

# ALCHEMY AOE ALLIANCE

**TYPE:**  
GENERAL SPECIFICATION FOR  
RANDOM MAP  
(GSRM)



**PROJECT:**  
SPACE  
(GER)

**GSRM-GER-1**

**REVISION: X1**

**General Requirements, German Maps**

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# 1 - Referenced Documents

Table 1 below is a list of all specifications that are components to this one. Each of its entries were designed as an interchangeable part, to be used in context for this specification, or others like it:

Specification Number	Nomenclature
<u>STND-002</u>	General Requirements, Random Maps
<u>STND-003</u>	Competitivity Scoring, Random Maps
<u>STND-004</u>	Program Reqs., Alchemy AOE Maps

*Table 1: Bill of Materials*

If any part of any documents listed in Table 1 conflict with this specification, then this specification shall assume priority.

# 2 - Definitions

The following definitions apply:

- **STND** – Standard. A document that provides definition for an important and commonly recurring feature but does so in a generalized way, which could be used for a variety of applications. For this reason, standards usually do not call out specific communities or events.

# 3 - Overview

This document defines general concepts and styles for supplier-designed “German-themed” maps to be used in an Alchemy AOE Alliance competition.

# 4 - General Requirements

The requirements of STND-002 apply unless superseded by this specification.



## 5 - Competitivity

German Maps shall score a minimum of 100 when evaluated for “Competitivity” through the process of STND-003.

## 6 - Navigation/Licensing

German Maps shall satisfy the programmatic requirements of STND-004, with the following additional points:

- The prefix for this map pack is “GER”.
- Destination folder for maps after development:\_ [https://github.com/Alchemy-AOE-Community/CHEM-Random-Map-Scripts/tree/German\\_Maps/German\\_Maps](https://github.com/Alchemy-AOE-Community/CHEM-Random-Map-Scripts/tree/German_Maps/German_Maps)

## 7 - General Design

German Maps shall have an appearance that is plausibly a location in Germany. The following guidance is provided to achieve such an appearance and perform well under evaluation, but each point will not be individually inspected:

### 7.A - Appearance

Where possible, terrains for German maps should be selected to exemplify the region featured by the custom map. For instance, an “Alps” map should look mountainous with large elevation changes, while a “Mecklenburg” map should look relatively flat and swampy.

Germany has many lakes, rivers, and tributaries. With such an abundance of water, the landscape should appear green and lush without deserts or excessive dry dirt patches.

## 7.B - Trees/Forests

Germany is located in a temperate and continental climate zone. No tropical or exotic tree types should appear, but rather oak, birch, pine, bush, reed, etc. of varied seasonal appearance.

Conditions on mountaintops are less favorable for growing. Thus, forests at higher elevations should be generally thinner and/or consist of hardier species such as pine.

German forests usually include more than one tree type, and forests on German maps should usually contain a mixture of appropriate trees as well.

Forest sizes should be commensurate with standard AOE2DE random maps.

## 7.C - Water

The water in Germany is mostly freshwater, with the exception of the North Sea and the Baltic Sea. The fish species should be chosen accordingly. Therefore, waters (with the exception of the two seas) should not contain deep-water fish, but should be limited to coastal fish. For maps where water is an integral part, any balancing measures or restrictions should be taken into account to allow land units to compete with navy as viable strategic options.

## 7.D - Elevation

Navigable terrain should always have an elevation of 0, while non-navigable terrain should be mostly at elevation 1.

## 7.E - Random Statements

Some German maps may possess a highly ordered, “scenario-feel”. To offset this, random sizes of land features, forest sizes, terrain types, etc. are encouraged where possible to improve variety offered by the map.

## 8 - Starting Scout

German Maps shall implement a Barbarian scout, whose default properties are achieved through the following lines of code in the map script:

```
effect_amount SET_ATTRIBUTE BARBARIAN ATTR_TRAITS 16
effect_amount SET_ATTRIBUTE BARBARIAN ATTR_ATTACK_GRAPHIC 4140
effect_amount SET_ATTRIBUTE BARBARIAN ATTR_STANDING_GRAPHIC 4142
effect_amount SET_ATTRIBUTE BARBARIAN ATTR_STANDING2_GRAPHIC 4142
effect_amount SET_ATTRIBUTE BARBARIAN ATTR_DYING_GRAPHIC 4141
effect_amount SET_ATTRIBUTE BARBARIAN ATTR_UNDEAD_GRAPHIC 4141
effect_amount SET_ATTRIBUTE BARBARIAN ATTR_WALKING_GRAPHIC 4144
effect_amount SET_ATTRIBUTE BARBARIAN ATTR_RUNNING_GRAPHIC 4144
effect_amount SET_ATTRIBUTE BARBARIAN ATTR_NAME_ID 5564
effect_amount SET_ATTRIBUTE BARBARIAN ATTR_ICON_ID 257
effect_amount SET_ATTRIBUTE BARBARIAN ATTR_HERO_STATUS 64
```

### 8.A - Standard Start

For Standard-Start maps (Non-nomad), the Barbarian Scout shall consist of a modified Unit 2331 (Sickle Warrior), to achieve the following properties:

Property	Barbarian	Dark Age Eagle Scout
Line of Sight [tiles]	10	5
Move Speed [tiles/second]	0.84	1.1
Hit Points	25	50
Armor (melee, pierce)	(0,2)	(0,2)
Attack	6	4
Reload Time [seconds]	1.33	2
Range [tiles]	0	0
Convertible?	Yes	Yes
Strips 1/1 Armor Per Hit?	Yes	No

*Table 8.A Scout Configuration for Standard-Start Space Maps*



## 8.B - Nomad Start

For Nomad-Start maps, the Barbarian scout is friendly and shall consist of a modified Unit 704 (Shah), to achieve the following properties:

Property	Barbarian	Horse Scout
Line of Sight [tiles]	1	4
Move Speed [tiles/second]	1.3	1.2
Hit Points	130	50
Armor (melee, pierce)	(0,0)	(0,0)
Attack	0	0
Range [tiles]	0	0
Convertible?	No	No
Population Space	1	0

*Table 8.B Scout Configuration for Nomad-Start Space Maps*



## Signatures:

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2024-11-17

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*Prepared*

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2024-11-24

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*Date (YYYY-MM-DD)*

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## Revision History:

Revision	Description	Change Document	Date (YYYY-MM-DD)
X1	Advanced Release for community review/feedback	N/A	2024-11-24

