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| **Spec. No.** | **Description** | **Spec. No.** | **Description** |
| **Bill of Materials:** | | | |

| ----- Document Approvals ----- | | **Date (YYYY/MM/DD)** | | **CSRM – AK – 02** |
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| Prepared: | CookiePirate | 2024/07/05 | | |
| Checked: | XingXing | 2024/07/12 | | Chena Hot Springs |
| Approved: | TechChariot | 2024/07/21 | | |
| Approved | x | x | | Revision    -    Page 1 of 3 |

## 1. Overview

This component specification defines a valley map with small lakes 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The requirements of GSRM-AK-002 apply unless superseded by this specification.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

Chena Hot Springs shall feature land in a narrow valley with numerous small lakes resembling hot springs. Hills or mountains shall rise on each side of the valley toward the edges. Players shall start on opposite sides of the map, whether in opposite hillsides or on opposite ends of the valley.

## 4. Elevation

### 4.A. Hot Springs

The small pools resembling hot springs shall be at elevation 0.

### 4.B. Valleys

The valley where the hot springs are located may be at elevation 0 or 1.

### 4.C. Hills

Hills shall rise to a minimum of elevation 4 on both sides of the valley.

## 5. Terrain

### 5.A. Forests

The forests shall be primarily boreal (pine trees) with some temperate, deciduous trees allowed. The hills shall be heavily forested, but the valley should have few, if any, trees.

# 6. **Objects**

## 6.A. Starting Units

Each player shall start the game controlling objects defined by Table 6.A. below. A town center is not required. This allows for a Nomad start, but starting villagers, sheep, and exploration units shall start in the same area and not spread all over the map like on a traditional Nomad map.

| Object | Quantity |
|---|---|
| Sheep | 4 |
| Villager | 3 |
| Exploration Unit | 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 |
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