



Du hast getroffen

hat dich getroffen

BLUE

64400

FR	Rü	LS	RS	PH		FR	Rü	LS	RS	PH	BT	ZB	TG	Rang	Punkttestand:
0	0	0	0	0	Fireseer	0	1	0	1	0	0	0	0	1	9200
0	0	0	0	0	Umbriel	2	3	1	0	1	0	0	0	2	8000
0	0	0	0	0	Lukas	3	0	0	0	0	0	0	0	3	6800
0	0	0	0	0	Quazar	4	2	0	0	0	0	0	0	6	5700
0	0	0	0	0	Javelin	0	3	0	0	2	0	0	0	7	5700
0	0	0	0	0	Inferno	1	2	1	0	1	0	0	0	8	5600
1	0	0	0	0	Gauntlet	2	2	0	0	1	0	0	0	9	5000
1	1	0	0	1	Element	3	1	0	0	2	0	0	0	10	4800
0	1	0	0	0	Condor	1	3	0	0	1	0	0	0	16	3300
1	0	0	0	1	Krieger	2	1	0	0	2	0	0	0	17	3200
0	0	0	0	0	Dayglo	1	2	0	0	0	0	0	0	18	3000
0	0	0	0	0	Paragon	2	0	0	0	0	0	0	0	21	2400
0	0	2	0	0	Napalm	0	0	0	0	1	0	0	0	23	1700

RED

47000

FR	Rü	LS	RS	PH		FR	Rü	LS	RS	PH	BT	ZB	TG	Rang	Punkttestand:
0	0	0	0	0	Argus	0	0	0	0	0	0	0	0	4	6100
0	0	0	0	0	Gothyk	0	0	0	0	0	0	0	0	5	6000
0	0	0	0	0	Lithos	0	0	0	0	0	0	0	0	11	4300
0	0	0	0	0	Yeldarb	0	0	0	0	0	0	0	0	12	4200
0	0	0	0	0	Vortex	0	0	0	0	0	0	0	0	13	4100
0	0	0	0	0	Falcon	0	0	0	0	0	0	0	0	14	4000
0	0	0	0	0	Domino	0	0	0	0	0	0	0	0	15	3900
0	0	0	0	0	Whitecap	0	0	0	0	0	0	0	0	19	2600
0	0	0	0	0	Sable	0	0	0	0	0	0	0	0	20	2500
0	0	0	0	0	Zenith	0	0	0	0	0	0	0	0	22	1800
0	0	0	0	0	Celcius	0	0	0	0	0	0	0	0	24	1600
0	0	0	0	0	Olympia	0	0	0	0	0	0	0	0	25	1600
0	0	0	0	0	Talon	0	0	0	0	0	0	0	0	26	1200
0	0	0	0	0	Hornet	0	0	0	0	0	0	0	0	27	1100
0	0	0	0	0	Reaver	0	0	0	0	0	0	0	0	28	900
0	0	0	0	0	Macro	0	0	0	0	0	0	0	0	29	800
0	0	0	0	0	Hellfire	0	0	0	0	0	0	0	0	30	300

Game 15040

Team Ohne Targets Und Bases

15.03.2026 11:34:38

Deine Statistik

Shots	56
Genauigkeit	16,07%
Players You Tagged	9
Players Tagged You	55
Tag Ratio	16,36%
Effectiveness	0,81%
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 3

hat dich getroffen 21

Linke Schulter

Du hast getroffen 2

hat dich getroffen 2

Rücken

Du hast getroffen 2

hat dich getroffen 20

Phasor

Du hast getroffen 2

hat dich getroffen 11

Ruhr Lasertag Bochum

Herner Str. 221-223

44809 Bochum

0234-95043209

