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		GSRM-AK-002		General Requirements, Alaska Maps			
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Bill of Materials:							
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Approved	x	x		Revision	-	Page 1 of 3	

1. Overview

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The requirements of GSRM-AK-002 apply unless superseded by this specification.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

The lands of Yukon River Gold Rush shall consist of a large, meandering river that begins on one side of the map and runs to the opposite edge, surrounded by hills on each side of the river.

4. Elevation

The Yukon River shall be at elevation 0. All terrain adjacent to the river shall be at a minimum elevation of 1, but may be higher. Player lands may be at any elevation as long as they are not adjacent to the river. If they are adjacent to the river, they shall be at elevation 1.

5. Terrain

5.A. River and Shore

Any location where water meets land shall be a variant of gravel beach, with ships unable to travel above elevation 0. The water itself shall be regular water of any appropriate depth, however, there shall be shallows adjacent to the shore. Additionally, there shall be a minimum of three passages across the river where the entire width consists of shallows.

5.B. Terrain Types

The lands on either side of the Yukon River shall be a variant of grass.

5.C. Forests

The hills on either side of the Yukon River shall be densely forested using boreal or temperate trees.

CSRM-AK-06	Yukon River Gold Rush	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><tr><td>Mining Camp</td><td>Variable – On River</td><td>1</td></tr><tr><td>Villager</td><td>Variable – On River</td><td>3</td></tr></table> <div>Table 6.A: Starting Player- Controlled Objects</div> <div>6.B. Gold</div> <div>Piles of gold shall be located on river shallows. Additional gold may be located in the hills and near player starting bases, but the majority of the gold on the map shall be located on, or in close proximity to, the river.</div> <table><tr><th>Revision</th><th>Description</th><th>Change Document</th><th>Date (YYYY-MM-DD)</th></tr><tr><td>X1</td><td>Advanced release for community review/feedback.</td><td>N/A</td><td>2024/07/05</td></tr><tr><td>X2</td><td>Revised starting units to include villagers & mining camp on river.</td><td>N/A</td><td>2024/07/16</td></tr><tr><td>Original Release</td><td>-----</td><td>N/A</td><td>2024/07/21</td></tr></table>			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	Mining Camp	Variable – On River	1	Villager	Variable – On River	3	Revision	Description	Change Document	Date (YYYY-MM-DD)	X1	Advanced release for community review/feedback.	N/A	2024/07/05	X2	Revised starting units to include villagers & mining camp on river.	N/A	2024/07/16	Original Release	-----	N/A	2024/07/21
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