



Du hast getroffen

hat dich getroffen

BLUE

41000

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

Yeldarb
Element
Dayglo
Paragon
Argus
Hellfire
Inferno
Whitecap
Zenith
Eclipse

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

BT	ZB	TG	Rang	Punktstand:
0	0	0	1	8200
0	0	0	4	5600
0	0	0	6	5400
0	0	0	14	4000
0	0	0	15	4000
0	0	0	16	3700
0	0	0	19	3500
0	0	0	20	3300
0	0	0	23	2100
0	0	0	26	1200

RED

34600

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

Condor
Napalm
Sable
Krieger
Gothyk
Olympia
Quazar
Celcius

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

BT	ZB	TG	Rang	Punktstand:
0	0	0	2	7400
0	0	0	3	6000
0	0	0	7	5300
0	0	0	8	4900
0	0	0	12	4500
0	0	0	18	3600
0	0	0	24	1600
0	0	0	25	1300

GREEN

34500

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

Reaver
Macro
Hornet
Domino
Vortex
Falcon
Javelin
Talon
Lithos

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

BT	ZB	TG	Rang	Punktstand:
0	0	0	5	5500
0	0	0	9	4800
0	0	0	10	4500
0	0	0	11	4500
0	0	0	13	4400
0	0	0	17	3600
0	0	0	21	3300
0	0	0	22	3200
0	0	0	27	700

Game 15266
 Team Ohne Targets Und Bases
 27.03.2026 18:45:36

Deine Statistik
 Shots 96
 Genauigkeit 41,67%
 Players You Tagged 40
 Players Tagged You 41
 Tag Ratio 97,56%
 Effectiveness 3,63%
 Terminations 0
 Warnings 0

Arena Stats
 Basetreffer 0
 Zerstörte Base 0
 Targets Tagged 0

Rechte Schulter
 Du hast getroffen 4
 hat dich getroffen 2

Front
 Du hast getroffen 17
 hat dich getroffen 21

Linke Schulter
 Du hast getroffen 3
 hat dich getroffen 2

Rücken
 Du hast getroffen 8
 hat dich getroffen 11

Phasor
 Du hast getroffen 8
 hat dich getroffen 5

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

