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

This component specification defines a hybrid land/water 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The requirements of GSRM-AK-002 apply unless superseded by this specification.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 Kenai Peninsula shall consist of ocean on two or three sides of the map, with a large central landmass in the middle, reaching one or two edges of the map.

4. Elevation

All ocean shall be at an elevation of 0. The majority of the peninsula shall be at elevation 1. Along one edge of the peninsula, elevation shall rise to a minimum of 4 to simulate a mountain range along the edge.

5. Terrain

5.A. Terrain Type

Terrain may be any suitable cool-temperate or subpolar type, or snow.

5.B. Forest Arrangement

Forests shall be abundant and may be of any boreal or temperate tree type, or a combination of the two.

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

