



Game 13257

Team Ohne Targets Und Bases

19.12.2025 16:10:03

Deine Statistik

Shots 130
Genauigkeit 14,62%
Players You Tagged 19
Players Tagged You 55
Tag Ratio 34,55%
Effectiveness 1,65%
Terminations 0
Warnings 0

Arena Stats

Basetreffer 0
Zerstörte Base 0
Targets Tagged 0

Rechte Schulter

Du hast getroffen 0

hat dich getroffen 6

Linke Schulter

Du hast getroffen 4

hat dich getroffen 7

Phasor

Du hast getroffen 8

hat dich getroffen 14

Front

Du hast getroffen 3

hat dich getroffen 13

Rücken

Du hast getroffen 4

hat dich getroffen 15

Du hast getroffen

GREEN

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

RED

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

BLUE

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

hat dich getroffen

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

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
2	1	0	0	3
0	0	1	1	0
0	1	0	0	1
1	0	0	0	1
2	1	0	1	1
2	0	0	0	1
0	0	0	0	1
1	0	0	0	0
0	0	0	0	0
0	0	0	0	0

46300

39600

29300

Talon
Whitecap
Fireseer
Quazar
Argus
Celcius
Reaver
Krieger
Gothyk

Javelin
Vortex
Paragon
Eclipse
Zenith
Domino
Napalm
Falcon
Olympia
Condor
Hellfire

Inferno
Umbriel
Blade
Sable
Hornet
Gauntlet
Dayglo
Element
Macro
Yeldarb

BT	ZB	TG	Rang	Punktestand:
0	0	0	1	9300
0	0	0	3	7300
0	0	0	4	6600
0	0	0	6	5500
0	0	0	10	4700
0	0	0	11	4500
0	0	0	15	3200
0	0	0	16	3200
0	0	0	26	2000
0	0	0	2	7800
0	0	0	7	5400
0	0	0	9	5000
0	0	0	12	4300
0	0	0	14	3800
0	0	0	17	2900
0	0	0	20	2800
0	0	0	22	2500
0	0	0	24	2400
0	0	0	27	1900
0	0	0	29	800
0	0	0	5	5600
0	0	0	8	5400
0	0	0	13	3900
0	0	0	18	2900
0	0	0	19	2900
0	0	0	21	2700
0	0	0	23	2500
0	0	0	25	2300
0	0	0	28	1100
0	0	0	30	0

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

