

1. Map Revisions
 - a. River clarifications -- mannis did
 - b. LHT - <https://www.reddit.com/message/messages/bzds8r> - mannis did
 - c. North aspects?
2. SCC Mechanics - to re-balance them (particularly first level ones) -- asked Vik to look this over
 - a. https://www.reddit.com/r/SevenKingdoms/comments/9dcda0/modpost_weekly_mod_post_38/e5gryoh/
3. North Revisions - Proposal:
<https://docs.google.com/document/d/1U0ErVdf7jpCpgis17IWWBMH9kTWb7JQs7Y8rHVgy7hg/edit?usp=sharing>
 - a. GWW Rework -- special keeps
 - b. Sailing around the Moat
 - c. Unlandable Coastline (part of overall map revisions)
 - d. Village location changes for Glover/Forrester
 - e. NMC revision
 - f. Winter Travel Times
 - g. CV Values in Winter
 - h. Winter Attrition (please kill Attrition...)
 - i. https://www.reddit.com/r/SevenKingdoms/comments/9dcda0/modpost_weekly_mod_post_38/e5n5otw/
4. Attrition - it sucks
5. Rules Audit changes:
 - a. <https://docs.google.com/document/d/1XGcxDrHiGIFII4knMHigdeVSBHQNSnbgDKYspd6xBU0/edit?usp=sharing>
 - b. <https://docs.google.com/document/d/1iUm3sMbQKXlo9BaZoLbRiNTgzcrSHCaxZ2bZn7NCuDo/edit?usp=sharing>
6. Bridge Mechanics
 - a. Boost for holding position to CV (akin to terrain boosts)
 - b. Burning Mechs
 - c. Bridge Mechs
https://www.reddit.com/r/SevenKingdoms/comments/9ezm2r/meta_bridge_mechs/
7. Detection & Banners
 - a. False banners
 - b. Captured banners
 - c. Noble banners when alone
8. Ways to spend gold
9. Mercenary Proposal
 - a. Doc:
https://docs.google.com/document/d/1t1FbF_cvtLvh60aSkYoRYY9HPHkEOb05--_Egj3Wrm8/edit?usp=sharing

- b. Sheet:
<https://docs.google.com/spreadsheets/d/1zHgUGaWdaNYzqZ7sEzvXkTtreFOIYO2LPufyx5U2ZwU/edit?usp=sharing>
- 10. Special Keeps -- asked RPS to have a proposal for this
 - a. GWW -- north proposal
 - b. Riverrun
 - c. Eyrie
 - d. Twins
 - e. All Cities (as per reset review) to include
 - i. Oldtown (island keep)
 - f. Forts: Bloody Gates and Moat Cailin
 - g. Potential other canon ones
- 11. Naval Mechanics Overhaul
 - a. https://www.reddit.com/r/SevenKingdoms/comments/9dcda0/modpost_weekly_mod_post_38/e5q9l5j/
- 12. Capture proposal (/u/lordgrimli)
 - a. https://www.reddit.com/r/SevenKingdoms/comments/84lx04/captives_proposal/?utm_source=reddit&utm_medium=usertext&utm_name=SevenKingdoms&utm_content=t3_95ybdr
- 13. NPC Protections (/u/hewhoknowsnot)
 - a. <https://docs.google.com/document/d/1kHc7Bf8OLGtzn6K0hWAQGwqmHYQn9RmZc8-ULpbY12Y/edit>
- 14. Wall & Beyond (Various)
 - a. Castle Rebuilding Proposal (/u/dasplatzchen and /u/dawnsword):
<https://docs.google.com/document/d/1RFcJg8fLIMiPbbIIvfu3A41RPpjx1ykGX1mJsw-RCME/edit>
 - b. Night's Watch Ranger Party Mechanics
(/u/chindowneyesup):<https://docs.google.com/document/d/1herX41UdDovCJnxGD2IlvYDkAFyvOkXpeSKoldrgJTA/edit>
 - c. Zeal's BTW Rework (/u/RighteousZeal)
 - i. Main Reform Doc:
https://docs.google.com/document/d/1KaChYICp_WYlqhR9cNRzNbo16TQPrnZE3Q7Tan2nbGM/edit
 - ii. Reform Rationale Doc:
https://docs.google.com/document/d/1KaChYICp_WYlqhR9cNRzNbo16TQPrnZE3Q7Tan2nbGM/edit
 - iii. Reform Tracker Doc:
https://docs.google.com/document/d/1KaChYICp_WYlqhR9cNRzNbo16TQPrnZE3Q7Tan2nbGM/edit
- 15. Regency Proposal (/u/astoman):
 - a. https://www.reddit.com/r/IronThroneMechanics/comments/6g9h93/regency_mk_ii/

- b. ITP Regency Rules for Comparison:

https://www.reddit.com/r/IronThronePowers/comments/6mcdf2/modpost_modpost_46/?utm_source=reddit&utm_medium=usertext&utm_name=SevenKingdomsMods&utm_content=t3_9epy75

16. Doomstack Rules (/u/hewhoknowsnot)

- a. https://docs.google.com/document/d/1Fn3c_btcJglewy2b-rlu0HT62VxIDKiL5qnvym-9bU/edit

17. Search Mechanics (/u/Aleefth)

- a. <https://docs.google.com/document/d/11kJRpWYiJTX7OypgQvwMz4ultknvCyXVUhEHMQvzT60/edit>

Ready to be Voted On

- Map Revisions
 - River clarifications
 - LHT
- North Rev
 - Village location changes for Glover/Forrester
- Regency Proposal (mod post)

Need Sims / Tests / Proposal

- SCC Mechanics - to re-balance them (particularly first level ones)
 - https://www.reddit.com/r/SevenKingdoms/comments/9dcda0/modpost_weekly_mod_post_38/e5gryoh/
- Bridge Mechanics
 - Boost for holding position to CV (akin to terrain boosts)
- Special Keeps (full list of proposal)

Need Review

- Map Revisions
 - North aspects?
- Bridge Mechanics
 - Burning Mechs
- NPC Protections (mod post)
- Doomstack Rules (mod post) - Astos's comment*
- Battle Roll Revision (mod post)
- North Rev
 - NMC revision
 - Winter Travel Times
 - CV Values in Winter
 - Unlandable Coastline (part of overall map revisions)

Need a good deal of work involved

- Attrition - it sucks
 - Winter Attrition in North Rev
- Detection & Banners
 - False banners
 - Captured banners
 - Noble banners when alone
- Mercenary Proposal
 - Doc:
https://docs.google.com/document/d/1t1FbF_cvtLv60aSkYoRYY9HPHkEOb05--_Egj3Wrm8/edit?usp=sharing

- Sheet:
<https://docs.google.com/spreadsheets/d/1zHgUGaWdaNYzqZ7sEzvxkTtreFOIYO2LPufyx5U2ZwU/edit?usp=sharing>
- Ways to spend gold
- Wall & Beyond (mod post)
- Naval Mechanics Overhaul
 - North Rev: North Revision: Sailing around the Moat

[Mod-Post] Second Bundle of Changes - for Discussion

This post is for discussion of the items we will be having up to vote likely after roughly 24 hours of discussion, we wanted to have this as a user discussion as well. Our plan is to have a VC this weekend among the mod team to discuss the Second Bundle, some clarifications may be made to what is posted and tweaks occurring in that discussion but to allow the users to provide feedback too. .

##First Bundle Votes

[Link to Community Feedback](

Votes were Yes for the change or No, against the change. (Skul voted before leaving the team and his votes are incorporated)

1. Map Revisions - LHT and Rivers

* Yes: 9

* No: 0

2. Glover and Forrester Village Location Changes

* Yes: 9

* No: 0

3. Regency Framework

* Yes: 9

* No: 0

####Rules Audit - Main Rules

4. Inactivity Catchall Addition for Barely Meeting

* Yes: 9

* No: 0

5. Reclaim Rules

* Yes: 1

* No: 8

6. Player Characters vs Auxiliary Characters

* Yes: 9

* No: 0

#####Rules Audit- Land Combat

7. Movement & Terrain

* Yes: 8

* No: 1

8. Troops and Battles

* Yes: 9

* No: 0

9. Sieges

* Yes: 9

* No: 0

##Second Bundle

10. Special Keeps

>[Proposal](https://docs.google.com/document/d/1QDOp5ouVoGplj7RANIQM_Jl9l4yZ0Qgk1jC9r1v5L1A/edit?usp=sharing)

>Greywater Watch, Riverrun, Eyrie/Gates of the Moon, Twins, Oldtown, CR/Lannisport, Gulltown, White Harbor, King's Landing, Lord Harroway's Town, Wyl, Castamere, Bitterbridge, Fairmarket, Moat Cailin, Bloody Gate, Golden Tooth, Northern Mountain Clans

>Majority of these have been in use without rules behind them, to codify finally

11. NPC Protections

>[Proposal](<https://docs.google.com/document/d/1kHc7Bf8OLGtzn6K0hWAQGwqmHYQn9RmZc8-ULpbY12Y/edit>)

>Have been in use since November 2017, to have them codified in the rules

12. Bridge Mechanics

>[Proposal](https://www.reddit.com/r/SevenKingdoms/comments/9ezm2r/meta_bridge_mechs/)

>Way to make the impact of bridges more involved

13. North Revision: NMC revision

>[Proposal](<https://docs.google.com/document/d/1U0ErVdf7jpCpgis17IWWBMH9kTWb7JQs7Y8rHVgy7hg/edit?usp=sharing>)

>Having an additional village

14. North Revision: CV Values in Winter

>New zone for the north in winter, increased CV

15. North Revision: Unlandable Coastline (map revision)

>West coast of the North having more unlandable areas

16. Battle Roll Revision

>[Proposal](https://www.reddit.com/r/SevenKingdoms/comments/89ijjn/meta_land_battle_proposal/), there have been multiple revisions of similar regard and also other comments like [Astos's](https://www.reddit.com/r/SevenKingdoms/comments/9dcda0/modpost_weekly_mod_post_38/e5gsdtv/), and many others concerning this

>Multiple battle possibility with multi-stage, fixing when retreat type order

#####Rules Audit

18. Mustering

>Grouping needs to be clearer, not just holdfast but everywhere, leaving the village basically type indication. -- likely examples provided to clarify

Please let us know what you think of these changes as the mod team discusses them as well.
Thanks

Next items on the list: SCC Mechanics, Detection Revision (including false banners as well as stolen banners), Attrition.

As a further note, if we are progressing greatly we may include other aspects into this too should we get through these swiftly