

STAR MUNCHKIN[®] 3

DIPLOMATIC IMPUNITY™

Ambassador Xqzlhhdhs sank back against her seat. “Well, that’s it. We’re adrift.”

The crew – not, technically, her crew, although she had commandeered this ship for her mission – shrugged. This was not the first ambassador they had seen give up without a fight.

They did not expect the ambassador to try to make a salad out of Ensign Jones quite so suddenly, however . . .

Dear to a starfaring munchkin’s heart (as of now, unless you already have **Star Munchkin: Space Ships**) is his sturdy Ship – or, to be precise, the bonus it gives. Ships are found in the Door deck.

Normally, no player can have more than one Ship (and Ambassadors can’t have Ships at all!); the **Cheat!** card can be used to get an extra Ship per **Cheat**.

Ships are Items and follow normal Item rules. Anything that affects an Item can affect a Ship as well. All Ships are Big, which doesn’t matter if you are only playing **Star Munchkin** but does come into play in “blender” games. Ships do not count against your Big item total.

A few Items specifically enhance Ships (and are labeled as such). Regular Item Enhancers can also enhance Ships. Neither type of enhancer may be moved from one Ship to another. If the enhancer has a Gold Piece value, add it to the Ship’s value.

A Ship that gives a bonus or penalty to Run Away *replaces* any such modifier from other sources. (If you have multiple Ships, use the best bonus.) If a Ship gives you a Run Away penalty, you may discard the Ship before rolling to remove the penalty.



Half-Veggies and Super Ambassadors

Half-Veggies with no other Race may use Armor, Headgear, and Footgear as normal; that is an example of a disadvantage that **Half-Breed** removes.

Half-Veggies/half-something else suffer all the Veggie restrictions. A half-Veggie/half-Mutant may still grow an “extra” Head or Feet and use one Headgear or Footgear (or an extra Hand, which would mean he always had three empty Hands, which could be useful sometimes).

Similarly, a Super Ambassador with no other Class may use and gain the benefits of a Ship. If he loses the **Super Munchkin** card or adds a second Class, he may sell the Ship if he wants and it is legal to do so. Otherwise, he must give the Ship to the lowest-Level player who can legally equip it. If there are no other players who can take it, the Ship is discarded.

More *Munchkin!*

Munchkin comes in lots of flavors! You can get classic fantasy, sci-fi, superheroes, pirates, cowboys, the 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 munchkin.sjgames.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 warehouse23.com. Warehouse 23 also includes our PDF store, with free **Munchkin** accessories and rules (including **Epic Munchkin** and the **Munchkin Tournament Rules!**)

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

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For more information about this **Munchkin** game, go to munchkin.sjgames.com/diplomaticimpunity.

The icon for this set is



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Based on Steve Jackson’s **Star Munchkin**

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