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		GSRM-AK-002	General Requirements, Alaska Maps
<b>Spec. No.</b>	<b>Description</b>	<b>Spec. No.</b>	<b>Description</b>
<b>Bill of Materials:</b>			
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## 1. Overview

This component specification defines a mountainous open map to resemble the summit of Denali 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The requirements of GSRM-AK-002 apply unless superseded by this specification.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

Denali shall consist entirely of land, excluding the possibility of lakes or streams near the base of the mountain, or glacial lakes higher on the slopes.

## 4. Elevation

The elevation shall be varied greatly to resemble the different heights of the steep Alaska Range in proximity to the summit of Denali. The summit shall be at elevation 16.

## 5. Terrain

### 5.A. Terrain Types

Denali shall include terrain types that resemble a rocky and snowy mountain. Glaciers shall consist of snow or ice, or a combination of the two.

### 5.B. Forests

Denali shall be devoid of forests or other vegetation above elevation 1.

## 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*

