I'm putting together a contest for the community and I am trying to determine which of these factors are worth rewarding. I want 2 of them to be something you don't have to play an outrageous amount of games for and 3 to be for people who put in a LOT of time. The time frame for this would be one month.

Ideas:

1) Number of games played (>2 minutes)
2) Win / Loss ratio
3) Kill / Death ratio
4) Total number of points earned
5) Building Kills
6) Vehicle Kills
7) Successful beacons

Which of these would motivate you to try to win them if the prize was worth the effort? Do you have any more ideas for stats?