

# MUNCHKIN<sup>®</sup> 2 APOCALYPSE 2 SHEEP IMPACT<sup>™</sup>

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 . . .

## 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.)

Developed by Andrew Hackard  
Based on Steve Jackson's  
*Munchkin Apocalypse*  
Illustrated by John Kovalic

Chief Operating Officer: Philip Reed • *Munchkin* Czar: Andrew Hackard  
*Munchkin* Hireling: Devin Lewis • Production Manager: Sam Mitschke  
Production Artists: Alex Fernandez, Sabrina Gonzalez,  
Gabby Ruenes, and Ben Williams • Prepress Checker: Miranda Horner  
Marketing Director: Leonard Balsera • Director of Sales: Ross Jepson

*Playtesters:* David Arlund, Kevin Critchlow, Ashley Humphries,  
Heather Joyce, Michael Kane, Michael Seagraves, and James Vicari.

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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, cowboys, the apocalypse, and zombies . . . and they're all compatible!

Visit [www.worldofmunchkin.com](http://www.worldofmunchkin.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](http://forums.sjgames.com). Check out [www.worldofmunchkin.com/resources.html](http://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](http://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](http://www.warehouse23.com).

Browse our PDF store, [e23.sjgames.com](http://e23.sjgames.com), for 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](http://twitter.com/SJGames)

*Facebook*. Connect with fans on our pages for *Munchkin* ([www.facebook.com/sjgames.munchkin](http://www.facebook.com/sjgames.munchkin)) and Steve Jackson Games ([www.facebook.com/sjgames](http://www.facebook.com/sjgames)).

For more information about this *Munchkin* game, go to [www.worldofmunchkin.com/sheepimpact](http://www.worldofmunchkin.com/sheepimpact).

The icon for this set is 

- 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.



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[apocalypse.worldofmunchkin.com](http://apocalypse.worldofmunchkin.com)





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