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		GSRM-GRK-002	General Requirements, Greek Maps
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1. **Overview**

This component specification defines a vanilla-styled nomad map developed as part of a Greek Map pack.

2. **General Characteristics**

The requirements of GSRM-GRK-002 apply unless superseded by this specification.

3. **Rule Changes**

3.A. Ox Wagon

The Ox Wagon (Unit 1273) shall be be used as a starting mechanism for this nomad-style map.

3.A.1. Speed

The Ox Wagon shall be paced such that on any map size, it travels between adjacent corners (assuming compatible terrain) within 104 to 106 seconds (1 minute 45 seconds nominal). In this way, the speed of the Ox Wagon depends on map size.

3.A.2. Death

When deleted or killed, Ox Wagons shall spawn a vision-less water buffalo and three villagers.

4. **Land Configuration**

The lands of Nomades shall result in a randomly amorphous shape per the example of Figure 4 below:

Figure 4: Nomades Mini-Map

Although the case of land intersecting the Northeast edge of the map is shown, Nomades shall have a 20% chance of land intersecting any one edge, with a remaining 20% chance of no intersection.

5. **Elevation**

The tan area of Figure 4 shall be elevated between 1 and 4, while all other areas shall be elevation 0. The amount of elevation in the tan area shall not interfere with the placement of town centers.

6. **Terrain**

6.A. Coastlines

Ships shall be unable to travel above elevation 0 at any location where water meets land.

6.B. Forest Arrangement

Forests shall be sized randomly to occupy 8 to 9 percent of the total map area, collected in 10 to 20 clumps for TINY map size (scaled appropriately for larger sizes).

7. **Connections**

Nomades shall not use connections.

8. **Objects**

8.A. Starting Units

Each player shall start the game controlling an Ox Wagon, and a Heavy Swordsman within 16 tiles of that Ox Wagon. This Heavy Swordsman shall be furnished statistics using the following lines of code:

```
/* Heavy Swordsman Configuration */
#const HEAVY_SWORDSMAN 704
effect_amount SET_ATTRIBUTE HEAVY_SWORDSMAN ATTR_TRAITS 16
effect_amount SET_ATTRIBUTE HEAVY_SWORDSMAN ATTR_LINE_OF_SIGHT 1
effect_amount SET_ATTRIBUTE HEAVY_SWORDSMAN ATTR_SEARCH_RADIUS 1
effect_amount SET_ATTRIBUTE HEAVY_SWORDSMAN ATTR_HITPOINTS 130
effect_percent SET_ATTRIBUTE HEAVY_SWORDSMAN ATTR_MOVE_SPEED 130
effect_amount SET_ATTRIBUTE HEAVY_SWORDSMAN ATTR_HERO_STATUS 66
effect_amount SET_ATTRIBUTE HEAVY_SWORDSMAN ATTR_RELOAD_TIME 4
effect_amount SET_ATTRIBUTE HEAVY_SWORDSMAN ATTR_ATTACK_GRAPHIC 862
effect_amount SET_ATTRIBUTE HEAVY_SWORDSMAN ATTR_STANDING_GRAPHIC 868
effect_amount SET_ATTRIBUTE HEAVY_SWORDSMAN ATTR_STANDING2_GRAPHIC 867
effect_amount SET_ATTRIBUTE HEAVY_SWORDSMAN ATTR_DYING_GRAPHIC 865
effect_amount SET_ATTRIBUTE HEAVY_SWORDSMAN ATTR_UNDEAD_GRAPHIC 865
effect_amount SET_ATTRIBUTE HEAVY_SWORDSMAN ATTR_WALKING_GRAPHIC 872
effect_amount SET_ATTRIBUTE HEAVY_SWORDSMAN ATTR_RUNNING_GRAPHIC 872
effect_amount SET_ATTRIBUTE HEAVY_SWORDSMAN ATTR_NAME_ID 5077
effect_amount SET_ATTRIBUTE HEAVY_SWORDSMAN ATTR_ICON_ID 184
```

8.B. Resources

Resources shall be configured to resemble classic Nomad, with plentiful piles to compensate for bad luck in town-center placement. Fish shall also be plentiful.

Revision	Description	Change Document	Date (YYYY-MM-DD)
X1	Advanced release for community review/feedback.	N/A	2024/06/16
Original Release	---	N/A	2027/09/30