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

This component specification defines a vanilla-styled Eagle Arabia 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The requirements of [GSRM-GRK-002](#) apply unless superseded by this specification.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. Land Configuration

Eagle Arabia shall possess an arrangement of neutral lands forming the outline of an Eagle in flight on the mini-map, per Figure 3 below:



Figure 3: Eagle Arabia Mini-Map

No other neutral lands shall be included in this vanilla landscape. The presence of these neutral lands shall have no detriment on the ability for players to spawn randomly.

4. Elevation

4.A. Intra-Eagle

Per Figure 3, the area inside of the eagle outline shall be elevated between 0 to 1.

4.B. Extra-Eagle

Per Figure 3, the area outside of the eagle outline shall be elevated between 1 to 2.

CSRM-GRK-01	Arabia, Eagle	Original Issue															
<h2>5. Terrain</h2> <h3>5.A. Vanilla Landscape</h3> <p>Only ordinary land terrains, without special effect or construction inhibition, shall be featured in Eagle Arabia. No beach, water, or other navigable terrains shall be included.</p> <h3>5.B. Forest Distance</h3> <p>All forests shall avoid the origins of player starting locations by a minimum of 17 tiles.</p> <h2>6. Connections</h2> <p>Eagle Arabia shall not use connections.</p> <h2>7. Objects</h2> <h3>7.A. Starting Units</h3> <p>Each player shall start the game controlling objects defined by Table 7.A:</p> <table><tr><th>Object</th><th>Distance from Town Center [tiles]</th><th>Quantity</th></tr><tr><td>Town Center</td><td>0</td><td>1</td></tr><tr><td>Sheep</td><td>4 to 6</td><td>4</td></tr><tr><td>Villager</td><td>4 to 6</td><td>3</td></tr><tr><td>Exploration Unit</td><td>6 to 8</td><td>1</td></tr></table> <p><i>Table 7.A: Starting Player- Controlled Objects</i></p>			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
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