



Du hast getroffen

hat dich getroffen

BLUE

45600

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

Reaver
Argus
Zenith
Inferno
Falcon
Condor
Whitecap
Sable
Yeldarb
Hornet
Krieger

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
0	0	0	0	0

BT	ZB	TG	Rang	Punktestand:
16	6	9	2	8600
4	1	3	6	6600
6	2	8	10	5300
0	0	14	11	5200
2	1	1	12	5100
0	0	3	18	2700
2	1	2	19	2700
3	1	5	20	2700
0	0	0	21	2600
0	0	0	22	2400
0	0	0	23	1700

GREEN

35800

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

Gothyk
Javelin
Domino
Celcius
Quazar
Dayglo
Lithos

FR	Rü	LS	RS	PH
0	3	0	0	0
0	4	0	0	0
0	2	0	1	2
1	7	0	0	1
0	0	0	0	0
0	1	0	0	2
0	0	0	0	0

BT	ZB	TG	Rang	Punktestand:
5	2	4	3	8000
4	2	1	5	6800
1	0	0	7	6200
4	2	1	8	6100
2	0	0	13	5000
0	0	0	16	3700
0	0	0	25	0

RED

33800

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

Talon
Blade
Gauntlet
Fireseer
Hellfire
Napalm
Element

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

BT	ZB	TG	Rang	Punktestand:
19	8	8	1	9000
0	0	8	4	6900
2	1	1	9	5300
2	1	3	14	4000
0	0	4	15	3700
1	0	1	17	3400
0	0	3	24	1500

Game 14275

Random Features
07.02.2026 12:42:01

Deine Statistik

Shots	137
Genauigkeit	17,52%
Players You Tagged	24
Players Tagged You	39
Tag Ratio	61,54%
Effectiveness	2,08%
Terminations	0
Warnings	0

Arena Stats

Basetreffer	0
Zerstörte Base	0
Targets Tagged	0

Rechte Schulter

Du hast getroffen	0
hat dich getroffen	1

Front

Du hast getroffen	8
hat dich getroffen	2

Linke Schulter

Du hast getroffen	1
hat dich getroffen	6

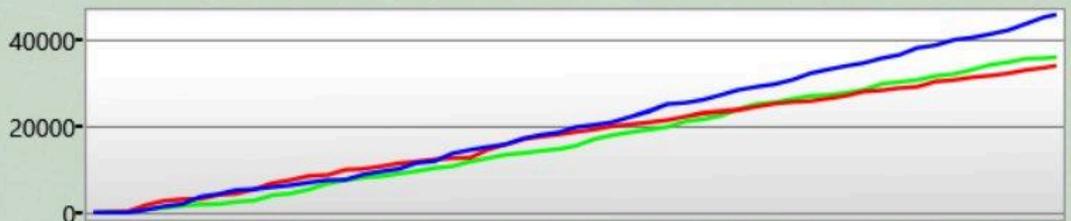
Rücken

Du hast getroffen	8
hat dich getroffen	23

Phasor

Du hast getroffen	7
hat dich getroffen	7

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



RUHR LASERTAG
Der Pott lebt und strahlt