

In the grim darkness of the far future, there is only killing the monsters, stealing the treasure, and stabbing your buddy . . .

This game includes 168 cards, a gameboard, 12 character standies, a custom six-sided die, and these rules. Three to six can play.

Setup

Each player takes two standies in the same color and chooses one to place on the space marked "1" on the gameboard. The other standie goes in front of the player as a color reminder.

Divide the cards into the Door deck and the Treasure deck. Shuffle both decks. Deal four cards from each deck to each player. Place the rest of the cards in the appropriate spaces on the gameboard.

Card Management

Keep separate face-up discard piles for the two decks. You may not look through the discards unless you play a card that allows you to! When a deck runs out, reshuffle its discards.

In Play: These are the cards on the table in front of you, showing your Army (if any) and the Items you are carrying. Continuing Curses and some other cards also stay on the table after you play them. Cards in play are public information and must be visible to the other players.

Your Hand: Cards in your hand are not in play. They don't help you, but they can't be taken away except by cards that specifically affect "your hand." At the end of your turn, you may have no more than five cards in your hand (see **Charity**, p. 2).

Cards in play may not be returned to your hand – they must be discarded or traded if you want to get rid of them.

Character Creation

Everyone starts as a Level 1 civilian. Look at your initial eight cards. If you have any Army cards, you may (if you like) play one by placing it in front of you. If you have any usable Items (p. 3), you may play them by placing them in front of you. If you have any doubt about whether you should play a card, you could read below, or you could just charge ahead and do it. *For the Emperor!*



Starting and Finishing the Game

Decide who goes first by rolling the die; highest result goes first. Re-roll in case of a tie.

Play proceeds in turns, each with several phases (see p. 2). When the first player finishes a turn, the player to the left takes a turn, and so on.

The first player to reach Level 10 wins . . . but you must reach Level 10 by killing a monster, unless a card specifically allows you to win another way.



Conflicts Between Cards and Rules

This rulesheet gives the general rules. Many cards add special rules, so in most cases when the rulesheet disagrees with a card, follow the card. However, ignore any card effect that might seem to contradict one of the rules listed below unless the card *explicitly* says it supersedes that rule!

1. Nothing can reduce a player below Level 1, although card effects might reduce a player's or a monster's combat strength (p. 3) below 1.
2. You go up a level after combat only if you *kill* a monster.
3. You cannot collect rewards for defeating a monster (e.g., Treasure, levels) in the middle of a combat. You must finish the fight before gaining any rewards.
4. You must *kill a monster* to reach Level 10, and you cannot force another player to help you do it.

Any other disputes should be settled by loud arguments, with the owner of the game having the last word if the table can't reach consensus. You could also read the ***Munchkin*** FAQ and errata pages at **munchkin.game**, or start a discussion at **forums.sjgames.com/munchkin** . . . unless it's more fun to argue.

STEVE JACKSON GAMES

When You May Take Actions

You may perform these actions at any time:

- Discard an Army.
- Play a **Go Up a Level**.
- Play a Curse.

You may perform these actions at any time, as long as you are not in combat:

- Trade an Item with another player (the other player may not be in combat, either).
- Change which Items you have equipped.
- Play a card that you have just received (some cards may be played even during combat; see above).

You may perform these actions on your own turn:

- Play a new Army card (at any time).
- Sell Items for levels (except when you are in combat).
- Play an Item (most Items cannot be played during combat, but some One-Shots can; see p. 3).

Turn Phases

Your turn begins as soon as the previous player's turn ends. When your cards are arranged the way you want, go to phase 1.



(1) Kick Down The Door: Draw one card from the Door deck and turn it face up.

If it's a monster, you must fight it. See **Combat**, p. 3. If the card is a Curse – see **Curses**, p. 5 – it applies to you immediately (if it can) and is then discarded (unless it has a persistent effect or you keep the card as a reminder of an upcoming effect).

If you draw any other card, you may either put it in your hand or play it immediately.

(2) Look For Trouble/Loot The Room: If you fought a monster in phase 1, skip this phase and go to phase 3.

If you did NOT draw a monster when you first opened the door, you have two choices: either **Look For Trouble** or **Loot The Room**.

Look For Trouble: Play a monster *from your hand* and fight it, just as though you had found it when you kicked open the door. Don't play a monster you can't handle, unless you're sure you can count on getting help (see p. 4)!

Loot The Room: Draw a second card from the **Door** deck, face **down**, and place it in your hand. Tyranids can fight a monster they get here, but no one else can.

(3) Charity: If you have more than five cards in your hand, you must play enough cards to get you to five or below – for instance, you can play Curses, sell Items from your hand, or play Items to the table. If you cannot reduce your hand to five cards, or do not want to, you must give the excess cards to the player with the lowest Level. If other players are tied for lowest, divide the cards as evenly as possible, but it's up to you who gets the bigger set(s) of leftovers. If YOU are the lowest or tied for lowest, just discard the excess.

As soon as you are finished with Charity, the next player's turn begins.

Combat: Basic Rules

When you fight a monster, you compare your **combat strength** (your Level plus any bonuses or penalties) to the monster's combat strength. If your combat strength is greater, you win! If it is tied or lower, the monster wins.

For the full explanation, see **Combat**, p. 3.



Character Stats

Each character is basically a collection of weapons, armor, and magic items, with two stats: Army and Level. For instance, you might describe your character as "a Level 8 Ultramarine with **Power Armor**, a **Misericordia**, and a **Valhallan Helmet**."

Level: This is a measure of how generally buff and studly you are. When the rules or cards refer to your Level, capitalized, they mean the number in the space where your standie is.

You gain a level when you kill a monster, or when a card says that you do. You can also sell Items to buy levels (see **Items**, p. 3).

You lose a level when a card says you do. Your Level can never go below 1. However, your combat strength can be negative, if you get hit by a Curse or suffer some other kind of penalty.

Army: Characters may be Aeldari, Death Guards, Necrons, Orks, Tyranids, or Ultramarines. If you have no Army card in front of you, you're a lowly civilian.

Each Army has special abilities, shown on the cards. You gain the abilities of an Army the moment you play its card in front of you, and lose them as soon as you discard that card. See the Army cards for when abilities can be used.

You can discard an Army card at any time, even in combat: "I don't wanna be a Death Guard anymore!" When you discard an Army card, you become a civilian again until you play another Army card.

You may not belong to more than one Army at once unless you play the **Alliance** card.



Alliance

This card may be played whenever it is legal to play an Army card, as long as you have an Army to attach it to. You cannot have more than one of the same Army in play at once.

Level Counters: It's Not Cheating, It's Using the Rules!

If you have an iOS or Android device, you'll like our Level Counter smartphone app. Just search for "***Munchkin*** level counter" or click the link at **levelcounter.sjgames.com**. Even better, it gives you personal *in-game advantages* to make your friends jealous . . . which is what being a munchkin is all about!

If you play **Alliance** with a single Army, you get all the advantages of being that Army (the ability to equip Army-only Items, and monsters with penalties against that Army suffer those penalties) but none of the disadvantages (monsters do not get bonuses because of your Army). If the Army has an ability that has a cost, however, you still have to pay it, soldier!

If you play **Alliance** while you have two Armies, you have all the normal advantages and disadvantages of both Armies.



Treasures

Treasure cards include permanent and One-Shot cards. Any Treasure card may be played to the table as soon as you get it, or at any time on your own turn *except* during combat (unless the rules below or the card itself says otherwise).

Items

Most Treasures are Items. Items have a Gold Piece value. ("No Value" is equivalent to zero Gold Pieces, and a "No Value" card is considered an Item.)

All Items you have in play are considered "carried." Items that are actually giving you a bonus are "equipped." You should indicate Items that are not equipped by turning the cards sideways. You may not alter the status of your Items during a combat or while running away.

Anyone can *carry* any Item (except for extra Big items; see below), but you may *equip* only one Headgear, one suit of Armor, one pair of Footgear, and two "1 Hand" Items (or one "2 Hands" Item) . . . unless you have a card that lets you ignore these limits, such as **Cheat!**, or one of the cards says otherwise. If you are carrying two Headgear cards, for instance, you can equip only one of them at a time.

Likewise, some Items have restrictions: for instance, the **Plasma Incinerator** can be wielded only by an Ultramarine. Its bonus counts only for someone who is, at the moment, an Ultramarine.

You cannot discard Item cards "just because." You may *sell* Items for a level, *trade* Items with other players, or *give* an Item to another player who wants it (see below). And a Curse or a monster's Bad Stuff (see p. 5) may force you to get rid of something!

Big Items: You may carry any number of Small items, but only one Big one. (Any item not marked Big is considered Small.) You may not discard one Big item to play another; you must sell the first Item, trade it, or lose it to a Curse or Bad Stuff. (Vehicles are an exception; see below.)

If something lets you have more than one Big item and you lose that Item or ability, you must either correct the problem immediately or get rid of all but one Big item. If it's your turn and you're not in combat, you can sell the excess Big items (as long as you have at least 1,000 Gold Pieces of Items to sell). Otherwise, you must give them to the lowest-Level player(s) who can carry them! If any Big items are still left over, discard them.

Vehicles: Some cards are labeled "Vehicle." You may only have one Vehicle at a time unless you **Cheat!** or have some other card that lets you have more than one. Most Vehicles are Big, but they do not count against your Big items since you do not have to carry them.

If a Vehicle has a Run Away bonus or penalty, that bonus or penalty *replaces* any others you might have. You may discard a Vehicle with a Run Away penalty before rolling if you decide to abandon it and flee on foot.

Trading: You may trade your carried Items (but no other cards) with other players. You may not trade any cards from your hand. You may trade at any time except when you or your trading partner are in combat. Any Item you receive in a trade must remain in play.

You may also give Items away without a trade, to bribe other players – "I'll give you my **Lasblaster** if you won't help Bob fight that **Horror of Tzeentch**!"

You may show your hand to others. Like we could stop you.

Selling Items for Levels: At any point during your turn except during combat or Running Away, you may discard Items worth a total of at least 1,000 Gold Pieces and immediately go up one level. ("No Value" cards are the same as zero Gold Pieces.) If you discard (for instance) 1,100 Gold Pieces worth, you don't get change. But if you can manage 2,000 worth, you can go up two levels at once, and so on. You may sell Items from your hand as well as those you are carrying.

You may *not* sell Items to go to Level 10.

"One-Shot" Treasures

Some Treasure cards are labeled **One-Shot**. Most of these are used during combat to strengthen the munchkins or the monsters, and may be played from your hand or from the table. Some have other effects, however, so read the card carefully! Discard these cards as soon as the combat is over or their effect is resolved. Once a One-Shot is played, it doesn't have an owner and isn't a valid target of Curses or Bad Stuff, even if you are still resolving its effect.

One-shot cards with a Gold Piece value may be sold for levels, just like other Items.

Other Treasures

Other Treasure cards (like **Go Up a Level** cards) are not Items. Most of these cards say when they can be played, and whether they stay in play or are discarded. **Go Up a Level** cards may be played on yourself or any other player at any time, even during combat, unless a card has a specific rule about when it can be played. Discard them once they are played.

Combat

To fight a monster, compare its **combat strength** to yours. Combat strength is the total of Level plus all modifiers – positive or negative – given by Items and other cards. If the monster's combat strength is equal to yours, or greater, you **lose the combat** and must Run Away (see p. 5). If your combat strength totals more than the monster's – note that monsters win ties! – you **kill it** and go up a level (two levels for some big monsters). You'll also get the number of Treasures shown on its card.



Sometimes a card will let you get rid of the monster without killing it. This is still "winning," but you don't get a level. Unless the card says otherwise, you don't get the Treasures, either. If the last monster is removed from a combat, it ends instantly.

Some monster cards have special powers that affect combat – a bonus against a particular Army, for instance. Be sure to check these!

Interfering With Combat

You can interfere with others' combats in several ways, including:

Use a One-Shot card to strengthen the monsters or possibly even end the combat.

Play a monster enhancer. These cards (usually) make a monster stronger . . . and give it more Treasure. You can play these either during your own combats or during someone else's combat.

Add a monster from your hand to join the combat, either with a **Wandering Monster** card or by using the special Undead or Chaos rules.

Curse them, if you have a Curse card.



You and the other players may play One-Shots or use Army abilities to help or harm you in your combat. Some Door cards may also be played into a combat, such as monster enhancers (see below).

If you kill a monster (or monsters!), discard the monster(s) and any other cards played, and claim your rewards. But note: someone may play a hostile card on you, or use a special power, just as you think you have won. When you kill a monster, you must wait a reasonable time, defined as about 2.6 seconds, for anyone else to speak up. After that, you have really killed the monster, and you really get the level(s) and Treasures, though they can still whine and argue.

Monsters

If drawn face-up, during the **Kick Down The Door** phase, monsters immediately attack the person who drew them.

If you get a monster card any other way, it goes into your hand and may be played during your own turn to **Look For Trouble**, or played with the **Wandering Monster** card to join another player's fight. (See **Fighting Multiple Monsters**, below.)

Each monster card is a single monster, even if the name on the card is plural.

Monster Enhancers

Certain cards, called **monster enhancers**, raise or lower the combat strength of individual monsters. (Penalties to monsters are still considered enhancers.) They also affect the number of Treasures the monsters are worth, as noted at the bottom of their cards. Monster enhancers may be played by any player during any combat.

All enhancers on a single monster add together. If there are multiple monsters in a combat, the person who plays each Enhancer must choose which monster it applies to.

Exception: Anything that enhances a monster also enhances its Twin . . . if **Modded**, **Undead**, and **Twin** are played on a single monster, *in any order*, you are facing a Modded Undead monster and its Modded Undead Twin. Good luck . . .



Fighting Multiple Monsters

Some cards (such as **Wandering Monster**) allow your rivals to send other monsters to join the fight. You must defeat their **combined** combat strengths. Any special abilities, such as forcing you to fight with your Level only, apply to the entire fight. If you have the right cards, you can eliminate one monster from the combat and fight the other(s) normally, but you cannot choose to fight one and Run Away from the other(s). If you eliminate one monster, but then run from the other(s), you don't get *any* levels or Treasure!

Undead and Chaos Monsters

Several monsters in this set are tagged **Undead** or **Chaos**. You may play any tagged monster from your hand into combat to help any *other* monster with the same tag, *without* using a **Wandering Monster** card. If you have an enhancer or other card that can be used to make a monster Undead or Chaos, you may play it with a monster to use this rule.

Asking For Help

If you cannot win a combat on your own, you may ask any other player to help you. If he refuses, you may ask another player, and so on, until they all turn you down or someone helps. Only one player can help you, adding their combat strength to yours. *Anyone* can play cards to affect your combat, however!

Example of Combat, With Numbers and Everything

Michael is a Level 4 Aeldari with the Beastmaster's Scourge (which gives him a +2 to his combat strength). He kicks open the door and finds the Pink Horror of Tzeentch, a Level 8 Chaos monster with +4 against Aeldari. Even with his +3 bonus against Chaos monsters, Michael is losing, 12 to 9.

Michael: The forces of Chaos must be defeated!

He plays the Sanctified Grenade, which usually gives +3 to either side, but has +5 against Chaos monsters. Now he's winning, 14 to 12.

Michael: Back to the Great Rift with you, foul warpspawn!

Christian: You think it's that easy? This is the grim darkness of the far future, Mike!

Christian plays Grimdark, adding 10 to the Pink Horror's combat strength. Now Michael is losing, 22 to 14.

Michael: Heresy!

Christian: Perhaps we should work together to fight off these foul mockeries! *(Christian is playing a Level 5 Ultramarine with Power Armor, so his combat strength is 12. Combined with Michael's 14, they would have 26, enough to defeat the Pink Horror's 22.)*

Michael: Fortunately for me, I don't actually have a Pink Horror model, so I've proxied it . . .

Michael plays Proxied, which subtracts 10 from the monster's combat strength. Now he's back to winning, 14 to 12.

Christian: Get some real figures before you play at my table.

Michael: I'm killing the Pink Horror unless someone else plans to mess with me. Anyone?

No one says anything, so Michael goes up a level and claims the Pink Horror of Tzeentch's two Treasures – Grimdark added two more, but Proxied took them away. And the game goes on . . .

You'll probably have to bribe someone to help. You may offer your helper any Item(s) you are currently carrying, or any number of the Treasure cards the monster has. If you offer part of the monster's Treasure, you must agree whether they pick first, or you pick first, or whatever. You may also offer to play any cards from your hand that you legally could, such as **Go Up a Level** cards, on your helper.



The special abilities or vulnerabilities of the monster also apply to your helper, and vice versa. For instance, if an Aeldari helps you, you will get +3 against a Chaos monster (unless you are also an Aeldari). But if you are facing the **Nurgling** and an Aeldari helps you, the monster's combat strength is increased by 4 (unless you, too, are an Aeldari and the monster's combat strength has already been increased).

If someone successfully helps you kill the monster, discard it, draw Treasures (see **Rewards**, below), and follow any special instructions on the monster card. You level up for each slain monster. Your helper does *not* go up any levels . . . unless the helper is an Ork and you won by 10 points or more, in which case they gain one level. *You* draw the Treasure cards, even if it was your helper's special ability that defeated the monster, and distribute them according to the agreement you reached.

A few cards or abilities allow you to compel another player to help you in combat. These abilities *do not* work if you are fighting for the win – and if you force someone to help and then the fight becomes one for the win, your helper gets to back out without penalty. However, if you *voluntarily* help someone, you don't get to back out just because they're about to win the game – so pay attention!

Rewards

When you kill a monster, you get one level per monster, unless the monster card says something else . . . and you get its Treasure! Each monster has a Treasure number on the bottom of its card. Draw that many Treasures, modified by the Treasure bonuses or penalties shown on any monster enhancers played on it. Draw *face-down* if you killed the monster alone. Draw *face-up*, so the whole party can see what you got, if someone helped you, even if they aren't taking any Treasures. (Sucker.)

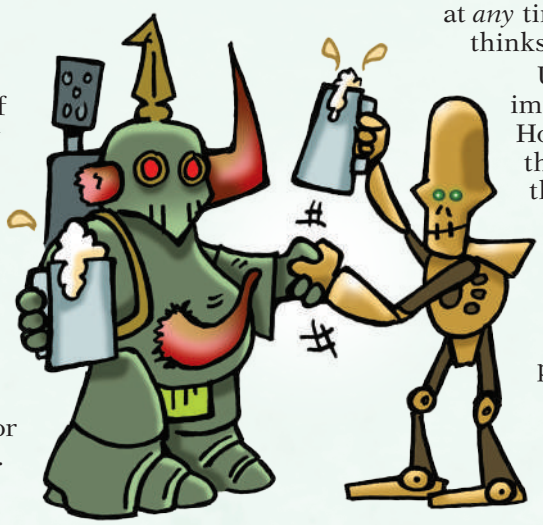
If you defeat a monster by nonlethal means, you do not get a level and you may or may not get the Treasure, depending on the method.

Treasure cards can be played as soon as you get them, even if you are the helper.

Running Away

If nobody will help you . . . or if somebody tries to help, and your fellow party members interfere so the two of you *still* cannot win . . . you must Run Away. You don't get any levels or Treasure. You don't even get to Loot the Room. And you don't always escape unharmed . . .

Roll the die. You escape on a 5 or more. Some Treasures make it easier or harder to Run Away from all monsters. And some monsters give you a bonus or penalty to your roll for that monster only.



If you fail to Run Away from a monster, it does Bad Stuff to you, as described on its card. This may vary from losing an Item, to losing one or more levels, to **Death** (see below).

If you are fleeing from multiple monsters, you roll separately to escape each one, in any order you choose, and suffer Bad Stuff from each one that catches you as soon as it catches you.

If two players are cooperating and still can't defeat the monster(s), they must both Run Away. They roll separately for each monster, in whatever order they like. (If they can't decide, roll the die; the high roller decides who Runs Away first.) The monster(s) CAN catch them both.

Once you have resolved all Run Away rolls, discard the monster(s).

Death

If you die, you lose all your stuff. You keep your Army(-ies) and Level (and any Curses that were affecting you when you died) – your new character will look just like your old one. If you have **Alliance**, keep that as well.

Once you have died, you don't have to Run Away from any remaining monsters. Small comfort . . .

Looting The Body: Lay out your hand beside the cards you had in play (making sure not to include the cards mentioned above). If you have an Item attached to a **Cheat!** card, separate those cards. Starting with the player with the highest Level, everyone else chooses one card . . . in case of ties in Level, roll a die. Once everyone gets one card, discard the rest. If your corpse runs out of cards, tough. Looted cards go into players' hands.



Dead characters cannot receive cards for any reason, not even Charity, and cannot level up or win the game.

When the next player begins their turn, your newly revived character appears and can help others in combat with your Level and Army abilities . . . but you have no cards, unless you receive Charity or gifts from other players.

On *your* next turn, start by drawing four face-down cards from each deck and playing any legal cards you want to, just as when you started the game. Then take your turn normally.

Curses

If drawn face-up during the **Kick Down The Door** phase, Curse cards apply to the person who drew them.

If acquired some other way, such as by **Looting The Room**, Curse cards go into your hand and may be played on *any* player at *any* time. Reducing someone's abilities just as he thinks he has killed a monster is a lot of fun.

Usually, a Curse affects its victim immediately (if it can) and is then discarded. However, some Curses give a penalty later in the game or have a continuing effect. Keep these cards until you get rid of the Curse or the penalty takes effect.

Note: If someone plays a "your next combat" Curse on you while you are in combat, it counts in *that* combat! The same is true for a "your next turn" Curse played during your turn.

If a Curse can apply to more than one Item, the victim decides which Item is lost or Cursed.

If a Curse applies to something you don't have, ignore it. For instance, if you draw **Lose Your Armor** and you have no Armor, nothing happens; discard the card. (Some Curses have alternate effects, though, so read the card!)

There will be times when it will help you to play a Curse or monster on yourself, or to "help" another player in a way that costs them Treasure. This is very munchkinly. Do it.



More *Munchkin*!

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

Use the **#PlayMunchkin** hashtag on social media to get our attention!

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This set's page is **munchkin.game/warhammer40000**.

Super-Sized *Munchkin*

Studies have shown that 8.4 out of 9.7 ***Munchkin*** players just can't get enough of the game. Here are some ideas to take your ***Munchkin*** games to new heights – or lows:

*Combining different **Munchkin** sets*. You can mix two (or more) base sets and expansions together for a genre-crossing mega-***Munchkin*** adventure! Space plus Old West? Kung fu vampires? No problem!

Expansions. These add still more monsters to kill, new Treasure to loot, and sometimes entirely new kinds of cards. Ask for all the ***Munchkin*** sets and expansions at your local game or comic store – find it using our Store Finder, **storefinder.sjgames.com** – but if you don't have a local store, we'll be happy to sell them directly to you at **warehouse23.com**.

All of the above!!!



Faster Play Rules

For a faster game, you can add a "phase 0" called **Listen At The Door**. At the start of your turn before doing anything else, draw a face-down Door card, which you may play or not. Then arrange cards and Kick Down The Door normally. If you Loot The Room, draw a face-down *Treasure*, not a Door. (Tyranids may draw a Door instead in order to use their Army ability.)

You can also allow shared victories – if a player reaches Level 10 in a fight where you are the helper, you also win the game, no matter what Level you are.

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Andrew would like to thank Michael Knight, John Kovalic, and Ben Williams for invaluable development assistance. Any errors remaining are the result of heretical influence.

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