ECP	High Priority	Priority	Neutral	Low Priority	Do Not Implement	Total Votes	Final Score
MLRS	5	6	0	0	0	11.00	1.55
Communication Networks	3	9	0	0	0	12.00	1.75
GeoTIFF	4	6	2	0	0	12.00	1.83
Ground Sensors	3	7	2	0	0	12.00	1.92
Sea State	2	6	3	0	0	11.00	2.09
Change Alert Weapons	1	7	2	0	0	10.00	2.10
Degrade Roads	2	5	4	0	0	11.00	2.18
Aircraft Refueler Combinatior	3	3	5	0	0	11.00	2.18
Minefield Detection	1	6	2	1	0	10.00	2.30
Number Formats	3	4	3	2	0	12.00	2.33
Port Capacity	1	5	5	0	0	11.00	2.36
Non-Lethal Weapons	1	5	4	1	0	11.00	2.45
Dead Units In Hierarchy	2	4	4	2	0	12.00	2.50
Pipeline Barriers	1	4	5	1	0	11.00	2.55
Decoy	0	5	5	1	0	11.00	2.64
Two JTLS-GO Games	0	6	3	2	0	11.00	2.64
Luminous Artillery	1	4	4	2	0	11.00	2.64
Contraband Checkpoints	0	2	6	3	0	11.00	3.09