

Introduction

Congratulations! As a reward for answering our Smash Up survey, we present you with this new faction: Sheep! Don't believe their bad rap: Following others around and copying their actions is really pretty powerful!

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- 20 card Sheep Deck
- 2 Sheep Bases
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How to Use the Sheep Deck

Use the Sheep faction just like any other Smash Up faction: Shuffle its deck with any other faction's deck to make a player deck, and shuffle its bases into the base deck.

Clarifications



Black Sheep: Black Sheep's ability has it moved by its controller, so Little Bo Peep does not block the ability unless they have different controllers. It is also not blocked by cards like Incorporeal.



Counting Sheep: The other player's minion does not have to be at Counting Sheep's base to trigger it.



Hello, Dolly!: Hello, Dolly! acts as if the ability of the action being copied were printed on it. If it copies an action that is played on a minion or a base, it is also played on a minion or base,

and not necessarily the same one. Hello, Dolly! can copy actions that have conditions for being played (e.g. Make Contact, Cosplay) without having to fulfill those conditions; it has its own conditions for being played, so the other card's conditions are moot.



On the Lamb: You may choose a player with no minions there and move "all" those minions, even if someone else does have minions there. All the minions go to the same base.



Shearing: If Shearing leaves play before the start of your next turn you may not return it to your hand.



Sheep Shrine: Sheep Shrine's ability is triggered no matter how it comes into play, whether from

replacing a scored base or because of another card's ability like Terraforming or No-Moon.



The Pasture: If a card like Rick Roll makes several minions move to The Pasture, you choose just one of

them — the first one moved there — to have another minion move with it.



To Follow or Not...?, Wood for Sheep: If you play another player's card you control it and its ability is carried out from your point of view; when it leaves play it goes back to

the owner's hand, deck, or discard pile.

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Smash Up the Interwebs

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