



Game 13176

Team Ohne Targets Und Bases

15.12.2025 16:32:40

Deine Statistik

Shots 136
Genauigkeit 23,53%
Players You Tagged 32
Players Tagged You 42
Tag Ratio 76,19%
Effectiveness 2,89%
Terminations 0
Warnings 0

Arena Stats

Basetreffer 0
Zerstörte Base 0
Targets Tagged 0

Rechte Schulter

Du hast getroffen 0

hat dich getroffen 2

Linke Schulter

Du hast getroffen 5

hat dich getroffen 5

Phasor

Du hast getroffen 5

hat dich getroffen 6

Front

Du hast getroffen 14

hat dich getroffen 19

Rücken

Du hast getroffen 8

hat dich getroffen 10

Du hast getroffen

RED

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

Hornet
Reaver
Argus
GrimReaper
Dayglo
Macro
Krieger
Domino
Fireseer

GREEN

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

Element
Celcius
Gauntlet
Olympia
Condor
Blade
Hellfire

BLUE

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

Javelin
Sable
Zenith
Whitecap
Lithos
Eclipse
Paragon
Inferno
Quazar
Napalm
Gothyk

hat dich getroffen

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

BT	ZB	TG	Rang
0	0	0	1
0	0	0	2
0	0	0	4
0	0	0	5
0	0	0	8
0	0	0	9
0	0	0	11
0	0	0	12
0	0	0	13

54800

Punktestand:
8400
8100
7600
7400
5700
5400
4200
4100
3900

35200

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

BT	ZB	TG	Rang
0	0	0	3
0	0	0	6
0	0	0	7
0	0	0	10
0	0	0	15
0	0	0	16
0	0	0	17

Punktestand:
7800
7100
5800
5100
3200
3100
3100

20800

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

BT	ZB	TG	Rang
0	0	0	14
0	0	0	18
0	0	0	19
0	0	0	20
0	0	0	21
0	0	0	22
0	0	0	23
0	0	0	24
0	0	0	25
0	0	0	26
0	0	0	27

Punktestand:
3200
3000
2900
2600
2400
2200
1600
1100
800
500
500

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

