

Jungle Combat

A jungle's primary feature is its overabundance of life, so it varies significantly from world to world. However, the hostility of the life can have a great effect, and the natives an even greater one. Moving through a jungle is extremely hard, requiring the hacking away of infinite organisms, some of whom will hack back. The animals might retreat from one's approach, but the noises they make should always be heeded and stuck close to. If one goes into an area without such noises, a large predator is almost certainly in the area.

Units operating in the Jungle have also to deal with the common possibility of rain and flood and the humidity and heat of the jungle. These last two can be hellish, and can easily cause equipment to encounter problems. Jungle life can as well, since the jungle is both alive and spreading at an incredible life. Jungles swallow up civilizations for a reason, and mines and guns that are left around might well find mold on them only a short time later. Or worse.

It is also worth noting jungles tend to only have two seasons, wet and dry. The extremity of these vary, with some jungles becoming virtually underwater for periods of time and utterly dry at others, and some others being more moderate.

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