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		GSRM-AK-002	General Requirements, Alaska Maps
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Prepared:	CookiePirate	2024/07/05	
Checked:	QFilip	2024/07/06	
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## 1. Overview

This component specification defines a hybrid land/water map developed as part of an Alaska Map pack.

## 2. General Characteristics

The requirements of GSRM-AK-002 apply unless superseded by this specification.

## 3. Land Configuration

Kenai Peninsula shall be arranged per Figure 3 below:



*Figure 3: Kenai Peninsula Minimap*

Player starting locations, presumed as the respective centers of red and blue dot clusters, shall emulate the separation portrayed in Figure 3. Due to the closeness of opponents, symmetry of oceanic distribution (blue area) is less relevant as long as the following conditions are met:

- Ocean shall appear on two opposing edges of the map.
- Opposing oceanic areas shall be approximately parallel to each other.
- Naval units originating from any one edge shall be capable of sailing freely to any coastal tile along that same edge without being blocked by non-navigable terrain or buildings that players may construct during the game on their starting landmass.

Angular orientation of oceanic area relative to the edge of the map or player starting locations is immaterial.

CSRM-AK-08

Kenai Peninsula

R1

4. Elevation

All ocean shall be at an elevation of 0. The majority of the peninsula shall be at elevation 1. Along one edge of the peninsula, elevation shall rise to a minimum of 4 to simulate a mountain range along the edge.

5. Terrain

5.A. Terrain Type

Terrain may be any suitable cool-temperate or subpolar type, or snow.

5.B. Forest Arrangement

Forests shall be abundant and may be of any boreal or temperate tree type, or a combination of the two.

6. Objects

6.A. Starting Units

Each player shall start the game controlling objects defined by Table 6.A:

Object	Distance from Town Center [tiles]	Quantity
Town Center	0	1
Sheep	4 to 6	4
Villager	4 to 6	3
Exploration Unit	6 to 8	1

Table 6.A: Starting Player- Controlled Objects

Revision	Description	Change Document	Date (YYYY-MM-DD)
X1	Advanced release for community review/feedback.	N/A	2024/07/05
Original Release	-----	N/A	2024/07/21
R1	Revised Land Configuration to reflect final state of the map consisting of water on two sides with land reaching the other two edges of the map. Added Minimap screenshot.	N/A	2024/09/13

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