Ruleset migrations:

* Units
* Techs
* Effects
* Nations
* Game
* Buildings
* Governments

Tileset updates:

* From Amplio to Hexemplio
* units.spec
* buildings.spec

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Terrain tweaks 1.0:

* Migrate terrain ruleset over
* Include tile variants for
  + Grassland
  + Plains
* Recolor terrain

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Terrain tweaks 2.0:

* Strategic Resources
* Redo terrain ruleset

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Terrain tweaks 3.0

* Add forest layer atop base layers
* Update map generator