

**Game 18155**

Team Mit Targets und Bases

23.08.2026 17:42:26

Deine Statistik

Shots 159

Genauigkeit 22,01%

Players You Tagged 32

Players Tagged You 45

Tag Ratio 71,11%

Effectiveness 1,99%

Terminations 0

Warnings 0

Arena Stats

Basetreffer 0

Zerstörte Base 0

Targets Tagged 3

Rechte Schulter

Du hast getroffen 3

hat dich getroffen 0

Front

Du hast getroffen 5

hat dich getroffen 7

Rücken

Du hast getroffen 9

hat dich getroffen 19

Linke Schulter

Du hast getroffen 2

hat dich getroffen 4

Phasor

Du hast getroffen 13

hat dich getroffen 15

Du hast getroffen**RED**

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

Reaver
Whitecap
Macro
Argus
Vortex
Dayglo
Hellfire
Quazar
Lithos
Element
Umbriel
Paragon
Yeldarb
Sable

hat dich getroffen

FR	Rü	LS	RS	PH
2	3	1	0	2
1	0	1	0	1
0	2	1	0	1
3	1	0	0	0
0	1	0	0	3
0	0	0	0	1
1	1	0	0	1
0	1	1	0	0
0	0	0	0	1
0	8	0	0	0
0	1	0	0	0
0	1	0	0	2
0	0	0	0	1
0	0	0	0	2

BT	ZB	TG	Rang	Punktestand:
14	5	3	3	12900
20	8	7	4	12400
4	2	2	6	9950
0	0	0	7	8900
14	6	9	8	8400
6	3	16	9	8400
2	1	6	11	6550
0	0	0	15	5100
0	0	0	16	5000
0	0	3	18	4500
1	0	0	21	3100
2	0	1	22	3050
0	0	0	25	2600
0	0	1	26	1200

92050**BLUE**

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
0	0	0	0	0
0	0	0	0	0
0	0	0	0	0
0	0	0	0	0

Eclipse
Zenith
Celcius
Inferno
Condor
Fireseer
Hornet
Domino
Olympia
Napalm
Falcon
Gauntlet
Krieger
Gothyk

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
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:
0	0	53	1	16150
29	10	21	2	15950
11	5	22	5	11000
6	2	5	10	7550
4	2	3	12	6500
1	0	0	13	6100
0	0	1	14	5450
1	0	2	17	4600
0	0	3	19	3550
0	0	0	20	3200
0	0	4	23	2750
0	0	1	24	2600
0	0	0	27	800
0	0	0	28	500

86700