

Arctic Conditions

Environmental effects of cold.

Equipment Breakdown.

Foremost amongst considerations for operating in harsh winter conditions is that devices not specifically designed for cold environments begin to suffer malfunctions after an extended period of use in such conditions.

At the end of each day in which a piece of equipment was used in cold conditions, roll a d6, adding +1 to the result for each consecutive day that it wasn't protected from the elements. On a result of 6 or more, the equipment has developed a fault and is considered Damaged (see Breaking Your Stuff). Repairing damage from cold requires a DV13 roll with an appropriate Tech skill and an hour of time.

When starting a non-winterised vehicle in cold conditions, roll a 1d6, adding +1 for each day it has been exposed to extreme cold without shelter. A result of 6 or more indicates that the vehicle fails to start, wasting the action used to start it. An hour of defrosting in warm conditions, or a DV13 tech roll can remove this effect.

Additionally, standard quality weapons not proofed against the cold are considered to be poor quality when operating in extremely cold conditions.

Weather Effects.

Icy surfaces may apply a -2 to athletics checks and vehicle control checks at the Referee's discretion.

Cold weather results in unprotected characters suffering from Exposure (see Core Rulebook), suffering 1d6 damage directly to HP at the end of each day and being unable to stabilise from injuries. Truly extreme cold, such as overnight in the arctic circle, increases this damage to 2d6. If a result of 12 is rolled for this damage, the character also suffers the Crushed Fingers Critical Injury to one hand as frostbite affects their extremities.

New weather conditions are described below:

- 1) Light Snowfall: Applies a -1 to Perception checks. Creates Light Snow after 1d6 hours.
- 2) Heavy Snowfall: Applies a -2 to Perception checks. Creates Heavy Snow after 1d6 hours.
- 3) Fog: Applies a -2 to Perception and Ranged Attack rolls.
- 4) Freezing Fog: As Fog, but also applies a -2 to delicate tasks as ice builds up on the character.
- 5) Light Snow: Creates an icy surface (see above), and increases Tracking rolls by +2.
- 6) Heavy Snow: As Light Snow, but moving in it costs 2m/yds of movement for every m/yd traversed. Characters can hide under Heavy Snow with Stealth rolls, and piled up snow counts as Thin Cover with 5HP.

Protecting against the elements.

Finding shelter.

Static buildings protect against exposure, but at the Referee's discretion, they may not be able to shield against the lowest temperatures or winter storms unless specifically constructed and heated. In that case, characters inside suffer the basic level of exposure.

The basic Tent and Camping Equipment (see Core Rulebook) can protect against exposure from regular cold, but sleeping in extreme cold will cause the user to suffer basic exposure.

Winterised tents are 100eb, and will protect against extreme cold.

A character with can create a shelter to prevent against basic exposure with a DV13 Wilderness Survival check, in which case it acts as Tent and Camping Equipment.

Characters without access to arctic rated gear can layer clothing to protect against extreme cold exposure, but suffer a -1 armour penalty from the bulk.

Protecting Equipment.

Equipment kept in shelter is considered to be protected against the level of cold that the shelter protects against. Equipment carried during the day outside the shelter begins to suffer the effects of cold.

New attachment: Heating mechanism. 100eb. Protects the weapon against the effects of cold. Obvious on thermal imaging.

Items may be tech upgraded to protect against the effects of cold for the regular price and time.

Cyberware may also be upgraded to winterise it. At the referee's discretion, some cyberware may be available already protected against the cold for a price category higher than normal. This is obviously more common to find in locations that expect to see low temperatures.

New Cyberware: Personal Boiler. Internal Body Cyberware, Clinic Installation, 7 (2d6) Humanity Loss, 500eb. A boiler that siphons off part of the user's food and combusts it to generate heat and warm the blood. Eliminates the chance of suffering the effects of exposure due to cold temperatures as long as the user eats everyday.

New Cyberware: Insulating FBC Coating. External Body Cyberware, Hospital Installation, 7 (2d6), Humanity Loss. 1000eb. FBC only, protects against the effects of exposure to cold and extreme cold.

Vehicles in the cold.

Vehicles may be tech upgraded to protect against the cold, or stored inside a static building.

Additionally, there are new Moto Upgrades available.

Snow Plow: Rank 1. Allows the vehicle to clear Light and Heavy Snow. Prevents damage against collisions, but gives no other benefits of the Combat Plow.

Winterised Housing: Rank 1. Upgrades all Housing Capacity upgrades installed on the vehicle to protect against extreme cold.

Snow Tyres: Allows the vehicle to operate on ice and snow without penalty. This upgrade may be purchased for 100eb, and requires no ranks in Moto.