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		GSRM-AK-002	General Requirements, Alaska Maps
Spec. No.	Description	Spec. No.	Description
<b>Bill of Materials:</b>			
<b>----- Document Approvals -----</b>	<b>Date</b> (YYYY/MM/DD)	<div style="display: flex; justify-content: space-around; align-items: center;"> <div style="text-align: center;"> <h3 style="margin: 0;">CSRM – AK – 07</h3> <p style="margin: 5px 0;">Chandalar Lake</p> <div style="display: flex; justify-content: space-between; margin: 0;"> <span>Revision</span> <span>R2</span> <span>Page 1 of 4</span> </div> </div> </div>	
Prepared:	CookiePirate		
Checked:	Zetnus		
Approved:	TechChariot		
Approved	x		

## 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The requirements of GSRM-AK-002 apply unless superseded by this specification.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. Rule Changes

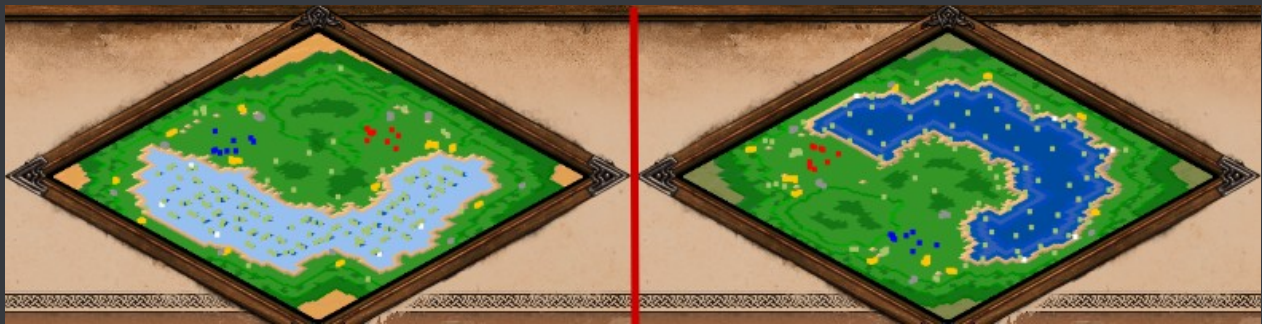
### 3.A. Buildable Ice

On the Winter/frozen variation of the map (see §4.A.2 below), ice terrain shall allow for the construction of Mills/Folwarks, but no other buildings.

This Rule Change is not applicable on the Summer/thawed variation due to the absence of ice.

## 4. Land Configuration

Chandalar Lake shall be arranged per Figure 4 below, noting that dark blue represents liquid water, azure represents ice, and green/tan represent land terrain:



*Figure 4: Chandalar Lake Minimap*

### 4.A. Configurations

Figure 4 illustrates that Chandalar Lake is a “Baltic” style map featuring a large, boomerang-shaped lake in the center of the map, surrounded by flats and mountains. Player starting locations (indicated by red and blue dots) are positioned such that – if replaced by water – the lake would instead be annular. Variability implied by Figure 4 detailed below:

#### 4.A.1. Rotational

The map shall be constructed such that angular arrangement of lake and player starting locations is possible for any angle but also immaterial. Player starting locations shall be approximately constant relative to the lake.

#### 4.A.2. Seasonal

Seasonal variation shall alter the ratio of ice to liquid water on the entire map, strongly

influencing fishing/naval investment. Probabilities as follows:

- 50% chance of frozen lake per the left side of Figure 4.
- 50% chance of thawed lake per the right side of Figure 4.

#### 4.B. Zones

##### 4.B.1. Lake

Large blue or azure area occupying roughly 50% of the map.

##### 4.B.2. Mountain Range

Tan/olive corner areas.

##### 4.B.3. Player Lands

Any area that is not part of either aforementioned zones.

### 5. Elevation

#### 5.A. Lake

The Lake shall be at elevation 0.

#### 5.B. Mountain Range

The Mountain Range shall have minimum elevation 4, maximum elevation 5.

#### 5.C. Player Lands

Player Lands shall be at elevation 1, with gradual rise to corner mountains at elevation 4. Elevation is permitted between player starting locations.

### 6. Terrain

#### 6.A. Lake

Terrains depend on season:

- On the “Winter” version of the map, the Lake shall be frozen over and land units shall be able to traverse the ice. Docks shall not be able to be built on the ice, and therefore, no naval units will be able to be created on the lake.
- On the “Summer” version of the map, the Lake shall have characteristics common to water, be dockable, and accessible by naval units but inaccessible by land units (other than those being carried by transport ships).

#### 6.B. Mountain Range

The Mountain Range shall be separated from Player Lands by a minimum of three forest tiles, but may otherwise be any terrain if obscured by objects.

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<div>6.C. Player Lands</div> <p>Player Lands shall be composed of open land terrain appropriate to the season. Forests shall be exclusively boreal (i.e. pine trees or snow pine trees) and not be located higher than elevation 3 due to the northern location of the lake and its proximity to the Arctic tree line. Ships shall be unable to navigate any portion of this zone, including coastline/land-beach terrain of incidental elevation.</p> <div>7. Objects</div> <div>7.A. Mountain Range</div> <p>Rocky/Mountainous gaia objects shall be placed in this area to make it impassible and provide a feeling of “enclosure”.</p> <div>7.B. Starting Units</div> <p>Each player shall start the game controlling objects defined by Table 7.B:</p> <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> <p><i>Table 7.B: Starting Player- Controlled Objects</i></p>			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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