~\OneDrive - St Paul's Catholic College\Documents\2D Strategy Game -
Liberator\Assets\Scripts\Hexes\Forest.cs

```csharp
1  using System.Collections;
2  using System.Collections.Generic;
3  using UnityEngine;
4
5  public class Forest : HexData
6  {
7      // This script is used for forest terrain, inherts all the data/variables from HexData
8  }
9
```