

MUNCHKIN[®] APOCALYPSE 2 SHEEP IMPACT™

GUEST ARTIST EDITION



This special Guest Artist Edition of *Munchkin Apocalypse 2* is one of a series of limited sets celebrating *Munchkin*. This game has been re-illustrated by Len Peralta, who also drew the *Munchkin Apocalypse Guest Artist Edition*.

For more about all the Guest Artist Edition games, look at munchkin.sjgames.com/guestartists.

The end of the world has been extended, with 106 new cards (60 Doors, 40 Treasures, and six diabolical new Seals) to mix into your *Munchkin Apocalypse* games!

New Class: Daredevil!

Munchkin Apocalypse 2 – Sheep Impact introduces a new Class to the game: the Daredevil! Daredevils laugh (with broken teeth) in the face of danger, going out of their way to tempt fate. They can even Run Away from Disasters! At least, they can try . . .

Developed by Andrew Hackard
Based on Steve Jackson's *Munchkin Apocalypse*
Illustrated by Len Peralta

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Rules version 1.0 (May 2014).

More Munchkin!

Munchkin comes in lots of flavors! You can get classic fantasy, sci-fi, superheroes, pirates, the end of the world, cowboys, steampunks, apocalypse, and zombies . . . and they're all compatible!

Visit munchkin.sjgames.com for errata, updates, Q&A, and much more. To discuss *Munchkin* with our staff and your fellow munchkins, visit our forums at forums.sjgames.com. Check out www.worldofmunchkin.com/resources.html for reference cards, play mats, and dozens of links.

All the *Munchkin* games should be available at your local game or comic store – find it using our Store Finder, gamerfinder.sjgames.com – but if you don't have a local store, we'll be happy to sell them directly to you at www.warehouse23.com.

You can also find free *Munchkin* accessories and rules (including *Epic Munchkin* and the *Munchkin Tournament Rules*) in the PDF section of www.warehouse23.com!

Twitter. Our Twitter feed often has *Munchkin* news (or bonus rules!): twitter.com/SJGames

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The URL for this set is munchkin.sjgames.com/guestartists/sheepimpact-peralta.

The icon for this set is

Sweet Rides: Vehicles!

First introduced in *Munchkin Impossible*, Vehicles are an important new tool in the munchkins' quest to stay alive and grab the best loot from the carnage.

Here are the rules governing Vehicles. (Some of the rules below contradict the corresponding rules in *Munchkin Impossible*; treat these rules as official errata for that set.)

Vehicles in *Apocalypse* are all Big items, but (like Steeds and Ships) they do not count against your Big item total. Vehicles in *Impossible* games are not indicated as Big items, because *Impossible* has no Big items, but if you blend *Impossible* with another set, treat Vehicles as Big items there, too.

You may only have one Vehicle at a time, unless you have a card that lets you have more.

If your Vehicle has a bonus or penalty to Run Away, that bonus or penalty replaces any such bonuses or penalties that your character would otherwise have. If your Vehicle has a Run Away penalty, you may choose to abandon it (to the discard pile) before rolling.

Except as noted above, Vehicles are Items and follow all rules for Items in *Munchkin Apocalypse*. You may play Item Enhancers on a Vehicle.

In games blending *Apocalypse* with other *Munchkin* sets, treat Vehicles and Steeds as equivalent. Anything referring to one type of card includes the other.

STEVE JACKSON GAMES
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