

16.06.2024

Allgemeine Informationen zu den [little BIG Games findet ihr hier](#). Bitte guckt auch die Videos wenn ihr das ganze noch nicht kennt.

Das Spielfeld war [Village](#) ← klicken für die Karte

Punkte und Ereignisse

Die Spielstärke beider Teams war sehr ausgeglichen über den Tag.

Runde	Spielmodus	Sieger
1	Stronghold	Rot
2	Stronghold	Blau
3	Conquest	Rot
4	Conquest	Blau
5	Conquest	Blau, aber knapp

Ergebnisse

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

Runde 1 - Stronghold

~~Blue Wall~~ taken @11:31:13

Green Wall damaged 66%

Yellow Wall intact

Red Wall intact

Events

Timestamp	Event	State
16 Jun 2024, 12:00:11	game_over	EPILOG
16 Jun 2024, 11:56:23	ag08 ⇒ FUSED	RUNNING
16 Jun 2024, 11:49:03	ag07 ⇒ FUSED	RUNNING
16 Jun 2024, 11:31:13	grn ⇒ activated	RUNNING
16 Jun 2024, 11:31:13	ag08 ⇒ activated	RUNNING

Timestamp	Event	State
16 Jun 2024, 11:31:13	ag09 ⇒ activated	RUNNING
16 Jun 2024, 11:31:13	ag07 ⇒ activated	RUNNING
16 Jun 2024, 11:31:13	blu ⇒ TAKEN	RUNNING
16 Jun 2024, 11:31:13	ag01 ⇒ TAKEN	RUNNING
16 Jun 2024, 11:31:12	ag02 ⇒ TAKEN	RUNNING
16 Jun 2024, 11:31:12	ag10 ⇒ TAKEN	RUNNING
16 Jun 2024, 11:31:12	ag02 ⇒ FUSED	RUNNING
16 Jun 2024, 11:30:42	ag01 ⇒ FUSED	RUNNING
16 Jun 2024, 11:30:26	ag10 ⇒ FUSED	RUNNING
16 Jun 2024, 11:30:11	blu ⇒ activated	TEAMS_READY
16 Jun 2024, 11:30:11	ag01 ⇒ activated	TEAMS_READY
16 Jun 2024, 11:30:11	ag02 ⇒ activated	TEAMS_READY
16 Jun 2024, 11:30:11	ag10 ⇒ activated	TEAMS_READY
16 Jun 2024, 11:30:11	run	RUNNING
16 Jun 2024, 11:29:41	ready	TEAMS_READY
16 Jun 2024, 11:05:18	prepare	TEAMS_NOT_READY
16 Jun 2024, 11:05:15	reset	PROLOG

Runde 2 - Stronghold

Blue Wall taken @12:41:04

Green Wall damaged 66%

Yellow Wall intact

Red Wall intact

Events

Timestamp	Event	State
16 Jun 2024, 13:07:06	game_over	EPILOG
16 Jun 2024, 12:56:35	ag08 ⇒ FUSED	RUNNING
16 Jun 2024, 12:41:58	ag07 ⇒ FUSED	RUNNING
16 Jun 2024, 12:41:04	grn ⇒ activated	RUNNING
16 Jun 2024, 12:41:04	ag08 ⇒ activated	RUNNING
16 Jun 2024, 12:41:04	ag09 ⇒ activated	RUNNING
16 Jun 2024, 12:41:04	ag07 ⇒ activated	RUNNING
16 Jun 2024, 12:41:04	blu ⇒ TAKEN	RUNNING
16 Jun 2024, 12:41:04	ag01 ⇒ TAKEN	RUNNING
16 Jun 2024, 12:41:04	ag02 ⇒ TAKEN	RUNNING
16 Jun 2024, 12:41:04	ag10 ⇒ TAKEN	RUNNING
16 Jun 2024, 12:41:04	ag10 ⇒ FUSED	RUNNING

Timestamp	Event	State
16 Jun 2024, 12:37:39	ag01 ⇒ FUSED	RUNNING
16 Jun 2024, 12:37:28	ag02 ⇒ FUSED	RUNNING
16 Jun 2024, 12:37:06	blu ⇒ activated	TEAMS_READY
16 Jun 2024, 12:37:06	ag01 ⇒ activated	TEAMS_READY
16 Jun 2024, 12:37:06	ag02 ⇒ activated	TEAMS_READY
16 Jun 2024, 12:37:06	ag10 ⇒ activated	TEAMS_READY
16 Jun 2024, 12:37:06	run	RUNNING
16 Jun 2024, 12:36:36	ready	TEAMS_READY
16 Jun 2024, 12:31:05	prepare	TEAMS_NOT_READY
16 Jun 2024, 12:31:00	reset	PROLOG

Runde 3 - Conquest

Punktstand

Team Red → 47 ⇔ 0 ← Team Blue

Respawns

Team Red → 27 ⇔ 22 ← Team Blue

Events

Timestamp	Event	State
16 Jun 2024, 14:46:32	game_over	EPILOG
16 Jun 2024, 14:46:21	Respawn Team blu: #22	RUNNING
16 Jun 2024, 14:45:52	Respawn Team red: #27	RUNNING
16 Jun 2024, 14:45:14	Respawn Team red: #26	RUNNING
16 Jun 2024, 14:45:01	Respawn Team blu: #21	RUNNING
16 Jun 2024, 14:44:38	Respawn Team red: #25	RUNNING
16 Jun 2024, 14:44:03	Respawn Team red: #24	RUNNING
16 Jun 2024, 14:44:03	Respawn Team blu: #20	RUNNING
16 Jun 2024, 14:43:56	Respawn Team blu: #19	RUNNING
16 Jun 2024, 14:43:50	Respawn Team red: #23	RUNNING
16 Jun 2024, 14:43:14	Respawn Team blu: #18	RUNNING
16 Jun 2024, 14:42:59	ag05 ⇒ red	RUNNING
16 Jun 2024, 14:42:56	Respawn Team blu: #17	RUNNING
16 Jun 2024, 14:42:25	Respawn Team red: #22	RUNNING
16 Jun 2024, 14:42:24	Respawn Team red: #21	RUNNING
16 Jun 2024, 14:42:24	Respawn Team red: #20	RUNNING
16 Jun 2024, 14:41:58	ag07 ⇒ red	RUNNING
16 Jun 2024, 14:41:37	ag07 ⇒ blue	RUNNING
16 Jun 2024, 14:41:22	Respawn Team red: #19	RUNNING
16 Jun 2024, 14:41:09	Respawn Team blu: #16	RUNNING
16 Jun 2024, 14:40:55	Respawn Team blu: #15	RUNNING

Timestamp	Event	State
16 Jun 2024, 14:40:44	Respawn Team blu: #14	RUNNING
16 Jun 2024, 14:40:31	Respawn Team blu: #13	RUNNING
16 Jun 2024, 14:40:16	Respawn Team red: #18	RUNNING
16 Jun 2024, 14:40:13	Respawn Team red: #17	RUNNING
16 Jun 2024, 14:38:58	ag03 ⇒ red	RUNNING
16 Jun 2024, 14:38:34	Respawn Team blu: #12	RUNNING
16 Jun 2024, 14:38:33	Respawn Team red: #16	RUNNING
16 Jun 2024, 14:38:18	Respawn Team red: #15	RUNNING
16 Jun 2024, 14:38:13	Respawn Team red: #14	RUNNING
16 Jun 2024, 14:38:05	Respawn Team blu: #11	RUNNING
16 Jun 2024, 14:37:18	Respawn Team red: #13	RUNNING
16 Jun 2024, 14:37:11	Respawn Team red: #12	RUNNING
16 Jun 2024, 14:36:25	Respawn Team red: #11	RUNNING
16 Jun 2024, 14:36:12	Respawn Team red: #10	RUNNING
16 Jun 2024, 14:35:47	Respawn Team red: #9	RUNNING
16 Jun 2024, 14:35:34	Respawn Team red: #8	RUNNING
16 Jun 2024, 14:35:25	Respawn Team red: #7	RUNNING
16 Jun 2024, 14:35:25	Respawn Team blu: #10	RUNNING
16 Jun 2024, 14:35:24	Respawn Team blu: #9	RUNNING
16 Jun 2024, 14:35:14	Respawn Team blu: #8	RUNNING
16 Jun 2024, 14:35:07	Respawn Team blu: #7	RUNNING
16 Jun 2024, 14:35:07	Respawn Team blu: #6	RUNNING
16 Jun 2024, 14:34:56	Respawn Team red: #6	RUNNING
16 Jun 2024, 14:34:52	Respawn Team red: #5	RUNNING
16 Jun 2024, 14:34:32	Respawn Team red: #4	RUNNING
16 Jun 2024, 14:34:17	Respawn Team red: #3	RUNNING
16 Jun 2024, 14:33:50	Respawn Team red: #2	RUNNING
16 Jun 2024, 14:33:47	Respawn Team blu: #5	RUNNING
16 Jun 2024, 14:33:46	Respawn Team red: #1	RUNNING
16 Jun 2024, 14:33:31	Respawn Team blu: #4	RUNNING
16 Jun 2024, 14:33:25	ag03 ⇒ blue	RUNNING
16 Jun 2024, 14:33:15	Respawn Team blu: #3	RUNNING
16 Jun 2024, 14:32:54	Respawn Team blu: #2	RUNNING
16 Jun 2024, 14:32:50	Respawn Team blu: #1	RUNNING
16 Jun 2024, 14:31:56	ag03 ⇒ red	RUNNING
16 Jun 2024, 14:31:55	ag03 ⇒ blue	RUNNING
16 Jun 2024, 14:31:47	ag05 ⇒ blue	RUNNING
16 Jun 2024, 14:31:40	ag04 ⇒ blue	RUNNING
16 Jun 2024, 14:31:40	ag02 ⇒ red	RUNNING
16 Jun 2024, 14:31:39	ag10 ⇒ red	RUNNING
16 Jun 2024, 14:31:38	ag02 ⇒ blue	RUNNING
16 Jun 2024, 14:31:38	ag10 ⇒ blue	RUNNING
16 Jun 2024, 14:31:29	ag07 ⇒ red	RUNNING
16 Jun 2024, 14:31:28	ag07 ⇒ blue	RUNNING
16 Jun 2024, 14:31:22	ag06 ⇒ blue	RUNNING

Timestamp	Event	State
16 Jun 2024, 14:31:09	run	RUNNING
16 Jun 2024, 14:30:39	ready	TEAMS_READY
16 Jun 2024, 14:22:01	prepare	TEAMS_NOT_READY
16 Jun 2024, 14:21:55	reset	PROLOG

Runde 4 - Conquest

Punktstand

Team Red → 0 ↔ 68 ← Team Blue

Respawns

Team Red → 15 ↔ 23 ← Team Blue

Events

Timestamp	Event	State
16 Jun 2024, 15:39:31	game_over	EPILOG
16 Jun 2024, 15:39:06	Respawn Team red: #15	RUNNING
16 Jun 2024, 15:38:41	Respawn Team blu: #23	RUNNING
16 Jun 2024, 15:38:32	Respawn Team blu: #22	RUNNING
16 Jun 2024, 15:38:12	Respawn Team blu: #21	RUNNING
16 Jun 2024, 15:37:38	Respawn Team red: #14	RUNNING
16 Jun 2024, 15:37:18	Respawn Team red: #13	RUNNING
16 Jun 2024, 15:37:10	Respawn Team blu: #20	RUNNING
16 Jun 2024, 15:36:49	Respawn Team red: #12	RUNNING
16 Jun 2024, 15:36:16	Respawn Team blu: #19	RUNNING
16 Jun 2024, 15:35:59	Respawn Team blu: #18	RUNNING
16 Jun 2024, 15:35:57	Respawn Team red: #11	RUNNING
16 Jun 2024, 15:35:46	Respawn Team blu: #17	RUNNING
16 Jun 2024, 15:33:54	Respawn Team red: #10	RUNNING
16 Jun 2024, 15:33:16	Respawn Team blu: #16	RUNNING
16 Jun 2024, 15:33:10	Respawn Team blu: #15	RUNNING
16 Jun 2024, 15:32:42	Respawn Team red: #9	RUNNING
16 Jun 2024, 15:32:41	Respawn Team blu: #14	RUNNING
16 Jun 2024, 15:32:35	Respawn Team blu: #13	RUNNING
16 Jun 2024, 15:32:32	Respawn Team red: #8	RUNNING
16 Jun 2024, 15:31:50	Respawn Team red: #7	RUNNING
16 Jun 2024, 15:31:47	Respawn Team red: #6	RUNNING
16 Jun 2024, 15:31:37	Respawn Team blu: #12	RUNNING
16 Jun 2024, 15:31:28	Respawn Team blu: #11	RUNNING
16 Jun 2024, 15:31:23	Respawn Team blu: #10	RUNNING
16 Jun 2024, 15:30:19	Respawn Team red: #5	RUNNING
16 Jun 2024, 15:30:06	Respawn Team blu: #9	RUNNING

Timestamp	Event	State
16 Jun 2024, 15:30:06	Respawn Team blu: #8	RUNNING
16 Jun 2024, 15:30:06	Respawn Team blu: #7	RUNNING
16 Jun 2024, 15:30:05	Respawn Team blu: #6	RUNNING
16 Jun 2024, 15:30:03	Respawn Team blu: #5	RUNNING
16 Jun 2024, 15:30:01	Respawn Team blu: #4	RUNNING
16 Jun 2024, 15:30:00	Respawn Team blu: #3	RUNNING
16 Jun 2024, 15:29:57	Respawn Team blu: #2	RUNNING
16 Jun 2024, 15:29:25	Respawn Team red: #4	RUNNING
16 Jun 2024, 15:29:23	Respawn Team red: #3	RUNNING
16 Jun 2024, 15:26:53	Respawn Team red: #2	RUNNING
16 Jun 2024, 15:26:49	Respawn Team red: #1	RUNNING
16 Jun 2024, 15:25:56	Respawn Team blu: #1	RUNNING
16 Jun 2024, 15:25:37	ag05 ⇒ red	RUNNING
16 Jun 2024, 15:25:36	ag05 ⇒ blue	RUNNING
16 Jun 2024, 15:25:10	ag04 ⇒ red	RUNNING
16 Jun 2024, 15:25:08	ag04 ⇒ blue	RUNNING
16 Jun 2024, 15:24:30	ag03 ⇒ blue	RUNNING
16 Jun 2024, 15:24:16	ag10 ⇒ blue	RUNNING
16 Jun 2024, 15:24:13	ag02 ⇒ blue	RUNNING
16 Jun 2024, 15:24:09	ag07 ⇒ blue	RUNNING
16 Jun 2024, 15:24:00	ag06 ⇒ red	RUNNING
16 Jun 2024, 15:23:59	ag06 ⇒ blue	RUNNING
16 Jun 2024, 15:23:46	run	RUNNING
16 Jun 2024, 15:23:16	ready	TEAMS_READY
16 Jun 2024, 14:52:25	prepare	TEAMS_NOT_READY
16 Jun 2024, 14:52:14	reset	PROLOG

Runde 5 - Conquest

Punktstand

Team Red → 0 ↔ 38 ← Team Blue

Respawns

Team Red → 6 ↔ 33 ← Team Blue

Events

Timestamp	Event	State
16 Jun 2024, 16:29:35	game_over	EPILOG
16 Jun 2024, 16:29:19	Respawn Team blu: #33	RUNNING
16 Jun 2024, 16:29:18	Respawn Team blu: #32	RUNNING
16 Jun 2024, 16:28:39	Respawn Team blu: #31	RUNNING
16 Jun 2024, 16:28:30	Respawn Team blu: #30	RUNNING

Timestamp	Event	State
16 Jun 2024, 16:28:29	Respawn Team blu: #29	RUNNING
16 Jun 2024, 16:27:02	Respawn Team blu: #28	RUNNING
16 Jun 2024, 16:27:02	Respawn Team blu: #27	RUNNING
16 Jun 2024, 16:26:55	Respawn Team blu: #26	RUNNING
16 Jun 2024, 16:26:53	Respawn Team blu: #25	RUNNING
16 Jun 2024, 16:26:39	Respawn Team blu: #24	RUNNING
16 Jun 2024, 16:26:32	Respawn Team blu: #23	RUNNING
16 Jun 2024, 16:26:19	Respawn Team blu: #22	RUNNING
16 Jun 2024, 16:26:19	Respawn Team blu: #21	RUNNING
16 Jun 2024, 16:24:42	Respawn Team blu: #20	RUNNING
16 Jun 2024, 16:24:38	Respawn Team blu: #19	RUNNING
16 Jun 2024, 16:23:46	Respawn Team blu: #18	RUNNING
16 Jun 2024, 16:23:40	Respawn Team red: #6	RUNNING
16 Jun 2024, 16:23:33	Respawn Team blu: #17	RUNNING
16 Jun 2024, 16:23:25	Respawn Team blu: #16	RUNNING
16 Jun 2024, 16:23:24	Respawn Team blu: #15	RUNNING
16 Jun 2024, 16:23:06	Respawn Team blu: #14	RUNNING
16 Jun 2024, 16:22:53	Respawn Team blu: #13	RUNNING
16 Jun 2024, 16:22:50	Respawn Team red: #5	RUNNING
16 Jun 2024, 16:21:09	Respawn Team blu: #12	RUNNING
16 Jun 2024, 16:21:08	Respawn Team blu: #11	RUNNING
16 Jun 2024, 16:21:08	Respawn Team blu: #10	RUNNING
16 Jun 2024, 16:21:08	Respawn Team blu: #9	RUNNING
16 Jun 2024, 16:21:07	Respawn Team blu: #8	RUNNING
16 Jun 2024, 16:20:14	Respawn Team blu: #7	RUNNING
16 Jun 2024, 16:20:13	Respawn Team blu: #6	RUNNING
16 Jun 2024, 16:20:12	Respawn Team blu: #5	RUNNING
16 Jun 2024, 16:17:52	Respawn Team red: #4	RUNNING
16 Jun 2024, 16:17:05	Respawn Team red: #3	RUNNING
16 Jun 2024, 16:17:02	Respawn Team red: #2	RUNNING
16 Jun 2024, 16:16:28	ag03 ⇒ blue	RUNNING
16 Jun 2024, 16:16:15	Respawn Team blu: #4	RUNNING
16 Jun 2024, 16:16:11	Respawn Team blu: #3	RUNNING
16 Jun 2024, 16:15:29	Respawn Team blu: #2	RUNNING
16 Jun 2024, 16:15:13	Respawn Team blu: #1	RUNNING
16 Jun 2024, 16:14:57	Respawn Team red: #1	RUNNING
16 Jun 2024, 16:13:41	ag10 ⇒ red	RUNNING
16 Jun 2024, 16:13:41	ag10 ⇒ blue	RUNNING
16 Jun 2024, 16:13:40	ag10 ⇒ red	RUNNING
16 Jun 2024, 16:13:28	ag05 ⇒ blue	RUNNING
16 Jun 2024, 16:13:26	ag10 ⇒ blue	RUNNING
16 Jun 2024, 16:13:25	ag10 ⇒ red	RUNNING
16 Jun 2024, 16:13:25	ag10 ⇒ blue	RUNNING
16 Jun 2024, 16:13:25	ag04 ⇒ blue	RUNNING
16 Jun 2024, 16:13:23	ag10 ⇒ red	RUNNING

Timestamp	Event	State
16 Jun 2024, 16:13:23	ag10 ⇒ blue	RUNNING
16 Jun 2024, 16:13:22	ag10 ⇒ red	RUNNING
16 Jun 2024, 16:13:22	ag10 ⇒ blue	RUNNING
16 Jun 2024, 16:13:18	ag07 ⇒ red	RUNNING
16 Jun 2024, 16:13:17	ag07 ⇒ blue	RUNNING
16 Jun 2024, 16:13:17	ag02 ⇒ red	RUNNING
16 Jun 2024, 16:13:16	ag02 ⇒ blue	RUNNING
16 Jun 2024, 16:13:07	ag06 ⇒ blue	RUNNING
16 Jun 2024, 16:12:55	run	RUNNING
16 Jun 2024, 16:12:25	ready	TEAMS_READY
16 Jun 2024, 15:48:26	prepare	TEAMS_NOT_READY
16 Jun 2024, 15:48:24	reset	PROLOG

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