

And . . . if you have more than one Ship, you get all their combat bonuses and the *best* Run Away bonus. You may ignore **any** penalty from one ship that the other doesn't also give you, because, being a munchkin, you are always on the best ship at any particular moment.

Card design by Andrew Hackard  
*Munchkin* designed by Steve Jackson  
Illustrated by John Kovalic

Chief Operating Officer: Philip Reed  
*Munchkin* Czar: Andrew Hackard  
Production Artist: Alex Fernandez  
Prepress Checker and Database Wizardry:  
Monica Stephens  
Marketing Director: Paul Chapman  
Director of Sales: Ross Jepson

Playtesters: Paul Chapman,  
Matthew Krous, Devin Lewis,  
James Vicari, and Loren Wiseman

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Rules version 1.0 (November 2010).

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The doughty Space Ranger and his Feline companion watched out the portholes as the Cyborg pilot deftly steered their shuttle through the spaceport.

"Maybe we'll get the Millennium Penguin!" said the Feline, her tail twitching with excitement.

"I'm betting on the Cattlestar," the Cyborg said in his metallic monotone.

The Space Ranger got as far as, "I heard it might be the Second—" and then fell silent as their shuttle aimed for a small, decrepit ship at the edge of the port.

"Not the Horsefly!" said all three, in unison.

Dear to a starfaring munchkin's heart (as of now) is his sturdy Ship. Because, of course, it gives bonuses. Ships are found in the Door deck.

Normally, no player can have more than one Ship. **Cheat!** cards and **Otto** can allow extra Ships.



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Ships are Items, and follow normal Item rules. Anything that affects an Item can affect a Ship. Ships carry themselves. All Ships are Big items, which does not matter if you are playing only *Star Munchkin*, but will come into play in combined games. Ships do not count against your total of Big items.

There are also a few Items that specifically enhance Ships. Ships can also be enhanced by regular "Item Enhancers" from other sets, if those Enhancers otherwise apply.

Enhancers cannot be moved between Ships. A Ship with an Enhancer adds the Enhancer's Gold Pieces value to its own.

If a Ship gives a bonus or penalty to Run Away, that **replaces** any bonus that its owner gets from Footgear, Steeds (in a blender game), or other possessions. If your Ship gives you a **penalty** to Run Away, you may discard the Ship before you roll to flee. You don't suffer the penalty, but the Ship goes to the discard pile.

#### More Munchkin!

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

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Our PDF store has free *Munchkin* accessories and rules (including *Epic Munchkin* and the *Munchkin* Tournament Rules)! Go to [e23.sjgames.com](http://e23.sjgames.com) and browse for *Munchkin*.

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