

Here's an explanation/reminder of how the green map symbols are used by Ted on the Patapsco/Glen Artney map:

Map Symbol	meaning	Movement speed	How used on this map
White	Forest	80-100%	normal
Light Green	Slow Running	60-80%	Slow running
Medium Green	Walk	20-60%	Difficult to get through. More like 20% movement speed. Avoid this if possible.
Dark Green	Fight	0-20%	Impassable. Note likely you can get through.
Sparse Vertical Slashes	Good visibility: slow running	60-80	60-80% speed. Mostly thorns but you can get through. In some areas there are clumps of thorns but with multiple paths through them.
Close Vertical Slashes	Good visibility:	20-60	Rough Open areas but Impassable mostly because of thorns. Consider this fight. You don't want go through these areas

