STUDIO THELBA

GUÉRILLA

VETRARHRÍÐ · THE WINTER STORM



RULEBOOK

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CHAPTER 1

INTRODUCTION

1.1 Nivôse under the ice

Nivôse is an island in the far north, locked in the pack ice. Fifteen hamlets survive there thanks to eight geothermal **drill rigs** that keep them warm. One winter morning, the **Concession**, the company of Prefect **Anselm Krag**, lands at the Bastion to seize the rigs. Its columns of armored vehicles leave the Bastion at dawn; its garrisons hold the fuel depot, the tank plant and the radio relay.

You command the **Hamlet Guard**, a militia of mountain folk, hunters, doctors and pilots. At first, the Guard is you and a handful of loyal friends. Everyone else must be won over, hamlet after hamlet, by earning the trust of people who each have their own friendships and grudges. Then you must hold the rigs, cut the roads, sabotage, ambush, and survive the cold.



Saint-Aube at dusk: the hamlet where the resistance begins.

1.2 Two ways to play, one war

Guérilla is played at two scales, which make up a single campaign:

- **The command map**, turn by turn. Each recruit has two hours per turn to travel, recruit, resupply, sabotage or fight. When everyone has acted, you synchronize watches and the Concession moves.
- **The 3D view**, in real time, in first person (and, with the Premium Pack, in isometric view). You take control of a recruit: skiing, shooting, snowmobile, hang glider, aircraft, belfry… Everything that happens there counts for the campaign.

Guérilla is a free remake of *Midwinter* (Mike Singleton, 1989). The island, characters and story are original. In Old Norse, Vetrarhríð means both "winter storm" and "winter assault".

CHAPTER 2

THE AIM OF THE GAME

2.1 Drive out the Concession

Your aim is to drive the Concession out of Nivôse. There are two ways to do it: **blow up the Bastion**, its headquarters, or **destroy the tank plant and then every column** still on the move.

Neither happens in one stroke. The Bastion is held by fourteen soldiers, the plant by eight, and every column rolls with its tanks. You must first grow, then weaken the Concession, then strike.



The tank plant in a chain of explosions: without it, Krag can no longer replace his tanks.

2.2 The stages of a campaign

1. **Recruit.** Thirty-two islanders can join the Guard (forty-two on the other islands). Each one only follows certain people: read their files.
2. **Hold the rigs.** A hamlet that loses its rig goes cold: it resupplies badly, its people rest badly, its trust erodes. If the Concession holds every rig, the game is lost.
3. **Weaken the Concession.** Sabotage the fuel depot (columns run short of fuel) and the radio relay (columns lose their way, mortars lose their spotter), blow the bridges over the gorge, cut the telegraph.
4. **Strike.** Rout columns by destroying their command vehicle, free occupied hamlets, then attack the plant or the Bastion.

At the end, the epilogue tells the story of the war you fought (how you fought matters as much as the outcome) and gives it a score.

> ◆ TIP
> **Don't rush.** The first days are for recruiting and holding the drill rigs. Five or six well-placed recruits hurt Krag more than a heroic raid on the Bastion and its fourteen soldiers.

CHAPTER 3

VICTORY AND DEFEAT

3.1 Winning

You win as soon as:

- the **Bastion** is destroyed;
- or the **tank plant** is destroyed *and* every Concession column has been routed or has withdrawn.

A map made in the editor can set a different objective, shown in the game's introduction and in the menu:

OBJECTIVE	VICTORY	DEFEAT
Hold drill rigs until a given day	hold at least N rigs until the end of day D	fewer than N rigs held
Destroy Concession installations	all the chosen installations are destroyed	—
Free occupied hamlets	all the chosen hamlets (or all hamlets) belong to the Guard	—
Keep the commander free until a given day	the commander is still free at the end of day D	the commander dies or is captured

Such maps can also set a **time limit**: once the last day has passed, the game is lost.

3.2 Losing

Whatever the objective, you lose if:

- the Concession holds **every drill rig**: without heat, the hamlets surrender one after another;
- **no one is left in the Guard**: no active recruit, and no imprisoned recruit who could still be freed.

> **A captured recruit is not lost.** When taken out of the fight, they are locked up in the guard post of the nearest Concession-held hamlet, or at the Bastion. They can escape, or their comrades can come and free them (see Fighting).

> ◆ TIP
> Always keep one recruit away from the fighting, warm in a safe hamlet. As long as someone is left in the Guard, the game goes on, and that recruit can free the prisoners.

3.3 The score

When the game ends, the epilogue tells the story of your war, then the score adds it all up:



The end of the game: epilogue, score and distinction.

WHAT COUNTS	POINTS
Bastion destroyed	**+1,000**
Concession exhausted (plant and columns) or objective achieved	**+900**
Speed (if you win)	**+600, minus 60 per day after the first**
Each drill rig held	**+60**
Average trust of the hamlets	**×4**
Each Guard member still standing	**+25**
Each vehicle destroyed	**+10**
Each column routed	**+40**
Each act of sabotage	**+30**
Each bridge down · each telegraph line cut	**+20 · +10**
Each aircraft shot down	**+30**
Each Guard member killed	**–80**
Each islander killed by the Guard	**–150**

The total is multiplied according to the winter's severity (×0.8 on Mild, ×1 on Harsh, ×1.3 on Severe, ×1.6 on Deadly), then you receive a title: **Survivor**, **Mentioned in Guard Dispatches** (900), **Great Cold Medal** (1,700), **Cross of the Hamlets** (2,600) or **Hero of Nivôse** (3,600).

> ◆ **TIP**
> The score judges how you fought. An islander killed by the Guard costs 150 points and wrecks their hamlet's trust: in hamlets and towns, shoot carefully. On the other hand, each day saved on the way to victory is worth 60 points.

CHAPTER 4

DIFFICULTY LEVELS

4.1 The severity of winter

On the title screen, the **Severity of the winter** row offers four levels. Hover over a button (or select it with a controller): a tooltip sums up what it changes.

	MILD	HARSH	SEVERE	DEADLY
For whom	for learning	the reference winter	a hard winter	no mercy
Columns at the start	2	3	4	4
Tanks per column	1	2	3	4
New column	every 16 daylight hours	every 12 daylight hours	every 8 daylight hours	every 8 daylight hours
Column speed	−10%	normal	+12%	+12%
Soldiers' spotting	−20%	normal	+20%	+20%
Soldiers' accuracy	−20%	normal	×1.5	×1.5
Air threats by default	none	aircraft-guided mortars	mortars and fighter	mortars and fighter
Advanced campaign ★	Krag reacts slowly; sweeps of 4 men, no dogs	sweeps of 5 men, with dogs	Krag reacts fast; elites and Krag's hunters	same, plus the scarlet column
Score	×0.8	×1	×1.3	×1.6

Deadly uses all the rules of Severe, but wounds are unforgiving: a soldier or dog that is hit dies; your recruit, when hit, is pinned down; a squadmate falls at the first bullet and dies at the second. In towns, armed passers-by report you, and stealing a car raises the alarm.

On the other levels, a squadmate goes down after a number of hits equal to half their endurance (rounded up), and dies after as many hits as their endurance.



Concession infantry opening fire: on Severe and Deadly, they shoot half again as accurately.

◆ TIP

For a first game, pick **Mild** with the guided first mission: two columns at the start, less accurate soldiers and no air threats. Move up to **Harsh** once you win comfortably: it is the reference winter.

4.2 Game options

Below the severity row, a few buttons switch on or off. Choosing a severity sets the air threats first; you can then change them.

Aircraft-guided mortars

An observation aircraft directs the mortars of nearby columns.

Attack fighter
A fighter hunts the Guard with rockets from 8:00 to 16:00.

Fog of war
On the map, you only see what your recruits and friendly hamlets spot.

Guided first mission
A guide walks you through your first steps. Recommended for a first game.

Advanced campaign ★
Krag's general staff responds to your strikes (Premium Pack, on by default; see Advanced campaign).

4.3 The daily challenge

The **Daily challenge** button starts the same game for everyone that day: same island, same weather, same random events, on Harsh, with guided mortars, no fighter and no advanced campaign. Compare your scores. The daily challenge is part of the Premium Pack, which also adds the **island of the day**, a random island shared by all.

> ◆ TIP
> In the daily challenge, the Concession doesn't react to your strikes: no sweeps, no reinforced garrisons. It's the time to chain sabotage after sabotage.

CHAPTER 5

THE BASE GAME

5.1 What the base game includes

The base game is the Nivôse campaign. It is **free**, with no time limit. This chapter gives its rules; chapter 6 covers the **Premium Pack** (the other islands, the advanced campaign, the pickup truck, the ski plane), chapter 7 the **Duel** and the **Raid**, chapter 8 the editor.

- The island of **Nivôse**: 40 km across, fifteen hamlets, eight drill rigs, four Concession installations, the Brisante gorge, three cable cars, four airstrips.
- **32 recruits**, each with a home hamlet, skills, a story and ties to others.
- The **four levels** of winter severity, the options and the **guided first mission**.
- The game in **English** or **French**, your choice.
- The **command map** and the **3D view** in first person (the outside view is part of the Premium Pack).
- Skiing, walking, snowmobile, towing, hang glider, cable car, aircraft; seven weapons, grenades and charges.
- Weather, night, cold, hunger, avalanches, thin ice, tracks, trackers, dogs and wildlife.
- Campaign events, epilogues and score.
- The **Duel**: your hero alone against ten rivals, or in teams (see 7.2).

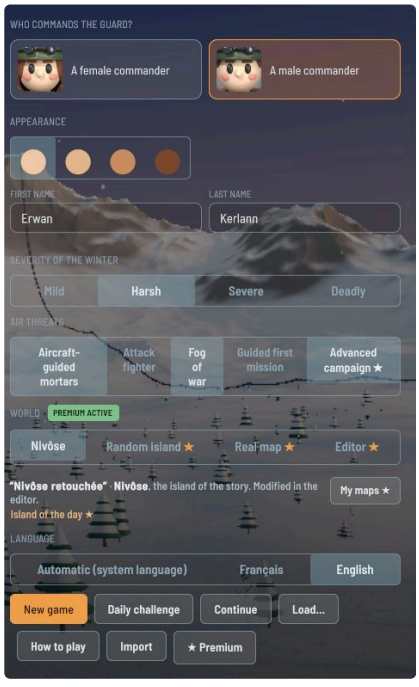
Free to play. The base game is a free download on itch.io and Steam (Mac and Windows) and on the App Store (Mac, iPad and iPhone). Play as many games as you like **on Nivôse**, with no time limit, under the rules in this chapter. The **Premium Pack** is optional: a single purchase that adds the outside view (isometric view, camera behind the commander, rear view in a car), the advanced campaign, the pickup truck, the ski plane, the Stream Deck, the other worlds, the real map, the editor, **My maps**, the daily challenge, the **Raid**, the daily duel and importing games (see 6.1). The **Premium Pack** button on the title screen shows what it adds.

5.2 The title screen

Who commands the Guard? Choose **A male commander** (Erwan Kerlann, selected at launch) or **A female commander** (Maëlle Kerlann). First and last names can be changed in the two fields. Below the two portraits, four color **swatches** set their appearance: only skin and hair change, nothing in the rules.

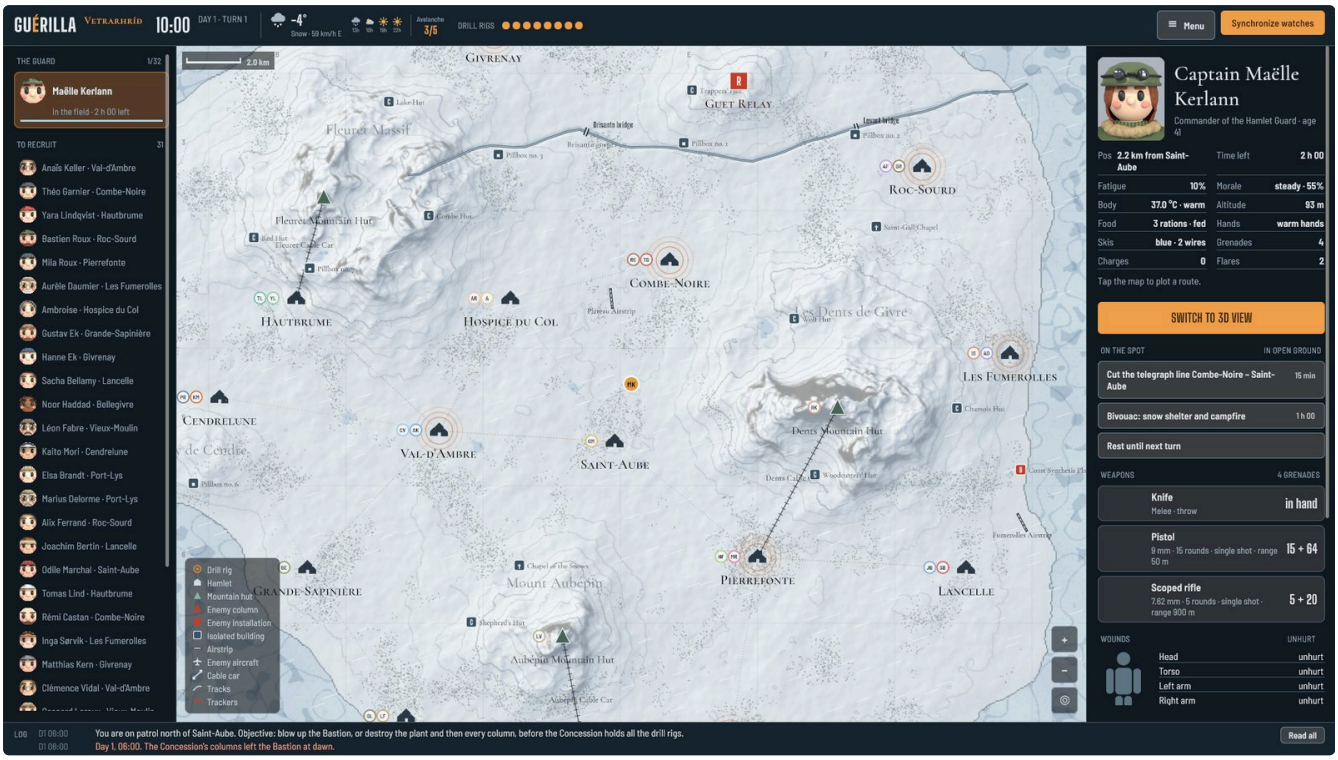
Next come the **severity of the winter**, the **options**, then the **world**: Nivôse, or the other worlds of the Premium Pack. A thumbnail shows the shape of the chosen island before you start. The **Language** row offers **Automatic** (the system language), **Français** or **English**; you can also switch language during a game, from the menu. The buttons at the bottom start a **new game** or the **daily challenge**, let you **continue** your last game, **load** or **import** another, and open the manual (**How to play**) and the **Premium Pack** window.

The **Mode** row chooses the **campaign**, the **Duel** or the **Raid** (see 7.1). In Duel and Raid, the title screen shows their own settings (teams, hero's skill, scenario, constraints) and their own start button.



The title screen: commander, appearance, severity, air threats, world and language.

5.3 The command map



The command map: the Guard on the left, the map in the middle, the selected recruit's file on the right, the log at the bottom.

Time. Each turn lasts **two hours** for every member of the Guard. Play them one after another: the map shows the columns at the selected recruit's time. When everyone has acted, press **Synchronize watches**: the Concession takes its turn and the log reports what happened.

On the left, the Guard: active recruits (with their remaining time), those **to recruit** and their hamlet, the **prisoners** and the **fallen**. **On the right**, the selected recruit's file: skills, weapons, wounds, food, fatigue, morale, cold, and available actions. **At the top**, the time, day and turn, the weather and forecast, avalanche risk, the state of the eight rigs, and the menu.

The map has a legend: drill rigs, hamlets, mountain huts, enemy columns and installations, isolated buildings, airstrips, aircraft, cable cars, tracks and trackers. Tap a place for its card and route.

> ◆ TIP
> Before you synchronize watches, select the recruit who is furthest into their turn: the map shows the columns at their time, which is where the columns will soon be. Your other recruits then know where not to go.

5.4 Moving around

Select a recruit, tap a point on the map or a hamlet: the route appears with its duration. Press **Go**. A journey too long for one turn can carry on by itself: **Go and continue on later turns**.

On skis, travel times are those of a loaded skier in snow, following the alpine clubs' method: an average recruit covers about **5 km/h on the flat**, climbs 250 to 370 m per hour and descends much faster than they climb. Crossing Nivôse takes a good day. A good skier goes faster; fatigue, leg wounds, night, fresh snow and storms slow you down. The Concession moves at the same pace: its columns advance in stages, with halts.

By snowmobile, you race along at over 30 km/h on the flat, but you can be heard from afar, you burn fuel (refuel at a hamlet garage) and you get cold fast. Skiers in the same group can be towed. A snowmobile can be left **anywhere** (**Leave the snowmobile where it is**): it stays there, on the map and in 3D, and any recruit who can drive (Driving 3 or

more) takes it back, with **Take the snowmobile left here** on the map or F next to it in 3D. Left out in the field, it fears bullets and explosions: damaged, it smokes; worn out, it catches fire and blows up a few seconds later. In front of a garage, it is safe.

> ◆ TIP
> A snowmobile can be heard from afar. Leave it a few kilometers from your target, away from the fighting, and finish on skis: the approach is slower but far quieter, and it waits for you on the way back.

Cable cars link Hautbrume, Pierrefonte and Port-Lys to the mountain huts; ride up in the cabin and come down by **hang glider**: **Take a hang glider** at the hut, then **Take off** and choose where to land (in 3D: **Take off by hang glider**). A line stops if its hamlet falls. The hang glider cannot take off in strong wind. In 3D, you can **jump out of the cabin** while it moves (F twice): unhurt below 4 m, wounded above, badly wounded above 10 m; above 20 m the fall is fatal. Deep powder softens the landing.

> ◆ TIP
> Before riding up to the hut to come down by hang glider, check the forecast: in strong wind, it won't take off.

Aircraft. Two Concession liaison planes wait at the Brisants airfield. The commander, or a recruit who can fly (Flying 4 or more), can steal them: you can only take off and land on a groomed strip (the Brisants, the Plateau, the Fumerolles, the Banquise). On the map, a Guard aircraft flies from strip to strip in a few minutes; next to a parked plane, **Take the controls** opens the 3D view in the cockpit. Every plane carries a **parachute**: you can bail out in flight and land anywhere, even on a roof. Near an airstrip, the **autopilot** can do the landing. About a thousand meters above the highest summit, the plane stalls: that is its ceiling. There is also the **ski plane**, which lands anywhere flat (see The ski plane).

Standing orders are given in a recruit's file: **Go and continue** for a long journey, **Guard** a hamlet (resupply, heal, organize its defense and fight when a column arrives), **Rest until healed**. They play out on their own at synchronization, or at once with **Run orders** at the top of the Guard list.

> ◆ TIP
> On a long ski journey, stop at a friendly hamlet or a mountain hut to warm up (a hamlet also serves a hot meal): you will arrive fit, not chilled, hungry and worn out.



The Dents cable car cabin, in the fog.

5.5 Recruiting and winning over hamlets

Recruiting. Each islander only follows certain people. Read the files: a brother, a fiancée, an old friend open doors; a grudge closes them. A persuasive recruit convinces better (see 5.6).

> ◆ TIP
> Read the file before you set off, and send the right person: a brother or an old friend succeeds where the best speaker fails.

Hamlet trust. Every strike near a hamlet may bring a reprisal raid, and fear sets in. A distrustful hamlet ends up denouncing recruits who stop there; a trusting hamlet reports nearby columns and patrols and is more willing to follow you. Freeing a hamlet restores its trust; killing an islander ruins it.

> ◆ TIP
> Strike far from friendly hamlets: every blow struck near a hamlet can bring a raid on it, and a frightened hamlet ends up reporting your recruits.

Morale gives a steady hand and a convincing voice. A church, a hot meal, a successful sabotage raise it; hunger and cold wear it down.

Rigs and heat. Each hamlet is connected to a drill rig. While the Guard holds it, people eat and sleep warm and trust grows. If the rig is lost, the hamlet goes cold: a snowflake marks it on the map.

5.6 Recruit skills

Each recruit has eight skills, rated from 0 to 10 and shown in their file. Some unlock an action from a given level; all of them make the recruit more likely to succeed at what they attempt. Their condition matters too: wounds, cold, hunger, fatigue and morale weigh on everything they do.

SKILL	WHAT IT DOES
Skiing	How fast the recruit travels on skis on the map. In 3D: pole push, braking, holding a turn and the risk of falling at high speed. It also helps to slip away from a column, to flee a falling hamlet and to escape from prison.
Shooting	Accuracy. In 3D, the weapon spreads less and grenades land closer to the aimed spot; on the map, fights against a column, a patrol or a fighter go better, and so does an assault on a prison. Squadmates shoot according to their own level.
Driving	Level 3 is needed to take a snowmobile or a pickup truck. The higher it is, the faster the recruit goes by snowmobile (on the map and in 3D) and by pickup (on the map).
Flying	3 for the hang glider, 4 to fly or steal a plane, 6 to fly at night. A good pilot glides farther, lands without getting hurt and holds a steadier course in the wind. The commander always flies as a 6 at least.
Explosives	Each target needs a minimum level, plus a charge: 3 for a bridge, a guard post or a powder magazine, 4 for the depot, the relay or a workshop, 5 for the tank plant, 8 for the Bastion. The higher it is, the likelier the sabotage succeeds. It also helps to escape, to recover weapons from an enemy post and to steal a plane.
Endurance	Fatigue builds up more slowly on the move, and breath lasts longer in 3D. A squadmate with high endurance takes more bullets before going down.
Medicine	From 6, the recruit can treat wounds, their own and those of recruits in the same place, even without an infirmary. From 8, serious wounds heal faster.
Persuasion	The chances of recruiting an islander and of being heard by radio. From 7, the recruit can **organize the hamlet's defense**: the next column to attack it loses a vehicle.

> ◆ TIP
> A recruit with Medicine 6 is as good as an infirmary: keep them with the bulk of the Guard, and they heal everyone at the same place. With Persuasion 7, have them organize the defense of a threatened hamlet: the next column will leave a vehicle behind.

5.7 Fighting

Columns. A column has one to four tanks depending on the severity; it spots nearby recruits. Engage it in **quick resolve** from the map, or take control in 3D. Destroying its **command vehicle**, circled in white, routs it. When a column spots you in 3D, a tank may leave the road to hunt you down and fire its heavy shells.

> ◆ TIP
> Go for the command vehicle, circled in white: destroying it routs the whole column, without having to finish off every tank.

Armor. Bullets do nothing against a tank. You need the **bazooka**, taken from the armory of a depot, a plant or the Bastion (one rocket, one vehicle), or **two grenades**: the first sets the vehicle smoking, the second destroys it.

> ◆ TIP
> No bazooka? Two grenades are enough for a tank. Throw them from cover: a tank that has spotted you leaves the road to hunt you.

Weapons. Everyone sets off with a knife, a 9 mm pistol and their favorite weapon:

WEAPON	IN SHORT
Knife	Kills silently from behind; it can be thrown (right click), then picked up.
9 mm pistol	The backup weapon, usable on a snowmobile.
Submachine gun	Short bursts at close range, usable on a snowmobile.
Assault rifle	Single shots or bursts, at medium range.
Shotgun (pump-action)	Five shells, deadly up close, usable on a snowmobile.
Scoped rifle	Precision fire at long range; pierces aircraft, but useless against armor.
Bazooka	One rocket per shot, three at most; with grenades, the only weapon against tanks.

An **armory** lets you change weapons and resupply: **Take** or **Leave** a weapon, two long arms at most. **Charges** are taken from a workshop; **grenades** are thrown.

Throwing a grenade. G freezes the game: a small ring on the ground shows where the grenade will land, between 5 m and about fifty meters. It follows the mouse (with a controller, hold the left bumper and aim with the right stick). A left click throws it; a right click or Esc keeps it. It lands a few meters from the ring at most, depending on the recruit's Shooting and condition. Closer than 10 m, the ring turns red: you would be caught in the blast.

Grenades against buildings. A grenade that bursts against a Concession building, within 3 m of its walls or inside, damages it: it smokes, and a message tells you how many more it takes. With the last one, it blows up as if charged. The grenades it has taken are kept in the game: you can come back to finish the job, or send another recruit. A house in a hamlet held by the Concession gets worse with each grenade (a blackened hole, then a collapsed wall) and falls with the third. Stores, garages, churches and houses in Guard hamlets do not budge.

BUILDING	GRENADES	CHARGES
Workshop	3	1
Hamlet house	3	—
Radio station, powder magazine	4	1
Gendarmerie (outside a hamlet)	5	1
Warehouse	6	1
Synthesis plant	8	1

One bazooka rocket is enough for any of these buildings. The blast of a building blowing up reaches 25 m (45 m for a powder magazine): throw the last grenade from a distance.

Garrisons. Occupied hamlets and installations are held by infantry (four per hamlet, six at the depot, four at the relay, eight at the plant, fourteen at the Bastion). Kill a hamlet's whole garrison and it is freed; an installation's, and its turrets fall silent.

Prison and escape. A recruit taken out of the fight is locked up in the guard post of the nearest held hamlet (otherwise at the Bastion), and their weapons are confiscated there. Six hours later, they can try to escape from their file (one failure means a twelve-hour wait): they come out with their skis and a knife. Their comrades can also storm the post from the map, or kill the garrison in 3D.

> ◆ **TIP**
> Skiing and Explosives help a recruit escape. If the escape fails, don't wait another twelve hours: send comrades to kill the guard post's garrison.

Friendly fire. A Guard recruit hit by your bullets cries out and runs for cover; hit again, they fire back. Once down, one more shot finishes them. Those who turned their weapon on you desert.

Running people over. Above 15 km/h, a snowmobile or a pickup kills the soldier, islander or passer-by it hits; slower, it stops against them. A vehicle you jumped out of rolls on and runs over whatever it meets too.



In 3D with the assault rifle: the HUD shows the time, heading, speed, altitude, cold, weapon and ammunition.

5.8 Sabotage and buildings

Sabotage. Take charges from a workshop. The depot, plant and relay weaken the Concession; a guard post frees a hamlet and its prisoners. In 3D, plant the charge against the wall with F. Once sabotaged, the depot and the plant burn for hours and can be seen from very far away. Whatever is destroyed stays in ruins.

Buildings. In 3D, walk up to a door and press F; the hamlet menu (on the map and in 3D) also groups their actions.

- **House and cabin**: hot meal, a warm night.

- **Church and chapel**: the first visit restores morale; **Climb the belfry** opens the 3D view at the top of the church, to shoot from above while staying hidden.
- **Bunker**: covered firing post and shelter.
- **Shop**: food, ammunition, a few charges. **Garage**: refuelling and rearming.
- **Radio station**: call up to four islanders from afar, once the relay's jamming is lifted.
- The Concession's powder magazine, warehouse, workshop, synthesis plant and radio station can be sabotaged with charges, the bazooka or grenades (see 5.7): scarce ammunition, delayed reinforcements, columns short of fuel.



The belfry: you shoot from above and are hard to see.

The telegraph. Concession posts alert each other by wire: a fire spotted, a post attacked, and the neighbors send men. At the foot of a pole, F cuts the line: the post is isolated until a repair crew arrives, which you can ambush.

> ◆ TIP
> Cut the telegraph before attacking a post: isolated, it can no longer call its neighbors. And the repair crew that comes to fix the line is easy prey.

The Brisante gorge. A canyon cuts the island between the Bastion and the north. Columns cross it by two bridges: a charge planted at an abutment brings them down, along with any vehicles on them. Without a bridge, columns make detours of dozens of kilometers.

> ◆ TIP
> The radio relay makes a good first target: sabotaged, it sends the columns astray, leaves the mortars without a spotter and lifts the jamming of the radio stations, from which you call islanders from afar.

5.9 Surviving the winter

Cold. Outdoors, the body cools: faster at night, in strong wind, when still or on a snowmobile; effort warms you. Chilled, you aim badly and tire; with hypothermia, you get hurt. A hamlet or a mountain hut warms you up. Elsewhere, bivouac on the map, or light a **campfire** in 3D.

> ◆ TIP
> Don't stand still outdoors at night waiting for a column: on an open slope, dig a snow shelter (K). Inside, the cold barely bites and you are hard to see from afar.

Hunger. You get hungry on the move, more so when exerting yourself: eat a ration (a hamlet serves a hot meal and gives you more). On an empty stomach, you tire and the cold bites faster. In severe cold, aiming, shooting and reloading bare-handed freeze your fingers: **frostbite** makes your aim shake; a fire or a medic heals it.

Skis. The **wax** must match the snow: blue in hard frost, violet around –8 °C, klister when the snow turns. It wears off over the kilometers: re-wax in a hamlet. **Climbing skins** let you climb straight up a slope (they brake when going down). A fall can break a **binding**, which you mend with wire. On foot, you can climb slopes too steep for skis.

Snow shelter. Standing still on an open slope, you dig a trench shelter: inside, the cold barely bites and you are hard to see from afar. On the map, the bivouac digs one too.

Fires. A fire warms you quickly, but it can be seen: at night its glow carries 4 to 5 km under a clear sky; by day, it's the smoke. A sentry who spots it sends trackers.

◆ TIP

Light your fire in a hollow, sheltered by a ridge, and smother it (H) before you leave: at night, an open flame can be seen for kilometers.



Under the northern lights, around the campfire: it warms you fast, but it can be seen from afar.

The weather changes on its own: clear, hazy, overcast, snow, storm, freezing fog. Snow and storms slow you down, reduce visibility (you are spotted less) and ground the aircraft.

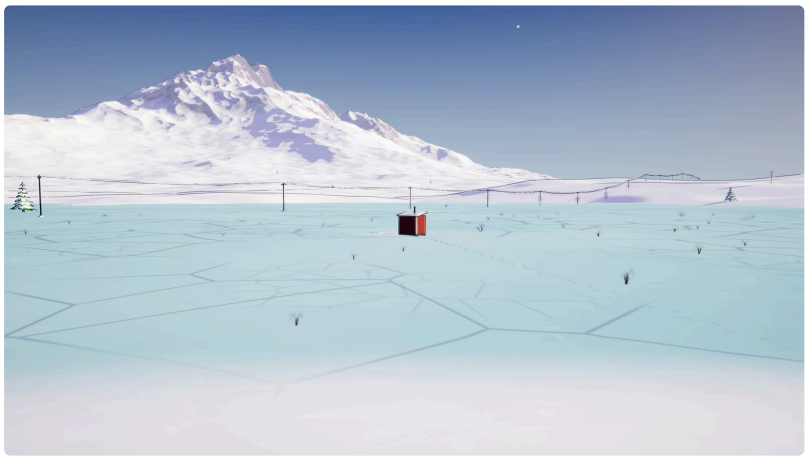
At night, from 18:00 to 6:00, the columns bivouac. You see less and are seen less: it's the hour for sabotage. But headlights, searchlights and flares pierce the dark.

Avalanches. After heavy snowfall, the risk rises (shown at the top of the screen). A grenade, a rocket or a charge on a steep slope can release a slab that buries everything in its path, columns included.

◆ TIP

When the avalanche risk is high, a grenade on the slope above a road can bury a whole column. The binoculars show the slope and the risk.

Ice. Lakes and pack ice hold, except where the ice stays dark and thin. It warns you first: it sings and cracks under your skis or runners ("The ice is cracking..."), so turn back. Then it gives way. You haul yourself out soaked, **with a broken leg and unable to move**, even a tough one, and no fire is possible: fire the **distress flare** (F) and islanders will come to fetch you. A snowmobile sinks like a stone.



The frozen lake north-east of Saint-Aube and its fishing huts. The ice holds, except where it stays dark and thin.

5.10 Seeing without being seen

Tracks. Your skis and snowmobiles leave tracks, visible on the map. A garrison that finds fresh ones sends **trackers** who follow them all the way to you. Falling snow covers them, and wind stronger than a breeze sweeps them away: the ones you see as well as those the trackers follow. In a Guard hamlet, trackers give up.

Dogs. Trackers have shepherd dogs. The wind carries your scent: downwind, a dog smells you from several hundred meters.

> ◆ TIP
> Approach a post guarded by dogs with the wind in your face: your scent drifts away behind you. No wall or rock stops a dog's nose.

Binoculars zoom from ×2 to ×16 and switch to night vision, then thermal (which drains the batteries). The rangefinder gives the distance; keep a target in the reticle to mark it on the minimap. They also show the slope and the avalanche risk.

Being seen. Buildings, rocks and terrain hide you; crouching or lying still, you are less visible.

> ◆ TIP
> A forest doesn't hide you: soldiers see between the trees. To get out of their sight, put a building, a rock or a ridge between them and you.

Enemy aircraft. Depending on the options, an observation plane directs the mortars and a fighter hunts the Guard by day. They can be shot down; destroying the relay cuts the mortars, the depot reduces sorties.



Binoculars in thermal mode: the trackers stand out against the snow.

5.11 The squad and events

The squad. Recruits at the same place go with you in 3D. Give them an order (follow me, hold position, flank the enemy) and a fire discipline (fire at will or hold fire). A downed comrade can be carried on your shoulder. Behind your snowmobile, skiers get towed, each on their own rope. Behind a pickup, they follow on skis at their own pace, or climb into the back: E when stopped. **Leave together, arrive together:** a recruit already further along in their turn than the commander (by more than 5 minutes) does not follow them into 3D: they stay where they are. The others return to the map at the commander's time.

Events. From time to time, after a synchronization, the island forces a choice on you: a deserter to question, a hamlet calling for help (promise, and keep your word), a great storm on the way, a convoy to surprise, a child lost in the night, an offer of medical help…



The squad on skis: in 3D, recruits at the same place follow you.



The isometric view (Premium Pack) near the church of Saint-Aube: one click to move, one click to shoot.

5.12 The 3D view and the isometric view

From a recruit's file, **Switch to 3D view** opens the first-person view. With the **Premium Pack**, Y switches to the **isometric view**: the camera hovers over the recruit as over a strategy table; click the ground to move, click an enemy to shoot, and you only see what the recruit sees. In isometric view, B puts the camera behind the commander. In a car, the same Y key gives the rear view. When the recruit, or the vehicle carrying them, goes under a roof, under the firs or behind the terrain, their **orange silhouette** shows through: you never lose sight of them. Without the **Premium Pack**, you stay in first person.

Speech bubbles. In 3D, what islanders and recruits say appears in a **speech bubble** attached to the speaker: three at most, a jagged bubble for an alarm, tucked at the edge of the screen when the speaker is out of view. The actions you can take appear in a **yellow caption box** with their key, greyed out when you cannot. When you arrive somewhere, a caption box gives the place's name, height and the time.



Arriving in Saint-Aube: a caption box names the hamlet, and islanders speak in speech bubbles.

Fast time (T) makes time pass four times faster: travel, but also enemies, cold, hunger, fire and tasks.

Saving. The game saves itself at every important step, every five minutes in 3D and when you quit. **Continue** resumes it; **Load...** opens the other slots.

5.13 Wildlife

The island is alive around you: **foxes**, herds of **reindeer**, **crows** perched on the snow or wheeling over the villages, **sled dogs** by the sleds. They are scenery that reacts: you cannot hunt them, they hurt no one and they never block your way.



Reindeer on the plain: come too close, or fire a shot, and the whole herd runs.

They flee. Foxes bolt when you come within about 50 m, reindeer within about 70 m; perched crows take off when you are within about 15 m, then come back to land a little later. Gunshots and explosions scatter them too, from 120 to 300 m away.

Crows as sentinels. Crows that take off as you approach can give you away: soldiers within 300 m see them rise and come to have a look, roughly where they flew up ("Crows take flight: nearby soldiers may have seen them."). This happens at most once a minute.

> ◆ TIP
> Near an enemy post, go round the crows on the snow rather than through them: a flock taking off is enough to bring the soldiers out to look.

Reading the signs. The windsocks at the airstrips and the Concession's pennants follow the real wind, in direction and strength: check them before taking off by hang glider, or to approach a post with the wind in your face. At the edge of a village, the camp tells you who holds it: a campfire and a sled for the Guard; crates, barrels and pennants for the Concession.

CHAPTER 6

THE PREMIUM PACK

6.1 What the Premium Pack adds

The Premium Pack opens every island, adds the outside view and the Raid, and gives the Concession a real mastermind. It is a **single purchase** on top of the free game: an add-on on Steam and itch.io (Mac and Windows), with no key to enter, and a single in-app purchase on the App Store, valid on Mac, iPad and iPhone with the same Apple account. The last column shows what the free game includes; the rest carries the **Premium Pack** tag and opens the window of the same name.

FEATURE	IN SHORT	FREE GAME
Games	As many as you like, on every island.	unlimited on Nivôse
Outside view	Isometric view, camera behind the commander, rear view in a car (see 5.12).	—
Daily challenge	The same game for everyone, every day (see 4.3).	—
Raid	An operation of about an hour with your squad, in three acts (see 7.4).	—
Daily duel	The same duel for everyone, every day (see 7.3).	the Duel, unlimited
Random island	New terrain and a random start, 40, 10 or 5 km across.	—
Island of the day	The same random island and the same rules for everyone, every day.	—
Real map	Any place in the world, from free OpenStreetMap data; whole towns with their passers-by and cars.	—
Advanced campaign	Krag's general staff answers every blow you strike.	—
Ten more partisans	42 recruits instead of 32, outside Nivôse and the island of the day.	—
Pickup truck	One pickup per garage: four recruits in the back, on the map and in 3D.	—
Ski plane	One Harfang per mountain hut, landing anywhere flat, with three passengers.	—
Editor	Rework an island, write a scenario, choose your starting recruits.	—
My maps	Keep, export and share your maps.	—
Import a game	Pick up an exported game, from another device or a friend.	—
Stream Deck	The “Guérilla Deck” plugin shows the game's state and controls it (Mac and Windows).	—

6.2 The random island

The **Random island** button draws a brand-new island: terrain, hamlets, installations and the commander's starting point. Its number (the seed) identifies it: the same seed gives the same island; **Draw another island** offers a new one. Below the world row, the **Island size** row offers **40 km** (the whole island), **10 km** (about 8 hamlets, a shorter game) or **5 km** (about 4 hamlets, a short game). A small island has fewer columns, patrols and recruits, but all five installations remain.



The command map of a random island.

6.3 The island of the day

The **Island of the day** link draws the same random island for every player that day, with the daily challenge's rules. It stays at 40 km and keeps 32 recruits, so that everyone plays on equal terms.

6.4 The real map

Type a place (a town, a summit, a valley: Chamonix, Mont Ventoux, Lofoten…) or coordinates. The game downloads the terrain (Terrain Tiles) and the villages with their real buildings, roads, rivers, lakes, forests, airfields and bridges (OpenStreetMap). Choose the scale: **20 km** (stretched terrain: a valley, a small island), **40 km** (true scale) or **60 km** (compressed terrain: a whole range).

Every real building is there and stops skiers and vehicles; the church, chapels, shops, garages, police station and mountain huts work like those of Nivôse. Columns drive faster on main roads and cross rivers by the bridges.

City maps (**City 5 km** or **City 10 km**, in the real place window) load every building in the central square. The game places no hamlet or installation there: you place them in the editor (or let the game place what's missing at random). The streets come alive: passers-by, parked cars and traffic. You can **take a car** (F by the door): 90 km/h on roads, 40 on tracks, 12 in snow; an exploding car acts like a grenade. The town's famous **monuments** are modeled and can be seen through binoculars.

Map data © OpenStreetMap contributors (ODbL license). A city map can take several minutes to download.



Chamonix as a real map: every building in the valley.



A city map: passers-by and traffic.

6.5 The advanced campaign

With the **Advanced campaign** ★ box ticked (on by default), the Concession learns from your strikes:

- strike the same sector often, and a **sweep company** will comb it, then follow any fresh tracks it finds;
- ambush often, and columns will roll **escorted** by infantry;
- approach an installation, and its garrison will be **reinforced and put on alert** (doubled sentries, harder sabotage); a threatened Bastion keeps a column in reserve;
- free a hamlet, and the nearest column will come to **retake** it;
- on Severe and Deadly, the Concession's **elites** (red uniforms, better shots) come into play: Krag's hunters on your trail, the Bastion garrison, the command vehicle's crew; on Deadly, the **scarlet column** when the Guard holds half the rigs;
- Krag may post an **ultimatum** in the hamlets.

The synchronization report sums up what is known of his intentions, much more with radio interception. Without the advanced campaign (daily challenge and island of the day), the Concession keeps its columns, garrisons and aircraft, but does not react to your strikes.

> ◆ **TIP**
> Vary your targets and sectors: striking the same place again and again draws a sweep company there, which then follows your fresh tracks.

6.6 Ten more partisans

On random islands, real maps and editor maps, ten more islanders can join the Guard, for 42 recruits in all. Each has a home hamlet, a story, friendships and grudges, and a part in the island's events.

RECRUIT	ROLE	HAMLET
Lou Arnaud	Radio specialist	Pierrefonte
Sigrid Halvorsen	Biathlete, sharpshooter	Hautbrume
Jules Peyrac	Mountain guide	Refuge des Dents
Dr Ilias Mertens	Field surgeon	Val-d'Ambre
Zoé Kowalczyk	Bomb disposal expert	Cendrelune
Ines Duval	Bush pilot	Lancelle
Viktor Lenz	Concession deserter	Roc-Sourd

RECRUIT	ROLE	HAMLET
Aksel Nyberg	Dog musher	Grande-Sapinière
Margot Lebrun	Hamlet quartermaster	Saint-Aube
Erwan Quéré	Icebreaker first mate	Port-Lys

Nivôse and the island of the day keep their 32 recruits. On a renamed island, the places in their biographies take the island's names.

6.7 The pickup truck

Every Guard garage holds a **pickup truck**, parked in front of the door, on top of the snowmobiles (0 to 2 in the editor). A recruit who can drive (Driving 3 or more) takes it with **Take the pickup truck**, in the hamlet menu, or with F in front of the garage.

- **On the map**, travelling by pickup is fast on roads and packed snow, slow in powder, impossible on slopes above 30 %. Up to four recruits from the same place ride in the back (**Ride in the back**) and arrive with the driver, at the same time: if one of them is already further along in their turn, the driver waits for them before leaving (the trip card says so), and everyone pays for the whole trip. It can be heard further away than a snowmobile and burns twice as much fuel; refuel at the garage.
- **In 3D**, it does 60 km/h on roads and packed snow, 35 down to 12 km/h in snow depending on the powder, and 50 km/h on ice, where it slides. Too steep, the wheels spin and it slides back; sideways on a steep slope, too fast, it rolls over. The cab has its gauges (fuel, speed, slope), warning lights and snow chains; Space pulls the handbrake.
- **Those in the back** sit facing each other. They are safe up to 30 km/h on packed snow and 20 km/h elsewhere; faster, bumps, sharp turns and hard braking can throw them off and hurt them (you get a warning first). A head-on crash above 15 km/h throws them all out. Once you stop, those who fell climb back in by themselves.
- **Left anywhere**, it stays there, on the map and in 3D; any recruit who can drive takes it back. It keeps its damage, and bullets and explosions still wear it down: it smokes, then catches fire and blows up. In front of the garage, it is safe.

> ◆ TIP
> With recruits in the back, stay below 30 km/h on packed snow and 20 km/h elsewhere, and slow down before bends: a fall costs a wound.

6.8 The ski plane

Next to each mountain hut waits a **Harfang**, a yellow bush plane on skis (0 to 2 in the editor). It needs no airstrip: it takes off and lands **anywhere flat**, on 250 m of snow sloping less than 8 %, with no trees or houses. Frozen lakes and sea ice will do; thin ice will not.

- **On the map**, next to the plane, up to three recruits board as passengers (**Board ... as a passenger**). The pilot (Flying 4 or more, 6 at night, in flying weather) chooses **Take off**, then taps where to land inside the yellow zone, which shows the range: the plane looks for the nearest flat snow. It flies at nearly 190 km/h; the Concession fighter can catch it on the way. Refuel near a Guard garage or a supplied airstrip.
- **In 3D** (**Take the controls**, or F next to it), it flies like the Courlis, and the pilot flies alone. It slides on its skis, only takes off from snow flat enough, and lands on it wings level, without diving. On a slope, on thin ice or against an obstacle, it crashes.

> ◆ TIP
> Pick your landing ground before taking off: 250 m of nearly flat snow, with no trees. A frozen lake makes a good strip, but not its dark ice.

6.9 My maps

My maps keeps your creations. Export a map as a `.carte-guerilla.json` file for another player, who imports it in the same place. Saved games remember their map.

6.10 The Stream Deck

With the **Guérilla Deck** plugin installed in the Stream Deck software, the game connects by itself: the keys show your weapon and ammunition, binoculars, what you can do here, the time and time left, heading, body, recruit and rigs, and send some fifty commands to the game. A “Stream Deck connected” message confirms it.

CHAPTER 7

THE DUEL AND THE RAID

7.1 Three ways to play

On the title screen, the **Mode** row chooses what you play: the **campaign**, described in the previous chapters, the **Duel** or the **Raid**. The last two are short, self-contained games, played in 3D without the command map: they never touch your campaign.

MODE	LENGTH	THE IDEA	ACCESS
Campaign	hours	The whole war for Nivôse, on the map and in 3D.	free game; advanced campaign: Premium Pack
Duel	10 to 15 min	Your hero alone against a rival, best of three rounds.	free game; daily duel: Premium Pack
Raid	about 1 hour	An operation with your squad, in three acts: preparation, action, retreat.	Premium Pack

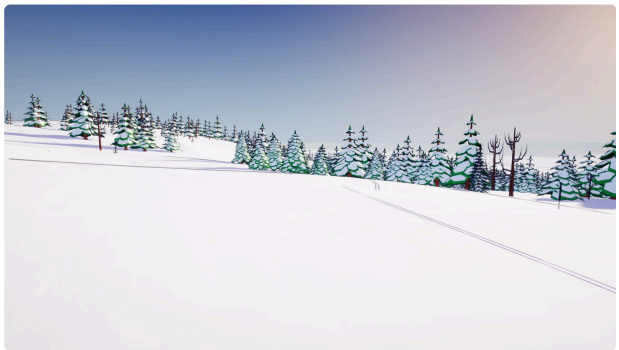
The **hero** is your commander, the one from the title screen. Chance comes from a seed: the same seed gives the same game, which is what makes the daily duel possible. Every finished game goes into the **logbook** (rival or scenario, result, time, score and medals); the results screen keeps count: duels won and lost, raids complete and failed.

The eras sold separately, such as the West, have their own Duel and their own Raid, unlocked with their purchase. This chapter describes those of Nivôse.

7.2 The Duel

One on one, on a small arena cut out of the island: your hero against a Concession rival, **best of three rounds** of 4 to 5 minutes each. Falling early costs you a round, not the match.

1. **Equipment (30 s).** Three cards are drawn. Keep **one weapon and one item** (keys 1 to 3), then **Go** (Enter). The rival's cards are shown: plan accordingly.
2. **The hunt.** Each of you starts at one end of the arena, in snow without a single track. There is no map during a duel: find the rival by his footprints in the snow, by sound and by his shots. The edge of the arena cannot be crossed.
3. **The blizzard.** After the first minute, the zone closes in on a last circle drawn at random, and you see less and less far. Outside the zone, the blizzard hurts you every 5 seconds: no camping.
4. **The face-off.** If you are both still standing when the zone is at its smallest (25 to 35 m), you can hardly see a thing: you shoot at silhouettes, by ear. After a minute and a half, the blizzard closes in completely.
5. **End of the round.** The winner scores a point; if both fall together, the round goes to the rival. At the second point, the results show the time of each round, your shots and your accuracy.



Ski tracks heading for the forest: in the Duel, it is the rival's tracks that give him away.

The cards. Ten cards, all available from the start:

WEAPONS	ITEMS
Scoped rifle	Two grenades
Assault rifle	Two booby-traps: laid with F, armed after 3 s, they go off as the rival passes
Submachine gun	Binoculars
Shotgun	Skis: without this card, you set off on foot
Pistol	Two smoke grenades: a smoke screen that lasts about forty seconds and blocks sight

Leaving. Esc or M opens the Duel menu and pauses time. **Forfeit the duel** gives the match to the rival.

> ◆ TIP
> Look at the rival's cards before you pick yours. Against a scoped rifle, take the smoke grenades and close in behind their screen; against a charger, a booby-trap laid on your own tracks stops him dead.

7.3 Rivals, skills and teams

The ladder. Ten rivals, from easiest to hardest, each with his own style. Beating a rival unlocks the next. A rival who beats you comes back to taunt you in the next match, more accurate and better armed.

RANK	RIVAL	HOW HE PLAYS
1	The Charger	Runs straight at you, with a submachine gun.
2	The Ram	Even more aggressive; he prefers the shotgun.
3	The Patient One	Takes up a position and waits; shoots from afar with a scoped rifle.
4	The Sentinel	Like the Patient One, but sees and shoots farther.
5	The Trapper	Mines the passages with three charges, then waits.
6	The Sapper	The same, with five charges.
7	The Prowler	Circles round to come at you from the side or from behind.
8	The Shadow	Circles wider and shoots straighter.
9	The Cheat	Lies in wait like the Patient One; in the face-off, pulls out a hidden shotgun.
10	The Chief	Mines, waits or circles depending on the round, and cheats in the face-off.

Below the mode row, the title screen announces the **next rival**. **Choose the rival…** opens the **free duel**: replay any rival you have already beaten, on an arena drawn at random. The four arenas of Nivôse are the **Great Fir Wood** (a dense forest), the **Aubépin refuge**, the **Guet ridge** (bare snow) and the village of **Vieux-Moulin**.

Hero's skills. Beating the rivals of ranks 1 to 4 unlocks four skills, in order. Pick one, or none, in the **Hero's skill** row before each duel:

- **Lynx Eye**: tracks in the snow stay visible almost three times longer;
- **Wolf's Tread**: from behind, the rival hears you from half as far;
- **Cool Head**: your aim shakes half as much in the face-off;
- **Hardy**: outside the zone, the blizzard only hurts you every 8.5 seconds instead of 5.

Teams. The **Teams** row also offers **3 vs 3** and **5 vs 5**. Your teammates are recruits from the campaign, picked with **Choose...** or drawn at random; you lead them like the squad (`O`, `L`). On the other side, the rival leads the rivals of neighboring rank. A round is won when the whole other team is out of action, lost when your hero falls. The blizzard and booby-traps hit everyone; accuracy only counts your own bullets.

The daily duel (Premium Pack): the same arena, the same rival and the same cards for every player that day, with no skill.

7.4 The Raid

An operation of about an hour (Premium Pack), led by your commander and **three recruits**, in three acts. In 3D, `8` switches from one to the next. On the title screen, choose the **scenario** (**Scenario: ... · change...**) and the **constraints**, then **Start the raid**.

The squad. Six recruits are offered, each with their ratings in **Shooting**, **Sabotage** and **Medicine**: pick three (keys `1` to `6`, then `Enter`). They set off healed and armed. A recruit who is killed is only lost for this game.

1. **Preparation.** The banner shows the time left before the enemy arrives, the **intel** (which way he will come) and the **enemy leader's trait**. Scout with binoculars, post your people (`O`), lay charges in their path (`F`). When everything is in place: **Ready** (`Enter`). If the enemy spots you first, the action starts at once.
2. **Action.** The **alarm gauge** decides what happens next. It rises with every shot, more with every explosion, as long as an enemy can see the squad, and by a quarter in one go when an enemy gets away. After a few seconds of quiet, it goes down. When it is full, a **wave of reinforcements** (three men) comes and the gauge drops by half; after the last wave, it stays full.
3. **Retreat.** Once the main objective is done, reach the **extraction point**: the banner shows how far it is. A recruit left behind counts as lost.

The game is lost if the commander falls, or if the main objective becomes impossible.

Nothing is settled in advance. The enemy's route is drawn from three, and the intel is wrong one time in four. The number of enemies, their weapons, the time of day and the weather change from one game to the next, and so does the leader's trait:

- **cautious**: the alarm rises half again as fast;
- **quick**: he arrives early, and so do his reinforcements;
- **cruel**: one more man in each wave, and the alarm never drops.

> ◆ TIP
> Lay your charges on the announced route, but keep a shooter covering another: the intel is wrong one time in four. And let no one get away: a runaway pushes the alarm up by a quarter.

7.5 The scenarios of Nivôse

Three scenarios, opened one after the other: each raid you complete opens the next.

Convoy ambush. *Objective: stop the convoy. Bonus: bring back the officer.* A Concession column is coming down the forest road from Combenoire to Saint-Aube: a command vehicle, three or four vehicles and an escort on skis. It arrives about a minute and a quarter after "Ready"; if it gets through, the objective is lost. The officer climbs out of the command vehicle; wounded, or left alone, he surrenders: `F` **Take the officer**, and he follows you to the extraction point.

Sabotage. *Objective: blow up the relay. Bonus: pull back without loss.* The Guet relay, on its knoll, guides the Concession's columns. It is guarded from the moment you arrive, and a patrol makes its round of the relay or along

one of the slopes. You need a **demolitions expert**: only a recruit with enough sabotage can lay the charge on the relay (F).

Village defence. *Objective: hold the village. Bonus: no villager hurt.* The Concession wants Saint-Aube back. Its men come in waves, from the south (through the woods), the east (across the fields) or the west (through the hollow); the intel tells you where the first comes from, a minute after "Ready". Hold for **ten minutes**, until the Guard's reinforcements arrive: the banner counts down, and victory comes sooner if every wave is driven back. The village falls if the enemy holds its heart for thirty seconds with no defender there. Here, preparation lasts five minutes at most.



Saint-Aube, which the Guard must hold for ten minutes in the Village defence.

7.6 Medals, constraints and saving

Medals. The debrief gives the score, the time of each act, losses, shots and medals:

MEDAL	HOW YOU EARN IT	IT UNLOCKS
Mission	main objective done; without it, the raid has failed	the next scenario
Bonus	secondary objective done	—
No loss	the whole squad came back	Lone wolf
Ghost	the alarm never peaked (not in defence)	Pitch dark
Lightning	done within the time given after "Ready": 15 min for the convoy, 10 for the sabotage, 8 for the defence	Short on ammo

The score adds up the medals and the time saved on the time given, minus each wave of reinforcements.

Constraints are chosen on the title screen, below the scenarios. Each one is unlocked by the first medal of its kind and raises the score:

- **Pitch dark**: set out between 10 pm and 3 am; score +25%;
- **Short on ammo**: half the magazines, one charge at most; score +25%;
- **Lone wolf**: the hero goes alone, with no recruits; score +50%.

Saving. The raid menu (Esc) offers **Ready** during preparation, **Save and quit** and **Abandon the raid**. The game also saves at the start of each act, and when the game goes into the background on iPad and iPhone. **Resume the raid**, on the title screen, picks up at the start of the current act: the squad is where it was, with its wounds, ammunition and objectives; the enemy starts the act over. There is only one save at a time.

CHAPTER 8

THE EDITOR

8.1 Opening the editor

The editor (Premium Pack) prepares a game before you play it: rework an island, write a scenario, choose the recruits. Open it with the **Editor** button on the title screen.

The right-hand panel shows the starting map. **Start from another map** offers Nivôse, a random island (40, 10 or 5 km), a real place (name or coordinates) or a map from **My maps**. Changing map discards unsaved edits.



The editor panel: tools, checks, scenario, skills and "This map".

8.2 The tools

TOOL	WHAT IT DOES
Move, adjust	Drag a hamlet, installation, mountain hut, airstrip, added building or patrol waypoint. Tap it without moving it to open its settings. The terrain is leveled around the new spot when the game starts.
Add a hamlet	Tap the map to found a hamlet: it gets its houses, its guard post and the equipment you give it.
Add a building	Pick a type, then tap the map. The door direction turns in 15° steps, or at random. The powder magazine, warehouse, workshop and plant belong to the Concession.
Post a patrol	Tap the first waypoint of the round, then the next ones (eight at most); tap the last or the first again to close the round. A single point makes a fixed post. Set the number of soldiers, the dog, and the schedule (always, by day, by night).
Commander's start	Tap where the commander begins the game.

TOOL	WHAT IT DOES
Remove or restore	Tap a hamlet, building, addition, patrol or the start. Tap it again to restore it.
Test here in 3D	Tap the map: the commander drops into 3D there, on the map as you have edited it. Esc, then "Back to the editor".
+ Add a monument	On a city map: tap a building to turn it into a monument, or an empty spot for a statue, a lighthouse or a tower.

The selected place shows its **settings**: name, equipment (snowmobiles and pickups in the garage, hang gliders), door direction, a patrol's soldiers and round. A removed hamlet sends its people to the nearest hamlet; for a mountain hut, the name and the number of ski planes (0 to 2) can change.

> ◆ TIP
> Try things out often with **Test here in 3D**: a moved hamlet, a patrol that is too dense or an exposed start are easier to judge on the spot than on the map.

8.3 The scenario

The **Scenario** panel says what the map imposes on the game. Left empty, a setting follows the title screen and the difficulty.



A patrol and its dog cross the ridge: in the editor, you post patrols with several waypoints.

Title and briefing
The briefing is shown at the start of the game; each line break starts a paragraph.

Difficulty, aircraft, fog of war
Imposed, or left to the player.

Start time, weather for the first six hours
Clear, overcast, snow, storm, fog, or natural weather.

Columns
Columns at the start, vehicles per column (1, 2, 3, 4, 6 or 8), reinforcements, columns at once, the columns' first targets (in order).

Hamlets occupied at the start
They start with a garrison; their people are prisoners.

Objective and time limit
Standard, hold rigs until a given day, destroy installations, free hamlets, keep the commander free (see Victory and defeat).

Recruits
Tap a recruit to change their state: **to recruit** → **in the Guard** (starting recruit) → **absent**. All 42 recruits are offered; on a reworked Nivôse, the ten new recruits are absent by default.

8.4 Editing skills

In the editor, each of a recruit's eight skills (see 5.6) can gain or lose two points at most; a point added is taken from another skill of the same recruit, and vice versa. **Original values** undoes a recruit's edits.

8.5 Checking, saving, starting

Checks flags whatever would prevent play (hamlets, rigs, airstrips, start, objective); **show** points to the spot on the map. ↶ **Undo** and ↷ **Redo** step through every edit (Ctrl + Z, Ctrl + Shift + Z; Cmd on Mac).

In **This map**, give a name and an author, then **Save to My maps** or **Export (file)**. **Start the game** plays the map; **Clear all** starts from scratch; **Quit** returns to the title screen.

City maps. The **To place** panel lists the hamlets, huts and installations to place before playing; **Place what's missing at random** places them for you. The **Monuments** panel shows, removes or adds monuments and sets their type and height.

CHAPTER 9

CONTROLS

9.1 Before you start

Keys are given for a **QWERTY keyboard**. The game follows the position of the movement keys: on an AZERTY keyboard, you move forward with Z, go left with Q, lean left with A, and the distress flare is on W. The other letters (F, R, J…) are the same on both keyboards. The in-game manual (**How to play**) shows the keys of your own keyboard.

A **controller** works in the 3D view; its buttons are also listed on the pause screen. The map can be used by touch as well as with the mouse.

9.2 On the command map

Click	Select a recruit, a place, a destination; open a card.
Enter	Go to the chosen destination.
Esc	Cancel the route, close a window.
N	Next recruit.
3	Switch to 3D view with the selected recruit.
+ − ◎	Zoom in, zoom out, recenter the map (buttons at bottom right); the mouse wheel zooms too.

9.3 Moving in 3D

On skis, the slope carries you. W pushes on the poles; S snowplows (at speed, S turns the skis sideways: a skid to a stop); A and D turn; Shift tucks for speed; Space jumps. Across a slope you slide downhill; a good skier holds their edges. Your weapon goes on your back as you speed along and comes back as soon as you aim.

On foot (I takes your skis off or puts them back on, a few seconds, standing still): W S to walk forward and back, A D to sidestep, Shift to run. It is slow in powder, but you can climb slopes too steep for skis and slip between houses.

Positions: C goes down one step (standing, crouching, prone), Space gets you up. Prone, you can't move, but your weapon is rested: your aim barely sways and you are harder to see.

Skis: P puts climbing skins on or off; U fixes a binding with wire.

Looking follows the mouse; the arrow keys turn your head too. Holding Q or E leans left or right to look and shoot from behind a tree, a rock or a corner. T toggles fast time (×4).

> ◆ TIP
> For a long shot with the scoped rifle, go prone (C twice): your aim barely sways. Behind the corner of a wall, lean (Q or E) to show only your head and weapon.

9.4 Fighting in 3D

Left click	Fire (with binoculars: mark the target).
Right click	Aim; with the knife, throw it.
1 … 6	Choose a weapon; 7: the bazooka.
Wheel	Change weapon; with binoculars, zoom.
R	Reload.
B	Fire mode (single shot, burst).
V	Knife strike.
G	Aim a grenade: the game freezes and the ring follows the mouse; Left click throws it, Right click or Esc keeps it. On a snowmobile, G fires a rocket.
Z	Distress flare, when the recruit can no longer move (also F): islanders come to fetch them and the 3D view closes.



With the scoped rifle, from the belfry: right click to aim, left click to fire.

9.5 Acting, observing, surviving

F	Interact: open a door, talk to an islander, open the hamlet menu, get in or out of a vehicle, carry a downed comrade, plant a charge, cut a telegraph line, steal an aircraft.
F F	On a snowmobile, in a pickup or in the cable car cabin: get out (twice within two seconds); while moving, jump.
J	Binoculars. N or right click: night vision, then thermal. Wheel, + and −: zoom.

X	Eat a ration.
K	Dig a snow shelter (standing still, on an open slope).
H	Light a campfire; next to the flames, smother it with snow.
O	Squad order: follow me, hold position, flank the enemy.
L	Fire discipline: fire at will or hold fire (at the controls of a plane: automatic landing).
Y	First-person view ↔ isometric view (Premium Pack).
M or Tab	Back to the map (not in flight or in a cabin).
Esc	Pause.

9.6 The isometric view (Premium Pack)

Click the ground	Move there (short click).
Hold Left click	Move toward the pointer; let go, and on foot you stop, on skis and in vehicles you coast on.
Right click	Brake; when stopped, in a vehicle, reverse: the rear goes toward the pointer.
W A S D	Go toward the top, left, bottom or right of the screen; Shift runs, Space when stopped reverses the vehicle.
Click an enemy	Fire; the recruit aims from the shoulder.
Arrows · Wheel	Turn the camera by quarter turns, zoom.
B	Camera behind the commander, or free camera.
G	Aimed grenade: the game freezes, the ring starts under the pointer and follows it; left click to throw.
V	Aim at the enemy under the cursor, close by.

The **Movement in outside view** setting, on the title screen and in the menu, offers **Toward the screen** (default) or **Like the vehicle**, the old controls, for the mouse, the keyboard and the controller. Behind the commander, the camera does not turn while the left click moves you. The hang glider, the parachute and the aircraft keep their own controls (see 9.7).

9.7 Vehicles

Snowmobile. W accelerates, S brakes, A and D turn. The mouse turns your head while the vehicle keeps its course; your head returns to center when you let go of the mouse. On a snowmobile, only the pistol, submachine gun and pump-action shotgun can be used. F twice to get off; while moving, you jump: unhurt up to 35 km/h, wounded above, and the snowmobile rolls on before it stops.

Towing. Behind a comrade's snowmobile, press F next to them to be towed; W faster, S slower, A/D to show the direction, F to let go of the rope.

Car (city maps). F by the door to get in; W accelerates, S brakes and reverses, A/D steer; F when stopped to get out. Y gives the rear view (Premium Pack).

Pickup truck. W accelerates, S brakes then reverses, A / D steer; Space pulls the handbrake: a sharp stop, the rear slides out. When stopped, E gets those following you within 15 m into the back, then gets them out again. F twice to get out; while moving, you jump (unhurt up to 35 km/h, wounded above) and the pickup rolls on alone before it stops.

Hang glider. W dives, S pulls up, A / D bank; the mouse turns your head. Drill rigs create thermals.

> ◆ TIP
> On a hang glider, fly over the drill rigs to gain height: their updrafts stretch the flight.

Aircraft, cockpit view. W / S set the throttle; A / D or ← → bank; ↑ pulls up, ↓ dives; Space brakes on the ground; the mouse turns your head. Below 100 km/h the aircraft stalls: land along the strip, wings level, without diving.

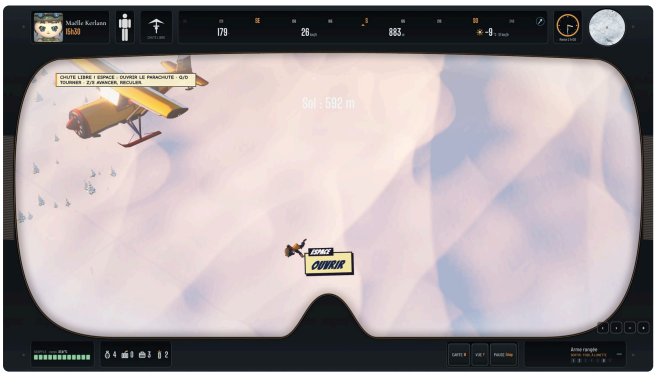
Aircraft, exterior view (Y). W / S climb and dive, A / D bank, holding the left or right mouse button (or Shift / Ctrl) opens or closes the throttle, Space brakes; holding ← → turns the camera, ↑ ↓ zoom; dragging the mouse with a button held also turns the camera. Off the strip, on the ground, the aircraft taxis slowly through the snow.

Ski plane. The same controls; off the strip, it slides over the snow, takes off from snow flat enough and lands on it.

Autopilot. Within 3 km of an airstrip, L starts the automatic landing; L again disengages it. It gives up if terrain blocks the approach, the strip has been overshot or fuel runs out: then take back the controls.

Parachute. In flight, press F, then F again within two seconds: you bail out and the plane flies on without a pilot. In free fall, Space opens the canopy ("Open!" appears as the ground gets close); A / D turn, W / S move forward or back. Under the canopy, A / D turn, W speeds up, S brakes: just before the ground, brake for a soft landing. Landed on a roof, F lets you rappel down. The sea and thin ice are unforgiving.

Wind. By parachute, hang glider and plane, an arrow at the end of the heading strip shows where the wind is pushing you; it turns red when the weather forbids free flight.



Free fall after bailing out: the height is shown, Space opens the parachute.

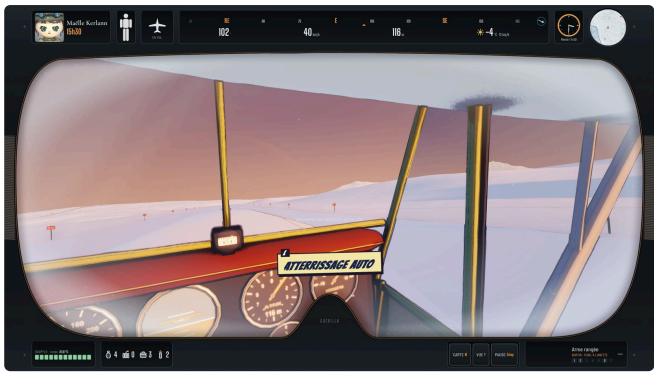


Near an airstrip: L starts the automatic landing.

Cable car and belfry. F to board the cabin; the mouse turns your head; F twice, while moving, to jump. In the belfry, walk to the openings; C crouches behind the parapet.



Hang gliding down from the mountain hut.



In the cockpit of the Courlis, just after take-off.

9.8 With a controller

Left stick · right stick	Move · look.
A	Jump, stand up.
B	Moving: speed tuck; standing still: go down one position.
X	Interact.
Y · D-pad ← →	Next weapon · previous, next weapon.
D-pad ↑ · D-pad ↓	Fire mode · knife strike (with binoculars: zoom).
Left · right trigger	Aim · fire.
Left · right bumper	Grenade (held: the game freezes and the right stick places the ring; released: throw; B: keep it) · binoculars.
Left · right stick click	Fast time · campfire.
View (Select) · Menu (Start)	Map · pause.

In isometric view (Premium Pack), the left stick pushes toward the direction on screen, on foot, on skis and in vehicles: a vehicle sent backwards turns around; holding **B** when stopped, it reverses. The **Movement in outside view** setting, on the title screen and in the menu, brings back the old controls with **Like the vehicle**: up moves forward, left and right turn.

9.9 In the editor

Ctrl + Z	Undo the last edit (Cmd on Mac).
Ctrl + Shift + Z or Ctrl + Y	Redo.
Enter	Close a patrol's round.
Delete Backspace	Remove the selected item.
Esc	Abandon the round in progress, or deselect.

9.10 In the Duel and the Raid

1 2 3	Duel: pick one weapon and one item from the cards.
1 … 6	Raid: pick the three recruits of the squad.
Enter	Duel: go. Raid: move out with the squad, then “Ready” at the end of preparation.
F	Lay a booby-trap (Duel) or a charge (Raid); lay the charge on the relay; take the officer.
8	Raid: switch to the next recruit.
0	Orders to the squad (and to your teammates in a team duel).
Esc	Duel menu (forfeit); raid menu (ready, save and quit, abandon).

CHAPTER 10

CONTROLS AT A GLANCE

QWERTY keyboard. On AZERTY: Z Q S D to move, A and E to lean, W for the flare; the other letters are the same.

COMMAND MAP

Click	select, open a card
Enter	go
Esc	cancel, close
N	next recruit
3	3D view

MOVING

W S	push · snowplow (on foot: forward · back)
A D	turn (on foot: sidestep)
Shift	speed tuck · run
Space	jump · stand up
C	crouch, prone
I	skis off, skis on
P · U	climbing skins · binding
T	fast time ×4

LOOKING

Mouse · ← → ↑ ↓	look
Hold Q · E	lean left · right
J	binoculars
N · right click	night, thermal vision (binoculars)
Wheel · + −	binocular zoom
Y	3D view ↔ isometric view (Premium)

FIGHTING

Left click	fire
Right click	aim · throw the knife
1 … 6 · 7	weapons · bazooka
Wheel	next weapon
R	reload
B	fire mode
V	knife strike
G	aim, throw a grenade
Z	distress flare (pinned down)

ACTING AND SURVIVING

F	interact (door, islander, menu, vehicle, comrade, charge, telegraph)
X	eat
K	snow shelter
H	campfire (light, smother)
O	squad order
L	fire discipline (in a plane: automatic landing)
M · Tab	back to the map
Esc	pause

ISOMETRIC VIEW (PREMIUM)

Click ground · enemy	move · fire
Arrows · wheel	camera, zoom
B	behind the commander
Hold left click · right click	move toward the pointer · brake, reverse when stopped
G · V	grenade · aim at enemy under cursor
W A S D	take back control

VEHICLES

Snowmobile	W S speed · A D turn
Pickup	W S speed · A D steer · Space handbrake · E squad into the back
Getting out	F F (while moving: jump; also from the cable car)
Car	W accelerate · S brake, reverse · F get out
Hang glider	W dive · S pull up · A D bank
Aircraft (cockpit)	W S throttle · A D or ← → bank · ↑ pull up · ↓ dive · Space brakes
Aircraft (exterior)	W S climb, dive · A D bank · left, right click or Shift Ctrl throttle · arrows camera
Autopilot	L within 3 km of an airstrip; L again to disengage
Parachute	F F bail out · Space open · A D turn · W speed up · S brake · F rappel from a roof

CONTROLLER

Sticks	move · look
A · B · X · Y	jump · speed, position · interact · next weapon
D-pad	← → weapons · ↑ fire mode · ↓ knife
Triggers · bumpers	aim, fire · grenade (hold to aim), binoculars
Stick clicks	fast time · campfire
View · Menu	map · pause

EDITOR

Ctrl + Z	undo
Ctrl + Shift + Z · Ctrl + Y	redo
Delete	remove the selected item
Enter · Esc	close · abandon a round

DUEL AND RAID

1 2 3 · Enter	duel cards · go
1 … 6 · Enter	squad · move out, ready
F	lay a charge · take the officer
8	next recruit (raid)
Esc	mode menu

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CREDITS

Guérilla — Vetrarhríð, Studio Thelba. A loose remake of *Midwinter* (Mike Singleton, 1989); original island, characters and story.

Weapon and arm modelling: Baptiste Barbe, 3D artist. Characters, animals and dogs: Quaternius (CC0). Cars and pickup: "Low Poly Vehicles" pack by Awbmecreations (Unity Asset Store). Textures: Poly Haven and ambientCG (CC0). Real-world maps: © OpenStreetMap contributors (ODbL), Terrain Tiles elevation. Made with Unity and Blender.

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