Mutants
NEXT LEVEL
EXPANSION

RULEBOOK

Next Level adds an additional Solo Boss, a new set of Basic Mutants, and two modules that you can incorporate into the game. Heroic Mutants are super powerful mutants that replace some of the Advanced Mutants you would normally have in your Gene Pool. Orbs can be used to give an extra power boost to players that land in the Dread Zone, so they can fight their way back to the top of the Arena. Second Wave Basic Mutants give players the ability to choose their starting deck. Finally, the Zombie Horde is a Solo Boss that's designed to challenge even the most experienced Psy Captains!

SECOND WAVE BASIC MUTANTS

The Second Wave Basic Mutants expand your options and create new tactical possibilities by allowing you to choose alternate Basic Mutants for your starting deck.

COMPONENTS

48 Second Wave Basic Mutant cards

SET UP

Each player takes a set of Basic Mutants and Second Wave Basic Mutants such that they have 2 different Basic Mutants for each gene. Then, each player picks one of the two mutants for each gene (keeping both of its cards) and returns the other mutant of that gene to the box. Once each player has picked their 6 starter mutants (one for each gene), they prepare their starting hand and deck as normal: one of each goes into their hand, and the duplicates are shuffled to make their deck.

ORBS MODULE

Orbs offer an edge to players who have Dread.

COMPONENTS

12 Orb tokens

SET UP

Mix up the Orb tokens and place them in a face-down pool to the side of the Main board. This is the Orb supply.

GAMEPLAY

GAINING ORBS

Orbs are gained immediately before the end of each player's turn and they can only be used in the following turns. If you have Dread at the end of your turn, take any face-down Orb token from the Orb supply. Place that Orb face-up next to your player board. You may not have more than one Orb token at the end of your turn, so if you already have an Orb, choose one and discard the other Orb face-up next to the Orb supply. If the pool of face-down Orb tokens runs out, reshuffle all discarded Orb tokens and form a new supply.

PLAYING ORBS

NOTE: *You may not use an Orb to resolve either a Block ability, an Ongoing ability or a Transform ability.*

Discard your Orb face-up next to the Orb supply to use it. You may use your Orb before or after you take your action (Deploy, Breed, Incubate) for the turn. You may not use it during your action or before you move your Active Mutant. When you use an Orb, choose a mutant you have in play that shares a gene with the Orb. Then resolve that mutant's Deploy or Leave ability.

NOTE: *using an Orb to resolve a Leave ability of a mutant in play does not make this mutant leave.*

HEROIC MUTANTS
MODULE

Heroic Mutants are harder, better, faster and stronger than any Mutants that have come before! Draft them for more power!

COMPONENTS

40 | **Heroic Mutant cards**

SET UP

Separate out the draft set of Heroic Mutants (one copy of each Heroic that has the *M* symbol on the card). Shuffle these and deal 4 to each player. Players pick 1 card from this starting hand and then pass the remaining 3 cards to their left. They then pick a second from the hand they receive. Once they have each picked 2 Heroic Mutants, they find the Heroic Mutants that match their chosen ones from amongst the cards set aside before the draft and return the rest of the Heroic Mutants to the game box.

Then, using the drafted set of Advanced Mutants, deal each player 7. Players pick 1 and pass left until they have picked 4 Advanced Mutants each. Each player then adds to their hand the mutants that match those they picked and return the rest to the box.

To form your Gene Pool, shuffle your 4 Heroic Mutants cards and place them as a Heroic Gene Pool stack. Then, shuffle the 8 Advanced Mutants cards you have and split them into two piles of 4. You now have 3 Gene Pool stacks: one that has all Heroic Mutants and two that have all Advanced Mutants.

GAMEPLAY

There are two new rules connected with Heroic Mutants:

■ You cannot gain or incubate Heroic Mutants. The only way to acquire a Heroic Mutant from your Gene Pool is to use the Breed action.

■ Heroic Mutants have dual Deploy/Leave abilities that activate both when the mutant is deployed and when it leaves. This means that two Deploy or two Leave abilities can be activated on the same mutant at the same time. When this happens to your mutant, you choose the order the abilities are resolved in. When copying an ability from a mutant with dual Deploy/Leave abilities, you choose one you wish to copy.

EXAMPLE: *Ted deploys Queen Sylvidra. He loses 2 power and freezes a Basic Mutant in his discard. Two turns later, when his Queen Sylvidra leaves, he freezes another Basic Mutant in his discard!*

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

ZOMBIE HORDE

This undead Solo Boss wants to eat your brains!

COMPONENTS

22	Zombie Horde cards

SET UP

To battle the Zombie Horde, set up the solo battle as described in the Core Rulebook.

Do not use any modules when playing with Solo Bosses.

SPECIAL POWER CLARIFICATION

In the 4th and 5th round of the game, Zombie Horde always takes two turns in a row. This means they check for Crush, push the active card, play one card, and **then again in order** check for Crush, push the active card, and play one card. After that, the player takes one turn followed by another two turns by Zombie Horde.

EXTRA CHALLENGES

As with Solo Bosses from the Core Set, you can try to complete a set of extra challenges that ramp up the difficulty!

	+10 life						
Zombie Horde							

CREDITS

Game design:	Sen-Foong Lim, Jessey Wright
Graphic design:	Katarzyna Kosobucka, Mateusz Komada
Producer:	Vincent Vergonjeanne
Production manager:	Przemek Dołęgowski
Lead developer:	Michał Gołębiowski,
Development team:	Filip Miłuński, Wojciech Grajkowski