

---

Subject: Re: Top 5 indicators

Posted by [Crimson](#) on Wed, 08 Jul 2009 02:57:07 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Well, I want a couple that are earned by playing a lot, and a couple that are earned by skill. And I'm trying to avoid doing any excessive coding because it will delay being able to hold the event. Repair points might be do-able without too much time added in development, though.

Successful beacons should be worth a few disarmed ones as far as penalizing goes, though.

---