

Da Nang
AOE2:DE Random Map Script
Type of map: Hybrid/Semi-open



Da Nang is the fifth largest city in Vietnam, situated on the coast in the central portion of the country. Known for its beaches, there is also a large, hilly peninsula with a temple on it. A river runs through the area slightly south of the main downtown area.

The map aims to include the peninsula and temple, intended for aesthetic purposes. Surrounding it, on the right side of the map is the coastline and sea. Fish are plentiful in the deep water, with the shallow water containing only a few shore fish. On the left side is a dense jungle forest, with the middle of the map containing scattered trees and resources.

Players are placed on opposite sides of the map in the flat lands between the forest and the coastline. Starting resources are standard, with plenty of neutral resources in the middle, as well as on the peninsula overlooking the sea — an ideal location for combat and player control. Predators are present around the forests and the river.

Plenty of relics will be located on the map, as well as some centrally located pagodas that can provide resource trickles.

Control of water will be important to prevent opponents from being able to fish, but otherwise the main military focus will be on land. It is possible to wall off from the forest to the coast, but likely not practical especially on larger maps. Instead, players should focus on building defensive structures and massing up land-based formations to prepare for a lot of conflict over the centrally located features of the map.