

# **Autants** **DEEP FREEZE**

EXPANSION



## **RULEBOOK**

*Deep Freeze brings even more mutants to the arena for you to use in battle! It also includes a Psy Captains expansion module to boost your combos to a truly epic level!*

## **DEEP FREEZE ADVANCED MUTANTS**

Deep Freeze contains 22 new Advanced Mutants to expand your options and create exciting new tactical possibilities.

### **COMPONENTS**



**44**

**Advanced Mutants  
cards**

### **SET UP**

The Deep Freeze Advanced Mutants are used in exactly the same way as the Advanced Mutants from the Core set. Simply mix them with the Core Set Advanced Mutants and play with the Draft or Constructed rules as described in the base game rulebook.

## SORTING THE CARDS



If you want to separate your Advanced Mutants by set, each of the new cards has "Deep Freeze" printed along its bottom edge to denote which set they belong to.

## PSY CAPTAINS MODULE

The Psy Captains module introduces even more asymmetry to the game by giving you a unique, fearless leader to command your troops!

### COMPONENTS



10

Psy Captain cards

### SET UP

Deal each player 2 Psy Captain cards. They choose one and return the other to the box. Players place the chosen cards face-up next to their player boards.

### GAMEPLAY

While your Psy Captain card is face-up, you can activate your Psy Captain instead of your regular action (Deploy, Breed, Incubate).

**Activate Psy Captain:** Discard a card from your hand that shares a gene with your Psy Captain. Then, resolve your Psy Captain's ability. Flip your Psy Captain card face-down when you have finished resolving its effect.

At the end of each round, flip all Psy Captain cards face-up.

**NOTE:** We recommend playing the game without modules first. After that, we recommend using at most two modules at a time. When playing with modules, the general set up order goes as follows:

1. Choose Building
2. Draft Psy Captains
3. Draft Heroic Mutants
4. Draft Advanced Mutants
5. Choose Basic Mutants