

Cold-environment Combat

When encountering a cold environment, the scope of the problems will vary depending on how cold the environment is. It should be noted, though, that cold environments are often combined with other environments like forests, and to note the advice in the appropriate guides as well. Snow, especially in large amounts, is extremely hard to move through except with specialized equipment which is hard to use for anything elsewhere. The cold can be as deadly to gear as heat is, more so in several cases, and the effect of cold is to both drive down morale and lead to casualties from even modest causes like frostbite (which will not seem so modest after a short time).

The predators of such an environment will also probably be better adapted than the force is, and more desperate for a meal than the average animal. There is also the chance one will wander off land and end up over an ocean without realizing it in very cold environments. This will not be a problem unless, in the course of combat, one breaks through the ice, in which case, see the appropriate guide. This becomes more likely the thinner the ice becomes, which varies from location to location. Outside of the snow drifts, there is likely to be precious little cover, unless it is combined with another environment. Wind, as in all open environments, is an issue, and may blow the snow.

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Last update: **2023/12/20 21:49**

