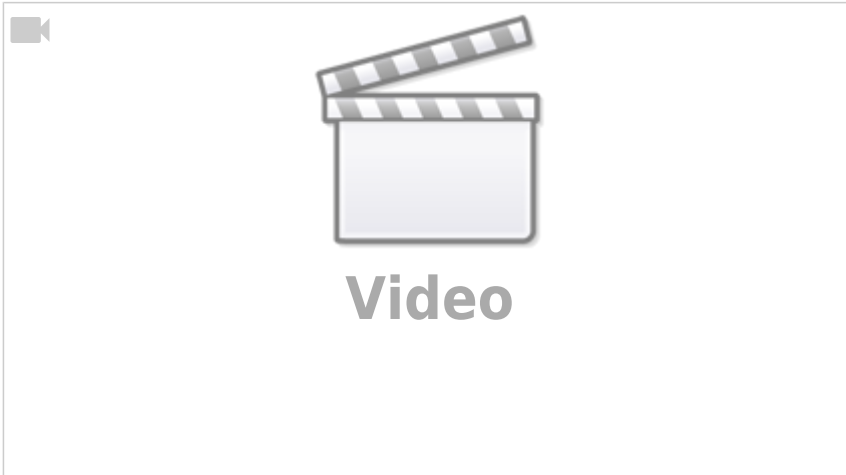


Jungle 23.07.2023

- Anlage: [Paintballfabrik Montabaur](#)
- Spielfeld: Jungle
- Spielerzahl: 2x 20
- Markierer: MagFed und LowCap
- Start der ersten Spielrunde: 11 Uhr



Tagesablauf

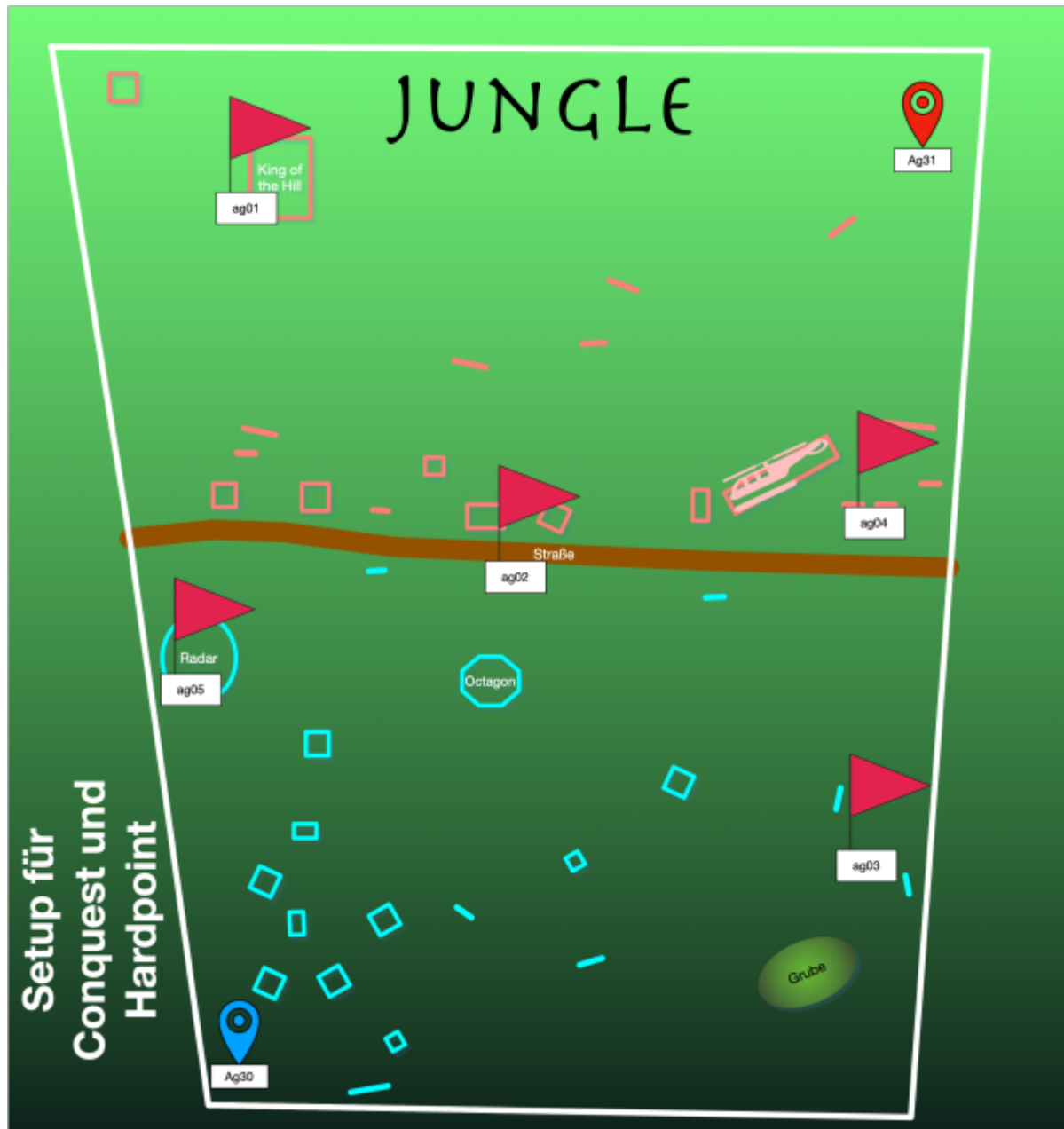
1. [Conquest](#) (Hin und Rückrunde)
 - Anzahl Tickets: 350 (ca. 20-25 Minuten)
 - 5 Flaggen Punkte
2. Mittag
3. [Hardpoint](#) (Hin und Rückrunde)
 - Siegpunktzahl: 450 Punkte (ca. 20-30 Minuten)
 - Flaggen Time Out ¹⁾: 5 Minuten
 - Flaggen Zeit ²⁾: 1 Minute
 - 5 Flaggen Punkte
4. [Assault](#) (Hin und Rückrunde)
 - Spielzeit ³⁾: 30 Minuten
 - Flaggen Zeit ⁴⁾: 3 Minuten
 - 3 Flaggen Punkte zur Eroberung

Natürlich können wir von diesem Schema abweichen, wenn Ihr Wünsche habt. Klickt auf die Links zu den einzelnen Spielen für eine Erklärung der Regeln.

Feldaufbau / Karten

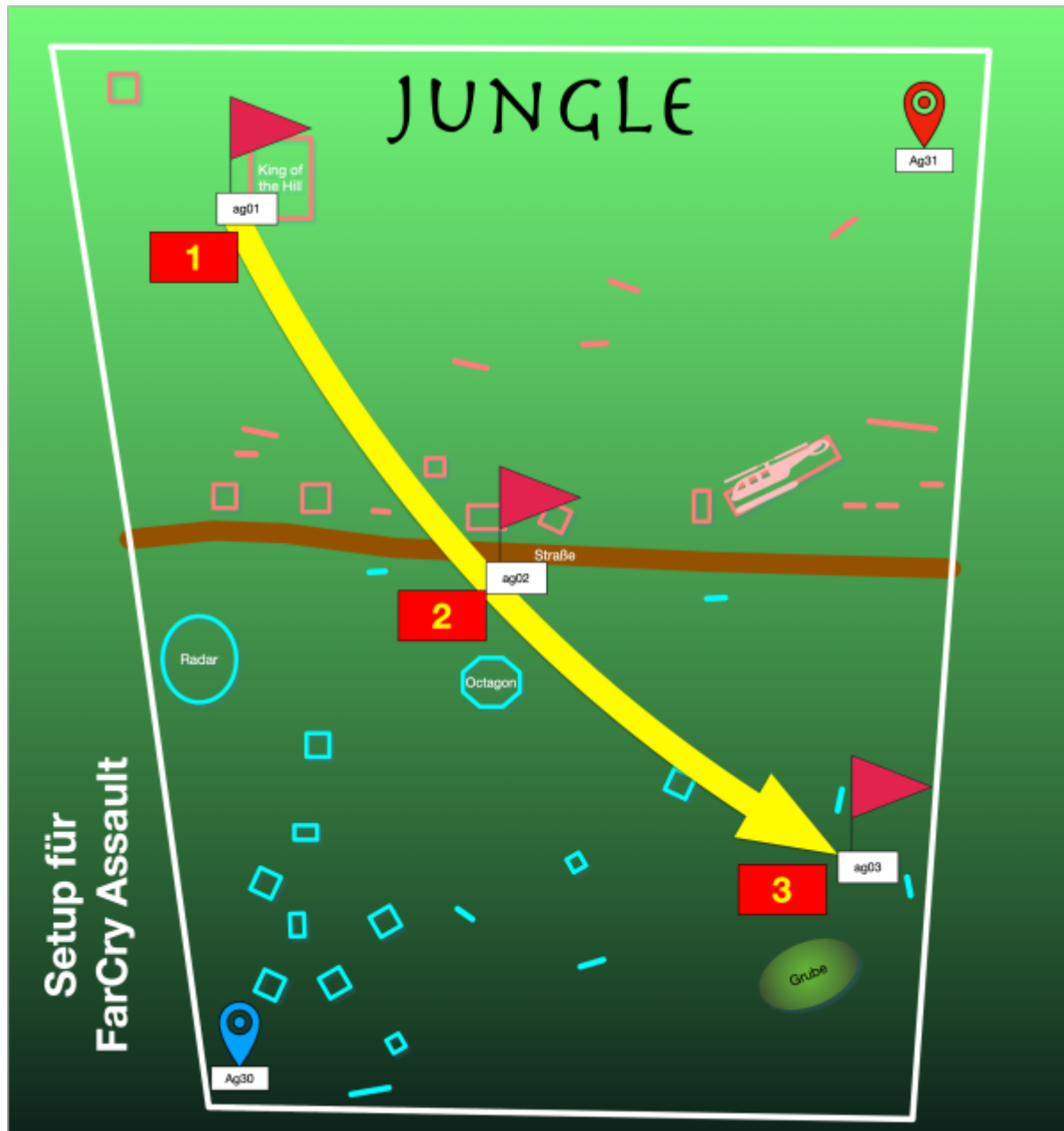
Conquest und Hardpoint

Diese beiden Spiele verwenden denselben Aufbau.



Assault

Für Assault nehmen wir zwei Flaggen weg und es gilt diese Reihenfolge. Rot ist immer der Angreifer Spawn, Blau sind immer die Verteidiger. Entgegen der Angaben im Video bleiben die Spawn hier fest.



Punkte und Ereignisse

Ergebnisse

Bitte klickt auf die einzelnen Runden, wenn Ihr die Ergebnisse sehen wollt.

Runde 1 - Conquest

Team Red → 308 ⇔ 0 ← Team Blue

Number of Respawns

Team Red → 9 ⇔ 17 ← Team Blue

Events

Timestamp	Event	State
23 Jul 2023, 11:22:31	game_over	EPILOG
23 Jul 2023, 11:22:21	Respawn Team red: #9	RUNNING
23 Jul 2023, 11:22:16	Respawn Team blue: #17	RUNNING
23 Jul 2023, 11:22:11	Respawn Team blue: #16	RUNNING
23 Jul 2023, 11:22:00	Respawn Team red: #8	RUNNING
23 Jul 2023, 11:21:48	Respawn Team blue: #15	RUNNING
23 Jul 2023, 11:21:36	Respawn Team blue: #14	RUNNING
23 Jul 2023, 11:21:00	Respawn Team red: #7	RUNNING
23 Jul 2023, 11:20:48	Respawn Team red: #6	RUNNING
23 Jul 2023, 11:20:44	Respawn Team blue: #13	RUNNING
23 Jul 2023, 11:20:36	Respawn Team blue: #12	RUNNING
23 Jul 2023, 11:20:35	Respawn Team blue: #11	RUNNING
23 Jul 2023, 11:20:35	ag05 ⇒ red	RUNNING
23 Jul 2023, 11:20:34	ag05 ⇒ blue	RUNNING
23 Jul 2023, 11:20:33	ag05 ⇒ red	RUNNING
23 Jul 2023, 11:20:28	Respawn Team blue: #10	RUNNING
23 Jul 2023, 11:20:16	Respawn Team blue: #9	RUNNING
23 Jul 2023, 11:20:07	Respawn Team blue: #8	RUNNING
23 Jul 2023, 11:19:55	Respawn Team blue: #7	RUNNING
23 Jul 2023, 11:19:51	Respawn Team blue: #6	RUNNING
23 Jul 2023, 11:19:51	Respawn Team blue: #5	RUNNING
23 Jul 2023, 11:18:57	Respawn Team red: #5	RUNNING
23 Jul 2023, 11:18:54	Respawn Team red: #4	RUNNING
23 Jul 2023, 11:18:52	Respawn Team red: #3	RUNNING
23 Jul 2023, 11:18:43	Respawn Team red: #2	RUNNING
23 Jul 2023, 11:18:37	Respawn Team red: #1	RUNNING
23 Jul 2023, 11:18:36	Respawn Team blue: #4	RUNNING
23 Jul 2023, 11:18:30	Respawn Team blue: #3	RUNNING
23 Jul 2023, 11:18:18	Respawn Team blue: #2	RUNNING
23 Jul 2023, 11:18:12	Respawn Team blue: #1	RUNNING
23 Jul 2023, 11:17:57	ag03 ⇒ red	RUNNING
23 Jul 2023, 11:17:57	ag04 ⇒ red	RUNNING
23 Jul 2023, 11:17:56	ag03 ⇒ blue	RUNNING
23 Jul 2023, 11:17:56	ag01 ⇒ red	RUNNING
23 Jul 2023, 11:17:56	ag04 ⇒ blue	RUNNING
23 Jul 2023, 11:17:55	ag01 ⇒ blue	RUNNING
23 Jul 2023, 11:17:50	ag02 ⇒ red	RUNNING
23 Jul 2023, 11:17:49	ag05 ⇒ blue	RUNNING
23 Jul 2023, 11:17:49	ag02 ⇒ blue	RUNNING
23 Jul 2023, 11:17:37	run	RUNNING

Timestamp	Event	State
23 Jul 2023, 11:17:07	ready	TEAMS_READY
23 Jul 2023, 11:05:41	prepare	TEAMS_NOT_READY
23 Jul 2023, 11:05:39	reset	PROLOG

Runde 2 - Conquest

Team Red → 36 ⇔ 0 ← Team Blue

Number of Respawns

Team Red → 29 ⇔ 21 ← Team Blue

Events

Timestamp	Event	State
23 Jul 2023, 11:46:18	game_over	EPILOG
23 Jul 2023, 11:46:02	Respawn Team blue: #21	RUNNING
23 Jul 2023, 11:45:56	Respawn Team red: #29	RUNNING
23 Jul 2023, 11:45:49	Respawn Team red: #28	RUNNING
23 Jul 2023, 11:45:37	Respawn Team red: #27	RUNNING
23 Jul 2023, 11:45:36	Respawn Team red: #26	RUNNING
23 Jul 2023, 11:45:20	Respawn Team red: #25	RUNNING
23 Jul 2023, 11:44:44	Respawn Team red: #24	RUNNING
23 Jul 2023, 11:44:07	Respawn Team red: #23	RUNNING
23 Jul 2023, 11:43:17	Respawn Team blue: #20	RUNNING
23 Jul 2023, 11:43:10	Respawn Team blue: #19	RUNNING
23 Jul 2023, 11:43:03	Respawn Team red: #22	RUNNING
23 Jul 2023, 11:42:56	Respawn Team red: #21	RUNNING
23 Jul 2023, 11:42:52	Respawn Team blue: #18	RUNNING
23 Jul 2023, 11:42:15	Respawn Team blue: #17	RUNNING
23 Jul 2023, 11:40:23	Respawn Team red: #20	RUNNING
23 Jul 2023, 11:39:54	Respawn Team blue: #16	RUNNING
23 Jul 2023, 11:39:39	Respawn Team blue: #15	RUNNING
23 Jul 2023, 11:39:30	Respawn Team red: #19	RUNNING
23 Jul 2023, 11:39:21	Respawn Team red: #18	RUNNING
23 Jul 2023, 11:39:13	Respawn Team red: #17	RUNNING
23 Jul 2023, 11:38:56	Respawn Team blue: #14	RUNNING
23 Jul 2023, 11:38:34	Respawn Team blue: #13	RUNNING
23 Jul 2023, 11:38:10	Respawn Team red: #16	RUNNING
23 Jul 2023, 11:38:02	Respawn Team red: #15	RUNNING
23 Jul 2023, 11:37:27	Respawn Team red: #14	RUNNING
23 Jul 2023, 11:37:18	Respawn Team red: #13	RUNNING
23 Jul 2023, 11:37:06	Respawn Team red: #12	RUNNING
23 Jul 2023, 11:36:52	Respawn Team red: #11	RUNNING
23 Jul 2023, 11:36:38	Respawn Team blue: #12	RUNNING

Timestamp	Event	State
23 Jul 2023, 11:36:34	Respawn Team blue: #11	RUNNING
23 Jul 2023, 11:36:25	Respawn Team blue: #10	RUNNING
23 Jul 2023, 11:34:48	Respawn Team red: #10	RUNNING
23 Jul 2023, 11:33:57	ag02 ⇒ red	RUNNING
23 Jul 2023, 11:33:48	Respawn Team red: #9	RUNNING
23 Jul 2023, 11:33:03	Respawn Team blue: #9	RUNNING
23 Jul 2023, 11:33:02	Respawn Team blue: #8	RUNNING
23 Jul 2023, 11:33:00	Respawn Team red: #8	RUNNING
23 Jul 2023, 11:32:59	Respawn Team red: #7	RUNNING
23 Jul 2023, 11:32:57	Respawn Team blue: #7	RUNNING
23 Jul 2023, 11:32:26	Respawn Team blue: #6	RUNNING
23 Jul 2023, 11:32:20	Respawn Team red: #6	RUNNING
23 Jul 2023, 11:32:08	Respawn Team red: #5	RUNNING
23 Jul 2023, 11:32:01	Respawn Team blue: #5	RUNNING
23 Jul 2023, 11:31:59	Respawn Team red: #4	RUNNING
23 Jul 2023, 11:31:40	Respawn Team blue: #4	RUNNING
23 Jul 2023, 11:31:15	Respawn Team blue: #3	RUNNING
23 Jul 2023, 11:31:09	Respawn Team red: #3	RUNNING
23 Jul 2023, 11:31:02	Respawn Team blue: #2	RUNNING
23 Jul 2023, 11:30:53	ag03 ⇒ red	RUNNING
23 Jul 2023, 11:30:52	Respawn Team blue: #1	RUNNING
23 Jul 2023, 11:30:42	Respawn Team red: #2	RUNNING
23 Jul 2023, 11:30:32	ag02 ⇒ blue	RUNNING
23 Jul 2023, 11:30:18	Respawn Team red: #1	RUNNING
23 Jul 2023, 11:30:03	ag03 ⇒ blue	RUNNING
23 Jul 2023, 11:29:59	ag01 ⇒ blue	RUNNING
23 Jul 2023, 11:29:57	ag05 ⇒ red	RUNNING
23 Jul 2023, 11:29:57	ag05 ⇒ blue	RUNNING
23 Jul 2023, 11:29:51	ag04 ⇒ blue	RUNNING
23 Jul 2023, 11:29:44	run	RUNNING
23 Jul 2023, 11:29:14	ready	TEAMS_READY
23 Jul 2023, 11:27:51	prepare	TEAMS_NOT_READY
23 Jul 2023, 11:27:42	reset	PROLOG

Runde 3 - Hardpoint

Team Red → 450 ⇔ 241 ← Team Blue

Events

Timestamp	Event	State
23 Jul 2023, 12:47:16	game_over	EPILOG
23 Jul 2023, 12:46:46	ag05 ⇒ RED	RUNNING
23 Jul 2023, 12:46:36	ag05 ⇒ NEUTRAL	RUNNING

Timestamp	Event	State
23 Jul 2023, 12:46:36	Flag ag04 added 60 points for RED and 0 points for BLUE	RUNNING
23 Jul 2023, 12:45:36	ag04 ⇒ RED	RUNNING
23 Jul 2023, 12:45:23	ag04 ⇒ NEUTRAL	RUNNING
23 Jul 2023, 12:45:23	Flag ag02 added 60 points for RED and 0 points for BLUE	RUNNING
23 Jul 2023, 12:44:23	ag02 ⇒ RED	RUNNING
23 Jul 2023, 12:43:57	ag02 ⇒ NEUTRAL	RUNNING
23 Jul 2023, 12:43:57	Flag ag01 added 59 points for RED and 0 points for BLUE	RUNNING
23 Jul 2023, 12:42:59	ag01 ⇒ RED	RUNNING
23 Jul 2023, 12:42:57	ag01 ⇒ BLUE	RUNNING
23 Jul 2023, 12:42:37	ag01 ⇒ NEUTRAL	RUNNING
23 Jul 2023, 12:42:37	Flag ag03 added 0 points for RED and 60 points for BLUE	RUNNING
23 Jul 2023, 12:41:37	ag03 ⇒ BLUE	RUNNING
23 Jul 2023, 12:41:29	ag03 ⇒ NEUTRAL	RUNNING
23 Jul 2023, 12:41:29	Flag ag05 added 0 points for RED and 60 points for BLUE	RUNNING
23 Jul 2023, 12:40:29	ag05 ⇒ BLUE	RUNNING
23 Jul 2023, 12:39:07	ag05 ⇒ NEUTRAL	RUNNING
23 Jul 2023, 12:39:07	Flag ag04 added 60 points for RED and 0 points for BLUE	RUNNING
23 Jul 2023, 12:38:07	ag04 ⇒ RED	RUNNING
23 Jul 2023, 12:37:55	ag04 ⇒ NEUTRAL	RUNNING
23 Jul 2023, 12:37:55	Flag ag03 added 0 points for RED and 60 points for BLUE	RUNNING
23 Jul 2023, 12:36:55	ag03 ⇒ BLUE	RUNNING
23 Jul 2023, 12:33:04	ag03 ⇒ NEUTRAL	RUNNING
23 Jul 2023, 12:33:04	Flag ag01 added 60 points for RED and 0 points for BLUE	RUNNING
23 Jul 2023, 12:32:04	ag01 ⇒ RED	RUNNING
23 Jul 2023, 12:32:04	ag01 ⇒ BLUE	RUNNING
23 Jul 2023, 12:31:46	ag01 ⇒ NEUTRAL	RUNNING
23 Jul 2023, 12:31:46	Flag ag04 added 60 points for RED and 0 points for BLUE	RUNNING
23 Jul 2023, 12:30:46	ag04 ⇒ RED	RUNNING
23 Jul 2023, 12:30:41	ag04 ⇒ NEUTRAL	RUNNING
23 Jul 2023, 12:30:41	Flag ag05 added 0 points for RED and 60 points for BLUE	RUNNING
23 Jul 2023, 12:29:41	ag05 ⇒ BLUE	RUNNING
23 Jul 2023, 12:29:36	ag05 ⇒ NEUTRAL	RUNNING
23 Jul 2023, 12:29:36	Flag ag01 added 60 points for RED and 0 points for BLUE	RUNNING
23 Jul 2023, 12:28:36	ag01 ⇒ RED	RUNNING
23 Jul 2023, 12:28:36	ag01 ⇒ BLUE	RUNNING
23 Jul 2023, 12:28:17	ag01 ⇒ NEUTRAL	TEAMS_READY
23 Jul 2023, 12:28:17	run	RUNNING
23 Jul 2023, 12:27:47	ready	TEAMS_READY
23 Jul 2023, 12:25:38	prepare	TEAMS_NOT_READY
23 Jul 2023, 12:25:36	reset	PROLOG

Runde 4 - Hardpoint

Team Red → 450 ⇔ 385 ← Team Blue

Events

Timestamp	Event	State
23 Jul 2023, 14:43:01	game_over	EPILOG
23 Jul 2023, 14:42:05	ag03 ⇒ RED	RUNNING
23 Jul 2023, 14:41:59	ag03 ⇒ NEUTRAL	RUNNING
23 Jul 2023, 14:41:59	Flag ag02 added 31 points for RED and 28 points for BLUE	RUNNING
23 Jul 2023, 14:41:51	ag02 ⇒ RED	RUNNING
23 Jul 2023, 14:41:36	ag02 ⇒ BLUE	RUNNING
23 Jul 2023, 14:41:13	ag02 ⇒ RED	RUNNING
23 Jul 2023, 14:40:59	ag02 ⇒ BLUE	RUNNING
23 Jul 2023, 14:39:08	ag02 ⇒ NEUTRAL	RUNNING
23 Jul 2023, 14:39:08	Flag ag05 added 59 points for RED and 0 points for BLUE	RUNNING
23 Jul 2023, 14:38:08	ag05 ⇒ RED	RUNNING
23 Jul 2023, 14:37:52	ag05 ⇒ NEUTRAL	RUNNING
23 Jul 2023, 14:37:52	Flag ag01 added 0 points for RED and 59 points for BLUE	RUNNING
23 Jul 2023, 14:36:52	ag01 ⇒ BLUE	RUNNING
23 Jul 2023, 14:36:48	ag01 ⇒ NEUTRAL	RUNNING
23 Jul 2023, 14:36:48	Flag ag04 added 0 points for RED and 59 points for BLUE	RUNNING
23 Jul 2023, 14:35:48	ag04 ⇒ BLUE	RUNNING
23 Jul 2023, 14:33:38	ag04 ⇒ NEUTRAL	RUNNING
23 Jul 2023, 14:33:38	Flag ag05 added 60 points for RED and 0 points for BLUE	RUNNING
23 Jul 2023, 14:32:38	ag05 ⇒ RED	RUNNING
23 Jul 2023, 14:32:31	ag05 ⇒ NEUTRAL	RUNNING
23 Jul 2023, 14:32:31	Flag ag02 added 60 points for RED and 0 points for BLUE	RUNNING
23 Jul 2023, 14:31:31	ag02 ⇒ RED	RUNNING
23 Jul 2023, 14:29:44	ag02 ⇒ NEUTRAL	RUNNING
23 Jul 2023, 14:29:44	Flag ag04 added 0 points for RED and 59 points for BLUE	RUNNING
23 Jul 2023, 14:28:44	ag04 ⇒ BLUE	RUNNING
23 Jul 2023, 14:28:22	ag04 ⇒ NEUTRAL	RUNNING
23 Jul 2023, 14:28:22	Flag ag03 added 60 points for RED and 0 points for BLUE	RUNNING
23 Jul 2023, 14:27:22	ag03 ⇒ RED	RUNNING
23 Jul 2023, 14:27:11	ag03 ⇒ NEUTRAL	RUNNING
23 Jul 2023, 14:22:11	ag02 ⇒ NEUTRAL	RUNNING
23 Jul 2023, 14:22:11	Flag ag04 added 3 points for RED and 56 points for BLUE	RUNNING
23 Jul 2023, 14:21:33	ag04 ⇒ BLUE	RUNNING
23 Jul 2023, 14:21:30	ag04 ⇒ RED	RUNNING
23 Jul 2023, 14:21:11	ag04 ⇒ BLUE	RUNNING
23 Jul 2023, 14:20:25	ag04 ⇒ NEUTRAL	RUNNING
23 Jul 2023, 14:20:25	Flag ag03 added 0 points for RED and 59 points for BLUE	RUNNING
23 Jul 2023, 14:19:25	ag03 ⇒ BLUE	RUNNING
23 Jul 2023, 14:15:48	ag03 ⇒ NEUTRAL	RUNNING
23 Jul 2023, 14:15:48	Flag ag05 added 60 points for RED and 0 points for BLUE	RUNNING
23 Jul 2023, 14:14:48	ag05 ⇒ RED	RUNNING
23 Jul 2023, 14:14:48	ag05 ⇒ BLUE	RUNNING
23 Jul 2023, 14:14:41	ag05 ⇒ NEUTRAL	RUNNING

Timestamp	Event	State
23 Jul 2023, 14:14:41	Flag ag01 added 60 points for RED and 0 points for BLUE	RUNNING
23 Jul 2023, 14:13:41	ag01 ⇒ RED	RUNNING
23 Jul 2023, 14:13:33	ag01 ⇒ NEUTRAL	RUNNING
23 Jul 2023, 14:08:33	ag03 ⇒ NEUTRAL	RUNNING
23 Jul 2023, 14:08:33	Flag ag04 added 0 points for RED and 60 points for BLUE	RUNNING
23 Jul 2023, 14:07:33	ag04 ⇒ BLUE	RUNNING
23 Jul 2023, 14:07:18	ag04 ⇒ NEUTRAL	TEAMS_READY
23 Jul 2023, 14:07:18	run	RUNNING
23 Jul 2023, 14:06:48	ready	TEAMS_READY
23 Jul 2023, 13:56:17	prepare	TEAMS_NOT_READY
23 Jul 2023, 13:56:15	reset	PROLOG

Runde 5 - Assault

Match length: 00:30:00

Capture Points taken: 2 out of 3

Events

Timestamp	Event	State
23 Jul 2023, 16:04:54	game_over	EPILOG
23 Jul 2023, 16:04:54	ag03 ⇒ defended	RUNNING
23 Jul 2023, 15:49:24	ag03 ⇒ defused	RUNNING
23 Jul 2023, 15:49:24	ag03 ⇒ activated	RUNNING
23 Jul 2023, 15:49:24	ag02 ⇒ taken	RUNNING
23 Jul 2023, 15:46:24	ag02 ⇒ fused	RUNNING
23 Jul 2023, 15:46:22	ag02 ⇒ defused	RUNNING
23 Jul 2023, 15:44:45	ag02 ⇒ fused	RUNNING
23 Jul 2023, 15:38:21	ag02 ⇒ defused	RUNNING
23 Jul 2023, 15:38:21	ag02 ⇒ activated	RUNNING
23 Jul 2023, 15:38:21	ag01 ⇒ taken	RUNNING
23 Jul 2023, 15:35:21	ag01 ⇒ fused	RUNNING
23 Jul 2023, 15:35:19	ag01 ⇒ defused	RUNNING
23 Jul 2023, 15:35:14	ag01 ⇒ fused	RUNNING
23 Jul 2023, 15:34:54	ag01 ⇒ defused	RUNNING
23 Jul 2023, 15:34:54	ag01 ⇒ activated	RUNNING
23 Jul 2023, 15:34:54	run	RUNNING
23 Jul 2023, 15:34:24	ready	TEAMS_READY
23 Jul 2023, 15:20:32	prepare	TEAMS_NOT_READY
23 Jul 2023, 15:20:30	reset	PROLOG

1)

Wenn eine Flagge innerhalb dieser Zeit von **keinem** Team erreicht werden kann, dann wird die nächste aktiviert.

2)

Sobald ein Team eine Flagge erreicht, kann man 1 Minute lang Punkte sammeln, bevor die nächste Flagge dran ist.

³⁾

Gesamtspielzeit plus evtl. noch Nachspielzeit

⁴⁾

Ist der Zeitraum, die eine angegriffene Flagge gehalten werden muss, damit sie als erobert gilt.

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