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		GSRM-AK-002	General Requirements, Alaska Maps
Spec. No.	Description	Spec. No.	Description
Bill of Materials:			
----- Document Approvals -----		<div style="display: flex; justify-content: space-between; align-items: center;"> <div style="text-align: center;"> Date (YYYY/MM/DD) </div> <div style="text-align: center;">  </div> <div style="text-align: center;"> CSRM – AK – 03 Kodiak </div> </div>	
Prepared:	CookiePirate	2024/07/16	
Checked:	TechChariot	2024/07/17	
Approved:	Honeybadger	2024/07/18	
Approved	x	x	<div style="display: flex; justify-content: space-between;"> <u>Revision</u> - Page 1 of 3 </div>

CSRM-AK-03	Kodiak	Original Issue
<div>1. Overview</div> <div>This component specification defines a large, single island map developed as part of an Alaska Map pack.</div> <div>2. General Characteristics</div> <div>The requirements of <u>GSRM-AK-002</u> apply unless superseded by this specification.</div> <div>3. Land Configuration</div> <div>Kodiak shall consist of one large island that encompasses most of the map, with water at the edges. The center of the island shall be mountainous terrain that is difficult but not impossible to traverse. Player lands shall be in valleys not far from the edge of the water, but may be against hills or mountains. Players shall be on opposite sides of the island, separated by the central mountains each player and player lands must be on opposite sides of the bay. There shall be one large glacier from the “top” edge of the map that runs to the bay in the center. Additional smaller glaciers shall be included on the other two sides of the map consisting of hills.</div> <div>4. Elevation</div> <div><div>4.A. Water</div><div>The ocean shall be at elevation 0. Lakes may be at elevation 0 or 1.</div><div>4.B. Valleys</div><div>The valleys shall be flat and at elevation 1.</div><div>4.C. Mountains</div><div>The hills shall slope up from the valleys and the highest terrain shall reach a minimum elevation of 7.</div></div> <div>5. Terrain</div> <div><div>5.A. Water</div><div>The ocean shall be an appropriate type of navigable water. No shallows are allowed along the shoreline or inland at elevation 0. Shallows are allowed at elevation 1 to resemble shallow lakes. Deep-water (non-walkable) lakes shall be an appropriate type of navigable water. On winter variants of the map, ice is allowed on the freshwater lakes. At no time shall ice ever be present on the ocean.</div><div>5.B. Valleys</div><div>The valleys shall use terrain types to resemble tundra, gravel, or temperate grass, or a combination of these.</div></div>		
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5. Terrain

5.A. Water

The ocean shall be an appropriate type of navigable water. No shallows are allowed along the shoreline or inland at elevation 0. Shallows are allowed at elevation 1 to resemble shallow lakes. Deep-water (non-walkable) lakes shall be an appropriate type of navigable water. On winter variants of the map, ice is allowed on the freshwater lakes. At no time shall ice ever be present on the ocean.

5.B. Valleys

The valleys shall use terrain types to resemble tundra, gravel, or temperate grass, or a combination of these.

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5.C. Mountains

The summits of the mountains shall be snow except on the warmest version of the map. Below the summits may be any appropriate combination of snow, temperate grass, gravel, tundra-like terrain, or dirt. On the warmest version of the map, the summit shall not be temperate grass, but any other choices are acceptable.

5.D. Forest Arrangement

Mountain sides shall be abundantly forested, but must not completely restrict the ability for a land unit to cross to the other side of the island by going over the mountain range. Birch and/or oak trees are allowed at elevation 4 or lower. Valleys shall have some trees, although less numerous than in the hills.

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
Cows or Geese	4 to 6	2 or 3
Villager	4 to 6	3
Exploration Unit	6 to 8	1

Table 6.A: Starting Player- Controlled Objects

6.B. Neutral Units and Resources

Berries and large amounts of huntable animals shall be placed all over the map. Fish shall be plentiful. No boars shall be on the map, however, to compensate for this, bears may be assigned a food value to be harvested by villagers.

Revision	Description	Change Document	Date (YYYY-MM-DD)
X1	Advanced release for community review/feedback.	N/A	2024/07/16
Original Release	-----	N/A	2024/07/21

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