G1-R7 (12%-88%)	5.1	RPT12	Retreat from Bairak	G9-R8 (53%-47%)	7.0
RO3	Defenders of Stalingrad	G7-R19 (27%-73%)	5.6	RPT13	A Handful of Howdy	A17-G21 (45%-55%)	5.8
RO4	The Martinofen	G5-R2 (71%-29%)	5.4	RPT14	Keitel and Cox	A9-G29 (24%-76%)	5.4
RO5	Men of Steel	G0-R1 (0%-100%)		RPT15	Comrade Klimenkov	G9-R15 (38%-62%)	6.7
RO6	The Playing Field	G14-R12 (54%-46%)	6.5	RPT16	Miracle at Sinagoga	B2-G5 (29%-71%)	6.2
RO7	Stone Age Caves	G4-R8 (33%-67%)	5.8	RPT17	Hetzer Hunters	A15-G19 (44%-56%)	6.3
ROF1	Sturmtrouper I	G0-R0 (50%-50%)		RPT18	Worker's Settlement No.	G30-R20 (60%-40%)	5.3
ROF3	Keller's Heroes	B3-G0 (100%-0%)	6.2	RPT19	Mercury Rising	G10-G17 (37%-63%)	7.0
RP1-8	Victoria Cross	A0-J0 (50%-50%)		RPT20	The Trouble with Tigers	G3-R4 (43%-57%)	7.2
RP1-1	Morning in Mouen	B1-G0 (100%-0%)	7.0	RPT21	Gotterdammerung!	G3-R1 (75%-25%)	3.5
RP1-3	Fire and Rain	B0-G0 (50%-50%)		RPT22	Convente Beato Sante	C3-G8 (27%-73%)	5.5
RP1-2	The Glory Road	I1-J0 (100%-0%)		RPT23	The Bavent Recce	C4-G5 (44%-56%)	6.2
RP1-5	Another Balaclava	A0-B0 (50%-50%)		RPT24	Farmyard Affray	C9-G13 (41%-59%)	6.0
RP1-4	PIATs and Panthers	B0-G0 (50%-50%)		RPT25	Cornwalls' Rum Ration	B34-G32 (52%-48%)	6.2
RP1-7	No Quarter	C0-G1 (0%-100%)		RPT26	A Cross in Gold	A11-G13 (46%-54%)	6.6
RP1-6	Slam Dance	B0-G1 (0%-100%)	7.0	RPT27	Sycamore and Succotash	A10-J2 (83%-17%)	6.3
RP2-10	The King's Dash	B0-G0 (50%-50%)		RPT28	The Polozkov Push	G8-R1 (89%-11%)	4.7
RP2-2	The Debt Repaid	F0-G1 (0%-100%)		RPT29	The Sound of Hoof Beats	G2-P1 (67%-33%)	4.0
RP2-3	Distinguished Service	A0-G0 (50%-50%)		RPT30	Knocking on the Front D	G11-R3 (79%-21%)	4.8
RP2-6	Cushman's Pocket	A0-J0 (50%-50%)		RPT31	Able Was I Ere I Saw Ei	A3-Y4 (43%-57%)	6.7
RP2-7	In the Samurai Traditio	A1-J0 (100%-0%)	6.0	RPT32	Attack to Retreat	G0-Y0 (50%-50%)	
RP2-4	The Knife Edge of Defea	A0-J0 (50%-50%)		RPT33	The Kindness of Stanger	A0-G0 (50%-50%)	
RP2-5	Brandenburger Bridge	G1-R2 (33%-67%)	6.2	RPT34	Last Stand of the Besot	A5-G0 (100%-0%)	6.7
RP2-8	Riding Shotgun	A0-G0 (50%-50%)		RPT35	Sword of Damocles	G5-R0 (100%-0%)	6.0
RP2-9	He Who Hesitates	B1-G0 (100%-0%)		RPT36	The Kings are Dead	G2-R3 (40%-60%)	6.0
RP2-1	The Noose	F0-R0 (50%-50%)		RPT37	Fury at Zhuri	A1-G1 (50%-50%)	6.0
RP3-8	Another Damn Bridge	A1-G3 (25%-75%)	4.8	RPT38	Wolves in the Forest	A4-G2 (67%-33%)	5.5
RP3-7	Decapitation	G0-R2 (0%-100%)	6.0	RPT39	Czechs and Balances	C1-G0 (100%-0%)	6.0
RP3-6	Hampshires on the Hill	B2-G4 (33%-67%)	5.8	RPT40	Most Barikádníku	C1-G0 (100%-0%)	7.0
RP3-5	A Room With a View	F2-R2 (50%-50%)	6.3	RPT41	Sicilian Debut	A5-G0 (100%-0%)	5.6
RP3-4	Saving Madagascar	B1-V0 (100%-0%)	7.0	RPT42	Piccolo Peak	A0-G1 (0%-100%)	
RP3-3	A Funny Kind of War	B0-G1 (0%-100%)	6.0	RPT43	Thunder in the Valley	A2-G4 (33%-67%)	4.5
RP3-2	Flamed in France	B4-G1 (80%-20%)	6.9	RPT44	Purple Heart Alley	A3-G11 (21%-79%)	5.8
RP3-1	The Dragons' Claws	F0-G4 (0%-100%)	4.0	RPT45	Operation Buffalo	A2-G0 (100%-0%)	6.0
RPT1	Ferenc J&ocute;zef Bar	H27-R12 (69%-31%)	5.1	RPT46	Ghosts at Meximieux	A4-G0 (100%-0%)	5.4
RPT2	Kerepesi Cemetery	H20-R40 (33%-67%)	5.4	RPT47	Black Edelweiss	A3-G2 (60%-40%)	4.6
RPT3	Városmajor Grang	H36-R37 (49%-51%)	6.4	RPT48	Firestorm	A8-G4 (67%-33%)	5.1
RPT4	Transylvania 6-5000	H51-R45 (53%-47%)	6.7	RPT49	Spring Cleaning	A3-G6 (33%-67%)	6.1
RPT5	The Horváth Inte	H5-R13 (28%-72%)	5.0	RPT50	Nazi Town	A3-G6 (33%-67%)	6.3
RPT6	Cadets and Cadre	H13-R6 (68%-32%)	5.7	RPT51	Arrivederci Nembo	C9-I5 (64%-36%)	5.1
RPT7	Romanian Hammers	R5-R10 (33%-67%)	6.4	RPT52	Death Rattle	B10-G8 (56%-44%)	6.4
RPT8	Well Taught	G6-R5 (55%-45%)	6.3	RPT53	Tiger Blood	A3-G1 (75%-25%)	5.8
RPT9	Shelling the Sivash	G31-R21 (60%-40%)	6.2	RPT54	An Italian Civil War	N10-R4 (71%-29%)	6.3

Id	Name	Record	R	Id	Name	Record	R
RPT55	Coudehard Cache	G1-P5 (17%-83%)	6.4	RPT130	Stumbling Thorough the S	A0-G0 (50%-50%)	
RPT56	Failure to Assimilate	A1-G3 (25%-75%)	3.0	RPT131	Boot's Scoot and Boogie	D1-G1 (50%-50%)	7.0
RPT57	Easy Riders	G5-R4 (56%-44%)	5.0	RPT132	Probe Toward the Hague	D2-G2 (50%-50%)	7.0
RPT58	Sikh Defiance	B13-G13 (50%-50%)	6.4	RPT133	The Recapture of Ockenb	D1-G0 (100%-0%)	
RPT59	Hungarian Hopscotch	G4-R3 (57%-43%)	7.0	RPT134	Von Sponeck's Woods	D2-G0 (100%-0%)	7.5
RPT60	Cat Chow	G3-R0 (100%-0%)	6.2	RPT135	The Outpost Line	D4-G2 (67%-33%)	5.8
RPT71	The Monetake Mambo	C12-J6 (67%-33%)	5.0	RPT136	La Riposte Vaine	F3-G1 (75%-25%)	6.2
RPT72	Yangtze Doodle	C19-J24 (44%-56%)	7.0	RPT137	Chateau Gandelu	F2-G2 (50%-50%)	4.6
RPT73	Sausage Hill	I11-J12 (48%-52%)	6.2	RPT138	The Chivres Shivaree	F1-G3 (25%-75%)	5.0
RPT74	Saigon Shuffle	B6-J3 (67%-33%)	5.7	RPT139	Mauled at Merdorp	F15-G13 (54%-46%)	5.8
RPT75	Strike the Seventh	I0-J1 (0%-100%)		RPT140	Warwickshire at Wormhou	B4-G1 (80%-20%)	7.1
RPT76	Duropa Plantation	A6-J6 (50%-50%)	6.3	RPT141	Volunteers Became Scarc	N2-S6 (25%-75%)	6.6
RPT77	Go Tell It to the Mount	A5-J10 (33%-67%)	5.2	RPT142	Commander for a Day	A1-N4 (20%-80%)	5.3
RPT78	Bounty Hunters	C4-J7 (36%-64%)	5.9	RPT143	Rebel's Roost	A3-N0 (100%-0%)	3.0
RPT79	Blooded!	A16-J10 (62%-38%)	6.3	RPT144	Got Me a Tank	A6-N5 (55%-45%)	6.2
RPT80	Hot Boxing	G19-J11 (63%-37%)	6.3	RPT145	Bouncing Check	A1-N1 (50%-50%)	2.0
RPT81	Garski's Fusillade	B3-G0 (100%-0%)	2.0	RPT146	Plum Pudding Hill	B0-N2 (0%-100%)	2.0
RPT82	The Montiguidi Mambo	A5-G7 (42%-58%)	5.1	RPT147	Fish to Fry	A2-N2 (50%-50%)	4.7
RPT83	Mile Peg 61	A11-J15 (42%-58%)	6.3	RPT148	ROK on a Roll	N2-S3 (40%-60%)	2.7
RPT84	Kiwi and the Cat	G7-N6 (54%-46%)	7.0	RPT149	Rakkasan Ruckus	A2-N0 (100%-0%)	1.0
RPT85	Choiseul Few	A10-J14 (42%-58%)	6.4	RPT150	Diggers at Chongju	A3-N3 (50%-50%)	6.4
RPT86	No Quarter Requested	F1-J2 (33%-67%)	6.5	RPT151	Luodian Lament	C1-J0 (100%-0%)	6.0
RPT87	Kool Running	A1-G1 (50%-50%)	5.0	RPT152	Shaken Not Stirred	F2-G2 (50%-50%)	6.2
RPT88	Pape's Incursion	G5-R0 (100%-0%)	6.6	RPT153	Run Gurkha Run	G1-J3 (25%-75%)	
RPT89	Something Borrowed	G3-R0 (100%-0%)	4.3	RPT154	Mars Begins	G4-R1 (80%-20%)	6.7
RPT90	Need a Ticket to Ride	G1-R3 (25%-75%)	3.5	RPT155	Schutzstaffel Shindig	G3-R2 (60%-40%)	6.6
RPT101	Kibizov's Kibosh	G10-R6 (62%-38%)	5.6	RPT156	Wiking Rescue	G1-R0 (100%-0%)	3.0
RPT102	Kleisoura Pass	G3-G0 (100%-0%)	7.0	RPT157	Ozarks and Frundsberger	A1-G1 (50%-50%)	6.0
RPT103	Nikolai's Star	G9-R6 (60%-40%)	7.0	RPT158	Hungarian Hetzers	H1-R3 (25%-75%)	6.0
RPT104	Das Ritterkruez	G0-R2 (0%-100%)		RPT159	Lesson Learned in Lesen	G1-R3 (25%-75%)	2.0
RPT105	Flaming Star	G5-R15 (25%-75%)	5.9	RPT160	Willie und Fritz	G10-R4 (71%-29%)	5.8
RPT106	Balck by Example	F4-G0 (100%-0%)	4.0	RPT161	21 Cans of Beer	A0-N0 (50%-50%)	
RPT107	Meet Me at the Station	G9-R10 (47%-53%)	5.4	RPT162	Armor at Kumch'on	A2-N4 (33%-67%)	5.4
RPT108	Catching the Bear	G3-R0 (100%-0%)	6.2	RPT163	Seoul Searching	A1-N0 (100%-0%)	
RPT109	Krainov's Ambush	G0-R1 (0%-100%)	7.0	RPT164	Let's Shoot the S.O.B.'	A0-N0 (50%-50%)	
RPT110	Theirs Not to Reason Wh	G0-R1 (0%-100%)	7.0	RPT165	Rangers Lead the Way	A0-C1 (0%-100%)	6.0
RPT121	Fireball!	A2-G6 (25%-75%)	7.0	RPT166	We Are Friends	C5-U4 (56%-44%)	5.8
RPT122	Let'Er Buck	A2-G4 (33%-67%)	6.2	RPT167	Meatchoppers with Knive	C5-U5 (50%-50%)	6.3
RPT123	Holding Korte	A3-G1 (75%-25%)	4.0	RPT168	Belgians and Centurions	C1-U1 (50%-50%)	6.5
RPT124	The Undaunted	A0-G0 (50%-50%)		RPT169	The Big Bugout	C1-S2 (33%-67%)	4.8
RPT125	Bazooka Butts	A1-G2 (33%-67%)	5.2	RPT170	Fighting Filipinos	C2-U1 (67%-33%)	5.0
RPT126	The Steinstrass Funnel	A1-G3 (25%-75%)	5.0	RR1	The Curtain Goes Up	B1-G0 (100%-0%)	7.0
RPT127	Saurians at Suggesth	A1-G0 (100%-0%)		RR2	The Australian Try	A0-G1 (0%-100%)	8.0
RPT128	Hubba Hubba One More Ti	A9-G5 (64%-36%)	6.3	RR3	Auk's Heave to Fuka	B0-I1 (0%-100%)	7.0
RPT129	American Banzai	A2-G0 (100%-0%)	7.0	RR4	Operation Bacon	B1-I1 (50%-50%)	5.5

Id	Name	Record	R	Id	Name	Record	R
RR5	Breaking Lager	B1-G0 (100%-0%)	7.0	S42	One More Hedgerow	A11-G13 (46%-54%)	5.8
RR6	The Italian Turn	B1-I0 (100%-0%)	7.0	S43	Clearing Carentan	A17-G12 (59%-41%)	6.2
RR7	The Fox Strikes Back	B1-G0 (100%-0%)	7.0	S44	Across the Border	P23-S8 (74%-26%)	7.0
RR8	Gunner Halm	B0-G1 (0%-100%)	7.0	S45	Contested Settlement	P19-S15 (56%-44%)	7.0
S1	Sights on Seoul	A1-N0 (100%-0%)	6.0	S46	Where the Winter Linger	G12-R10 (55%-45%)	6.0
S2	Besting Basilone	A0-N0 (50%-50%)	6.7	S47	Not So Disposed	A0-I11 (0%-100%)	3.3
S3	Last Stand at An-san	A1-N2 (33%-67%)	6.2	S48	Converging Assaults	A3-I6 (33%-67%)	4.5
S4	Dilemma on Ma Po Blvd	A0-N0 (50%-50%)	6.7	S49	Cooks, Clerks, and Bazo	A10-G7 (59%-41%)	7.1
S5	Rail Yard Rumble	A0-N1 (0%-100%)	5.0	S50	N-463	F15-G6 (71%-29%)	6.1
S6	At the Races with Dark	A1-N2 (33%-67%)	4.2	S51	Enter the Young	A12-G15 (44%-56%)	6.3
S7	Prelude to Festung Bres	A30-G45 (40%-60%)	6.2	S52	Extraordinary Bravery	G8-P2 (80%-20%)	5.1
S8	Ad Hoc at Chef-du-pont	A14-G27 (34%-66%)	6.3	S53	Workers Unite!	G6-R10 (38%-62%)	6.1
S9	Cowboys and Indians	N1-S2 (33%-67%)	4.0	S54	Operation Natzmer	G8-R6 (57%-43%)	5.7
S10	Liberté Call	A2-N1 (67%-33%)	6.0	S55	The Fire Brigade	R3-R6 (33%-67%)	6.5
S11	A Long Way to Go	A25-G41 (38%-62%)	6.1	S56	In Pursuit of the Frenc	F5-G9 (36%-64%)	6.1
S12	Over Open Sights	A41-G39 (51%-49%)	6.6	S57	Haase to Hold On	G4-R4 (50%-50%)	7.1
S13	Priority Target	A36-G35 (51%-49%)	6.4	S58	Exit No. 1	A1-G1 (50%-50%)	5.0
S14	88s at Zon	A49-G52 (49%-51%)	6.6	S59	Mopping Up	A0-G2 (0%-100%)	5.0
S15	Hammer to the Teeth	A46-G42 (52%-48%)	6.7	S60	Operation Niwi	B2-G7 (22%-78%)	7.0
S16	Legio Patria Nostra	F37-G19 (66%-34%)	6.6	S61	Help Our Troops Out	A1-G0 (100%-0%)	5.0
S17	A Ridge Too Far	B12-G11 (52%-48%)	6.9	S62	Reaper's Harvest	C5-G5 (50%-50%)	6.6
S18	Baking Bread	G32-R31 (51%-49%)	6.7	S63	Nothing Left to Lose	G3-R0 (100%-0%)	7.0
S19	Purple Heart Lane	A26-G20 (57%-43%)	6.9	S64	Kawaguchi's Gamble	A4-J6 (40%-60%)	7.6
S20	Joseph 351	A19-G27 (41%-59%)	6.8	S65	Take It Back	A7-J8 (47%-53%)	7.2
S21	Clash at Borisovka	G63-R40 (61%-39%)	6.6	S66	Bailey's Bridge	A5-J0 (100%-0%)	6.6
S22	Another Summer's Day	A10-G28 (26%-74%)	6.7	S67	Besieged	A8-J3 (73%-27%)	5.5
S23	Monty's Gamble	B46-G20 (70%-30%)	6.5	S68	The End of Their Rope	A0-J7 (0%-100%)	6.6
S24	Sherman Marches West	G28-R18 (61%-39%)	6.8	S69	Stovepipe Funeral	A4-J5 (44%-56%)	7.5
S25	Early Battles	G13-R18 (42%-58%)	6.7	S70	A Sideshow Affair	A2-J2 (50%-50%)	7.6
S26	Last Ally, Last Victory	G12-R21 (36%-64%)	7.2	S71	American Devil	A0-J4 (0%-100%)	7.8
S27	Stand for New Zealand	G8-N17 (32%-68%)	5.7	S72	Stretched Thin at Altav	A3-G0 (100%-0%)	5.8
S28	Out of Luck	G5-R6 (45%-55%)	6.7	S73	West of the Vire	A0-G1 (0%-100%)	6.0
S29	No Monumental Acclaim	A11-G4 (73%-27%)	6.9	SA1	Blazing Borders	F1-R2 (33%-67%)	7.1
S30	Ripples on the Pond	A7-G12 (37%-63%)	5.4	SA2	Spoils of War	G3-R1 (75%-25%)	6.7
S31	Going to New York!	A12-I10 (55%-45%)	5.2	SA3	Storm from the North	G2-R4 (33%-67%)	7.1
S32	Göring's Men	G5-R10 (33%-67%)	6.8	SA4	With Burning Liquid	G5-R4 (56%-44%)	6.6
S33	Few and Far Between	D8-G6 (57%-43%)	6.7	SA5	Cherkassy Pocket	G2-R2 (50%-50%)	6.5
S34	Twilight at Baerendorf	A2-G3 (40%-60%)	5.0	SA6	On the Bound	G1-R3 (25%-75%)	6.4
S35	The Volga is Reached!	G4-R1 (80%-20%)	7.0	SAGA 1	Bedlam Bridge	B1-G0 (100%-0%)	7.0
S36	Satisfaction and Confid	G6-R5 (55%-45%)	5.7	SAGA2000	The Lawless Roads	B0-G0 (50%-50%)	
S37	Breaking the Panzers	B0-G5 (0%-100%)	5.0	SAGA2000	Loser Takes All	G0-R0 (50%-50%)	
S38	Raiders Along the Wall	A9-G3 (75%-25%)	6.2	SAGA2001	The Forgotten Hills	J0-R0 (50%-50%)	
S39	Use Your Tanks and Shov	A6-G5 (55%-45%)	7.2	SAGA2001	Summa Snow	F0-R0 (50%-50%)	
S40	Island Retreat	A0-G1 (0%-100%)	7.0	SAGA2001	Roman Knight	R0-R0 (50%-50%)	
S41	Sink's Encouragement	A6-G26 (19%-81%)	5.0	SAGA2001	Point Peter	G0-R0 (50%-50%)	

Id	Name	Record	R	Id	Name	Record	R
SAGA2001	Job Tvoi Matj	G0-R0 (50%-50%)		SF10	False Flag	G0-G0 (50%-50%)	
SAGA2003	Eviction Day	A0-J1 (0%-100%)	6.0	SF11	Clash in the Night	B1-G0 (100%-0%)	5.0
SAGA2003	Time to Kill	B1-G0 (100%-0%)	4.0	SF12	Operation Polar Bear	G1-I1 (50%-50%)	6.0
SAGA2003	Nerves of Steel	A0-J1 (0%-100%)	4.0	SFC1	Probing for the Bridge	A1-G0 (100%-0%)	3.0
SAM1	Poles Apart	P0-R3 (0%-100%)	7.0	SFC2	Grabbing Some Houses	A0-G2 (0%-100%)	3.0
SAM2	A Royal Escape	G0-G0 (50%-50%)		SFC3	Gun Duels	A1-G0 (100%-0%)	
SaV1	Flemish Flail	B0-G1 (0%-100%)	8.0	SFC4	The Grenadier's First P	A1-G0 (100%-0%)	4.0
SaV2	The Boars' Tusks	B0-G0 (50%-50%)		SFC5	Second Push	A0-G0 (50%-50%)	
SaV3	Elan and Surprise	B0-G0 (50%-50%)		SFC6	The Dying Wave	A0-G0 (50%-50%)	
SaV4	Just Take the Town	B0-G0 (50%-50%)		SFC7	Paras on the Run	A0-G0 (50%-50%)	
SaV5	Break Contact	B0-G0 (50%-50%)		SFC8	Kraut Disinfected	A0-G0 (50%-50%)	
SaV6	Heckenschutzen	B0-G0 (50%-50%)		SFW1	Bridge Number 8	A0-G0 (50%-50%)	
SaV7	Wer it da?	B0-G0 (50%-50%)		SFW2	The Battle for Carrocet	B0-G0 (50%-50%)	
SaV8	Woe to the Mighty	B0-G0 (50%-50%)		SFW3	Nowhere to Hide	A0-G0 (50%-50%)	
SaV9	The Orchard Road	B0-G0 (50%-50%)		SFW4	Along the Lateral Road	A0-G0 (50%-50%)	
SaV10	Farm Van Hoe	B0-G0 (50%-50%)		SG1	Abrams' Charge	A5-G17 (23%-77%)	7.2
SB4	Dismantling 1st DCR	F2-G5 (29%-71%)	7.8	SG2	Fitzgerald's Fire	A21-G10 (68%-32%)	6.4
SB5	Stampede of the Wild Bu	A1-G2 (33%-67%)	6.5	Shellsho	Pinching Patton	A12-G2 (86%-14%)	6.5
SB6	Eviscerating Vienna	G5-R2 (71%-29%)	6.5	Shellsho	Out of the Fold	G4-R0 (100%-0%)	4.8
SC1	Somewhere, July 1943	G0-R0 (50%-50%)		Shin1	Factory Farming	B3-G3 (50%-50%)	5.8
SC2.3	For God, Queen, and Cou	C4-I0 (100%-0%)		Shin2	Forming the Thumb	B1-G1 (50%-50%)	4.5
SC2.2	Even Tigers Must Beware	A1-G0 (100%-0%)		Shin3	Tally Ho!	B1-G2 (33%-67%)	4.0
SC2.1	Breaking Out of the Cau	C2-G1 (67%-33%)		Shin4	A Productive Day at the	A0-G1 (0%-100%)	2.0
SC2.7	The Defiance of the Nar	G1-N1 (50%-50%)		Shin5	Sparks Fly	A0-G0 (50%-50%)	
SC2.6	With a Little Help From	A1-G0 (100%-0%)		Shin6	"Here Come the Bastards	A3-G3 (50%-50%)	5.3
SC2.5	Fifty Years Ago Today:	G1-I0 (100%-0%)		Shin7	"Everything We've Got"	A0-G2 (0%-100%)	7.2
SC2.4	Last Gasp of the Wacht	A4-G3 (57%-43%)		Shin8	Get Ready	A2-G1 (67%-33%)	
SC3	The Defense of Shanghai	C1-J1 (50%-50%)		SL41	Swatting At Tigers	A1-G0 (100%-0%)	
SC4	Mean Quick Raid	A0-G1 (0%-100%)	7.5	SL218	Operation Switchback	C0-G0 (50%-50%)	
SC5	The Factory (SL 38 upda	A0-G0 (50%-50%)		SL219	Scheldt Fortress South	B0-G0 (50%-50%)	
SC6	Gela 1: Force X Arrives	A0-I2 (0%-100%)		SL220	Clearing the Breskins P	B0-G0 (50%-50%)	
SC7	Gela 2: The Relief of C	A0-I0 (50%-50%)		SmR1	Mired	A0-N0 (50%-50%)	
SC8	Gela 3: Seize the Cathe	A0-I0 (50%-50%)		SmR2	Fenton's Foe	A0-N1 (0%-100%)	7.0
SC9	Château Cherry	A0-G0 (50%-50%)		SmR3	In Min's Gun	A0-N0 (50%-50%)	
SC10	Home Alone (vol3I6)	G0-R0 (50%-50%)		SmR4	Passage of Lines	A2-N0 (100%-0%)	4.0
SC12	Climax at Nijmegen Brid	A0-G0 (50%-50%)		SmR5	Fox on the Hill	A0-N0 (50%-50%)	
SF1	Pavlov's Fortress	G0-R0 (50%-50%)		SmR6	Fox's Fretful Night	A0-N0 (50%-50%)	
SF2	Vorwart!	G0-R0 (50%-50%)		SmR7	Fighting over the Finge	A0-N0 (50%-50%)	
SF3	The Fuhrer's Pawns	G0-R0 (50%-50%)	6.0	SmR8	Smith's Ridge	A0-N0 (50%-50%)	
SF4	A Few Brave Men	G0-R0 (50%-50%)		SmR9	Puller's Pugilists	A1-N0 (100%-0%)	
SF5	Bushwacking the Ambush	B2-G3 (40%-60%)	4.7	SmR10	Hotheaded Treadheads	A0-N0 (50%-50%)	
SF6	The Three Companies	A3-G3 (50%-50%)	5.9	SmR11	Whoa Nellie!	A0-N0 (50%-50%)	
SF7	Deadly Appetici	B0-G0 (50%-50%)		SoN1	Our Place in the Sun	E3-I5 (38%-62%)	5.5
SF8	The Guns of Corfu	B0-G0 (50%-50%)		SoN2	Criniti's Escape	E8-I6 (57%-43%)	6.6
SF9	Now It's German!	B0-G0 (50%-50%)		SoN3	The Golden Mountain	E19-I10 (66%-34%)	6.1

Id	Name	Record	R
SoN4	The Bitwoded Gamble	E4-I2 (67%-33%)	5.6
SoN5	Circle the Wagons!	E0-I4 (0%-100%)	2.5
SoN6	Keber Zabania	E3-I5 (38%-62%)	6.6
SoN7	The Wells of Borgut	E4-I4 (50%-50%)	3.0
SoN8	Last Hope at New Flower	E6-I4 (60%-40%)	7.4
SoSB1	Badanov's Boys	G7-R5 (58%-42%)	5.7
SoSB2	Assaulted at Arras	B3-G5 (38%-62%)	6.0
SoSB3	Marauding Marauders	A1-J0 (100%-0%)	3.0
SP1	Raiders at Regi	A28-J55 (34%-66%)	5.8
SP2	Holding the Hotton Brid	A59-G64 (48%-52%)	6.4
SP3	Duel at Reuler	A50-G52 (49%-51%)	6.1
SP4	Point 270	B26-G42 (38%-62%)	5.5
SP5	The Hornet of Cloville	A63-G98 (39%-61%)	6.6
SP6	Udarnik Bridgehead	R72-S62 (54%-46%)	6.3
SP7	Delayed on Tiger Route	B20-G38 (34%-66%)	6.2
SP8	The Getaway	G21-R30 (41%-59%)	4.5
SP9	Gun Copse	B14-J17 (45%-55%)	4.9
SP10	Bring Up the Boys	B34-G53 (39%-61%)	5.8
SP11	Pomeranian Tigers	G54-R64 (46%-54%)	6.8
SP12	Piano Lupo	A14-G33 (30%-70%)	4.9
SP13	Stopped Cold	A12-G34 (26%-74%)	5.0
SP14	The Green House	A34-J31 (52%-48%)	6.0
SP15	Tabacchificio Fiocche	A12-G30 (29%-71%)	6.5
SP16	Hilfe Kommt	A21-G13 (62%-38%)	5.7
SP17	Cross of Lorraine	A38-G22 (63%-37%)	6.7
SP18	An Arm and a Leg	A56-G55 (50%-50%)	5.7
SP19	Men From Mars	A30-J19 (61%-39%)	6.5
SP20	The Slaughter at Krutik	G64-R30 (68%-32%)	7.0
SP21	Johnny One	B10-G3 (77%-23%)	5.9
SP22	Tod's Last Stand	B47-G59 (44%-56%)	6.5
SP23	Assault on the Hotel Co	G25-N20 (56%-44%)	6.5
SP24	Forest Fighting in Latv	G58-R47 (55%-45%)	6.2
SP25	Two Pounds in Return	G10-N11 (48%-52%)	4.2
SP26	Wollersheim!	A41-G27 (60%-40%)	6.9
SP27	Sudden Fury	B21-G8 (72%-28%)	6.4
SP28	Clearing Qualberg	B7-G18 (28%-72%)	6.5
SP29	Schloss Bübingen	A24-G30 (44%-56%)	6.0
SP30	Evicting Yamagishi	J9-R7 (56%-44%)	6.4
SP31	The Hills of Lagonovo	G11-R6 (65%-35%)	6.3
SP32	Over Open Sights	B15-I18 (45%-55%)	5.6
SP33	The Eternal City	A15-G14 (52%-48%)	6.4
SP34	Frankforce	B41-G35 (54%-46%)	6.5
SP35	The Jungleers	A21-J36 (37%-63%)	6.0
SP36	Desantniki	G24-R31 (44%-56%)	6.0
SP37	Last Stand at Iserlon	A9-G12 (43%-57%)	7.1

Id	Name	Record	R
SP38	Led to the Slaughter	A14-G18 (44%-56%)	4.7
SP39	Down the Manipur Road	B16-J15 (52%-48%)	6.1
SP40	Stand at Festubert	B12-G15 (44%-56%)	6.0
SP41	Bloody Gulch	A26-G22 (54%-46%)	5.2
SP42	Hot in Kot	I14-P6 (70%-30%)	6.8
SP43	Deadeye Smoyer	A58-G43 (57%-43%)	6.6
SP44	Sufferin' Sudfrankreich	G21-P21 (50%-50%)	6.2
SP45	A Stroke of Luck	G19-R30 (39%-61%)	6.6
SP46	Give Then Some Steel!	A1-I8 (11%-89%)	5.5
SP47	Key to the Gate	A7-G6 (54%-46%)	6.5
SP48	Orlik and the Uhlans	G32-P21 (60%-40%)	6.9
SP49	Audie Murphy	A6-G11 (35%-65%)	6.0
SP50	Paco Station	A13-J19 (41%-59%)	6.7
SP51	Stryker's Charge	A17-G23 (42%-58%)	6.3
SP52	The Amazing Tominac	A18-G21 (46%-54%)	5.9
SP53	Thorne in your Side	A21-G27 (44%-56%)	5.8
SP54	Manila John	A2-J2 (50%-50%)	7.0
SP55	Batterie du Port	A7-V8 (47%-53%)	4.1
SP56	No Good Reason	A3-J8 (27%-73%)	5.0
SP57	Big Tuol Pocket	A18-J14 (56%-44%)	6.8
SP58	Mars' Last Fight	A6-J11 (35%-65%)	6.3
SP59	Rivers' End	A5-G15 (25%-75%)	6.4
SP60	Commando Kelly	A6-G7 (46%-54%)	6.7
SP61	Objective Exodus	B33-G36 (48%-52%)	6.2
SP62	ils ne passeront pas	C37-G49 (43%-57%)	6.2
SP63	Upham's Bar	G9-N3 (75%-25%)	6.5
SP64	Valour on the Bou	B13-G18 (42%-58%)	5.8
SP65	Ayo Gurkhali!	G25-J34 (42%-58%)	6.5
SP66	Nicholls and Nash	B7-G4 (64%-36%)	6.4
SP67	Backs to the Orne	B15-G8 (65%-35%)	6.5
SP68	Foot-ing the Bill	B6-G4 (60%-40%)	5.7
SP69	Meiktila Break-in	I10-J15 (40%-60%)	7.0
SP70	Weston's War	I12-J3 (80%-20%)	6.5
SP71	Cutler's Cross	A19-V16 (54%-46%)	6.6
SP72	One Tough Canuck	C18-G20 (47%-53%)	6.9
SP73	Seregelyes Slug-out	G18-R12 (60%-40%)	7.2
SP74	The Last Tiger	G60-R74 (45%-55%)	6.6
SP75	Taurus Pursuant	B17-G19 (47%-53%)	6.6
SP76	Flaming of the Guard	B35-G24 (59%-41%)	6.5
SP77	Green Jackets' Bridge	B30-G15 (67%-33%)	5.6
SP78	The Golovchino Breakout	G43-R29 (60%-40%)	5.9
SP79	The Mius Trap	G39-R33 (54%-46%)	6.9
SP80	Die Gurkha Die!	A59-J45 (57%-43%)	7.2
SP81	Betje Wolf Plein	B22-G10 (69%-31%)	6.4
SP82	Norway in Half	G32-N6 (84%-16%)	5.9

Id	Name	Record	R
SP83	Boeinked	B45-G38 (54%-46%)	6.7
SP84	von Bodenhausen's Ride	G8-R15 (35%-65%)	6.6
SP85	The McCown Encounter	A10-G3 (77%-23%)	5.4
SP86	Bridge at Stavelot	A16-G9 (64%-36%)	6.3
SP87	Fangs of the Tiger	G20-R23 (47%-53%)	6.5
SP88	Race for the Sarvis	G11-R7 (61%-39%)	6.5
SP89	Assaulting Tes	G27-R30 (47%-53%)	7.0
SP90	Skirting the Mace	G8-P3 (73%-27%)	6.6
SP91	Show a Little Guts!	A19-J28 (40%-60%)	6.8
SP92	Seelow Seesaw	G13-R4 (76%-24%)	6.9
SP93	Oder Bound	G11-R9 (55%-45%)	6.7
SP94	Out of Order	G12-P25 (32%-68%)	5.3
SP95	Burn Gurkha Burn!	G63-J78 (45%-55%)	7.3
SP96	Husum Hotfoot	B56-G64 (47%-53%)	6.2
SP97	Twilight of the Reich	G37-R30 (55%-45%)	6.6
SP98	Pesky Pachyderms	G20-R16 (56%-44%)	7.0
SP99	The Feineisen Factor	A22-G27 (45%-55%)	6.6
SP100	The Attu Climb	A9-J15 (38%-62%)	4.8
SP101	Jura Juggernaut	G12-R17 (41%-59%)	6.5
SP102	le diable noir	G12-R21 (36%-64%)	5.4
SP103	For Whom the Bells Toll	A47-G58 (45%-55%)	6.8
SP104	Easy's Bridge	A4-G7 (36%-64%)	6.8
SP105	Black Monday	B4-G0 (100%-0%)	7.3
SP106	After the Tea Break	A9-G3 (75%-25%)	6.1
SP107	The Sawmill	A10-G18 (36%-64%)	5.4
SP108	Searing Soltau	B27-G30 (47%-53%)	6.0
SP109	Olboeter's Escape	G8-P5 (62%-38%)	6.8
SP110	The Chernichivo Shuffle	G29-R32 (48%-52%)	6.5
SP111	Why at Erp	A30-G10 (75%-25%)	6.7
SP112	Foreshadowing Silvertop	B4-G6 (40%-60%)	6.2
SP113	The Tigers Wrecked 'Em	C7-G3 (70%-30%)	7.4
SP114	Seizing Gyulamajor	G19-R15 (56%-44%)	7.1
SP115	The Five Pound Prize	B95-G81 (54%-46%)	6.9
SP116	Loonies and Leicesters	B34-G26 (57%-43%)	6.4
SP117	Stranded Cats	I13-J7 (65%-35%)	5.9
SP118	Seizing the Sittang Bri	C36-J48 (43%-57%)	6.5
SP119	Captain Lambert's Facto	C10-G16 (38%-62%)	6.8
SP120	Kettlehut to the Rescue	A14-G4 (78%-22%)	5.0
SP121	Danger Close!	A22-G13 (63%-37%)	6.0
SP122	Constant Sorrow	A12-G3 (80%-20%)	5.6
SP123	The Badger's Breath	C58-G50 (54%-46%)	5.9
SP124	Expelling the Guards	G9-R16 (36%-64%)	6.8
SP125	Nunshigum	G42-J53 (44%-56%)	6.8
SP126	Malignant Mahrattas	I35-J32 (52%-48%)	6.2
SP127	Bleed Gurkha Bleed!	G9-J25 (26%-74%)	7.0

Id	Name	Record	R
SP128	Rupee Reward	C23-J16 (59%-41%)	5.7
SP129	Locking Horns at Lozova	G13-R5 (72%-28%)	5.8
SP130	Tiger's Whiskers	G19-R4 (83%-17%)	5.5
SP131	Pocket Panzers	A30-G27 (53%-47%)	7.0
SP132	Timmerman's Bridge	A4-G8 (33%-67%)	4.9
SP133	Old Hickory's Path	A11-G15 (42%-58%)	6.4
SP134	Barracuda!	B18-G11 (62%-38%)	6.4
SP135	Tale of the Comet	B16-G4 (80%-20%)	6.1
SP136	Orczy Square	H15-R24 (38%-62%)	6.6
SP137	The Bozsoki Relay	H26-R19 (58%-42%)	6.2
SP138	Lacking Coordination	B19-G17 (53%-47%)	6.6
SP139	Oder Dare	G8-R2 (80%-20%)	5.8
SP140	Red Valentines	G7-R10 (41%-59%)	5.6
SP141	Broken Beek	A23-G25 (48%-52%)	5.9
SP142	To No Avail	G24-R15 (62%-38%)	6.7
SP143	The Battle for St. Clou	A6-V8 (43%-57%)	5.0
SP144	One More Day of Freedom	A15-J23 (39%-61%)	5.7
SP145	The Reluctant Tiger	A17-G8 (68%-32%)	6.5
SP146	Terrify and Destroy	A14-G19 (42%-58%)	6.9
SP147	The Zebra Mission	A26-G24 (52%-48%)	5.6
SP148	The Bears of St. Denis	B16-G10 (62%-38%)	6.5
SP149	Labarthe's Charade	F19-G26 (42%-58%)	5.9
SP150	The Legrew Maneuver	A38-G35 (52%-48%)	6.4
SP151	Bulanov Rebuked	G8-R6 (57%-43%)	4.8
SP152	Nova Bude Butte	G4-R11 (27%-73%)	6.4
SP153	The Wrong Side of Victo	B13-J15 (46%-54%)	6.9
SP154	On the Road to Hell	A49-G56 (47%-53%)	6.5
SP155	Casualties Cooks and Co	A9-J7 (56%-44%)	3.9
SP156	A Siege of their Own	G13-R8 (62%-38%)	5.7
SP157	Edge of Extinction	A17-G8 (68%-32%)	6.6
SP158	The Fond Dagot Drag-Out	F8-G7 (53%-47%)	5.7
SP159	The Lisjanka Epitaph	G22-R20 (52%-48%)	6.3
SP160	The Lost Band of Edmont	C5-G9 (36%-64%)	5.9
SP161	Federov's Incursion	G8-R15 (35%-65%)	6.8
SP162	The Buddha's Belly	B5-J7 (42%-58%)	4.1
SP163	First to Fastov	G15-R20 (43%-57%)	6.8
SP164	Tanks But No Tanks	P43-R28 (61%-39%)	6.4
SP165	A Promise Fulfilled	A5-J13 (28%-72%)	5.6
SP166	Blue Jacket Attack	A1-J8 (11%-89%)	5.0
SP167	Trigger Happy Joes	A9-G2 (82%-18%)	5.9
SP168	Muhlenkamp's Miracle	G7-R10 (41%-59%)	6.7
SP169	The Winnekendonk Cakewa	B1-G7 (12%-88%)	5.2
SP170	Halfhearted Hiwis	C18-G29 (38%-62%)	6.1
SP171	Audacity of Innocence	A0-G7 (0%-100%)	4.7
SP172	Carstens' Lament	B4-G3 (57%-43%)	6.1

Id	Name	Record	R
SP173	Der letzte Geburtstag	G23-R12 (66%-34%)	6.3
SP174	Krupki Station	G31-R23 (57%-43%)	6.6
SP175	Tisza Tease	G9-R10 (47%-53%)	5.6
SP176	Smiling Albert	A18-G17 (51%-49%)	5.6
SP177	Tic Tac Toe	A21-J29 (42%-58%)	6.3
SP178	Chiang's Finest	B23-J17 (58%-42%)	6.5
SP179	Brittany Speared	A12-G20 (38%-62%)	6.8
SP180	Encircle This!	G33-R42 (44%-56%)	6.9
SP181	The Elephant of Surprise	G29-R36 (45%-55%)	6.3
SP182	Vlasov's Fist	G12-R9 (57%-43%)	6.3
SP183	The Last Full Measure	A8-J9 (47%-53%)	6.0
SP184	Cornered Beasts	G10-R6 (62%-38%)	6.2
SP185	Von Renesse's Recon	G2-R6 (25%-75%)	4.0
SP186	Beaufort's Feast	F23-G18 (56%-44%)	6.2
SP187	Stairway to Heaven	S7-S5 (58%-42%)	5.5
SP188	On the Road Again	A6-J16 (27%-73%)	5.5
SP189	Hell's Last Issue	C2-G4 (33%-67%)	6.0
SP190	Bottcher's Corner	A11-J9 (55%-45%)	6.4
SP191	Tatra Salad	F4-G8 (33%-67%)	6.7
SP192	Rock the Csaba	H22-R14 (61%-39%)	5.7
SP193	Kamikaze Gorge	A11-J6 (65%-35%)	6.0
SP194	Requiem for a Dreadnaug	G21-R23 (48%-52%)	6.8
SP195	Retreat from Hannut	F10-G8 (56%-44%)	6.2
SP196	Hussars and Hounds	B9-G26 (26%-74%)	5.1
SP197	The Clinch	G5-R1 (83%-17%)	4.4
SP198	Fish in a Barrel	G13-R25 (34%-66%)	6.3
SP199	Para-trap	A14-J6 (70%-30%)	6.1
SP200	Three Card Monty	B5-G10 (33%-67%)	6.3
SP201	Doppelganger	G3-U3 (50%-50%)	5.0
SP202	Fiery Finale	G32-R36 (47%-53%)	6.5
SP203	Chaos Crossing	G6-R10 (38%-62%)	4.8
SP204	Yankee Pride	A42-G44 (49%-51%)	6.6
SP205	Mius Miscchief	G25-R13 (66%-34%)	6.9
SP206	The Fraternal Grave	G6-R5 (55%-45%)	5.4
SP207	Resiste et Mords	B13-G4 (76%-24%)	4.3
SP208	Portomaggiore	B9-G12 (43%-57%)	5.5
SP209	Farmer's Market	A6-G4 (60%-40%)	5.4
SP210	Tea at Three	A7-G10 (41%-59%)	5.1
SP211	The Apiary	G0-R1 (0%-100%)	3.0
SP212	Merchant of Venice	C6-J4 (60%-40%)	6.0
SP213	The Mighty Have Fallen	A10-J17 (37%-63%)	7.1
SP214	Makela's End	S10-S15 (40%-60%)	5.8
SP215	Encircle That!	H6-R3 (67%-33%)	5.1
SP216	Toothless Tiger	G8-R12 (40%-60%)	6.1
SP217	The Go Devils	A19-G11 (63%-37%)	6.0

Id	Name	Record	R
SP218	Városliget Park	H9-R12 (43%-57%)	6.1
SP219	Play Havoc	A1-J5 (17%-83%)	6.2
SP220	Hoepner's Edict	F14-G7 (67%-33%)	5.7
SP221	The Red Hammer	G11-R2 (85%-15%)	6.8
SP222	Ivan and the Three Bear	G6-R0 (100%-0%)	4.5
SP223	Road Warriors	G20-R13 (61%-39%)	5.9
SP224	The Crown of Thorn	A10-G13 (43%-57%)	5.2
SP225	Sunflowers Along the Ko	G1-R3 (25%-75%)	4.5
SP226	Grave Decision	G13-R5 (72%-28%)	5.5
SP227	Party Boys	C4-G8 (33%-67%)	5.6
SP228	Booster Shot	G15-S7 (68%-32%)	5.1
SP229	The Devil's Congregatio	G19-R7 (73%-27%)	6.5
SP230	The Rimling Circus	A10-G6 (62%-38%)	6.1
SP231	Galician Persuasion	H21-R19 (52%-48%)	6.6
SP232	The Krutoy Log Roll	G2-R2 (50%-50%)	6.4
SP233	Easy Come Easy Go	A8-G2 (80%-20%)	5.7
SP234	Teltow Two-Step	G7-R6 (54%-46%)	6.4
SP235	Blue Ridger Blues	A8-G14 (36%-64%)	4.3
SP236	Hammer Time	B23-G31 (43%-57%)	6.3
SP237	Shanghai Scuffle	C3-J1 (75%-25%)	7.0
SP238	Inherent Systemic Viole	G13-R20 (39%-61%)	6.9
SP239	Nankai Shitai	A1-J7 (12%-88%)	6.4
SP240	Quiet Desperation	B6-G11 (35%-65%)	3.8
SP241	Esebeck's Pursuit	F9-G14 (39%-61%)	6.7
SP242	Ciao Gurkha Ciao!	G8-I15 (35%-65%)	5.2
SP243	Konrad Three	G8-R9 (47%-53%)	6.5
SP244	Hohenstaufen Hoedown	G6-R1 (86%-14%)	4.2
SP245	Matira's Secret	A7-G12 (37%-63%)	5.6
SP246	Triggerline Zoebel	G2-R2 (50%-50%)	6.7
SP247	The Golden Arrow	A20-G24 (45%-55%)	6.5
SP248	Mango Tango	A2-J10 (17%-83%)	6.1
SP249	Non-Stop Gurkhas	G8-J8 (50%-50%)	6.1
SP250	Dare-Death and the Iron	C3-J6 (33%-67%)	6.3
SP251	Kettenkrad Blitz	G0-R1 (0%-100%)	
SP252	Infamous Isthmus	G0-R5 (0%-100%)	7.0
SP253	De Zwarte Duivels	D12-G10 (55%-45%)	5.5
SP254	Propitious Arrival	F8-G11 (42%-58%)	6.6
SP255	Anatoly's Ambush	G22-R19 (54%-46%)	6.4
SP256	De Veer's Counterattack	D5-J2 (71%-29%)	6.0
SP257	Jerry by the Bushel	B0-G4 (0%-100%)	4.7
SP258	Operation Blackwater	B13-G9 (59%-41%)	6.6
SP259	Corridor to Extinction	G26-R28 (48%-52%)	6.7
SP260	Frosty the Snowman	F4-R1 (80%-20%)	6.0
SP261	Gunning for Gas	G10-R4 (71%-29%)	6.8
SP262	Urdom Done	G0-R4 (0%-100%)	7.2

Id	Name	Record	R	Id	Name	Record	R
SP263	Snova Snare	G11-R21 (34%-66%)	6.3	StalPak6	Rattenkrieg	G0-R0 (50%-50%)	
SP264	Meet the Old Boss	G5-R12 (29%-71%)	5.2	StalPak7	Panzer Graveyard	G0-R0 (50%-50%)	
SP265	Defending Jandrain	F18-G6 (75%-25%)	6.2	StalPak8	Gonychar's Stand	G1-R0 (100%-0%)	7.0
SP266	The Hohenstaufen Hooten	G6-R9 (40%-60%)	5.6	StalPak9	Zholudev's 37th Guards	G0-R0 (50%-50%)	
SP267	Death's Head Debut	G9-R6 (60%-40%)	5.7	StalPak1	Panzer Pioneers	G0-R0 (50%-50%)	
SP268	The Tjater Pass	D8-J4 (67%-33%)	6.8	StB1	Honey Trap	B0-G4 (0%-100%)	5.3
SP269	Retaking Kharkov	G13-R5 (72%-28%)	5.6	StB2	Cameronian Crossing	B4-G10 (29%-71%)	6.2
SP270	A Small Stack and a Sch	G6-R10 (38%-62%)	6.8	StB3	Seaforth Objective	B7-G4 (64%-36%)	4.3
SP271	Zwarts' Madhouse	D2-G2 (50%-50%)	7.0	StB4	Looking for Trouble	B3-G3 (50%-50%)	4.6
SP272	Statue Of Liberty Attac	A4-J10 (29%-71%)	6.5	StB5	Hohenstaufen Left	B1-G5 (17%-83%)	7.0
SP273	Roasting Rossner	G2-R10 (17%-83%)	6.1	StB6	Fruntsberg Right	B3-G7 (30%-70%)	5.8
SP274	Balloons, Cakes and Pon	G9-R4 (69%-31%)	5.9	StB7	The Flank of the Black	B2-G1 (67%-33%)	3.0
SP275	The Battle of Mali Spad	G10-I6 (62%-38%)	6.7	StB8	The Lost Platoon	B3-G6 (33%-67%)	4.1
SP276	Triumphant Return	A5-J1 (83%-17%)	6.1	StB9	Orders for the Major	B2-G2 (50%-50%)	6.0
SPA653-C	The Stalingrad of the K	G0-R0 (50%-50%)		StB11	Pip Roberts' Run	B1-G2 (33%-67%)	7.0
SPA653-B	Sappers Forward	G0-R0 (50%-50%)		StB12	Justify the Losses	B1-G1 (50%-50%)	5.5
SPA653-A	All-Out Effort	G0-R0 (50%-50%)		StB13	Siegel's Stand 1	B1-G1 (50%-50%)	6.0
SPA653-F	Tiger by the Tail	A0-G1 (0%-100%)	5.0	StB14	Siegel's Stand 2	B1-G2 (33%-67%)	5.2
SPA653-E	Mounting a Big Blow	G1-R1 (50%-50%)	7.0	StB15	Position Be Buggered	B1-G0 (100%-0%)	3.0
SPA653-D	Piercing the Abscess	A0-G1 (0%-100%)	2.0	StB16	Shout for Piats	B1-G1 (50%-50%)	5.5
SPF1	Across the Volkhov	R3-S2 (60%-40%)	3.7	StB17	Grainville-Sur-Odon	B1-G2 (33%-67%)	5.7
SPF2	Revenge of the Ukranian	R2-S0 (100%-0%)		StB18	We Blessed Them	B0-G2 (0%-100%)	6.0
SPF3	Into the Forest	R4-S0 (100%-0%)	5.0	StB19	Destruction of A Squadr	B0-G0 (50%-50%)	
SPF4	South to Glory	R1-S1 (50%-50%)		StB20	DF 109	B0-G0 (50%-50%)	
SPF5	Expanding the Bridgehea	R1-S2 (33%-67%)	4.2	STL1	You Scratch My Back	C1-J5 (17%-83%)	6.5
SPF6	Fire on the Volkhov	R0-S0 (50%-50%)		STL2	Nothing Ventured	B10-J11 (48%-52%)	5.8
SPF7	Liquidate the Bridgehea	R0-S2 (0%-100%)	6.7	STL3	It Isn't Over	G4-J9 (31%-69%)	6.4
SPF8	Lifblood of an Army	R0-S0 (50%-50%)		STL4	Don't Count Your Chicke	G5-J2 (71%-29%)	6.0
SR1	Commence at Dawn	G0-R0 (50%-50%)		STL5	Put That in Your Pipe	B3-J1 (75%-25%)	6.0
SS3	After the Disaster	G8-R7 (53%-47%)	6.2	STL6	A Rising Tide	B15-J7 (68%-32%)	7.0
SS4	Backs to the Saare	A6-G5 (55%-45%)	5.9	STL7	Take a Long Walk	G2-J6 (25%-75%)	6.6
St1	End Tide	G1-R1 (50%-50%)	5.0	STL8	If Wishes Were Horses	B0-J1 (0%-100%)	
St2	Into the Factory	G0-R4 (0%-100%)	6.6	STL9	You Can't Have Your Cak	B1-J1 (50%-50%)	5.8
St3	Report to the Führ	G0-R1 (0%-100%)	7.0	STL10	Revenge Is a Dish	B0-J8 (0%-100%)	4.3
St4	Sturm Party	G0-R1 (0%-100%)	7.0	STL11	Here's Your Hat	B3-J10 (23%-77%)	6.5
St5	Annihilation	G1-R2 (33%-67%)	6.5	STL12	What Doesn't Kill You	B15-J12 (56%-44%)	7.0
St6	Rattenkrieg	G0-R3 (0%-100%)	6.3	STONNE1	Before Nightfall	F11-G14 (44%-56%)	5.8
St7	Iron Coffins	G0-R0 (50%-50%)		STONNE2	A Will to Fight	F3-G7 (30%-70%)	5.3
St8	Nikita's Revenge	G4-R1 (80%-20%)	6.7	STONNE3	One More Try	F3-G3 (50%-50%)	5.3
St10	Valor of the 37th Guard	G0-R1 (0%-100%)		STONNE4	Trial of Strength	F7-G6 (54%-46%)	6.8
StalPak1	Ivan's Way	G1-R0 (100%-0%)	6.0	STONNE5	The Butcher	F2-G6 (25%-75%)	5.4
StalPak2	Yards Paid in Blood	G1-R0 (100%-0%)	7.0	STONNE6	A New Day Dawning	F7-G2 (78%-22%)	4.8
StalPak3	Dark Menace	G0-R0 (50%-50%)		STONNE7	Down on the Streets	F2-G1 (67%-33%)	7.4
StalPak4	Back to the Front	G0-R0 (50%-50%)		STONNE8	Shattered Lines	F1-G0 (100%-0%)	6.5
StalPak5	Burgerbraukeller Boast	G0-R0 (50%-50%)		SV1	Ten Ton Tank	R12-S16 (43%-57%)	6.7

Id	Name	Record	R	Id	Name	Record	R
SV2	The Swedish Voluntary C	R5-S5 (50%-50%)	5.9	T13	Commando Raid at Dieppe	B7-G16 (30%-70%)	3.0
SV3	Absolut Märkäjärvi	R2-S3 (40%-60%)	5.2	T14	Gambit	G54-N24 (69%-31%)	5.3
SV4	Frivilligkompani Bencke	A7-G6 (54%-46%)	5.9	T15	The Akrotiri Peninsula	B16-G7 (70%-30%)	6.4
SV5	Lions and Tin Men	A2-G9 (18%-82%)	5.6	T16	Strayer's Strays	A77-G116 (40%-60%)	6.2
SV6	Norwegian Edelweiss	A7-G10 (41%-59%)	7.2	TAC1	Vous descendez à Malème	G8-N13 (38%-62%)	6.0
SV7	Probing Korsus	R6-S4 (60%-40%)	6.2	TAC2	Entre le marteau et l'e	G17-R28 (38%-62%)	6.5
SV8	Through Mud and Blood	A1-R2 (33%-67%)	6.5	TAC3	Retraite Malaisee	A8-J3 (73%-27%)	4.2
SV9	Mexico and Morocco	R15-S22 (41%-59%)	6.9	TAC4	Je me souviens	C2-G8 (20%-80%)	5.9
SV10	Katyusha Variations	R4-S6 (40%-60%)	7.1	TAC5	La batterie de Merville	B2-G5 (29%-71%)	6.9
SV11	Swede Revenge	A4-R3 (57%-43%)	7.8	TAC6	Contre-attaque à Viller	B13-G6 (68%-32%)	6.2
SV12	Trap by Mishap	A18-R13 (58%-42%)	7.2	TAC7	Piege a Carpiquet	C11-G8 (58%-42%)	6.5
SV13	Rather Uncoordinated	A13-R16 (45%-55%)	6.5	TAC8	Balade a Champfleu	F6-G10 (38%-62%)	4.5
SV14	Day at Night	A3-R4 (43%-57%)	5.7	TAC9	Stutzpunkt Lezongar	A0-G7 (0%-100%)	4.2
Sword1	The Game's Afoot	B0-G0 (50%-50%)		TAC10	Debout les bambins!	A4-G10 (29%-71%)	5.1
Sword2	On, On You Noblest Engl	B0-G0 (50%-50%)		TAC11	Une danse avec la reine	B3-I3 (50%-50%)	4.0
Sword3	Close Up to the Seawall	B0-G0 (50%-50%)		TAC12	Commando Schenke	G22-R17 (56%-44%)	6.7
Sword4	Stiffen the Sinews	B1-G0 (100%-0%)		TAC13	La neige et le sang (Sn	R4-S13 (24%-76%)	5.2
Sword5	Gentlemen of England	B0-G0 (50%-50%)		TAC14	Entre le marteau et l'e	G2-R5 (29%-71%)	4.8
Sword6	Imitate the Action of t	B0-G0 (50%-50%)		TAC15	La vallee du tonnerre (G9-R4 (69%-31%)	5.5
Sword7	War Proof	B0-G0 (50%-50%)		TAC16	Nettoyage d'Ete	R2-S11 (15%-85%)	5.7
Sword8	Teach Them War	B0-G0 (50%-50%)		TAC17	Bren-Guns	G1-P6 (14%-86%)	4.8
Sword9	Men of Grosser Blood	B0-G0 (50%-50%)		TAC18	May Day!	C7-G8 (47%-53%)	6.8
Sword10	Cry God, for Harry, Eng	B0-G0 (50%-50%)		TAC19	Champs de Noël (Fields	A7-G5 (58%-42%)	6.7
Sword11	Like So Many Alexanders	B0-G0 (50%-50%)		TAC20	Triste baptême (Sad Bap	A4-G8 (33%-67%)	5.2
Sword12	The Blast of War	B0-G0 (50%-50%)		TAC21	L'infanterie attaque (I	B1-G4 (20%-80%)	4.5
Sword13	Surprise Thrust	B0-G0 (50%-50%)		TAC22	Ils tiraient sur Odessa	R11-R7 (61%-39%)	5.8
Sword14	Blue Bonnets	B0-G0 (50%-50%)		TAC23	Bain de Minuit a Tobrou	B0-I4 (0%-100%)	3.0
SX1	La drôle de guerre (The	F4-G11 (27%-73%)	5.1	TAC24	Un Coin d'Enfer (Hell's	A1-J1 (50%-50%)	4.0
SX2	The Amy H	B7-G7 (50%-50%)	6.1	TAC25	Nella Nebia	G2-I2 (50%-50%)	7.0
SX3	Raider Ridge	A0-J3 (0%-100%)	6.4	TAC26	Orange à Walawbum	A8-J6 (57%-43%)	6.7
SX4	With Friends Like These	A5-V2 (71%-29%)	6.7	TAC27	Jusqu'au bout de leurs	A5-J8 (38%-62%)	5.6
SX5	Where Iron Crosses Grow	G8-R9 (47%-53%)	7.2	TAC28	Il etait une petite col	A11-G11 (50%-50%)	5.8
SX8	Scratch Force	A0-G0 (50%-50%)		TAC29	La crête de Kakazu (Kak	A29-J15 (66%-34%)	6.2
T1	Gavin Take	A250-G255 (50%-50%)	7.0	TAC30	Yae Dake	A4-J6 (40%-60%)	6.6
T2	The Puma Prowls	G196-R172 (53%-47%)	7.0	TAC31	Par Saint Georges!	F17-G15 (53%-47%)	6.0
T3	Ranger Stronghold	A73-G135 (35%-65%)	6.1	TAC32	Contre-attaque à Connag	F8-G9 (47%-53%)	6.6
T4	Shklov's Labors Lost	G214-R180 (54%-46%)	6.6	TAC33	Carre d'as (Four Aces)	F15-G6 (71%-29%)	5.5
T5	The Pouppeville Exit	A51-G45 (53%-47%)	6.0	TAC34	Thulin Doit Etre Pris!	F13-G11 (54%-46%)	6.8
T6	The Dead of Winter	G98-R79 (55%-45%)	6.0	TAC35	Envers et contre tous (F3-G6 (33%-67%)	7.1
T7	Hill 253.5	G69-R89 (44%-56%)	7.4	TAC36	La mort vient du ciel (G5-P11 (31%-69%)	6.8
T8	Aachen's Pall	A76-G61 (55%-45%)	5.4	TAC37	Chaud ! Chaud les Buron	C8-G5 (62%-38%)	6.2
T9	Niscemi-Biscari Highway	A67-G83 (45%-55%)	6.6	TAC38	Whoa Mohammed!	B17-G11 (61%-39%)	6.4
T10	Devil's Hill	A68-G84 (45%-55%)	6.5	TAC39	Operation sur la Gudbra	B11-G7 (61%-39%)	6.6
T11	The Attempt to Relieve	A33-G26 (56%-44%)	6.5	TAC40	Cauchemar écossais (Sco	B13-G11 (54%-46%)	7.3
T12	Hunters from the Sky	A16-G23 (41%-59%)	6.2	TAC41	Dernier arrêt avant la	A3-J1 (75%-25%)	6.5

Id	Name	Record	R	Id	Name	Record	R
TAC42	Une guerre de caporaux	A10-G14 (42%-58%)	6.6	TAP10	Bertalan's Bridge	H0-Y0 (50%-50%)	3.0
TAC43	Massacre au paradis (SI	B62-G56 (53%-47%)	5.8	TAP11	Pescara on the Bug	H3-R0 (100%-0%)	5.5
TAC44	Drame libanais (Lebanes	B24-V21 (53%-47%)	6.0	TAP12	Petrescu's Cadets	H2-R1 (67%-33%)	6.3
TAC45	Rakkasan Butai	B11-J2 (85%-15%)	3.8	TAP13	Independent Action	F0-R0 (50%-50%)	
TAC46	Les démons des glaces (G13-R3 (81%-19%)	3.9	TAP14	Crosshair Alley	A0-G0 (50%-50%)	
TAC47	Des roses pour Vandervo	A25-G24 (51%-49%)	6.7	TAP15	Road to Ruin	G1-R0 (100%-0%)	
TAC48	Pris au piège (Caught i	A0-G3 (0%-100%)	7.2	TAP16	Room Service	F0-R0 (50%-50%)	
TAC49	Des fauves aux abois (B	G20-R16 (56%-44%)	7.0	TAP17	Vuosalmi Bridgehead	F0-R0 (50%-50%)	
TAC50	Task Force Smith (Korea	A0-N4 (0%-100%)	7.0	TAP18	The New Spartans	G0-G0 (50%-50%)	
TAC51	L'union fait la force (B58-G62 (48%-52%)	5.9	TAP19	Sayer's Stand	A0-G0 (50%-50%)	
TAC52	L'armée du bout du mond	F14-J8 (64%-36%)	6.4	TAP20	The Buda Probe	G2-R1 (67%-33%)	6.3
TAC53	Victoire à la Pyrrhus (B19-G14 (58%-42%)	6.7	TAP21	Last Message Home	I4-J2 (67%-33%)	5.2
TAC54	Nel Nome Di Roma (In th	I33-R20 (62%-38%)	6.2	TAP22	Last Outpost	I0-J2 (0%-100%)	7.5
TAC55	Carrefour dangereux (Da	B9-G14 (39%-61%)	5.5	TAP23	Easy with Armor	A0-G0 (50%-50%)	
TAC56	Les petits du renard (T	A0-G4 (0%-100%)	7.0	TAP24	Shattered and Tattered	G1-S0 (100%-0%)	
TAC57	Dernier baroud (Last St	B13-G26 (33%-67%)	6.7	TB1	Breaking In	B0-G0 (50%-50%)	
TAC58	Vingt neuf en avant! (2	A0-G0 (50%-50%)		TB2	Guts, No Glory	B0-G0 (50%-50%)	
TAC59	La bataille du rail (T	F3-G1 (75%-25%)	5.5	TB3	With Breakfast You Get	B0-G0 (50%-50%)	
TAC60	Partie de campagne	B3-G4 (43%-57%)	6.0	TB4	The Stand	B0-G2 (0%-100%)	5.0
TAC61	Des fantômes dans la ju	A1-J7 (12%-88%)	3.7	TB5	Whoa Mohammed!	B0-G1 (0%-100%)	
TAC62	Panzers Marsche!	G24-R7 (77%-23%)	5.7	TB6	Grinding Forward	B0-G0 (50%-50%)	
TAC63	Un train pour Arnhem (A	A3-G1 (75%-25%)	6.8	TB7	Damn and Blast	B0-G0 (50%-50%)	
TAC64	Tenez vos Positions!	F8-G5 (62%-38%)	5.9	TB8	The End...	B0-G0 (50%-50%)	
TAC65	Le dernier pont (The La	G5-R0 (100%-0%)	4.4	TB9	Shout at the Devil	B0-G0 (50%-50%)	7.0
TAC66	L'ultime assaut (The La	G3-R2 (60%-40%)	5.2	TBA1	Hunters from the Clouds	G1-N2 (33%-67%)	4.0
TAC67	Déterrez-les ! (Dig The	J6-R1 (86%-14%)	5.6	TBA2	Red Cocktails	G1-R1 (50%-50%)	5.5
TAC68	Le mont Akayama (Mount	J1-R7 (12%-88%)	6.2	TBA3	First Trial-by-Fire	A4-I4 (50%-50%)	6.2
TAC69	Battambang Bang	F2-T1 (67%-33%)	7.0	TBA4	Dead Man's Corner	A2-G4 (33%-67%)	6.4
TAC70	Brise-lames (Breakwater	G4-R2 (67%-33%)	7.2	TBA5	Bob's Farm	B5-G13 (28%-72%)	6.2
TAC71	Terminus Sened	A10-G13 (43%-57%)	6.2	TBA6	Flames on the Borders	B5-G3 (62%-38%)	6.4
TAC72	Engaement pour un tour	G32-P30 (52%-48%)	6.0	TBA7	Cracking Fortress Holla	D6-G2 (75%-25%)	6.3
TAC73	La maison de Himmler (H	G6-R5 (55%-45%)	5.2	TBA8	Weakest Link	A4-G3 (57%-43%)	6.1
TAC74	Drapeau rouge (Red Flag	G0-R1 (0%-100%)	3.0	TBA9	Le Mesnil Strongpoint	C2-G8 (20%-80%)	5.2
TACCG1	Stalnie Prostori	G8-R6 (57%-43%)	7.2	TBA10	Ostwind	A3-G2 (60%-40%)	6.7
TACPB1	Le ciel et la boue (Sky	F2-I0 (100%-0%)	3.0	TBA11	Distinguished Company	A0-G0 (50%-50%)	
TACPB2	Les sentiers de la gloi	G1-R2 (33%-67%)	3.0	TBA12	Bridge over the Ijssel	B1-G3 (25%-75%)	7.0
TAP1	Balkan Suicide	A1-G1 (50%-50%)	7.0	TD6	De Gaulle's Revenge	F0-G0 (50%-50%)	
TAP2	White Death	F0-R0 (50%-50%)		TEF1-1	Eye of the Needle	G3-R3 (50%-50%)	6.0
TAP3	Die a Bitter Death	A1-R2 (33%-67%)	5.0	TEF1-7	Last Line Before Oboyan	G2-R0 (100%-0%)	6.0
TAP4	Streets Afire	A5-R3 (62%-38%)	6.6	TEF1-6	The Battle for Pisino	G0-R0 (50%-50%)	
TAP5	Cross-Check	A0-H3 (0%-100%)	6.3	TEF1-5	Panzer Pioneers	G2-R3 (40%-60%)	5.7
TAP6	Viku Baptism	F0-R0 (50%-50%)		TEF1-4	Squeeze Play	G7-R1 (88%-12%)	5.9
TAP7	Vicious Melee	B1-G3 (25%-75%)	6.0	TEF1-8	Olin's Surprise	G1-R1 (50%-50%)	
TAP8	Ghastly Sojourn	H0-R0 (50%-50%)		TEF1-3	Panzers in the Park	G8-R13 (38%-62%)	5.2
TAP9	Edelweiss In Decline	F1-G2 (33%-67%)	6.8	TEF1-2	The Last Waltz	G13-R11 (54%-46%)	6.8

Id	Name	Record	R	Id	Name	Record	R
TFAT01	High Ground at Cheux	C0-G1 (0%-100%)	6.0	TOT42	Thunderbolts	A10-G23 (30%-70%)	6.4
TFAT02	Fighting Along the Mius	G1-R0 (100%-0%)	7.0	TOT43	Jagdtiger, Jagdtiger	A8-G1 (89%-11%)	7.3
TH10	The Grainery	R0-R0 (50%-50%)		TOT44	...A Dish Best Served C	A3-G3 (50%-50%)	7.0
TL1	Apples to Apples	A0-G0 (50%-50%)		TSS2	Hall of the Mountain Ki	G0-N0 (50%-50%)	
TOT1	Take Ten!	A1-G3 (25%-75%)	5.0	TSS3	Thor's Hammer	G0-N1 (0%-100%)	
TOT2	First Attack	A5-G4 (56%-44%)	4.5	TT1	Sturt and Wills	A2-J6 (25%-75%)	5.3
TOT3	The Pride of Lions	A5-G12 (29%-71%)	6.3	TT2	The Airfield	A2-J15 (12%-88%)	3.6
TOT4	Stoumont: The Break-In	A6-G4 (60%-40%)	6.2	TT3	Curly and the Brigadier	A0-J2 (0%-100%)	5.5
TOT5	Retrograde out of Stoum	A8-G7 (53%-47%)	6.5	TT4	Up Helen Hill	A7-J3 (70%-30%)	4.4
TOT6	Bastard Tanks & Shootin	A8-G5 (62%-38%)	4.0	TT5	Commandos, Not Supermen	A17-J14 (55%-45%)	6.2
TOT7	Tiger 222	A80-G42 (66%-34%)	6.0	TT6	Fruit and Nuts	A21-J16 (57%-43%)	6.6
TOT8	Nightmare	A20-G7 (74%-26%)	6.5	TT7	Don Company's Canal	A1-J4 (20%-80%)	4.6
TOT9	Beat Feet to Foy	A8-G4 (67%-33%)	6.3	TT8	In the Heat of the Nigh	A1-J0 (100%-0%)	
TOT10	Winter Wonderland	A42-G8 (84%-16%)	5.2	TT9	Frogs in the Pocket	A7-J5 (58%-42%)	6.5
TOT11	Bitter Reply	A16-G6 (73%-27%)	6.0	TT10	Day at the River	A0-J4 (0%-100%)	4.8
TOT12	Hill 490	A7-G3 (70%-30%)	5.8	TT11	From Britain to Borneo	A0-J3 (0%-100%)	6.4
TOT13	Learning the Law of the	B5-G6 (45%-55%)	6.2	TT12	Signal Hill	A6-J14 (30%-70%)	6.0
TOT14	Panzer-Teufel Strikes B	B8-G8 (50%-50%)	7.0	TTF1	Right Hook	G1-R5 (17%-83%)	4.0
TOT15	The Steel-Eyed Boys	B10-G24 (29%-71%)	5.7	TTF2	Ripping the Line	G2-R2 (50%-50%)	4.4
TOT16	The Strassengabel Stron	B7-G17 (29%-71%)	4.4	TTF3	Pebbles in the Stream	G6-R3 (67%-33%)	4.0
TOT17	Last Stand at Westen	B6-G12 (33%-67%)	6.2	TTF4	Tigers on "The Balcony"	G2-R6 (25%-75%)	5.8
TOT18	The Aller Waltz	B7-G16 (30%-70%)	6.2	TTF5	Cat Scratching	G5-R3 (62%-38%)	6.0
TOT19	Liebe Elfriede	B2-G11 (15%-85%)	4.4	TTF6	A Nasty Surprise	G0-R1 (0%-100%)	2.0
TOT20	Threat to a Bridgehead	B6-G2 (75%-25%)	5.7	TTF7	Tigres to the Rescue	G8-R6 (57%-43%)	6.6
TOT21	Tony - Take the Bridge	B3-G6 (33%-67%)	6.4	TTF8	Cats and Birds	G0-R0 (50%-50%)	
TOT22	Rock of Resistance	B0-G4 (0%-100%)	6.5	TTF9	Pioneer Spirit	G6-R3 (67%-33%)	6.6
TOT23	This Close to the Sharp	B23-G18 (56%-44%)	6.8	TTF10	Rear Guard	G0-R2 (0%-100%)	6.0
TOT24	Across the Aller	B3-H9 (25%-75%)	6.1	TX1	Beware the Hare	G9-R21 (30%-70%)	6.3
TOT25	Franzen's Roadblock	B20-G68 (23%-77%)	6.4	TX2	Last Gasp of the Wacht	A5-G4 (56%-44%)	5.8
TOT26	Free-For-All	B0-G1 (0%-100%)		TX3	Ruined in a Day	R4-R5 (44%-56%)	5.9
TOT27	First Light of Dawn	B1-G3 (25%-75%)	5.0	TX4	Corporal Punishment	G2-R3 (40%-60%)	6.3
TOT28	Black Friday	B9-G18 (33%-67%)	5.1	TX5	Rush Hour	A17-G9 (65%-35%)	6.3
TOT29	Tiger Hunt	B1-G5 (17%-83%)	5.8	TX6	Tough Enough	G15-R16 (48%-52%)	6.7
TOT30	Right Hook at Sudkampen	B11-G3 (79%-21%)	6.2	TX7	House of Cards	A6-G0 (100%-0%)	3.6
TOT31	Push Comes to Shove	B1-G10 (9%-91%)	5.2	TX8	Hit and Run	G9-R2 (82%-18%)	5.3
TOT32	Denouement	B35-G42 (45%-55%)	7.0	TX9	Hell Freezes Over	G2-R1 (67%-33%)	5.0
TOT33	Another Tricky Day	B8-G22 (27%-73%)	6.8	TX10	The Middle of Nowhere	G8-R7 (53%-47%)	6.4
TOT34	Parry and Riposte	G6-I0 (100%-0%)	4.6	U1	The French Decide to Fi	A8-V19 (30%-70%)	6.8
TOT35	Death Knell at Kalach	G12-R7 (63%-37%)	6.4	U2	Sweep for Bordj Toum Br	A24-G11 (69%-31%)	6.7
TOT36	Balkan Barbecue	A15-P12 (56%-44%)	6.7	U3	The Factory	A16-G20 (44%-56%)	6.1
TOT37	Breaching Maloarkhangel	G2-R1 (67%-33%)	4.0	U4	Climax at Nijmegen Brid	A12-G26 (32%-68%)	6.2
TOT38	Bridge Busters	G2-R4 (33%-67%)	6.8	U5	Point d'Appui	A25-G36 (41%-59%)	5.7
TOT39	Hot Time in the Old Tow	G4-I1 (80%-20%)	6.4	U6	Action at Kommerscheidt	A23-G14 (62%-38%)	6.1
TOT40	Ring of Fire	B19-G34 (36%-64%)	6.7	U7	Han-Sur-Neid	A46-G64 (42%-58%)	6.4
TOT41	Tiger at the Gates	G5-R8 (38%-62%)	6.6	U8	Weissnhof Crossroads	A12-G10 (55%-45%)	6.2

Id	Name	Record	R
U9	A Belated Christmas	A7-G11 (39%-61%)	6.8
U10	Trial by Combat	A10-G25 (29%-71%)	5.8
U11	Thrust and Parry	A45-G27 (62%-38%)	6.2
U12	Riposte	A26-G37 (41%-59%)	6.7
U13	The Duel	A3-G4 (43%-57%)	6.2
U14	Sacrifice of Polish Arm	G20-P7 (74%-26%)	6.8
U15	Battle for the Warta Li	G19-P18 (51%-49%)	6.9
U16	Under Cover of Darkness	G3-P8 (27%-73%)	5.0
U17	Resistance at Chabrehez	B6-G9 (40%-60%)	6.4
U18	Assault on a Queen	D5-G2 (71%-29%)	5.0
U19	Hasty Pudding	B7-G6 (54%-46%)	5.8
U20	Fighting at the World's	F11-G15 (42%-58%)	5.9
U21	The French Perimeter	F9-G15 (38%-62%)	6.2
U22	Road to Kozani Pass	B9-G12 (43%-57%)	6.5
U23	Rehearsal for Crete	B3-G14 (18%-82%)	5.7
U24	Traverse Right...Fire!	G6-R22 (21%-79%)	5.1
U25	Breakout from Borisov	G17-R5 (77%-23%)	6.4
U26	Bald Hill	G9-R1 (90%-10%)	4.0
U27	A Winter Melee	G8-R14 (36%-64%)	7.0
U28	Sowchos 79	G18-R10 (64%-36%)	6.1
U29	Night Battle at Noromar	G9-R7 (56%-44%)	5.4
U30	Swatting at Tigers	A7-G8 (47%-53%)	5.6
U31	The Front in Flames	G34-R23 (60%-40%)	6.5
U32	Disaster on the Dnieper	G3-R8 (27%-73%)	7.1
U33	The Bukrin Bridgehead	G5-R4 (56%-44%)	6.8
U34	The Dornot Watermark	A2-G1 (67%-33%)	6.0
U35	Semper Paratus	B16-G9 (64%-36%)	5.4
U36	Operation Switchback	C2-G2 (50%-50%)	5.5
U37	Scheldt Fortress South	B1-G1 (50%-50%)	
U38	Clearing the Breskens P	B0-G2 (0%-100%)	7.5
U39	The Clearing	A13-G15 (46%-54%)	5.8
U40	Vitality I	C4-G2 (67%-33%)	4.7
U41	Infatuate II	B2-G1 (67%-33%)	6.0
U42	Stand Fast	A14-G3 (82%-18%)	4.5
U43	The Roer Bridgehead	A3-G4 (43%-57%)	5.4
U44	Operation Varsity	A0-G4 (0%-100%)	4.3
U45	Bridgehead on the Rhine	B1-G1 (50%-50%)	
U46	Encircling the Ruhr	A2-G1 (67%-33%)	7.0
U47	A Small Town in Germany	C3-G7 (30%-70%)	5.3
U48	The Rag Tag Circus	A7-G5 (58%-42%)	6.0
UV1	Move Out	A3-J2 (60%-40%)	7.0
UV2	Agony, Ateball and Ange	A2-J2 (50%-50%)	5.7
UV3	Devil's Den	A0-J1 (0%-100%)	3.0
UV4	Into the Breech Once Mo	A0-J1 (0%-100%)	7.0
UV5	The Marine Way	A0-J1 (0%-100%)	5.0

Id	Name	Record	R
UV6	119	A1-J1 (50%-50%)	7.5
UV7	Unfinished Business	A0-J0 (50%-50%)	
UV8	Close Quarters Carnage	A0-J0 (50%-50%)	
UVCG1	Flesh Against Concrete	A0-J0 (50%-50%)	
V1	High Danger	A9-G7 (56%-44%)	7.1
V2	Tebbe's Tigers	G0-R0 (50%-50%)	
V3	Assault on a Queen	D1-G0 (100%-0%)	6.0
V4	Only the Enemy in Front	B3-G0 (100%-0%)	5.0
V5	No Easy Victories	B1-G0 (100%-0%)	7.5
V6	They Think It's All Ove	B1-G2 (33%-67%)	5.0
V7	The Hunting Ground	B0-G0 (50%-50%)	
V8	The Price of Arrogance	B0-G0 (50%-50%)	
V9	Jig Green East: Stormin	B2-G0 (100%-0%)	6.5
V10	Riposte at Dusk	G3-N3 (50%-50%)	4.8
V11	A Final Surprise	A3-J0 (100%-0%)	6.2
V12	Nocturnal Attrition	I1-N1 (50%-50%)	5.0
V13	Hunting Tigers	B1-G0 (100%-0%)	7.0
V14	Last Train to Lodz	G1-R1 (50%-50%)	
V15	The Eagle Has Landed	A1-G0 (100%-0%)	2.0
V16	Commandos Eat Quiche	F1-G1 (50%-50%)	1.0
V17	Becker's Battery	B0-G0 (50%-50%)	
V18	Dickie's Bridge	B0-G0 (50%-50%)	
V19	Cactus Farm	B0-G3 (0%-100%)	4.0
V20	Death or Glory	B0-G0 (50%-50%)	
V21	Festung Blerick	B1-G0 (100%-0%)	
V22	Unhorsed Todforce	B2-G0 (100%-0%)	6.0
V23	Tiger at Bay	A0-G1 (0%-100%)	7.5
V24	Eagles Versus Lions	A3-I2 (60%-40%)	6.0
V25	Kurdish Way	I0-K0 (50%-50%)	
V26	Those Bloody Paraboy	B1-G0 (100%-0%)	5.0
VB1	The Godet Hill	B0-G2 (0%-100%)	6.0
VB2	Probing for the Hotton	A1-G0 (100%-0%)	
VB3	The Shooting Lodge	F2-R3 (40%-60%)	6.8
VB4	A Providential Occurenc	A1-G0 (100%-0%)	
VB5	The French Relief	G0-R4 (0%-100%)	6.0
VB6	Emergencies	G1-R0 (100%-0%)	
VB7	NKVD Town Hall	G0-R3 (0%-100%)	5.7
VB8	Askim To Die	G0-N2 (0%-100%)	6.5
VB9	Tragic Ball at Colombey	F1-G0 (100%-0%)	
VB10	The Agony of Doom 2	G1-R0 (100%-0%)	
VE1	Vincere o Morire	S1-S0 (100%-0%)	5.5
VE2	Italiani Contro	I0-S0 (50%-50%)	
VHN1	Winged Devils	B1-G0 (100%-0%)	7.0
VHN2	A Matter of Coordinatio	B0-G0 (50%-50%)	
VHN3	End of Command	B0-G0 (50%-50%)	

Id	Name	Record	R	Id	Name	Record	R
VHN4	Tentative	B1-G1 (50%-50%)	6.0	VV16	petite terre--armored (G0-R1 (0%-100%)	6.0
VHN5	Wiped Out (Vroenhoven H	B0-G2 (0%-100%)	5.0	VV18	Storm Over Mariupol	G2-R0 (100%-0%)	7.0
VHN6	Battling for Belgium	B0-G1 (0%-100%)	5.5	VV19	surgis de l'enfer!	A0-G0 (50%-50%)	
VotG1	The First Bid	G12-R15 (44%-56%)	7.4	VV21	Alcazar!	G0-P0 (50%-50%)	
VotG2	Russe! Drown in the Vol	G36-R26 (58%-42%)	6.8	VV22	Coeur de Lion	B0-G0 (50%-50%)	
VotG3	Khopka's Crossing	G15-R51 (23%-77%)	5.9	VV23	le mors aux dents	G0-P0 (50%-50%)	
VotG4	The Last Fifteen	G3-R12 (20%-80%)	5.6	VV24	Freres ennemis	G0-R0 (50%-50%)	
VotG5	The Specialist's House	G11-R3 (79%-21%)	5.1	VV25	Impitoyable	G0-R0 (50%-50%)	
VotG6	Enter Dragan	G19-R12 (61%-39%)	6.8	VV26	baroud d'honneur	A1-V2 (33%-67%)	5.6
VotG7	Storming the Station	G16-R25 (39%-61%)	7.6	VV27	Pas Savoir	B0-G0 (50%-50%)	
VotG8	Hammer and Nail	G9-R14 (39%-61%)	6.3	VV28	trois mousquetaires	B0-E0 (50%-50%)	
VotG9	Eviction Notice	G76-R87 (47%-53%)	6.8	VV29	les cavaliers	G0-P1 (0%-100%)	5.0
VotG10	The Darkest Day	G5-R11 (31%-69%)	6.2	VV30	Panzerkeil	G0-R0 (50%-50%)	
VotG11	A Dangerous Possibility	G26-R17 (60%-40%)	6.0	VV31	Inaintel!	R0-R1 (0%-100%)	6.0
VotG12	Siberian Shockwave	G20-R10 (67%-33%)	7.1	VV36	Crack Babies	B0-G0 (50%-50%)	
VotG13	Escape from Komsomol Pa	G14-R22 (39%-61%)	5.8	VV38	les lions de Belfort	F3-G0 (100%-0%)	4.4
VotG14	Pavlov's House	G38-R48 (44%-56%)	6.5	VV39	le choc des Titans	G0-R0 (50%-50%)	
VotG15	Perfected in Battle	G15-R20 (43%-57%)	6.0	VV40	le talon d'Achille	F0-G2 (0%-100%)	4.3
VotG16	Under Murderous Fire	G28-R18 (61%-39%)	5.8	VV41	20 ans après ...	F0-G0 (50%-50%)	
VotG17	On the Verge of Extinct	G10-R4 (71%-29%)	5.6	VV42	Per l'Onore?	A0-I1 (0%-100%)	6.5
VotG18	In Sight of the Volga	G10-R5 (67%-33%)	6.5	VV47	les phalanges de l'Ordr	G1-R0 (100%-0%)	7.0
VotG19	Cellar Dwellers	G10-R12 (45%-55%)	6.0	VV54	le coup de grace	F1-G1 (50%-50%)	7.0
VotG20	Terror at Twilight	G12-R6 (67%-33%)	5.8	VV57	Fors l'honneur!	F1-G1 (50%-50%)	6.0
VotG21	Defending the Voentorg	G14-R2 (88%-12%)	6.3	VV65	Les panzers passent la	F0-G0 (50%-50%)	
VotG22	Bark You Dogs!	G6-R8 (43%-57%)	3.3	VV75	un beau Pétrin	F0-G1 (0%-100%)	7.0
VotG23	Heroes of the Soviet Un	G3-R4 (43%-57%)	4.6	VV87	dieu est avec nous!	F1-I1 (50%-50%)	7.5
VotG24	Raid on Rodimtsev	G8-R9 (47%-53%)	6.5	VV105	Brexit	B0-G1 (0%-100%)	6.0
VotG25	Urban Nightmare	G5-R8 (38%-62%)	5.8	VV113	La genèse de la colonne	B0-I0 (50%-50%)	
VotG26	Bad Day for the Luftwaf	G8-R6 (57%-43%)	6.9	W1	Traverse Right ... Fire	G13-R19 (41%-59%)	5.7
VotG27	Drama, the Park, and De	G10-R12 (45%-55%)	6.9	W2	The Front in Flames	G24-R18 (57%-43%)	5.9
VV1	Ceux du bataillon Foch	A1-G5 (17%-83%)	5.0	WAR1	The New Boy	A4-G12 (25%-75%)	6.5
VV2	Le pont du 3 commando (B0-G1 (0%-100%)	7.0	WAR2	Rising Tide	A6-G3 (67%-33%)	4.6
VV3	A l'assaut de Gambenheim	F0-G2 (0%-100%)	7.5	WAR3	Fat Sparrows Atop Skyli	A6-G3 (67%-33%)	6.4
VV4	Les chasses d'Hugo (Hug	G0-R1 (0%-100%)	6.0	WAR4	A Promising Start	A7-G2 (78%-22%)	3.5
VV5	Les jeux sont faits (Al	F0-G6 (0%-100%)	5.1	WAR5	Here We Stand	A12-G8 (60%-40%)	5.7
VV6	La mort du dragon (Deat	F1-G2 (33%-67%)	5.7	WAR6	Private Venture	A18-G7 (72%-28%)	6.3
VV7	Le courage des Mahratte	B1-G4 (20%-80%)	6.8	WAR7	Audacity on Omaha	A4-G1 (80%-20%)	6.2
VV8	Les chariots de feu (Ch	B0-G1 (0%-100%)	5.0	WAR8	Bastogne Roadblocks	A2-G3 (40%-60%)	5.9
VV9	No Han Pasado	I1-S3 (25%-75%)	6.3	WAR9	Big Bonus	A7-G3 (70%-30%)	6.9
VV10	Trop peu, trop tot	G3-V1 (75%-25%)	6.7	WAR10	Line in the Sand	A10-G2 (83%-17%)	5.4
VV11	un prince dans l'etau	G0-P0 (50%-50%)		WAR11	Penny Packets	A7-G0 (100%-0%)	6.2
VV12	la GD sort ses griffes!	G4-R0 (100%-0%)	7.2	WAR12	Just Short	A5-G1 (83%-17%)	6.4
VV13	sur les chemins de Rome	G4-I3 (57%-43%)	6.4	WAR13	Aus der Traum	A8-G7 (53%-47%)	5.5
VV14	la fleche brisee	A0-G0 (50%-50%)		WAR14	To Cut the Hotton-March	A3-G1 (75%-25%)	6.3
VV15	piege a marche	F1-G1 (50%-50%)	6.0	WAR15	Glimpse of the Meuse	A3-G1 (75%-25%)	6.0

Id	Name	Record	R	Id	Name	Record	R
WAR16	Ambitious Ideas	A7-G2 (78%-22%)	6.3	WG9	Retreat from Moscow	G0-R0 (50%-50%)	
WC1	Tiger Route	B1-G1 (50%-50%)	4.5	WG10	Repulsed	G0-R2 (0%-100%)	3.0
WC2	Brave but Doomed	B0-G2 (0%-100%)	5.0	WO1	French Toast and Bacon	A45-G44 (51%-49%)	6.6
WC3	Piercing the Veil	B1-G0 (100%-0%)	4.0	WO2	Failure to Communicate	F47-G33 (59%-41%)	6.5
WC4	Stand and Die	B1-G2 (33%-67%)	5.0	WO3	Counterattack at Carent	A62-G67 (48%-52%)	6.5
WC5	'Til the Woods Run Red	B2-G0 (100%-0%)		WO4	I Don't Like Retreating	A26-G40 (39%-61%)	6.4
WC6	Smashed from the Left	B1-G1 (50%-50%)	7.0	WO5	Astride Hell's Highway	A16-G24 (40%-60%)	5.4
WC7	Loyal to the Last	B2-G1 (67%-33%)	6.3	WO6	The Heat Is On	G18-R6 (75%-25%)	5.9
WC8	Armstrong's Broken Lanc	B1-G2 (33%-67%)	5.3	WO7	Hell for the Holidays	A42-G25 (63%-37%)	6.0
WC9	Raising Cain	B2-G2 (50%-50%)	6.5	WO8	Silent Night, Deadly Ni	A9-G10 (47%-53%)	6.0
WC10	The White House	B1-G2 (33%-67%)	5.0	WO9	Sting 'Em at Zingem	B43-G27 (61%-39%)	6.1
WC11	Won on Points	B3-G2 (60%-40%)	4.8	WO10	All Along the Merderet	A7-G8 (47%-53%)	5.8
WC12	Hotel Hell	B1-G2 (33%-67%)	6.0	WO11	Across the Issel	B21-G33 (39%-61%)	5.3
WC13	Sting Like a Bee	B1-G1 (50%-50%)	4.5	WO12	Heart of Wilderness	G16-R23 (41%-59%)	6.9
WC14	Polish Stronghold	G1-P3 (25%-75%)	3.7	WO13	All the Stops	G28-R13 (68%-32%)	6.1
WC15	Through the Side Door	B1-G2 (33%-67%)	7.2	WO14	For Pride's Sake	A2-J8 (20%-80%)	6.8
WC16	Operation Berlin	B0-G0 (50%-50%)		WO15	Liberation Day	G25-R16 (61%-39%)	6.9
WCR1	Gusville	A0-G1 (0%-100%)	6.0	WO16	Wildcat Strike	A20-J17 (54%-46%)	6.2
WCR2	7th Luftwaffe's Attack	A0-G0 (50%-50%)		WO17	Poteau Party	A15-G6 (71%-29%)	5.1
WCR3	Raid at Sussuno	A0-G0 (50%-50%)		WO18	A Quick Strike	A21-J18 (54%-46%)	6.3
WCR4	Hold at All Costs	A0-G0 (50%-50%)	2.0	WO19	Through the Dragon's Te	A2-J6 (25%-75%)	5.0
WCR5	Raid at Cerreto Alto	A1-G1 (50%-50%)	4.5	WO20	Sealing Their Fate	G12-R9 (57%-43%)	6.4
WCR6	Raid on Litoranea	A1-G0 (100%-0%)	7.0	WO21	Bolder Than Before	R11-U8 (58%-42%)	6.5
WCR7	A Primed Situation	A2-G0 (100%-0%)	4.3	WO22	The Cost of Non-Complia	G23-R12 (66%-34%)	6.8
WCW1	Will to Fight - Eradica	G76-P73 (51%-49%)	6.7	WO23	A Simple Solution	A14-G18 (44%-56%)	6.1
WCW2	Scotch on the Rocks	B35-G23 (60%-40%)	6.9	WO24	Dew of Death	C15-J7 (68%-32%)	6.1
WCW3	Tigers at Merefafa	G21-R10 (68%-32%)	5.7	WO25	The Replacements	I17-R9 (65%-35%)	6.0
WCW4	Cat Becomes Mouse	B19-G25 (43%-57%)	5.6	WO26	Phoenix Rising	C6-J7 (46%-54%)	6.4
WCW5	Abandon Ship	A82-G84 (49%-51%)	7.2	WO27	Checking Out	A28-G21 (57%-43%)	6.9
WCW6	Los Ejercitos Nuevos	S26-S33 (44%-56%)	6.2	WO28	Dean's Defiance	A10-N6 (62%-38%)	5.9
WCW7	Eye of the Tiger	G126-R162 (44%-56%)	7.5	WO29	Pynda Avenged	G15-I7 (68%-32%)	6.0
WCW8	The Last VC in Europe	B32-G24 (57%-43%)	6.0	WO30	As Luck Would Have It	B18-G24 (43%-57%)	6.0
WCW9	Sweep Up	G11-R7 (61%-39%)	6.6	WO31	Ma Deuce Delivers	A24-G15 (62%-38%)	6.7
WCW10	Stand and Die	C40-J49 (45%-55%)	6.6	WO32	Corps Values	A6-N6 (50%-50%)	5.7
WG1	Boltenko's Gun	G3-R1 (75%-25%)	4.4	WO33	One-Eyed Jacques	F15-G11 (58%-42%)	6.7
WG2	Assault on the Teploye	G2-R1 (67%-33%)	4.0	WO34	Feast Day	C9-G17 (35%-65%)	6.5
WG2.2	One lone Farmhouse	A0-G4 (0%-100%)	4.3	WO35	Heroes' Day	I8-I3 (73%-27%)	5.7
WG2.1	Swing on Singling	A0-G0 (50%-50%)		WP1	First Blood	C2-I7 (22%-78%)	5.7
WG2.8	The Los Lobos Prison Br	A0-G0 (50%-50%)		WP2	Attack on the Partisan	G3-P1 (75%-25%)	6.0
WG3	Attack on the Frontier	G3-R1 (75%-25%)	5.0	WP3	Off to the Crossroads	C2-G3 (40%-60%)	6.8
WG4	Breaking out of the Poc	G1-R1 (50%-50%)	6.0	WP4	Stripped and Ready for	F3-G5 (38%-62%)	5.3
WG5	Setback on the road to	G0-R1 (0%-100%)	5.0	WP5	The Last Assault	G7-R13 (35%-65%)	5.4
WG6	Plugging the Gap	G0-R0 (50%-50%)		WP6	ils ne passeront pas	C2-G7 (22%-78%)	6.1
WG7	Desperation at Seelow	G2-R1 (67%-33%)	6.8	WP7	Struggle out of the Sch	G4-R5 (44%-56%)	5.1
WG8	The Storming of Ivanovo	G2-R0 (100%-0%)	4.5	WP8	That Damn Bridge	A4-G1 (80%-20%)	5.8

Id	Name	Record	R
WP9	The Last Charge	B0-J3 (0%-100%)	6.3
WP10	Red Marines at Ozereyka	R3-R6 (33%-67%)	5.9
WP11	Chief	A4-G1 (80%-20%)	
WP12	Rock the Kasbah	A2-V1 (67%-33%)	
WP13	Bridge Number 10	A4-G1 (80%-20%)	
WP14	Tooth and Nail	A4-G3 (57%-43%)	
WP15	Burnt, Blue and Grey	A23-G23 (50%-50%)	5.8
WP16	A Thorn in the Flesh	A3-G1 (75%-25%)	7.0
X1	Fire and Rain	B10-G14 (42%-58%)	5.9
X2	Another Balaclava	B0-G5 (0%-100%)	6.0
X3	Piats and Panthers	B4-G7 (36%-64%)	6.8
X4	No Quarter	C13-G13 (50%-50%)	5.5
X5	Morning in Mouen	B41-G33 (55%-45%)	6.3
X6	In the Samurai Traditio	A9-J4 (69%-31%)	6.0
X7	Victoria Cross	B13-J21 (38%-62%)	5.2
X8	The Glory Road	B17-J20 (46%-54%)	5.7
X9	No Time for Love	B0-G0 (50%-50%)	
X10	Distinguished Service	A25-G27 (48%-52%)	6.3
X12	Nowhere to Hide	A1-J3 (25%-75%)	4.0
X13	Acts of Defiance	G9-R7 (56%-44%)	7.0
XK1	Encounter at Checkpoint	G4-R5 (44%-56%)	6.0
XK2	Katukov Turns the Table	G2-R0 (100%-0%)	
YASL1	Full Immersion Baptism	N1-R1 (50%-50%)	7.0
YASL2	Initial Skirmish	F9-G15 (38%-62%)	6.4
YASL3	To the Bitter End	F6-G11 (35%-65%)	6.6
YASL4	The Twin Pimples	B1-I1 (50%-50%)	7.0
YASL5	Patrols on the Trail to	A1-J5 (17%-83%)	5.6
YASL6	Hein Olshana	G6-R10 (38%-62%)	6.0
YASL7	Making a Break for It	B21-G19 (52%-48%)	6.9
YASL8	Ass Backwards	B1-G1 (50%-50%)	3.5
YASL9	Rack Em Up!	A2-G3 (40%-60%)	3.5
YASL10	Dropping Topside	A2-J3 (40%-60%)	7.0
YASL11	Ja, Bix	G3-R4 (43%-57%)	5.5
YASL12	Sorry, Mac!	A1-G1 (50%-50%)	
YASL13	Die to the Last Man	B3-J0 (100%-0%)	4.2
Z1	Commando	B14-G7 (67%-33%)	5.9
Z2	Red Tide At Tarawa	A0-J6 (0%-100%)	6.0
Z3	No Farther	G3-R7 (30%-70%)	6.5
Z5	Brandenburger Bridge	G30-R49 (38%-62%)	7.1
Z6	The Kings' Dash	B3-G5 (38%-62%)	6.1
Z7	Cushman's Pocket	A1-J9 (10%-90%)	6.5
Z8	The Noose	F1-R2 (33%-67%)	5.2
Z9	Flags of Defiance	G4-Z2 (67%-33%)	3.8
Z10	Riding Shotgun	A16-G14 (53%-47%)	6.5
Z11	Slam Dance	B17-G16 (52%-48%)	6.3

Id	Name	Record	R
Z13	Singapore by Moonlight	B2-J0 (100%-0%)	
Z15	The Landing Zone	B4-G7 (36%-64%)	6.7
Z16	The Knife Edge of Defea	A9-J13 (41%-59%)	5.3
Z17	He Who Hesitates	B5-G4 (56%-44%)	6.2
Z18	The Debt Repaid	F7-G12 (37%-63%)	6.0
Z19	The Trap at Targul Frum	G31-R18 (63%-37%)	7.6
Z20	Out of the Frying Pan	A1-J1 (50%-50%)	
Z21	At Any Cost	B1-G2 (33%-67%)	3.5
Z22	Winter Blues	A2-R1 (67%-33%)	6.0
Z23	Setting the Woods on Fi	B4-G5 (44%-56%)	3.2
Z24	Men of Stone	A23-J16 (59%-41%)	6.1
Z25	Knight's Move	G2-P0 (100%-0%)	7.0
Z26	The Cemetery	G17-P17 (50%-50%)	6.2
Z27	The Corridor	G19-R9 (68%-32%)	5.6
Z28	Soldiers of Constructio	A10-J8 (56%-44%)	5.5
Zombie1	The Orkin Men	H1-Z0 (100%-0%)	8.5
Zombie2	Hell and High Water	H0-Z0 (50%-50%)	
Zombie3	Dinner's Waiting	H1-Z1 (50%-50%)	7.0
Zombie4	Killing Fields	H1-Z0 (100%-0%)	
Zombie5	Matchstick Men of the F	H0-Z0 (50%-50%)	
Zombie6	Women and Children Last	H0-Z0 (50%-50%)	