In the *Warhammer Age of Sigmar* game, the Armies are joined into four Grand Alliances: Death, Destruction, Chaos, and Order.

The armies of Death serve the ends of Nagash, making sure that the living know their place in the multiverse... and serving as a reminder that, in the end, Nagash rules all. Even among them, the Flesh-Eater Courts are unusual, convinced that they are setting the standard for high society and proper behavior. As far as they're concerned, cannibalism is what everyone who’s anyone is doing these days.

Conversely, the armies of Destruction hunger for the obliteration of everything, and no one is better at obliterating stuff than the Ironjawz orruks. Even their own demise serves to further the aims of Destruction, so they fight fearlessly, ferociously, and frequently. With everyone.

Developed by Andrew Hackard
Based on Steve Jackson’s *Munchkin* and *Warhammer Age of Sigmar* from Games Workshop
Illustrated by John Kovalic

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**Munchkin** comes in lots of flavors! You can get classic fantasy, sci-fi, superheroes, pirates, cowboys, the apocalypse, steampunk, 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 our forums at forums.seggies.com/munchkin. Check out munchkin.game/gameplay/resources/ for reference cards, playmats, and dozens of links.

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