



Game13269

Team Mit Targets und Bases  
19.12.2025 19:08:32

Deine Statistik

Shots159  
Genauigkeit33,96%  
Players You Tagged54  
Players Tagged You35  
Tag Ratio154,29%  
Effectiveness2,92%  
Terminations0  
Warnings0

Arena Stats

Basetreffer0  
Zerstörte Base0  
Targets Tagged0

Rechte Schulter

Du hast getroffen6  
hat dich getroffen3

Front

Du hast getroffen17  
hat dich getroffen4

Linke Schulter

Du hast getroffen4  
hat dich getroffen3

Rücken

Du hast getroffen10  
hat dich getroffen10

Phasor

Du hast getroffen17  
hat dich getroffen15

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

Du hast getroffen

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  |
| 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  |

Quazar  
Yeldarb  
Gothyk  
Fireseer  
Krieger  
Dayglo  
Talon  
Olympia  
Umbriel  
Eclipse  
Inferno  
Macro  
Sable  
Blade  
Argus  
Gauntlet

hat dich getroffen

| 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  |
| 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 |
|----|----|----|------|
| 18 | 8  | 18 | 2    |
| 8  | 4  | 5  | 4    |
| 12 | 6  | 10 | 6    |
| 6  | 1  | 11 | 7    |
| 5  | 2  | 18 | 8    |
| 2  | 1  | 2  | 9    |
| 0  | 0  | 2  | 10   |
| 7  | 3  | 1  | 11   |
| 0  | 0  | 11 | 12   |
| 2  | 1  | 0  | 14   |
| 9  | 2  | 4  | 15   |
| 0  | 0  | 0  | 16   |
| 8  | 3  | 5  | 17   |
| 0  | 0  | 2  | 22   |
| 4  | 0  | 5  | 24   |
| 0  | 0  | 0  | 27   |

| Punktestand: |
|--------------|
| 12350        |
| 7900         |
| 7250         |
| 7000         |
| 6550         |
| 6500         |
| 6400         |
| 6400         |
| 6300         |
| 5600         |
| 5500         |
| 5400         |
| 5100         |
| 4150         |
| 3650         |
| 3200         |

RED

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

Celcius  
Reaver  
Falcon  
Element  
Zenith  
Paragon  
Hellfire  
Domino  
Whitecap  
Napalm  
Vortex  
Hornet  
Javelin

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

| BT | ZB | TG  | Rang |
|----|----|-----|------|
| 2  | 1  | 118 | 1    |
| 0  | 0  | 5   | 3    |
| 6  | 3  | 0   | 5    |
| 0  | 0  | 0   | 13   |
| 0  | 0  | 0   | 18   |
| 0  | 0  | 0   | 19   |
| 3  | 0  | 0   | 20   |
| 0  | 0  | 4   | 21   |
| 0  | 0  | 1   | 23   |
| 0  | 0  | 3   | 25   |
| 0  | 0  | 1   | 26   |
| 0  | 0  | 1   | 28   |
| 0  | 0  | 1   | 29   |

| Punktestand: |
|--------------|
| 30700        |
| 8900         |
| 7300         |
| 5600         |
| 4700         |
| 4500         |
| 4400         |
| 4200         |
| 4000         |
| 3600         |
| 3500         |
| 2950         |
| 1400         |

Der Pott lebt und strahlt

