

MIKE LANGLOIS - CHRISTIAN LEONHARD - LOÏC MUZY

THE EUROPE CYCLE



[FIRETEAM ZERO]

GAME RULES

1 COMPONENTS 1



3 BLOODLESS MONSTER REFERENCE CARDS



13 BLOODLESS MONSTER FIGURES

8 MINIONS
4 ELITES
1 BOSS



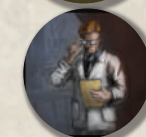
FUNGAL SPIRE TOKEN X 4



GATE TOKEN X 1



PATIENT FILES TOKEN X 1



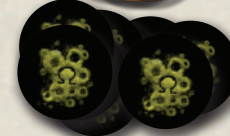
RESEARCHER BIGSBY TOKEN X 1



PSYCHIC SPECIALIST TOKEN X 9



LORE SPECIALIST TOKEN X 9



FUNGAL TOKEN X 10



MONSTER FAMILY TOKEN X 4



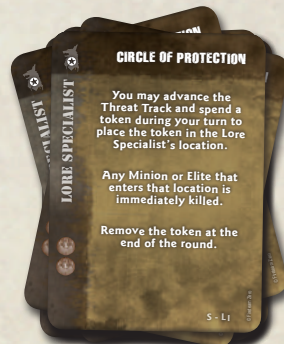
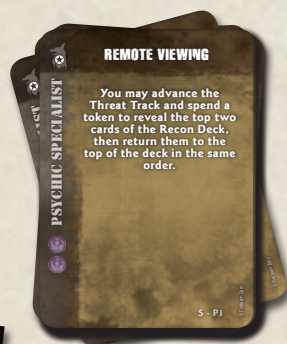
13 OBJECTIVE CARDS



32 UPGRADE CARDS



4 SECTOR TILES

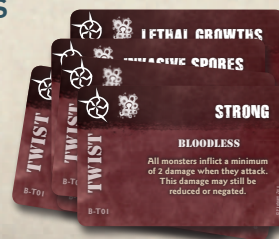


24 SPECIALIST CARDS

- 12 PSYCHIC SPECIALIST CARDS
- 12 LORE SPECIALIST CARDS



18 DISCOVERY CARDS



8 BLOODLESS TWIST CARDS



4 FOCUS CARDS

BARELY TWENTY YEARS SINCE THE WAR TO END ALL WARS KILLED A GENERATION OF MEN AND STRIPPED ANY HOPE OF PROSPERITY FROM THE SURVIVORS, EUROPE IS ONCE AGAIN AN OPEN WOUND. BUT DESPITE BLITZKRIEGS AND DEATH CAMPS, CARPET BOMBINGS AND NERVE GAS ATTACKS, OUR ALLIES NEVER FALTER. EVEN IN DEFEAT, THEY RESIST FROM THE SHADOWS WITHOUT THE PROTECTION OF ARMIES AND ARTILLERY.

CAN WE DO ANY LESS? AS LONG AS WE SURVIVE, WE'LL KEEP FIGHTING. BUT WE'RE NOT ALONE, THANKS TO DEPARTMENT K. I DON'T KNOW WHERE THEY FIND THEIR AGENTS, BUT THE MEN AND WOMEN THEY PUT IN THE FIELD WITH US ARE WEAPONS, PURE AND SIMPLE. THE THINGS THEY CAN DO DEFY ALL LOGIC. I'VE SEEN A CREATURE'S CHARGE STOPPED COLD BY NOTHING MORE THAN THE INCANTATION OF A FEW GUTTURAL WORDS AND AN ESCAPE PATH RIPPED OPEN THROUGH A WALL OF BRAMBLES WITH PURE DAMN WILLPOWER.

THE ENEMY LOVES TO TWIST THE LAWS OF NATURE TO THEIR ADVANTAGE. WITH THESE SPECIALISTS AT OUR BACKS, WE CAN FINALLY RETURN THE FAVOR. WE CAN WIN THIS.

ABE GRIFFIN PERSONAL MISSION LOGS, KHARKOV 1943

NEW MISSIONS AND MONSTERS

Fireteam Zero: The Europe Cycle

Includes a new three-mission operation against the Bloodless as well as three new standalone missions, each meant to be played on its own rather than as part of an ongoing operation. These new missions are detailed in the included Mission Briefing Supplement.



NEW UPGRADE CARDS



Fireteam Zero: The Europe 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.



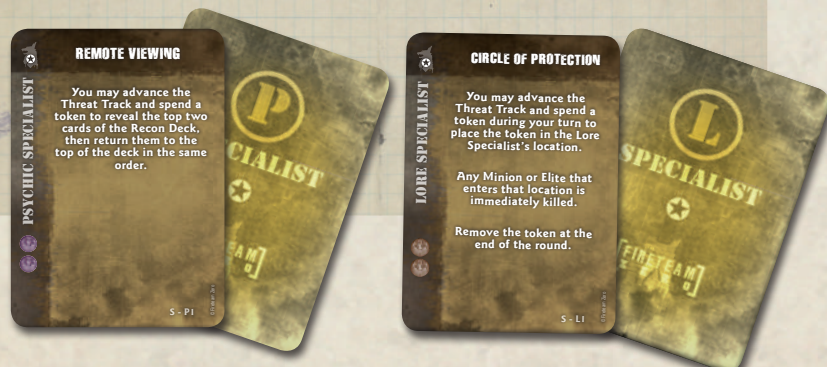
This card adds 2 rerolls to your attack, in addition to having an attack strength of 4.



SPECIALIST CARDS

Fireteam Zero: The Europe Cycle

Includes two decks of specialist cards, one for each of the team's two non-combatant specialists. These cards give your specialists powerful new abilities with which to assist the team.

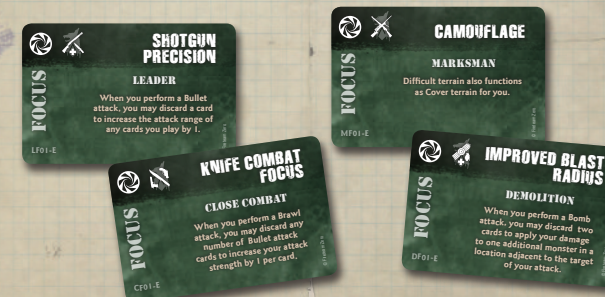


[Note: The team is always accompanied by two specialists: a psychic specialist and a lore specialist. In the core set, these specialists are Patty (the psychic specialist) and Henry (the lore specialist). Expansions might give you the opportunity to substitute different specialists in place of these two, but you will always have exactly one psychic specialist and one lore specialist regardless of which ones you choose.]

NEW FOCUS CARDS

Fireteam Zero: The Europe Cycle

Includes 4 new focus cards, 1 for each role.



SETUP

During the Equip Heroes step of the **Setup process**, shuffle each of the two **specialist** decks separately and draw two cards from each.

Select one card of each type to keep, placing them face up near the game board, and return the other two along with the rest of the **specialist cards** to the game box.



If a specialist card indicates a token cost, place the specified number of **specialist tokens** on the card at the start of the mission.

USING SPECIALIST ABILITIES

Each **specialist card** grants the corresponding **specialist** a new **ability** as described on the card (in addition to their normal abilities as described in the Fireteam Zero game rules).

Some **abilities** are always active, while others require spending from a limited supply of tokens each time they are activated.

If a specialist card does not indicate a token cost, its ability may be used freely by any hero under the circumstances specified on the card.

If a specialist card indicates a token cost, the hero wishing to activate its ability must meet the following conditions:

- They must be in the corresponding specialist's location or adjacent to it.
- There must be at least one specialist token remaining on the card.
- The Threat Token must not yet have reached the last space on the Threat Track.

Provided the above conditions are met, the **hero** may activate the card's **ability** by removing a **specialist token** from the card and advancing the **Threat Token** one space along the **Threat Track**.

[Note: If advancing the Threat Track causes a twist card to be drawn, resolve the effects of the activated specialist card first before drawing the twist!]

In the example below, Frank and Abe are close enough to Patty (the team's psychic expert) to activate his Timeslip ability. Shad, on the other hand, is too far away to do so. As only one specialist token remains on the card, however, Frank and Abe cannot both use the ability -- only one of them will be able to do so.



There is only one token left on the specialist card



Pat and Frank are in the same location



Abe is in an adjacent location



Shad is in a non-adjacent location

