Woods and Forest

Posted by razer - 25 Nov 2012 08:24

Is there any difference between woods and forest for movement and combat bonuses (i.e., if I'm creating new armies does it make a difference which one I choose)? It seems there isn't, but I'm not sure yet. As far as I can tell, there is only one type of woods/forest that armies can move through or fight in, which is called overlay forest in the scenario editor. Regular forest (the dark green forest) seems to be off limits to everyone.

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Re: Woods and Forest

Posted by Molotov - 26 Nov 2012 19:50

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yeah that's righ

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