

MIKE LANGLOIS - CHRISTIAN LEONHARD - LOÏC MUZY

THE AFRICA CYCLE

[FIRETEAM ZERO]

GAME RULES

PLAY  WIN

EMERGENCY
GAMES

AFRICA IS BEAUTIFUL. I DON'T THINK ANY OF US EXPECTED THAT. I WAS PREPARED FOR BATTLEFIELDS FULL OF HEAT AND GRIT, AND THERE'S PLENTY OF THAT, BUT THERE ARE ALSO GREAT FORESTS AND RIVERS TEEMING WITH LIFE. OF COURSE, MUCH OF IT IS SCARRED BY THE WAR NOW. ARMORED COLUMNS OF TANKS BLIGHT EVERY LANDSCAPE, ARTILLERY CHURNS UP THE VELDTS, AND ARMIES LEAVE A SWATH OF DESTRUCTION AND CORPSES IN THEIR WAKES. IN THAT, I GUESS AFRICA'S NO DIFFERENT FROM THE REST OF THE WORLD.

WHAT STRIKES ME THE MOST SINCE ARRIVING IS HOW OLD THE PLACE FEELS, AS IF MANKIND WERE A NEWCOMER HERE, AND NOT A PARTICULARLY WELCOME ONE AT THAT. ACCORDING TO THE LOCALS, THERE ARE OLD GODS AND HIDDEN PLACES EVERYWHERE, MANY SO TERRIBLE THAT IT'S TABOO TO EVEN MENTION THEM BY NAME. WHICH I GUESS IS WHY WE'RE HERE.

WE CONTINUE TO LEARN ABOUT THE ARTIFACTS, ALTHOUGH AT GREAT COST. THEIR POWER DOES MORE THAN CREATE ARMIES OF HORRIFIC ABOMINATIONS; IT WARPS THE REALITY OF OUR WORLD. IMPOSSIBLE THINGS HAPPEN ON THOSE HAUNTED BATTLEFIELDS, THINGS WE CAN'T EXPLAIN OR FORGET. SOMETIMES IT'S LIKE A CRACK IN THE WORLD, WHERE THINGS THAT SHOULDN'T BE HERE APPEAR AND SOMETIMES IT'S LIKE AN INFECTION, TURNING EMOTIONALLY CHARGED OBJECTS INTO SUPERNATURAL CARRIERS.

SOME OF THEM SEEM BENIGN, ALLOWING THE BEARER TO DO FANTASTIC THINGS. BUT OTHERS ARE DARKER, EITHER DEMANDING A PRICE FOR THEIR GIFTS OR HAVING NO GIFTS AT ALL. DIVISION ZERO POLICY IS THAT THEY'RE ALL TAINTED AND SHOULD BE AVOIDED, BUT I DON'T SEE THAT WE HAVE THAT LUXURY. IF ONE OF THESE ITEMS CAN HELP US BEAT ONE MORE ARTIFACT, STAVE OFF THE APOCALYPSE ONE MORE DAY, AND THEN WE'RE GOING TO USE IT. HOW COULD WE DO OTHERWISE?

ABE GRIFFIN PERSONAL MISSION LOGS, AFRICA 1943



1 COMPONENTS 1

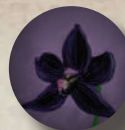


3 THORNSPAWN MONSTER REFERENCE CARDS



13 THORNSPAWN MONSTER FIGURES

8 MINIONS
4 ELITES
1 BOSS



SIGIL OF BLACK FLOWERS



BLOODY STUMP



BRAMBLE KING



THRONE OF KUTHAL-HAR



WOODEN BOWL



CELESTIAL SCULPTOR



SURVIVOR'S TRUCK



13 OBJECTIVE CARDS



32 UPGRADE CARDS



20 DISCOVERY CARDS



4 FOCUS CARDS



30 GEAR CARDS



8 THORNSPAWN TWIST CARDS



4 SECTOR TILES

NEW MISSIONS AND MONSTERS

Fireteam Zero: The Africa Cycle includes a new three-mission operation against the Thornspawn as well as three new standalone missions. These new missions are detailed in the included Mission Briefing Supplement.



NEW UPGRADE CARDS



Fireteam Zero: The Africa Cycle includes 32 new upgrade cards, 8 for each role. Some of these upgrade cards add rerolls to your attack. Each reroll allows you to reroll one of your attack dice after rolling for your attack.



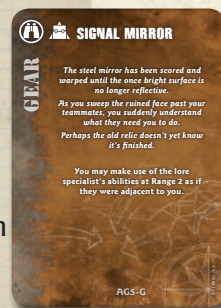
This card adds 2 rerolls to your attack in addition to increasing your attack strength.]



GEAR CARDS

Fireteam Zero: The Africa Cycle includes 30 gear cards representing items which your heroes might find as they search the battlefield. These cards can be shuffled together with your event cards to form a single set of cards. Then, whenever you are instructed to draw some number of event cards at the start of a mission to construct your recon deck, you will draw those cards instead from this combined set of event and gear cards.

Gear cards are placed in front of your hero when discovered and provide some ongoing game effect for as long as they remain in play. Gear cards may not be discarded or given to other heroes unless indicated on the card!



NEW FOCUS CARDS

Fireteam Zero: The Africa Cycle includes 4 new focus cards, 1 for each role.



[Note: Not everything you might find out there is going to be beneficial -- there are some cursed items out there which have malicious effects and others which are mixed blessings at best!]