



## FIELD GUIDE

EUROPE EXPANSION OPERATIONS AND  
STANDALONE MISSIONS

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





## OPERATION BRIEFING

After Action Reports dated 18 MAR to 22 MAR from ET USA intelligence were forwarded to Division Zero due to suspicious content. The reports detail the reconnaissance of the aftermath of a battle between German and Soviet forces in the forests west of Kharkov.

As expected, hundreds of corpses were scattered across the area, preserved by the bitter cold. What the reconnaissance team didn't expect was that many of them were covered with black, bulbous growths, possibly some form of mold or fungus.

Photographs of the growths were examined by Division Zero analysts without successful identification. However, in images where the same objects were visible at different times, the distribution of the material was clearly different. It is either growing unnaturally fast or moving under its own power. Or both.

The reports also describe the return of the reconnaissance team to their base of operations.

Two of the team members began scratching obsessively inside their clothing before becoming violent during the debriefing. The men were killed in self-defense. When the bodies were examined, growths of the material were found to cover their torsos. The corpses were immediately incinerated.

Fireteam Zero is to deploy to the battlefield, locate the source of the phenomenon, and eliminate any threat before it can spread.

# OPERATION : BLACKTOOTH

## ACT I: BLOOM

**Abe's Log:** The devastation left in the wake of the SS Panzer Corps is staggering. Thousands of Soviet troops made a stand here in an attempt to halt the advance of the armored column and failed. Their dead deserve to be honored, not used as fodder to birth some new horror. The team is silent as we look out across this field of the desecrated dead, but the expressions on their faces say it all.

Someone or something is going to pay.

**Mission Goal:** Investigate the fungus that is taking over the forest.



### Spawn Pool:

Bloodless

- Spore Children – 2 per hero

### Reserve Pool:

Bloodless

- Saprophyte Soldier x 2

### Required Hero

Roles:

None

### Twist Deck:

Bloodless

### Setup:

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

Each hero starts with one fungal token.

### Mission Objectives:

- Investigate the Fungus
- Track the Source

### Recon Deck:

- Convulsing Pile Discovery
- Tank Wreckage Discovery
- Fungal Spire Discovery
- 9 Random Event Cards

**After Action Report - Abe's Log:** We can't destroy the fungus. It won't burn and blowing it up just makes chunks that start growing where they land. We're going to have to stop it at the source. Luckily, Henry was able to point us in the right direction. He says it's like radio triangulation, but I don't recall ever having to bleed on a radio to make it work.

The fungus seems to have spread from a town about ten miles east of us, right where the SS Panzer corps tracks are headed. The column of smoke in the distance tells me they've already passed through.

There won't be much left of the place, just blown out buildings and a hell of a lot of corpses. Perfect conditions for something that feeds on the dead. Only a bunch of idiots would march into something like that on purpose.

We leave in ten minutes.



"We've cut them apart and they're just fungus. There's no way they should be able to move, but they do. They shouldn't be able to think, but they're cunning and relentless. And when they get together in a group, lethal. Watch out for the spines buried inside their bodies and don't let the spores that they exhale get on you. Hell, just avoid these things altogether."



## ACT 2: CASTLES OF ROT

**Mission Briefing - Abe's Log:** *A cold and miserable march brought us to the bombed out carcass of the city. Snow and spores blow across the empty streets in equal measure, making drifts against the dead hulks of tanks and jeeps. Mold and fungus cover everything, turning the buildings into melting castles with wet spires reaching towards the sky. It's still a city, just not a human one.*

*The armored column that passed through here left plenty of corpses for the fungus to colonize, allowing it to create its own grotesque infantry from the carnage. The town is as heavily occupied now as it was before the Germans swept through it.*

*Massive fungal towers loom over the city, growing up from the tallest buildings still standing. A human head sits atop each spire, embedded in the fungus. The spire uses its eyes to track targets on the ground and fires needle-sharp spines to kill them, creating corpses that can be harvested by the creatures below. Neutralizing the spires should be easy enough; we just need someone who can hit a head-sized target a thousand yards away in high winds. No problem.*

*If this started here, we'll shut it down. I can't wait for these corpse-riding bastards to try and stop us.*

**Mission Goal:** Infiltrate the city. Find the source of the fungus. Stay alive.



### Spawn Pool:

Bloodless

- Spore Children
  - 1 per hero
- Saprophyte Soldiers
  - 1 per hero

### Reserve Pool:

none

### Required Hero

**Roles:**

Marksman,  
Demolitions



### Twist Deck:

Bloodless

### Setup:

Place four spire tokens in the indicated

locations to represent the fungal spires. Each player receives 1 **upgrade** and 2 **focus cards** for this mission.

### Mission Objectives:

- Blind the Spires
- Destroy the Incubator
- Gather Intel on the Source

### Recon Deck:

- Panzergranate 39  
Discovery
- Purify the Dead  
Discovery
- The Mayor's Tale  
Discovery
- 9 Random Event Cards



**After Action Report - Abe's Log:** We scraped the worst of it off, but after something has starting growing on you, you can never really feel clean again. There's a heaviness in my lungs and my skin's crawling. It's a race now. We either beat the fungus tonight or our corpses will join it tomorrow.

Not like that changes anything for us. All of our fights are to the death. It's what we do. And we do it very, very well.

We know where to go now. We're headed up the hill with smiles on our faces and vengeance in our hearts.



"The bodies are stolen. Desecrated. The fungus grows around and through a corpse, using the bones for leverage. We're fighting our own out here. The only thing worse than being killed by a fallen comrade is having to destroy him to survive."



### ACT 3: LORD OF THE MANOR, HOUSE ON THE HILL

**Mission Briefing - Abe's Log:** *The mansion overlooking the town is thick and squat, the ancestral home of local nobility from back when lords looked down on their domains from on high. I doubt there's anything human left there now, but something inside is certainly trying to establish control of the region.*

*The front gates were locked, so Don let us in with his all-purpose lockpick. Smoking chunks of wrought iron sizzled and hissed in the snow as we entered the grounds.*

*The house itself was dark and silent, with spirals of black mold growing around windows and towers of fungus reaching up out of the chimney stacks. This is definitely the right place.*

*I hope the thing responsible for all of this can feel pain, because we're in a mood to dish some out.*



**Mission Goal:** Enter the house and take down everything inside.

#### Reserve pool

- Corrupted Human (Figure represents Stepka the Butler, however it is still considered a Saprophyte Soldier)
- Consumed Baitbag (Figure represents Andrei the Gardener, however it is still considered a Saprophyte Soldier)
- Skin Fetch (Figure represents Fedor, Master of Horse, however it is still considered a Saprophyte Soldier)



#### Spawn Pool:

- Bloodless
- Spore Children  
– 1 per hero
  - Saprophyte Soldiers  
– 1 per hero

#### Required Hero

**Roles:**  
None

#### Twist Deck:

Bloodless

#### Setup:

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

#### Mission Objectives:

- Defeat the House Staff
- Defeat Blacktooth

#### Recon Deck:

- Stepka the Butler  
Discovery
- Andrei the Head Gardener  
Discovery
- Fedor, Master of Horse  
Discovery
- 9 Random Event Cards



**After Action Report - Abe's Log:** Oleg Volkov. Somehow it helps to put a name to the man responsible for all of this, even if I can't understand why he did it. And make no mistake, it was deliberate. He spent years closed up in this house trying to summon the Omega Spore with ritual after ritual, human sacrifice after human sacrifice.

And for what? Power? Sure, there was plenty of that. But it belonged to Blacktooth. Oleg ceased to exist the second he touched the spore, consumed by a mind so vast that it probably never even noticed him as he died.

It noticed us, though. We could feel it through the spores in our blood. At first it was nothing but pure contempt. Then rage as his protectors fell, one by one. And finally fear. Blacktooth learned that there are some things that can never be forgiven, only avenged.

As Henry predicted, the fungus died with its master. Acres of it turned dry and brittle in an instant. Naturally, Don discovered that it was now flammable, so we lit off the biggest funeral pyre the world has ever seen, starting at Oleg's house and spreading to the city and forest below.

As the inferno purged the countryside, we sat and passed around a bottle that Frank had liberated from the house. We toasted the dead, and each other.

The mile high flames would burn for the rest of the night and long into the following day, a symbol of defiance to those things looking to prey on humanity.

And a warning.



"You can feel the contempt radiating from him. He thinks we're small and weak and stupid and he wants to make sure we know it. And maybe that's true when compared to a being whose mind covers miles of shared bodies. I think it takes more than raw power to destroy the human race. I'm about to bet my life on it."



## MISSION BRIEFING

Division Zero Internal  
Communications

From: Maxine Hall

To: Abraham Griffin

Sarge, I'm calling in a favor. We just took down a code I near Prague, so I'm headed back in with a hot item and a wounded squaddie. We can't stick around, but there's still a rat out here and somebody needs to find it and step on it. Tell Shad, no offense.

The Division wonks can give you our last location. Just make it fast or there may not be much left to see when you get here.

## STANDALONE MISSION: BLOOD SACRIFICE

**Mission Briefing - Abe's Log:** *If Moxy says there's something out there, that's good enough for me. Don commandeered a jeep and off we went. The coordinates from HQ were vague, but close enough for Patty to pick up the trail, which lead us to a psychiatric hospital out in the country. A recently and forcibly abandoned one by the looks of it. It was no surprise that there were bodies all around the perimeter. The crazy part was that most of them weren't human. Not only were they monsters, but there weren't any wounds. Not a mark on them. The other interesting thing was the man watching us from the lobby window. He was dressed in the kind of pajamas you get for free when you check into a place like this and he was smiling. As soon as he saw that I had spotted him, he ran back into the building. Thanks for the mystery, Moxy.*

**Mission Goal:** Remove the threat growing inside the Asylum.



### Spawn Pool:

Children of Typhon,  
Infested

- Corrupted Animals  
– 1 per Hero
- Baitbags – 1 per Hero

### Reserve Pool:

Children of Typhon,  
Infested

- Corrupted Human x1
- Consumed Baitbag  
– None for 2 heroes,  
1 for 3-4 heroes

### Required Hero Roles:

None

### Twist Deck:

Shuffle Children of  
Typhon 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.

### Mission Objectives:

- Investigate the Asylum
- Destroy the Source

### Recon Deck:

- Patient Files Discovery
- Session Recording  
Discovery
- Eldritch Diagrams  
Discovery
- 9 Random Event Cards



**After Action Report - Abe's Log:** *Once we understood what was happening, it was easy for Henry to call Remy out through the Gate so that we could put him down. Well, easy according to Henry. I made the mistake of asking him afterwards how he knew it would work and he gave me that look he's famous for. He said he had Remy's name, the symbol, and the actual Gate, so how could it not have been easy? The man lives in a different world, I swear.*

*What wasn't easy was putting Remy down once we forced him back to our side. First of all, he was plenty pissed at having his vacation in another dimension disturbed, and second, the bastard just wouldn't die. He was drawing power or life or something from the creatures he summoned, so in the end we had to cut him off from his creatures in order to put him down.*

*They say we all die alone. In Remy's case, it was the literal truth.*



*"The asylum is quiet now and we've destroyed the Gate, so it should be safe. I'll let Moxey know what we found. And that the next time I run across a creepy mental institution full of monsters, it's all hers."*

## MISSION BRIEFING

On APR 01, Division Zero received an Ultra intelligence communique from the British government. The decrypted information originated with the German High Command, but strangely did not appear to be meant for any particular receiver. In addition, the message was repeated multiple times, a serious breach of encryption protocol. Analysts believe that the message was intended to be intercepted. The message itself was brief but unsettling.

"They are not flesh, but they wish to live. Lodged in the minds of weak men, they feed. West of Namur. They will rise."

Shortly after the message was received, intel from the region around Namur, Belgium was cross referenced. The town of Baert was mentioned eleven times. Each of the messages was an emergency request for aid. No additional messages were received from any of the senders.

Fireteam Zero is to deploy immediately to Baert. The mission is search and destroy.

## STANDALONE MISSION: THE HUNT

**Mission Briefing - Abe's Log:** I don't know what's weirder, the Germans asking us to save their asses or us agreeing to do it. Of course, now we know they've been experimenting with Artifact fragments. It makes me wonder what Division Zero is doing with the pieces that we bring back.

We'll hunt down the renegades, but I'm going to have to think hard about whether to recover or destroy the fragments. Can even we be trusted with these things?

**Mission Goal:** Find and eliminate the renegade Wunderwaffe Division officers.



### Spawn Pool:

Children of Typhon, Infested, The Fetch

- Corrupted Animal – 2 for 2 heroes, 3 for 3-4 heroes
- Baitbag – 2 for 2 heroes, 3 for 3-4 heroes
- Bone Fetch – 2 for 2 heroes, 3 for 3-4 heroes

### Reserve Pool :

-> see next page

### Required Hero Roles:

None

### Twist Deck:

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

### Setup:

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

### Mission Objectives:

- Track Down the Renegade Officers
- Destroy or Capture the Fragments

### Recon Deck:

- Hauptmann Drescher Discovery
- Hauptman Eisenberg Discovery
- Hauptman Brauer Discovery
- 9 Random Event Cards



### Reserve Pool

Children of Typhon, Infested, The Fetch

Each of these monsters is spawned with one power token. Do not respawn the monster after defeating it. All Minion and Elite spawning continues normally and does not stop when these monsters are on the board.

- Cupbearer - Represents Hauptman Drescher
- Mother of Worms - Represents Hauptman Brauer
- Harvester - Represents Hauptman Eisenberg

**After Action Report - Abe's Log:** *When it was over, after the town went quiet and the monsters stopped breaking against us like waves, we searched for fragments that hadn't yet claimed a victim. We didn't find any, but we did find something that was nearly as frightening.*

*Orders. These men didn't steal fragments and come here to sacrifice themselves. They were given the fragments and ordered to use them. To become living weapons. I'll never know if they were just to be used against us or the whole world, but the idea that someone would deliberately do this is beyond me.*

*I've always thought that we were simply victims of the Artifacts. Now I'm not so sure. What if it's a partnership? Maybe they seek out the weak and evil among us and are embraced with open arms, birthing horror into the world that neither side could achieve on its own.*



*"I don't know what that says about us as a species, but I have to believe there is as much grace inside us as cruelty."*

## MISSION BRIEFING

**CODE ZERO ALERT:** Be advised that Artifact Vault Bravo is now classified **CODE ZERO**. At 1830 hours, Artifact fragments were delivered from Vault Alpha and stored in the Seals and Wards sector of the facility. Despite strict adherence to the Malicious Objects protocol, leakage occurred at 1850 hours and rendered the Vault contents potentially active.

Fireteam Zero is to deploy to Vault Bravo immediately to secure the facility. If the team has not successfully secured the Vault in one hour, the entrance tunnel will be flooded with molten steel, permanently sealing the Vault.

# STANDALONE MISSION: ARTIFACT VAULT BRAVO

**Mission Briefing - Abe's Log:** This is exactly the scenario that we warned them about. Just because we send home these damned fragments all wrapped up like Christmas presents doesn't mean they're safe. I'd tell 'em to shove it, but if it all goes to hell, I doubt a few dozen feet of steel will contain half the things we've sent here.

If we're lucky, most of it is still asleep. If we're not, getting sealed in will be the least of our problems.

**Mission Goal:** Secure Artifact Vault Bravo by locating and destroying the active fragments.



### Spawn Pool:

Children of Typhon,  
The Fetch

- Corrupted Animal – 1 per hero
- Bone Fetch – 1 per hero

### Reserve Pool:

Children of Typhon,  
Infested, Fetch, Bloodless

- Corrupted Human x1
- Consumed Baitbag x1
- Skin Fetch x1
- Saprophyte Soldier x1

### Required Hero Roles:

None

### Twist Deck:

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

### Setup:

-> see next page

### Mission Objectives:

- Search the Vault Collection
- Exit the Vault in One Hour

### Recon Deck:

- Researcher Bigsby Discovery
- Shifting Poem Discovery
- Fingerbone Sphere Discovery
- 9 Random Event Cards





### Set up

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

- Place the Children of Typhon, Infested, Fetch, and Bloodless tokens in the indicated locations to represent four monstrous statues found in the vault. Each time one of these four locations is searched, the searching hero is ambushed by a monster of the corresponding family from the Reserve Pool after resolving their search.



**After Action Report - Abe's Log:** *I gotta hand it to Bigsby. Not a moment's hesitation to do the right thing, even if it meant getting sealed in here for eternity with a pack of hungry monsters. Not only that, but the guy really knows his Vault. There's no way we could have gotten the job done in time without him.*

*He's a good guy, but also stubborn as hell. We had some questions for him after we got out, but he clammed up fast when we started asking. Henry noticed that the catalog tags on a few of the items had dates from decades ago, long before the war started. Exactly how long has this been going on? And where are they coming from?*

*We may never know. The only thing we can be sure of is that this collection will keep growing. I guess that's better than leaving these things out in the world, but I can't help but feel like all we're doing is putting off the inevitable.*



*"I just hope Division Zero is studying these things to figure out how to destroy them and not giving in to the temptation to try and use them."*

# LOOKING FOR MORE ADVENTURE?

*AFRICA, 1943.  
AS WAR RAGES ACROSS THE BLOODSTAINED  
AFRICAN DESERTS, A NEW ARTIFACT AWAKENS IN A  
SECRET GERMAN LAB ON THE ALGERIAN BORDER,  
THE THORNSPAWN HAVE RISEN.*



## ***NEW TERRAIN!***

Face the enemy on the new Wunderwaffe Secret Lab and Desert Ruins maps! 4 new double-side 12" x 12" map tiles included!





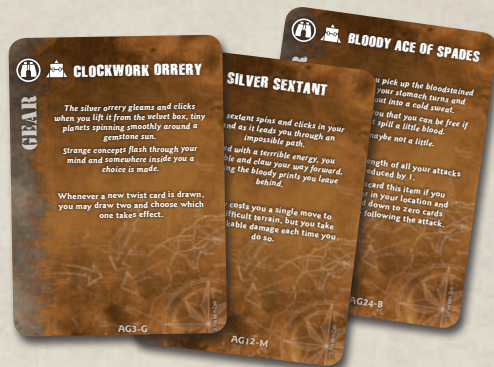
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Find and equip ordinary objects that have been imbued with strange arcane energy. Use caution, however, as some of the powers they grant come at a price. And some are simply evil.



## HERO UPGRADES!

Comes with two 4-card upgrades and an all new Focus for each hero!



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BETWEEN THE BONES OF THE EARTH  
LOST AND FOUND  
CLOCKWORK





**[ FIRETEAM ]**  
**Z E R O**

**THE EUROPE CYCLE**

A game by MIKE LANGLOIS & CHRISTIAN LEONHARD

art by LOÏC MUZY & NICOLAS JAMME

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