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		GSRM-AK-002		General Requirements, Alaska Maps			
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## 1. Overview

This component specification defines a lake 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The requirements of GSRM-AK-002 apply unless superseded by this specification.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

The lands of Chandalar Lake shall consist of a roughly boomerang-shaped lake in the center of the map, surrounded by a combination of flat land adjacent to the ends of the lake, and hills or mountains on each side of the lake.

## 4. Elevation

The lake itself shall be at elevation 0. The lands immediately adjacent to the lake shall be at elevation 1. Hills and mountains shall have tops or summits at a minimum of elevation 4.

## 5. Terrain

### 5.A. Lake Shore

Ships shall be unable to travel above elevation 0 at any location where water meets land.

### 5.B. Forest Arrangement

Forests on the map shall be exclusively boreal (i.e. pine trees or snow pine trees) and shall not be located higher than elevation 3 due to the northern location of the lake and its proximity to the Arctic tree line.

## 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*

