

# ALCHEMY AOE ALLIANCE

**TYPE:**  
COMPONENT SPECIFICATION  
FOR RANDOM MAP  
(CSRM)



**PROJECT:**  
SPACE  
(SPC)

**CSRM-SPC-05**

**REVISION: R1**

**Neptune**

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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>GSRM-SPC-1</u>	General Requirements, Space 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 - Overview

This component specification defines requirements for an “Oasis”-style map for use in a Space Map pack.

## 3 - General Characteristics

The requirements of GSRM-SPC-1 apply unless superseded by this specification.

## 4 - Rule Changes

### 4.A - Transport Ship

Transport ships shall:

- Respawn upon its destruction;
- Not count toward a player’s population;
- Have a garrison capacity of 232;
- Be unconvertible;

- Be set to defensive stance and protected formation by default;
- Be given a hero glow;
- Provide players with a “safe delete confirmation”; and
- Regenerate 30 HP per minute.

## 5 - Land Configuration

Neptune shall be arranged per Figure 5 below:



*Figure 5: Neptune Land Configuration*

In this way, two zones are established, described as follows:

### 5.A - Planet

Dark blue, round circle in the center of the map.

### 5.B - Player Lands

Azure area expanding from the map edges to the Planet.

## 6 - Elevation

### 6.A - Planet

The Planet shall be at an elevation of 1.

### 6.B - Player Lands

The player lands shall be at a base elevation of 0, with some areas raised to elevation 1.

## 7 - Terrain

### 7.A - Planet

The planet shall consist of deep ocean water (DLC\_WATER5).

### 7.B - Player Lands

The player lands shall consist of mangrove shallows with concentric “rings” of mangrove forests, and water and “Evil Fog” (69) masked on top of the mangrove shallows. Where the Player Lands and Planet meet, there shall be no beach terrain.



## 8 - Objects

### 8.A - Starting Units

Each player shall start the game controlling objects defined by Table 8.A:

Object	Distance from Town Center [tiles]	Quantity
Town Center	0	1
Sheep	7 to 8	4
Villager	6	3
Exploration Unit	8 to 9	1
Transport Ship	8 to 9	1

*Table 8.A: Starting Player-Controlled Objects*

### 8.B - Combatants on Planet

The Planet shall contain invisible hostile Gaia combatants (94) with statistics defined by Table 8.B:

Property	Values
Hit Points	30000
Hit Point Regeneration Rate	30000/min
Line of Sight	20
Search Radius	20
Speed [tiles/sec]	0 (stationary)
Attack	10
Armor (melee, pierce)	(0, 0)

*Table 8.B: Invisible Gaia Combatant Statistics*

These Gaia combatants shall be placed near the center of the planet in a way that any transport ships sailing onto the edge of the planet will be out of range of them, but still in range of any player-controlled ranged units that could attack the ship, such that there is no “safe” location on the Planet that allows a player to avoid attack from both an opponent and neutral Gaia objects.

The laser beams fired by the invisible combatants have a speed of 50 tiles per second and hit with 100% accuracy. These units are included on the map with the intention of preventing a player from camping the center of the planet with a loaded transport to avoid defeat, since ships cannot be created to pursue.



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Revision History:

Revision	Description	Change Document	Date (YYYY-MM-DD)
OI	----- Original Issue -----	N/A	2024-11-10
R1	Section 8.B: Invisible Combatants had a “Food Amount” of “510” a copy-paste error from another specification. Section 8.B: Slight clarification on placement of invisible combatants	N/A	2024-11-29

