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ADVANCED

		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The requirements of GSRM-GRK-002 apply unless superseded by this specification.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:

4.A. Upland (Definition)

Any green islands that are not adjacent to the tan islands.

4.B. Midland (Definition)

Any green islands that are adjacent to the tan islands.

4.C. Player (Definition)

Tan islands.

4.D. Sea (Definition)

Blue region between islands.

4.E. Outcropping (Definition)

Anything not included in the other four regions.

5. Elevation

5.A. Upland

This zone shall be at elevation 6, with steep transition from Sea elevation.

5.B. Midland

This zone shall be at elevation 4, with steep transition from Sea elevation.

5.C. Player

This zone shall be at elevation 2, with steep transition from Sea elevation.

5.D. Sea

This zone shall be at elevation 0.

5.E. Outcropping

This zone shall be at elevation 1.

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.

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8. Objects

8.A. Starting Units

Each player shall start the game controlling objects defined by Table 8.A:

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

Table 8.A: Starting Player- Controlled Objects

8.B. Nearby Stone

Each player shall receive an unmodified stone pile of 4 tiles, located 4 to 7 tiles from the edge of the town center.

8.C. Relics

Each player shall receive two relics on their starting island, avoiding town centers by at least 15 tiles.

8.D. Fish

8.D.1. Shore Fish

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.

8.D.2. Deep Fish

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.

Revision	Description	Change Document	Date (YYYY-MM-DD)
X1	Advanced release for community review/feedback.	N/A	2024/06/16

ALCHEMY AOE ALLIANCE

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