



Du hast getroffen

hat dich getroffen

BLUE

47200

FR	Rü	LS	RS	PH
1	0	0	0	0
1	0	0	0	3
2	1	0	2	1
1	0	0	0	1
2	0	4	0	2
6	1	0	0	0
0	0	1	0	3
0	1	1	0	1
1	0	1	0	2

- Umbriel
- Olympia
- Quazar
- Gothyk
- Hornet
- Napalm
- Sable
- Inferno
- Krieger

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

BT	ZB	TG	Rang	Punkttestand:
0	0	5	2	8900
2	0	1	7	6800
4	1	1	9	6200
2	1	6	10	5600
2	0	5	11	5200
19	5	0	12	5100
0	0	0	15	4800
0	0	0	16	2400
2	1	0	18	2200

GREEN

44000

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

- Vortex
- Domino
- Reaver
- Argus
- Fireseer
- Talon
- Falcon

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	Punkttestand:
2	1	9	3	8300
4	0	7	4	8200
1	0	8	5	7000
2	0	3	6	6900
0	0	5	8	6800
0	0	1	14	4800
4	0	1	20	2000

ORANGE

26900

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

- Condor
- Paragon
- Yeldarb
- Zenith
- Hellfire
- Gauntlet
- Javelin
- Whitecap
- Celcius

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

BT	ZB	TG	Rang	Punkttestand:
0	0	11	1	9400
0	0	3	13	5100
2	1	1	17	2300
0	0	1	19	2100
0	0	0	21	1900
3	0	0	22	1800
2	0	0	23	1700
0	0	2	24	1400
2	0	0	25	1200

Game 14452

Random Features
14.02.2026 13:58:45

Deine Statistik

Shots	382
Genauigkeit	19,37%
Players You Tagged	63
Players Tagged You	35
Tag Ratio	180,00%
Effectiveness	6,94%
Terminations	0
Warnings	0

Arena Stats

Basetreffer	4
Zerstörte Base	0
Targets Tagged	7

Rechte Schulter

Du hast getroffen	2
hat dich getroffen	1

Front

Du hast getroffen	23
hat dich getroffen	14

Linke Schulter

Du hast getroffen	8
hat dich getroffen	6

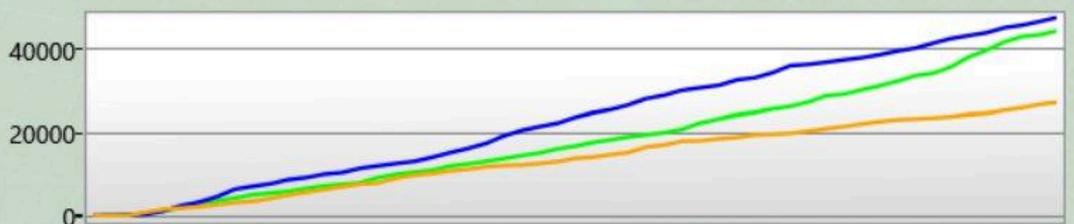
Rücken

Du hast getroffen	10
hat dich getroffen	5

Phasor

Du hast getroffen	20
hat dich getroffen	9

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



RUHR LASERTAG
Der Pott lebt und strahlt