Running Away

If you are fleeing from multiple monsters, you will need to escape each one, in any order of choice, and roll a Die 6 from each one that you need to defeat. If two players are cooperating and still can't defeat the monster(s), they must both fail the roll on the Die 6. To escape Munchkin with multiple fiendish foes, roll the correct number of D6 that correspond to the number of monsters you need to escape from (see below). The Munchkin
cards tell you how many to roll. 

Dealing With Munchkin

Looting The Body:
If you are fleeing from multiple monsters, you roll separately to escape each one, in any order of choice, and suffer Bad Stuff from each one that you need to escape from (see above). If you have a token on a face-up Chained card, a separate Die 6 roll will end up causing you to lose a member of your group. If you roll on a face-up Chained card, you must do nothing. If you roll on a face-up Door card, you must do nothing. If you roll on a face-up Door card, you must do nothing. If you roll on a face-up Door card, you must do nothing.
**Basic Rules**

When you fight a monster, you each (the fighter and the monster) roll your combat strength; the higher roll wins (the fighter wins). The highest roll wins if there is a tie. The roll is your combat strength (your Level plus any bonuses or penalties) against the monster’s combat strength. Its combat strength is printed at the bottom of its card.

You lose a level if a card says “lose a level.” Your Level can never go below 1.

Combat strength is rerolled when you fight a monster again, but not when you fight it on its own combats or during someone else’s combat.

You may discard a card you used in combat by paying 1 Gold Piece to discard it. You may discard a card you never played by paying 2 Gold Pieces to discard it.

You may discard any card from your hand by paying 1 Gold Piece to discard it. You lose the card, but you do not lose the ability to use that card in the future. You may not discard your Level Card.

You may discard your Level Card any time, even during someone else’s turn. You lose the card, but you do not lose the ability to use that card in the future.

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**Super Munchkin and Half-Breed**

Super Munchkin: You may take any card from your hand and discard it to draw another card. You may take any card from your hand and discard it to draw another card.

Half-Breed: You may trade your available card with anyone, even if you are the only player to have that card. You may trade your available card with anyone, even if you are the only player to have that card.

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