



FIELD GUIDE

AFRICA EXPANSION OPERATIONS AND
STANDALONE MISSIONS

**SENSITIVE, COMPARTMENTED
INFORMATION
DIVISION ZERO
EREBUS CLEARANCE
REQUIRED**



OPERATION BRIEFING

On 11 APR, a mass grave was discovered by a forward patrol of the British 78th Infantry Division west of Mareth in Tunisia, near the Algerian border. The bodies were all dressed in German uniforms and were described as being grotesquely contorted and shriveled. A Division Zero Early Detection Team was dispatched to examine the bodies.

The EDT reported that each corpse contained less than a pint of blood and had multiple growths attached to the abdomen and chest. Upon dissection, each growth was found to contain little more than fibrous filaments and human blood.

Aerial reconnaissance has detected a single large building covered with camouflage netting to the west of the mass grave. The Early Detection Team attempted to investigate the building on 14 APR. No contact with the EDT has been received since that date.

Fireteam Zero is to deploy immediately and infiltrate the building, locate the EDT, and determine if the source of the phenomena is Artifact related.

OPERATION: STICKS AND BONES

ACT I: SOWING SEEDS

Mission Briefing - Abe's Log: I've met a few of these EDT folks since joining Division Zero, and every one of them has been tack sharp and tough as an old leather belt. Hard to imagine that we lost a whole team, especially since EDT rule number one is to bug out at the first sign of trouble. We'll get 'em out if they're still alive. Heaven help anything that gets in our way.

Mission Goal: Find the missing EDT members and investigate the possibility of Artifact activity.



Spawn Pool:

Thornspawn
• Scavengers – 2 per hero

Reserve Pool:

None

Required Hero

Roles:

None

Twist Deck:

Thornspawn

Setup:

During setup, each player receives 1 focus card for this mission.

Mission Objectives:

- Find the EDT
- Verify Artifact Activity

Recon Deck:

- Agent Cavil Discovery
- Agent Vassily Discovery
- The Garden and the Corpse Discovery
- 9 Random Event Cards

After Action Report - Abe's Log: I'm guessing a swarm of plant-things designed to cut people into chunks and carry off the pieces qualifies as Artifact activity. At least we found the EDT members. Too bad about Cavil, but at least we got Vassily out alive. Tough son of a bitch, I'll give him that.

We spent too much time in the garden examining the corpse with the vine growing out of its stomach and still came up with nothing. The vine stretched from the body to the churned up plot of dirt, but we have no idea what it was for. The end was frayed, like it had been ripped out of something. Whatever it was fled the room trailing clumps of dirt and leaving what looked almost like footprints. Shad says that if it's human-shaped as the tracks indicate, the stride length makes it over ten feet tall. Terrific.

We found more dirt next to a Type 82 Kübelwagen door that had been ripped off its hinges. Looks like whatever it is can drive. We're leaving Vassily behind with a radio so he can call for pickup while we follow in the only remaining vehicle. According to the aerial shots we have, the road it's on leads to a shelled-out town about ten kilometers due west.



"Imagine a creature designed for a single purpose: to snip corpses into chunks and carry off the pieces. Now imagine that this hypothetical creature can't tell the difference between you and a corpse. Now imagine yourself surrounded by a thousand of them. Congrats, soldier. You've just figured out what half a Scavenger swarm is like."

ACT 2: FERTILE GROUND

Mission Briefing - Abe's Log: *This town's been through hell. Not much left besides a lot of disabled tanks and a nice collection of artillery craters. If they were fighting over this place, then I'd say both sides lost.*

We showed up just in time to see several creatures attack a group of survivors crowded into an ancient flatbed truck. As if having their homes blown off the map by armor and artillery fire wasn't enough, now these people have to deal with an invasion of monsters.

Nothing we can do about the town, but we can sure as hell take care of the monster problem. There's a bomb shelter not far from here. We'll see that they get there safe and sound, even if we have to kill every wooden bastard



Mission Goal: Defend the convoy and investigate the town.

Setup:

- Place an **intel token** in the indicated location to represent the truck full of survivors.
- Spawn 2 **Scavengers** and 1 **Wooden Man** in the indicated location before spawning the remaining monsters per the normal rules.



Spawn Pool:

Thornspawn

- Scavengers – 1 per hero
- Wooden Men – 1 per hero

Reserve Pool:

None

Required Hero Roles:

None

Twist Deck:

Thornspawn

Setup:

Each player receives 1 **upgrade** and 2 **focus cards** for this mission

Mission Objectives:

- Defend the Survivors
- Hunt the Creature
- Discover the Creature's Plan

Recon Deck:

- Rooftop Sighting
Discovery
- Alley Sighting
Discovery
- The White Tree
Discovery
- 9 Random Event Cards

After Action Report - Abe's Log: We searched for the creature until sundown, but no luck. Exhausted, we found a spot sheltered from the ceaseless wind to rest and drain the last few gritty drops of warm water from our canteens. Henry filled us in on what he knew.

The White Tree was heavy duty mojo, used as part of an ascension ritual. Apparently it wasn't enough to be the avatar of an impossibly powerful Artifact. This thing wants to be a god.

We only got to hear part of how the ritual worked. Before he could finish telling us, a pillar of white-hot fire a mile high roared into the sky. There was a grinding sound like the world itself was breaking apart and trees, thousands of them, burst out of the ground around us. In seconds the entire city had been reduced to scattered gravel, lost deep in a primeval forest whose canopy blotted out the stars.



"We kept finding these husks, like mummified corpses. All the blood sucked right out of them. Turns out that's how these creatures are born. No thorn is all it takes to drain away your life and sprout a Wooden Man in your place. Go heavy against these, not much seems to slow them down."

ACT 3: REAPING

Mission Briefing - Abe's Log: *The forest we found ourselves in was eerily silent, except for the rustling of leaves and the distant roar of the White Tree's pyre. The feeling of being watched from the trees was oppressive and constant.*

Henry broke into a run towards the White Tree. As we followed, a voice echoed in our heads. "I am Prime, chosen of the Elder Thorn. Submit and be spared."

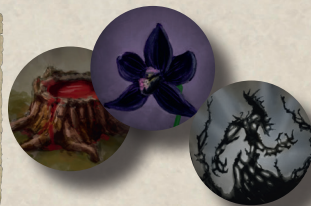
Henry called back over his shoulder that we still had time to destroy the tree before it was too late. That's when the monsters started dropping out of the trees in front of us.

Maybe they thought we would stop. We never even slowed down.

Mission Goal: Stop the ritual and defeat Prime.

Setup :

- When you locate one of these discovery cards, place the corresponding token in its location to indicate where it was discovered.
- Spawn 2 **Scavengers** and 1 **Wooden Man** in the indicated location before spawning the remaining monsters per the normal rules.



Spawn Pool:

- Thornspawn
- Scavengers – 1 per hero
- Wooden Men – 1 per hero

Reserve Pool:

- Thornspawn
- Prime

Required Hero Roles:

None

Twist Deck:

Thornspawn

Setup:

During setup, each player receives 2 **upgrades** and 3 for this mission.

Mission Objectives:

- Break the Ritual
- Defeat Prime

Recon Deck:

- Sigil of Black Flowers Discovery
- Bloody Stump Discovery
- The Bramble King Discovery
- 9 Random Event Cards

After Action Report - Abe's Log: *Prime's final scream tore through our minds as his body simply unraveled and fell apart. The only thing left besides rotting vines was a single thorn, three inches long and shiny black like a wasp. Henry picked it up gingerly as if he were handling a live rattlesnake and secured it in his pack.*

It took us almost a full day to hike out of the lush forest that Prime's ritual had created. When we finally stepped out into the blinding desert sunlight, I felt a great weight lift from my shoulders. The world was still here. Even with the war raging across the globe and filled with the evil of men and things that weren't men, it was beautiful.



"Intel says this thing may actually be unkillable. Time to find out."

MISSION BRIEFING

On 05 MAY scouts from the British X Corps seeking to rejoin the main body of the 18th Army Group discovered several German vehicles stationed outside of a desert cave entrance near the occupied city of Sfax. Only two guards were stationed with the vehicles, likely due to the hidden nature of the location at the bottom of a deep ravine.

The guards were captured and interrogated at the location, but refused to disclose their purpose. Shortly after the interrogation, a heavily armed German soldier exited the cave mouth screaming incoherently and covered in his own blood. He died shortly afterwards. Examination of the body revealed numerous claw and tooth fragments lodged in the larger bones and spine. The scouts chose not to enter the cave.

Due to the varied nature of the soldier's wounds, Division Zero analysts believe that multiple Artifact fragments are present and active in the cave system. Fireteam Zero is to deploy immediately to neutralize or destroy the fragments before the aggressor population in the cave grows too large to be contained underground.

STANDALONE MISSION: BETWEEN THE BONES OF THE EARTH

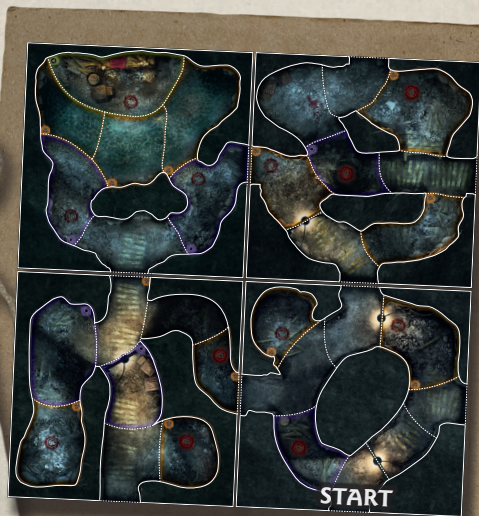
Mission Briefing - Abe's Log: Imagine our delight when Division Zero decided to share this little bombshell with us. Not only are full-fledged Artifacts burrowing up from the heart of the world, but fragments and pieces of damaged ones are appearing as well. Apparently they aren't powerful enough to claim an Avatar, but they're plenty potent enough to create havoc like the big boys.

We got the usual lecture about untold dangers to mankind before being sent down in the hole to put some foot to ass, but I could tell the white coats were nervous. Not a good sign.

The natural look of the cave entrance lasted all of fifty feet. This is a place of worship. Of what, I have no idea, but looking at the carvings, I'm hoping it and the people who built this place are long gone. Henry's delighted, of course. He's taking notes like crazy and mumbling to himself. I like the guy, but I don't think I'll ever understand him.

There's movement down here, and pale golden light. Time to do what we do best.

Mission Goal: Secure the temple.



Spawn Pool:

Thornspawn and Children of Typhon

- Corrupted Animals – 1 per hero
- Scavengers – 1 per hero

Reserve Pool:

- -> See next page

Required Hero Roles:

None

Twist Deck:

Shuffle Children of Typhon and Thornspawn Twist decks together, removing any cards with duplicate names.

Setup:

During setup, each player receives 2 upgrades and 3 focus cards for this mission.

When you locate the Throne of Kuthal-Har Discovery card, place the token in its location to indicate where it was discovered.

Mission Objectives:

- Collect the Body of Kuthal-Har
- Destroy the Risen Incarnation

Recon Deck:

- Eye of Judgment Discovery
- Voice of the Law Discovery
- Hand of the Righteous Discovery
- Throne of Kuthal-Har Discovery
- 8 Random Event Cards

Reserve Pool

The Fetch

Harvester x 1 - Represents Kuthal-Har

This monster is spawned with one Power token if playing with 2 heroes and two Power tokens if playing with 3 or 4 heroes. Do not respawn this monster after defeating it. All Minion and Elite spawning continues normally and does not stop when this monster is on the board.



After Action Report - Abe's Log: Kuthal-Har's statue burst into pieces that burned like phosphorus, hot and brilliant. In seconds, each was reduced to a hollow shell of ash, perfectly preserved until the slightest touch, at which point they collapsed into dirty grey powder. Henry carefully collected the powder before we left. Better safe than sorry.

Even without Kuthal-Har's presence looming over it, this place was a nightmare. Runes, sigils, and arcane diagrams crawled across every surface and every time I spent too long looking at one, I could feel my lips start moving. This was exactly the kind of problem that high explosives were invented to solve. It was with no small amount of satisfaction that we rigged the place to blow before we left.

Outside, we gathered behind a dusty German cargo truck. Don hit the detonator with a smile and the entire pit full of madness collapsed in on itself. A great cloud of pulverized stone wafted out of the entrance to the fanfare of splintering rock.



"We commandeered the cargo truck and drove out of the ravine. I had no idea what use that German squad had in mind for those fragments. All I knew was that they had come here seeking power where there was only death and madness. I also knew that it wouldn't be the last time. I just hoped that we would be around to stop them the next time."

MISSION BRIEFING

On 31 JUN forward base HERMES, located ten kilometers south of Gafsa, was declared lost due to 'unknown hostile action'. HERMES was a supply staging depot created from an abandoned civilian shipping office. Initial reports indicate a 90% casualty rate of on-base personnel, but no survivors have been reported at any nearby Allied bases. One radio transmission was recorded from the base 2 hours before local command declared it lost. Transcript follows:

"...screaming...screaming...all dead. Repeat... do not approach...eating...all dead... repeat..."

EDT scouts have made visual reconnaissance only at 2000 yards, closest approach. The exterior of the building appears to be bloodstained, particularly underneath windows and under doors. One partial body can be seen outside of the building underneath a broken window. Based on the uniform, it appears to be the top half of a US soldier.

Fireteam Zero is to infiltrate the building and neutralize the threat immediately.

STANDALONE MISSION: LOST AND FOUND

Mission Briefing - Abe's Log: Word is that it's one of ours. Sergeant Daniel Quinn logged several items picked up while on patrol the day before the incident, one of which was a metal attaché case taken from the body a German officer. No firefight, just dead on the side of the road next to another German soldier. They were both in their vehicle and it was still running. Report says that they died of point blank gunshot wounds. From each other. Quinn turned the case in, claiming that it had been empty when he got it, but there were three padded indentations inside. The bright boys at Division Zero figured he snagged whatever the Germans were transporting for himself. Might not have been his choice if the pieces were Artifact fragments, which seems pretty damn likely now that the whole base is leaking blood and body parts.

We'll go in, because it's what we do. I just hope that whatever the fragments did to those Germans and Sergeant Quinn doesn't happen to us.

Mission Goal: Recover the fragments and locate Quinn.



Spawn Pool:

Infested and The Fetch

- Bone Fetch - 1 per hero
- Consumed Baitbag - 1 per hero

Reserve Pool:

- -> See next page

Required Hero Roles:

None

Twist Deck:

Shuffle the Fetch and Infested Twist decks together, removing any cards with duplicate names.

Setup:

During setup, each player receives 2 **upgrades** and 3 **focus cards** for this mission

When you locate the Wooden Bowl discovery card, place the token in its location to indicate where it was discovered.



Mission Objectives:

- Neutralize the Fragments
- Locate Sergeant Quinn

Recon Deck:

- Antler Knife Discovery
- Flint Arrowhead Discovery
- Wooden Bowl Discovery
- Sergeant Quinn Discovery
- 8 Random Event Cards

Reserve Pool

Infested

Mother of Worms x 1 - Represents Sergeant Quinn

This monster is spawned with one Power token if playing with 2 heroes and two Power tokens if playing with 3 or 4 heroes. Do not respawn this monster after defeating it. All Minion and Elite spawning continues normally and does not stop when this monster is on the board.

After Action Report - Abe's Log: *All I can think about is how Quinn could have been any one of us. We managed to turn the fragment's power against them, but how easy would it have been to use it? To reach for power enough to turn the tide of the war.*

I never forget how thin the line is between victory and sprouting gibberish and tentacles every time we face one of these things. What if we had found these things in the case, without a building full of bodies to warn us?



"I'd like to think that none of us could be turned so easily down that path, but it just ain't so. We're only human. But today, we won. Today, human was more than enough."

OPERATION BRIEFING

On 8 JUL, contact with Fireteam Zero was lost. The team was travelling to a secure briefing location near Kasserine in Tunisia. The briefing team reports no sighting of the team and EDT scouts have covered the planned travel route and located jeep that team leader Abe Griffin requisitioned for the trip.

The jeep was on the road near a wilderness area and clear tracks were discovered leading away from the vehicle towards the tree line. The EDT scouts reported guttural noises and disturbing shrieks emanating from the forest, as well as a distinct sense of unease. They entered the forest at 1300 hours. Contact with the EDT scouts has also been lost.

All local Division Zero resources are to report to the area and stand by for further orders. If neither Fireteam Zero nor the EDT scouts exit the forest by nightfall, saturation bombing will begin in an attempt at containment.

STANDALONE MISSION: CLOCKWORK

Mission Briefing - Abe's Log: That's the last time I let Patty drive the jeep. We were about an hour from the briefing location on a long stretch of road through the middle of nowhere when he slammed on the brakes and nearly turned us over. If he hadn't already been white as a sheet I'd have slugged him one.

I can't see anything but trees, but Patty insists that the area is crawling with things that shouldn't be here. Or shouldn't be at all.

The briefing can wait. We're going to check it out.

Mission Goal: Destroy the forces growing the forest.



Spawn Pool:

Children of Typhon and Infested

- Corrupted Animals - 1 per hero
- Corrupted Human - 1 for 2 heroes, 2 for 3-4 heroes
- Consumed Baitbag - 1 for 2 heroes, 2 for 3-4 heroes

Reserve Pool:

Children of Typhon

- Cupbearer (Represents the Celestial Sculptor, spawn with 2 Power tokens. The Celestial Sculptor is not considered a Boss and spawning does not stop when activated.)

Setup:

-> See next page

Required Hero Roles:

None

Twist Deck:

Shuffle Children of Typhon and Infested Twist decks together, removing any cards with duplicate names.

Mission Objectives:

- Search the Forest
- Stop the Clock

Recon Deck:

- Cherubic Conductor Discovery
- Seraphic Painter Discovery
- Celestial Sculptor Discovery
- 9 Random Event Cards

Setup

During setup, each player receives 2 **upgrades** and 3 **focus cards** for this mission.

- When you locate the Celestial Sculptor discovery card, place the token in its location to indicate where it was discovered.



After Action Report - Abe's Log *We had to carry them. They might have looked like gears and painted tin, but the damned things were alive. You'd feel them twitch and when you looked down, they were looking right at you. I can't describe the compulsion that grew when touching them, but I may never feel clean again.*

I can't remember ever making the decision to resurrect the Celestial Sculptor. I suspect that the smaller clockworks had a hand in that, leading us around the forest until we brought them where they wanted to go. I guess they figured the Sculptor would rise up and destroy us. Anyone else and it might have worked. Sure felt good, watching that thing collapse into a burning heap of tin and rust.

When we left the forest, I was surprised to see Division Zero operatives lined up on the road by the jeep. They cheered when we came out and somebody started shouting into a radio. A flight of bombers roared over us and tipped their wings in salute. It dawned on me then how close we had come to dying without ever knowing it, and exactly how far Division Zero would go if we failed.



"It wouldn't have worked, but at least they would have tried. It was the right call. We clapped backs and shook hands and headed back to base at the head of a convoy of Division Zero vehicles. The only thing I remember about the rest of the evening is that we didn't pay for a single drink."

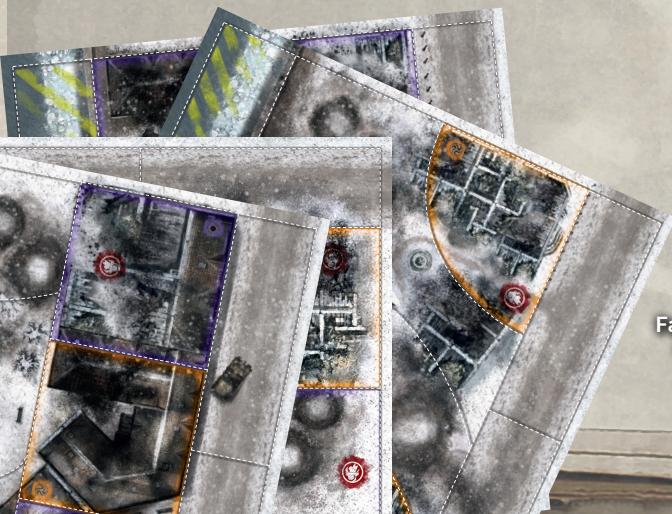
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[FIRETEAM] [Z E R O]

THE AFRICA CYCLE

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