

Plains Combat

Combat on a plain varies greatly depending on the kind of plain. At its most basic, a plain is a wide open space, possibly with a few rolling hills and the odd scrubby tree. In these environments, one would do well to remember that visibility is very broad and that one can be attacked from all sides, especially from great distances. If someone is firing into a plane from a covered position, one will find oneself wanting for cover.

The other main kind of plains is that with high grass, in which case the problem will be an overabundance of concealment. It is often hard to see in tall grass, though taking flight will make one an instant target for everyone else within the grass. Visibility will be extremely limited, and one will find oneself stumbling into the enemy and one's allies as well.

In both cases, rain and snow cause the obvious standard problems. Rain, however, is a problem especially, because of the possibility of flash floods and the ground becoming unstable (particularly in plains without vegetation). In the case of snow, also, there is no refuge. The biggest problem by far, though, is the wind, which will be much stronger in an environment with no barriers. Wind will often compound the above problems and make takeoff for flight harder.

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