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		GSRM-GRK-002		General Requirements, Greek Maps		
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Bill of Materials:						
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## 1. Overview

This component specification defines an islands map developed as part of a Greek Map pack.

## 2. General Characteristics

The requirements of [GSRM-GRK-002](#) apply unless superseded by this specification.

## 3. Rule Changes

### 3.A. Dock Garrison

Docks shall be capable of garrisoning up to ten returning ships.

### 3.B. Wild Geese

Geese shall act like deer and be capable of entering water.

## 4. Land Configuration

The lands of Nesia shall consist of a scattering of random but fair islands, arrayed linearly per the example of Figure 4 below:



*Figure 4: Nesia 4v4 Mini-Map*

The teams in Figure 4 are: Blue, Green, Cyan, and Gray vs Red, Yellow, Purple, and Orange. In this way, five zones are established, described as follows:

CSRM-GRK-06	Nesia	Original Issue
<p>4.A. Upland (Definition)</p> <p>Any green islands that are not adjacent to the tan islands.</p> <p>4.B. Midland (Definition)</p> <p>Any green islands that are adjacent to the tan islands.</p> <p>4.C. Player (Definition)</p> <p>Tan islands.</p> <p>4.D. Sea (Definition)</p> <p>Blue region between islands.</p> <p>4.E. Outcropping (Definition)</p> <p>Anything not included in the other four regions.</p> <p><b>5. Elevation</b></p> <p>5.A. Upland</p> <p>This zone shall be at elevation 6, with steep transition from Sea elevation.</p> <p>5.B. Midland</p> <p>This zone shall be at elevation 4, with steep transition from Sea elevation.</p> <p>5.C. Player</p> <p>This zone shall be at elevation 2, with steep transition from Sea elevation.</p> <p>5.D. Sea</p> <p>This zone shall be at elevation 0.</p> <p>5.E. Outcropping</p> <p>This zone shall be at elevation 1.</p>		
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## 6. Terrain

### 6.A. Coastlines

Any location where water meets land shall be painted a stony-white, with ships unable to travel above elevation 0. Figure 6.A below gives an example:



*Figure 6.A: Nesia Coastline*

### 6.B. Unbuildable Quicksand

A ring of unbuildable quicksand terrain shall encompass each player island, such that walling between any town center and any edge of any player starting-island is impossible.

### 6.C. Walkability

Terrains shall be arranged such that land units cannot travel between Upland, Midland, and Player Islands without use of a transport ship. Moreover, land units shall be unable to access any Outcroppings from the Player Islands without use of a transport ship.

### 6.D. Forest Arrangement

#### 6.D.1. Capacity

Forest trees shall contain 350 wood apiece, so that more resources are available despite less space.

#### 6.D.2. Spacing

Forests shall be spaced to allow the construction of at least one town center at the summit of any island except outcroppings.

## 7. Connections

Nesia shall not use connections.

CSRM-GRK-06	Nesia	Original Issue																		
<h2>8. Objects</h2> <h3>8.A. Starting Units</h3> <p>Each player shall start the game controlling objects defined by Table 8.A:</p> <table><tr><th>Object</th><th>Distance from Town Center [tiles]</th><th>Quantity</th></tr><tr><td>Town Center</td><td>0</td><td>1</td></tr><tr><td>Sheep</td><td>5 to 7</td><td>2</td></tr><tr><td>Villager</td><td>4 to 6</td><td>3</td></tr><tr><td>Exploration Unit</td><td>6 to 8</td><td>1</td></tr><tr><td>Transport Ship</td><td>10 to 26</td><td>1</td></tr></table> <p><i>Table 8.A: Starting Player- Controlled Objects</i></p> <h3>8.B. Nearby Stone</h3> <p>Each player shall receive an unmodified stone pile of 4 tiles, located 4 to 7 tiles from the edge of the town center.</p> <h3>8.C. Relics</h3> <p>Each player shall receive two relics on their starting island, avoiding town centers by at least 15 tiles.</p> <h3>8.D. Fish</h3> <h4>8.D.1. Shore Fish</h4> <p>On the coastlines of player starting islands, unmodified shore fish shall be a minimum of 8 tiles apart. Otherwise, along the coastlines of all other islands, unmodified shore fish shall be at least 4 tiles apart.</p> <h4>8.D.2. Deep Fish</h4> <p>Deep fish shall be inaccessible for harvest by villagers. Unmodified patches shall be scattered across the water, at least 8 tiles center-to-center from other deep fish.</p>			Object	Distance from Town Center [tiles]	Quantity	Town Center	0	1	Sheep	5 to 7	2	Villager	4 to 6	3	Exploration Unit	6 to 8	1	Transport Ship	10 to 26	1
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