


Table of Contents

1. Overview.....	2	6. Terrain.....	3
2. General Characteristics.....	2	6.A. Unbuildable Rock.....	3
3. Rule Changes.....	2	6.B. Forest Arrangement.....	3
4. Land Configuration.....	2	6.B.1. Player.....	3
4.A. Player (Definition).....	2	6.B.2. Outland.....	3
4.B. Outland (Definition).....	2	6.B.3. Core.....	3
4.C. Core (Definition).....	3	6.B.4. Midland.....	4
4.D. Midland (Definition).....	3	7. Connections.....	4
5. Elevation.....	3	8. Objects.....	4
5.A. Player.....	3	8.A. Starting Units.....	4
5.B. Outland.....	3	8.B. Outland.....	4
5.C. Core.....	3	8.C. Core.....	4
5.D. Midland.....	3	8.D. Midland.....	4

ADVANCED RELEASE

		GSRM-GRK-002		General Requirements, Greek Maps			
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1. Overview

This component specification defines a vanilla-styled regicide-Fortress map developed as part of a Greek Map pack.

2. General Characteristics

The requirements of CSRM-GRK-002 apply unless superseded by this specification.

3. Rule Changes

Frourio shall be configured so that if a player does not control a king (object 434), then they are defeated.

4. Land Configuration

The neutral lands of Frourio shall result in two rings. The innermost shall be perfectly circular, except where impinged upon by player lands, and the outermost shall be a rounded rectangle. Figure 4 below illustrates the approximate scale and shape:



Figure 4: Frourio Mini-Map

In this way, four zones are established, described as follows:

4.A. Player (Definition)

Tan splotches containing player bases.

4.B. Outland (Definition)

Area outside outer ring.

4.C. Core (Definition)

Area inside inner ring.

4.D. Midland (Definition)

Area between tan rings.

5. Elevation

5.A. Player

The entirety of player lands shall be elevation 0.

5.B. Outland

The Outland shall be flat and at elevation 1.

5.C. Core

The Core shall vary from elevation 0 to 4.

5.D. Midland

The Midland shall vary from elevation 0 to 1, leaving plenty of space for additional town centers to be built (no “checkering”).

6. Terrain

6.A. Unbuildable Rock

The outermost ring shown in Figure 4 shall be of unbuildable rock terrain, such that it would be impossible under any generation to wall between any starting town-center and any edge of the map. This unbuildable rock terrain shall be located entirely in the Midland at elevation 0.

6.B. Forest Arrangement

6.B.1. Player

Each player shall receive 4 forests, containing 40-60 trees apiece, spaced 14 to 26 tiles from the origin of player lands.

6.B.2. Outland

A barrier of forest terrain, approximately 3-4 trees thick, shall exclude units from corners of the map until removed. The forests shall be spaced far enough away from Unbuildable Rock/elevation so that a town-center may be constructed along the edge of the trees.

6.B.3. Core

The core area shall be lightly forested with primarily bush-like trees, providing plenty of open space for battles

6.B.4. Midland

The Midland area shall be heavily forested, providing plenty of wood resources, yet enough space for additional town centers.

7. Connections

Frourio shall not use connections.

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
Farm	0 to 4	5
House	4 to 6	4
Castle	8 to 14	1
Barracks	12 to 13	1
Watch Tower	14 to 15	3 to 4
Gated Stone Walls	17	N/A
Villager	1 to 6	10
Exploration Unit	6 to 8	1
King	5 to 14	1

Table 8.A: Starting Player- Controlled Objects

8.B. Outland

Corners shall contain bonus stone piles, initially inaccessible per §6.B.2.

8.C. Core

The core region shall contain all relics, as well as bonus forage bushes.

8.D. Midland

The midland region shall contain bonus stone and gold piles, but also hostile gaia predators.

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X1	Advanced release for community review/feedback.	N/A	2024/06/16