CSM Meeting 6 July 2008

Council Members Present
Ankhesentapemkah
Bane Glorious
Darius JOHNSON
Dierdra Vaal
Hardin
Inanna Zuni
Jade Constantine
LaVista Vista
Seentiy Steele

Alternate Council Members Present
Tusko Hopkins

Agenda Items

Replacement of Alternates
Alliances and Factional Warfare
Fix Precision Heavy Missiles
Doomsday Devices and POS Shields
POS Standings
Aggression Timer and Jumping
Damage Count and Jumping
Self-Destructing and Killmails
More Pirate/Small Faction Ships
Rebalance Capital Ships
Closing Defunct Threads

Replacement of Alternates

Due to certain alternates not attending CSM meetings and not replying to emails, the CSM wished to replace these alternates with the next candidates in line. The issue was passed unamiously.

Alliances and Factional Warfare

Currently, Corporations in Alliances are unable to participate in Factional Warfare. During the CSM summit in Iceland, CCP indicated it would be possible to allow these Corporations to participate, but that this option is currently disabled.

Dierdra Vaal noted that CCP preferred to see how Factional Warfare developed for the first few months before making changes, and further stated that he would prefer Corporations in the same Alliance able to sign up with different Factions, even if this involves more work from CCP. Jade Constantine thought that Factional Warfare and the interest it generates cannot be attributed to the 'shiny new toy' syndrome, but stems from the desire of players, particularly roleplayers, to influence the storyline developments.

Bane Glorious said he does not have much objections against the current system where Corporations have to leave their Alliance, if they have proper access to a chat channel where they can communicate with the Alliance.

On the issue "Escalate Alliances in Faction Warfare", the voting results were:

Ankhesentapemkah - Aye
Bane Glorious - Nay
Darius JOHNSON - Aye
Dierdra Vaal - Aye
Hardin - Aye
Inanna Zuni - Aye
Jade Constantine - Aye
Serenity Steele - Nay
Tusko Hopkins - Nay
The issue was passed.

Fix Precision Heavy Missiles

Jade Constantine said that under the current system, Precission Heavy Missiles are unusable and useless. Bane Glorious said that if speed setups are dealt with, these missiles will be a lot more viable.

The voting results were as follows and the issue was passed:
Ankhesentapemkah - Nay
Bane Glorious - Nay
Darius JOHNSON - Aye
Dierdra Vaal - Aye
Hardin - Nay
Inanna Zuni - Aye
Jade Constantine - Aye
Serenity Steele - Aye
Tusko Hopkins - Aye

Doomsday Devices and POS Shields

Currently, Doomsday Devices will affect objects inside the shields if the players have the POS password. Bane Glorious considered this a bug, while Darius JOHNSON argued that it is a feature which improved gameplay.

The issue was voted on as follows:
Address Doomsday Devices passing through POS Shields?
Ankhesentapemkah - Aye
Bane Glorious - Aye
Darius JOHNSON - Nay
Dierdra Vaal - Nay
Hardin - Nay
Inanna Zuni - Nay
Jade Constantine - Aye
Serenity Steele - Nay
Tusko Hopkins - Nay
The issue was rejected.

POS standings

In this issue, it was raised that POS access should be based on Alliance standings rather than Corporation standings.

This issue was passed unanimously.

Aggression on Jumping

Under the current mechanics, if a player jumps though a gate, he is cleared of the aggression timers unless he jumps back to the same system. The issue proposed to make aggression timing a global thing instead of system based. This allows players to jump through a gate and log out.

The issue was passed unanimously.

Damage count reset on Jumping

Under the current mechanics, if a damaged player jumps, the person that inflicted the damage is removed from the damage count and is thus not listed in the killmails. Dierdra Vaal and Tusko Hopkins considered killmails to be more of a vanity thing, while Serenity Steele thought that people held value to them for the sense of accomplishment they confer.

The voting went as follows:
Ankhesentapemkah - Abstain
Bane Glorious - Nay
Dierdra Vaal - Nay
Hardin - Aye
Inanna Zuni - Aye
Jade Constantine - Aye
LaVista Vista - Nay
Serenity Steele - Nay
Tusko Hopkins - Nay
This issue was rejected.

Killmails for ships which Self-Destruct

When a person selfdestructs, it will not generate a killmail or drop loot. Dierdra Vaal said that thinks that people should be allowed to self-destruct to deny killmails, while Ankhesentapemkah thought that self-destructing to prevent loot is good, but that a self-destructed ship should still yield a killmail.

It was voted on as follows:
Ankhesentapemkah - Aye
Bane Glorious - Nay
Dierdra Vaal - Nay
Hardin - Aye
Inanna Zuni - Nay
Jade Constantine - Aye
LaVista Vista - Aye
Serenity Steele - Nay
Tusko Hopkins - Nay
This issue was denied 4 to 5 votes.

More Pirate/Small Faction Ships

In this issue, the CSM asks of CCP to look into the imbalance with Amarr/Caldari specialized faction ships and providing more pirate ships/small faction ships for people to acquire.

LaVista Vista said that CCP asked the CSM to think big, and that adding more ships is a good thing but should not have a high priority. Ankhesentapemkah continued on this that pirate ships

would only benefit a small amount of people but bring with it a lot of balancing issues, and that she would rather see resources dedicated to getting ships such as small freighters in the game which are going to be used by many people.

Tusko Hopkins said that there are currently a lot of NPC ships in game that cannot be flown by players, and that some of these can be opened up for the players.

The issue was voted on.
Ankhesentapemkah - Nay
Bane Glorious - Nay
Dierdra Vaal - Nay
Hardin - Nay
Inanna Zuni - Aye
LaVista Vista - Nay
Serenity Steele - Nay
Tusko Hopkins - Aye
This motion failed to pass.

Rebalance Capital Ships

Currently, a lot of players hold the opinion that Minmatar capital ships in particular are weaker compared to the capital ships of the other factions.

The issue was voted as follows:
Ankhesentapemkah - Aye
Bane Glorious - Aye
Dierdra Vaal - Aye
Hardin - Nay
Inanna Zuni - Aye
Jade Constantine - Aye
LaVista Vista - Aye
Serenity Steele - Nay
Tusko Hopkins - Aye
This issue was passed.

Closing Defunct Threads

The issue was formulated as follows:
"Once Threads have produced an ISSUE that comes up for CSM vote they should be locked – We post a CSM notification on the final result and then call moderator to lock the thread."

The voting results are:
Ankhesentapemkah - Aye
Dierdra Vaal - Aye
Inanna Zuni - Aye
Jade Constantine - Aye
LaVista Vista - Nay
Serenity Steele - Aye
Tusko Hopkins - Aye
This issue was passed with 6 votes in favor.