



Game 13168

Team Ohne Targets Und Bases

14.12.2025 18:20:22

Deine Statistik

Shots 376
Genauigkeit 11,97%
Players You Tagged 45
Players Tagged You 38
Tag Ratio 118,42%
Effectiveness 4,20%
Terminations 0
Warnings 0

Arena Stats

Basetreffer 0
Zerstörte Base 0
Targets Tagged 0

Rechte Schulter

Du hast getroffen 0

hat dich getroffen 0

Front

Du hast getroffen 14

hat dich getroffen 12

Rücken

Du hast getroffen 12

hat dich getroffen 12

Linke Schulter

Du hast getroffen 5

hat dich getroffen 5

Phasor

Du hast getroffen 14

hat dich getroffen 9

Ruhr Lasertag Bochum
Herner Str. 221-223
44809 Bochum
0234-95043209

Du hast getroffen

PURPLE

FR	Rü	LS	RS	PH
0	1	2	0	0
0	0	0	0	2
0	0	0	0	0
1	1	0	0	1
3	0	0	0	1
0	0	0	0	1
0	0	0	0	0
0	0	0	0	0
0	1	0	0	0

BLUE

FR	Rü	LS	RS	PH
0	0	0	0	0
0	0	0	0	0
0	0	0	0	0
0	0	0	0	0
0	0	0	0	0
0	0	0	0	0
0	0	0	0	0
0	0	0	0	0
0	0	0	0	0
0	0	0	0	0

GREEN

FR	Rü	LS	RS	PH
0	0	0	0	0
3	1	0	0	1
0	1	0	0	0
1	2	2	0	1
0	0	0	0	0
0	0	0	0	1
1	0	1	0	1
5	4	0	0	5
0	1	0	0	0

hat dich getroffen

FR	Rü	LS	RS	PH
0	0	2	0	2
3	0	0	0	0
1	1	0	0	0
1	1	0	0	1
0	0	1	0	1
0	0	0	0	1
1	2	0	0	0
0	0	0	0	0
0	0	0	0	0
0	0	0	0	0

FR	Rü	LS	RS	PH
0	0	0	0	0
0	0	0	0	0
0	0	0	0	0
0	0	0	0	0
0	0	0	0	0
0	0	0	0	0
0	0	0	0	0
0	0	0	0	0
0	0	0	0	0
0	0	0	0	0

FR	Rü	LS	RS	PH
3	2	0	0	0
1	3	0	0	1
0	1	1	0	2
0	1	1	0	0
0	0	0	0	0
0	0	0	0	1
1	0	0	0	0
1	0	0	0	0
0	1	0	0	0

Reaver
Macro
Krieger
Vortex
Domino
Condor
Hellfire
Argus
Celcius

Luis32
Paragon
Falcon
Olympia
Blade
Inferno
Yeldarb
Hornet
Fireseer
Talon

Whitecap
Quazar
Napalm
Eclipse
Gauntlet
Javelin
Gothyk
Sable
Element

BT	ZB	TG	Rang
0	0	0	1
0	0	0	2
0	0	0	4
0	0	0	5
0	0	0	7
0	0	0	9
0	0	0	15
0	0	0	17
0	0	0	24

BT	ZB	TG	Rang
0	0	0	10
0	0	0	11
0	0	0	12
0	0	0	13
0	0	0	16
0	0	0	18
0	0	0	19
0	0	0	21
0	0	0	23
0	0	0	27

BT	ZB	TG	Rang
0	0	0	3
0	0	0	6
0	0	0	8
0	0	0	14
0	0	0	20
0	0	0	22
0	0	0	25
0	0	0	26
0	0	0	28

44800

Punktestand:
8500
6400
5600
5500
5300
4500
3700
3300
2000

33400

Punktestand:
4500
4500
4500
4100
3500
3100
3100
2600
2100
1400

29000

Punktestand:
6000
5500
4800
4000
2800
2300
1900
1400
300

