



Du hast getroffen

hat dich getroffen

BLUE

52100

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

- Talon
- Ben
- Inferno
- Domino
- Gauntlet
- Condor
- Macro
- Olympia
- 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

BT	ZB	TG	Rang	Punktestand:
32	14	0	1	9300
12	5	4	3	7700
1	0	5	4	7100
2	0	0	5	6800
3	0	11	10	4900
0	0	0	11	4800
2	1	5	12	4500
1	0	1	16	3800
0	0	0	20	3200

RED

33400

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

- Paragon
- Umbriel
- Argus
- Fireseer
- Reaver
- Celcius
- Hellfire
- Dayglo
- Javelin

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

BT	ZB	TG	Rang	Punktestand:
1	0	10	6	6100
4	2	4	8	5700
10	5	1	9	5100
2	0	9	13	4400
0	0	5	15	4000
0	0	4	22	2900
0	0	7	23	2500
0	0	1	24	2100
0	0	0	26	600

GREEN

32200

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

- Quazar
- Hornet
- Whitecap
- Eclipse
- Element
- Sable
- Napalm
- Gothyk

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

BT	ZB	TG	Rang	Punktestand:
4	2	8	2	7900
5	1	4	7	6000
0	0	0	14	4000
0	0	0	17	3600
3	0	4	18	3600
3	0	1	19	3300
3	0	0	21	3000
1	0	0	25	800

Game 17026

Random Features  
20.06.2026 16:51:57

Deine Statistik

Shots	306
Genauigkeit	15,69%
Players You Tagged	48
Players Tagged You	23
Tag Ratio	208,70%
Effectiveness	4,08%
Terminations	0
Warnings	0

Arena Stats

Basetreffer	0
Zerstörte Base	0
Targets Tagged	0

Rechte Schulter

Du hast getroffen	2
hat dich getroffen	4

Front

Du hast getroffen	12
hat dich getroffen	8

Linke Schulter

Du hast getroffen	5
hat dich getroffen	0

Rücken

Du hast getroffen	15
hat dich getroffen	2

Phasor

Du hast getroffen	14
hat dich getroffen	9

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

