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## **Desert Combat**

Desert landscape is more varied than one might think, not only including sand and dunes, but also rocks, some of which are extremely large, and dry valleys. There is also the occasional oasis, though it would be a mistake to think all desert life resides in them the other native life is unlikely to bother a soldier. A note on the water of an oasis, if it clear, it may be enticing to drink it, but do not. If it is clear, then nothing is living in it, and that is for a reason. Drinking it could well kill the soldier. This is, in fact, a general rule of thumb. An oasis is a rare occurrence in the first place, though.

Standard equipment has trouble moving through the heat of the desert, as well as the shifting sands. It is possible, but extremely hard, with specialized equipment having a definite advantage. Like most open environments, wind is a factor, plus the blowing sand can cause problems. Sand will get most everywhere. As a useful note, black clothes attract heat while white clothes repel it. On the matter of clothing, coverings will be necessary both to block the sun and repel the sand, as well as keeping sweat out of one's face. Furthermore, sweating, panting, crying, vomiting, spitting, urination, and defecation are all loses of moisture. There is nothing more precious in the desert. When absolutely desperate, one can drink one's own urine, though it will only buy a few days unless it is filtered since one will be drinking waste product (about five percent of urine is waste product, the rest is sterile water). After three to seven days, the effects of constantly drinking urine will be about the same as total kidney failure.

When rain does occur in a desert, and it does, flash floods are extremely likely and likely to be of an unusual intensity. If one manages to stay around until after, the desert wildlife will emerge, even risking death, for the precious water, and the plants will bloom.

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