

MUNCHKIN[®] 5 DE-RANGED™

This set contains two special types of cards. If you have *Munchkin 4 – The Need For Steed*, you already know how to use them. If you do NOT have *Munchkin 4*, you should go out and get it right now, or the undead clowns will get you, but because we love you and you gave us money, here are the rules anyway, for . . .

- Hirelings (you've seen a few already, but here are some more),
- Steeds and Steed Enhancers, and
- Item Enhancers.

This set is intended to be used with the original *Munchkin* and (probably) one or more of the previous expansions.

HIRELINGS

Hirelings, Sidekicks (found in several sets), Allies (found in several *other* sets), Mooks (from *Munchkin Fu*), Comrades (from *Munchkin Conan*), and Minions (from *Munchkin Bites!*) are all the same for the purposes of these rules.

Hirelings are found in Door decks in some sets, Treasures in others. (In this set, there are two Hirelings, both Doors.) You can play a Hireling at any time, even in combat, as long as you have only one Hireling in play at a time. If you draw a face-up Hireling, you may put it in your hand if you cannot (or don't want to) put it in play. You may discard a Hireling at any time.

A Hireling is not an Item unless it has a price on it. You may only trade Hirelings that have a Gold Piece value.

A Hireling can sacrifice himself for you. If you lose a fight, then instead of rolling to Run Away, you may discard one Hireling and anything he is carrying. You automatically escape from all monsters in the fight, even if a monster card says escape is impossible. If someone was helping you in the fight, YOU decide whether that person automatically escapes as well, or must roll to escape.

Some Hirelings give you extra Hands, or let you carry an extra Big or Complex item. In this case, the Hireling does not actually have any items . . . he merely increases your own abilities. If something happens to the Hireling, your items are not affected.

Other Hirelings (not those in this set, heh heh) can specifically carry and use an Item themselves. In some cases, a Hireling can use an item you cannot use for yourself. The items a Hireling carries count for you and are affected by Traps, Curses, and Bad Stuff as though you were carrying them yourself. If your Hireling has an item:

- If your Hireling sacrifices himself to save you, any items he was carrying are lost.
- If your Hireling is killed, you loot the body yourself and keep the items.
- If your Hireling is taken away by a Trap/Curse, by Bad Stuff, or by a change in loyalty, the items go with him!

Hirelings and Monster Bonuses

If (for instance) you have the Dwarf Hireling (but you won't unless you have *The Need For Steed*) and you face a monster that gets a bonus against Dwarves, it gets the bonus against you unless you immediately discard the Hireling. And, of course, a monster which has a penalty against Dwarves has that penalty against any munchkin with a Dwarf Hireling. The same is true for any monster that has a bonus or penalty against any Race, Class, or sex.

Bad Stuff does not affect Hirelings unless it specifically mentions them. Ignore your Hireling's Race, Class, and sex when determining what a monster does to you.

Hirelings and Sex

No, don't even GO there.

The sex of a Hireling does not matter except with monster reactions (above) or unless you want to give it an item that is male-only or female-only. In that case, the Hireling is of the sex, if any, shown on its card. It should be pretty obvious, even to your munchkin players, which illustrations are male, which are female, and which Hirelings (in some other sets) have no sex at all. Robots never have a real gender, regardless of the pronouns on their card text. **Ralph the Wonder Dog** used to be male, but we took him to the vet.



More Munchkin!

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

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

All the *Munchkin* games should be available 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. You can also find free *Munchkin* accessories and rules in the PDF section of warehouse23.com.

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

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

Facebook. Connect with other fans on our pages for *Munchkin* (facebook.com/sjgames.munchkin) and Steve Jackson Games (facebook.com/sjgames).

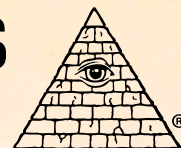
Instagram. We post lots of pictures of new *Munchkin* stuff to instagram.com/stevejacksongames.

For more information about this *Munchkin* game, go to munchkin.game/products/games/munchkin/munchkin-5-de-ranged/.

The icon for this set is



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If you ever want to change the sex of a Hireling, you need the **Sex Change Potion**.

Hirelings and Cheating

A **Cheat!** card can be used to give you an extra Hireling, or to let a Hireling carry an item he normally could not (but why not just use the card on yourself and carry it yourself?). No power on heaven or earth will let the **Budget Hireling** carry anything.

STEEDS

Dear to a munchkin's heart is his mighty Steed. Because, of course, it gives bonuses. Steeds are found in the Door deck.

No player can have more than one Steed except by using a **Cheat!** card.

Steeds are Items, and follow normal Item rules. Anything that affects an Item can affect a Steed.

Steeds carry themselves. A Steed is "Big," but it does not count against the number of Big items you can carry (in fact, some let you carry more Big things). The "Big" designation on Steeds is to control what Traps and Curses affect them, and to keep Thieves from pocketing and walking off with them.

There are a few Items that specifically enhance Steeds. Steeds cannot use Items unless the Item card specifically says so. Item Enhancers do not affect Steed Enhancers.

If a Steed has a bonus or penalty to Run Away, that *replaces* the bonus or penalty of the rider. (If a Curse or Bad Stuff gives you a Run Away penalty, that penalty applies no matter what!) If your Steed gives you a penalty to Run Away, you may discard the Steed before you roll to flee. You don't suffer the penalty, but the Steed goes to the discard pile.

Treating Steeds as Monsters

A player who draws a face-up Steed may choose to treat it as a monster instead. In that case, its Level is equal to twice the combat bonus at the top of the card. (If there is no bonus listed, a Steed cannot be monstrified.) Defeating a Monster Steed is good for one level and one Treasure, and its Bad Stuff is "Lose a level."

This is a wonderful rule because many of your opponents will forget about it until you use it to win. Show them this rulesheet and do a happy little dance.

ITEM ENHANCERS

Some cards are Item Enhancers. These must be played on an Item you already have in play; they cannot be played by themselves. They add to the combat bonus of the Item or give the Item new abilities. You cannot move an Item Enhancer to a new Item once you have played it.

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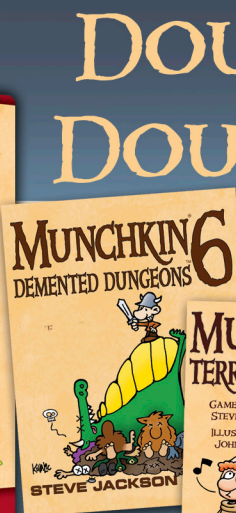
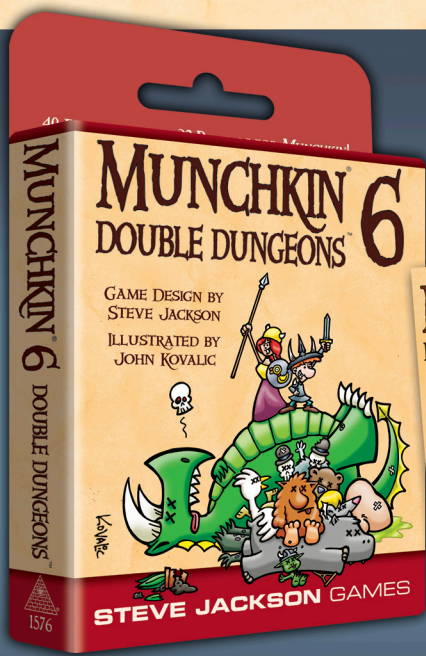
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DOUBLE THE DUNGEONS, DOUBLE THE ADVENTURE!

Double Dungeons includes the cards from *Munchkin 6 – Demented Dungeons* and *Munchkin 6.5 – Terrible Tombs*, now in a single convenient expansion!