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		GSRM-AK-002		General Requirements, Alaska Maps		
Spec. No.	Description		Spec. No.	Description		
Bill of Materials:						
----- Document Approvals -----		Date (YYYY/MM/DD)		CSRM – AK – 09		
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Approved	--	--		Revision	R1	Page 1 of 5

1. Overview

This component specification defines a coastal glacier 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The requirements of GSRM-AK-002 apply unless superseded by this specification.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. Gaia Monks

Gaia Monks (with AOE1 priest skin) shall be augmented by the effects of the following technologies:

- Block Printing
- Atonement
- Redemption
- Faith
- Theocracy

4. Land Configuration

Columbia shall be arranged per Figure 4 below, with all blue shades representing water or ice:



Figure 4: Columbia Minimap

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

CSRM-AK-09	Columbia	R1
<p>4.A. Glacier</p> <p>Forked azure area.</p> <p>4.B. Moraine</p> <p>Golden “smiley face”.</p> <p>4.C. Bay</p> <p>Light blue and dark blue area enveloping the terminal Moraine.</p> <p>4.D. Basin</p> <p>Tan area sandwiched between the Glacier and the Bay, bounded by purple lines.</p> <p>4.E. Outcropping</p> <p>Tan area straddled by the Glacier and the Bay and heavily speckled with white dots.</p> <p>4.F. Player Lands</p> <p>Any area not belonging to the above five zones.</p> <p>5. Elevation</p> <p>5.A. Glacier</p> <p>The Glacier shall be elevation 4, excluding an abrupt transition to elevation 0 where it meets the Basin.</p> <p>5.B. Moraine</p> <p>The Moraine shall rise to a minimum elevation of 2 from the bay.</p> <p>5.C. Bay</p> <p>The Bay shall be at elevation 0.</p> <p>5.D. Basin</p> <p>The Basin shall be at elevation 0.</p> <p>5.E. Outcropping</p> <p>The Outcropping shall be flat and at elevation 8, except for a sharp transition to the Glacier.</p> <p>5.F. Player Lands</p> <p>Player Lands shall vary from elevation 3 to 9.</p> <p>6. Terrain</p> <p>All coastlines in Columbia shall be gravel or rock, with the following localized requirements:</p>		
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6.A. Glacier

The glacier shall be ice with snow masking.

6.B. Moraine

The moraine shall be an appropriate combination of of dirt, dry grass, gravel, or rock.

6.C. Bay

The bay shall consist of navigable water, with shallows extending 4 to 6 tiles beyond beach terrain making it impossible to “dock wall” the land/water boundary. Patches or individual tiles of ice shall be present in the bay.

6.D. Player Lands

Forests shall feature a combination of temperate and boreal trees, and increase in density with elevation and distance from the coastline.

7. Objects

7.A. Starting Units

Each player shall start the game controlling objects defined by Table 7.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 7.A: Starting Player- Controlled Objects

7.B. Basin

The Basin shall contain a high concentration of neutral deer.

7.C. Moraine

The Moraine shall contain all neutral gold piles with 800 to 1600 resource storage.

7.D. Bay

Glacial meltwater is too cold for most fish species. No fish shall be present in the Bay area between the Basin and Moraine.

7.E. Outcropping

The Outcropping shall contain all relics and be guarded by unconvertible Gaia monks.

