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Subject: Unique Map Idea -- Twenty-Million Structure Maps

Posted by [Titan1x77](#) on Mon, 25 Apr 2005 09:57:05 GMT

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I dont see a problem with having a large number of structures in each base aslong as VIS is generated.

As for gameplay though, I'd just have 1 active Refinery,2 running PP's,2 base defenses, 1 barracks/hon, a conyard and the rest of the duplicate buildings would be destroyed from the start.

Most of the battle would take place thru and around the allready destroyed buildings with some land in between.

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