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		GSRM-AK-002	General Requirements, Alaska Maps
Spec. No.	Description	Spec. No.	Description
Bill of Materials:			
----- Document Approvals -----		<div style="display: flex; justify-content: space-between; align-items: center;"> <div style="text-align: center;"> Date (YYYY/MM/DD) </div> <div style="text-align: center;">  </div> <div style="text-align: center;"> CSRM – AK – 05 Aleutian Islands </div> </div>	
Prepared:	CookiePirate	2024/07/05	
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Approved:	TechChariot	2024/07/21	
Approved	x	x	<div style="display: flex; justify-content: space-between;"> <div><u>Revision</u></div> <div>-</div> <div>Page 1 of 3</div> </div>

1. Overview

This component specification defines an islands-migration style 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The requirements of GSRM-AK-002 apply unless superseded by this specification.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

Aleutian Islands shall be a chain of islands surrounded by ocean. Players shall start on islands on opposite sides of the map, with neutral islands toward the middle of the map. Neutral islands shall be equally accessible by both players from opposite sides of the map. A minimum of three neutral islands shall be present, with all of them larger than players' starting islands, and one neutral island noticeably larger than the others.

4. Elevation

4.A. Ocean

All water shall be at elevation 0.

4.B. Islands

All islands shall have a base at elevation 1, with a minimum 'peak' of elevation 3. Larger islands should have higher elevations to resemble the mountainous and volcanic topography of many islands of the Aleutian chain.

5. Terrain

5.A. Terrain Types

The islands may use any temperate to subpolar grass, dirt, rock, or tundra, but shall be uniform. At high elevations, rock or snow shall be used to resemble mountain peaks.

5.B. Forests

All islands on the map shall be lightly forested, and forests shall not be higher than elevation 2. Forest types shall be boreal or otherwise appropriate for cool-climate conditions.

CSRM-AK-05	Aleutian Islands	Original Issue															
<div>6. Objects</div> <div>6.A. Starting Units</div> <div>Each player shall start the game controlling objects defined by Table 6.A:</div> <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>4 to 6</td><td>4</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></table> <div>Table 6.A: Starting Player- Controlled Objects</div> <div>6.B. Player Resources</div> <div>Resources shall be more heavily concentrated on the neutral islands and more sparse on the players' starting islands.</div> <div>6.C. Relics</div> <div>Players' starting islands shall not include any relics. All relics shall be on neutral islands.</div>			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
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