Well it is possible to use multiple sets of terrain in one map. You make say like 10 fields and then make a spawner to spawn one of them when the game starts and it will be picked randomly.

What i meant by computers not being able to generate random numbers is that they can't to a certain extent. I.E. there is a process it follows for obtaining the number like pick a number after 10 cycles of number pattern.

_General Havoc