

Table 4-1: Munchkin Army Lists

Munchkins	Marksmanship	Melee	Resolve	Elan	Maximum	Point Cost (per regiment)	Notes
Zoraster the Wizard					1	3	Luck = 9; Spell = 8 Spells = Uncanny Marksmanship, Rally, Heal, Good Luck, and Poor Luck Skill as overall leader = Legendary
Zoraster's Guard Infantry Regiment	7	7	9	8	1	8	Red coat, white vests and pants, yellow facings, yellow epaulets, brass buttons, dark brown or black bearskins. Armed with muskets.
Colonel Tik-Tok's Regiment	6	6	7	6	1	6	White coats, vests, and trousers, red facings, red crest on helmet, red epaulets. Armed with muskets.
Colonel Hardsoles' Regiment	7	5	7	6	1	6	Green coat, white vests, and white trousers, yellow facings, dark brown busby, brass buttons, red epaulets. Armed with muskets.
Colonel Sourdough's Regiment	6	6	7	6	1	6	Dark blue coats, white vests and trousers, red facings, black shako, red cords and brass buttons, red epaulets. Armed with muskets.
National Guard (Landwehr) Infantry Regiment	6	4	6	5	5	5	"Bavarian" light blue coats, white vest and trousers, red facings, red epaulets, black hat, brass buttons. Armed with muskets.
Dubious National Guard (Landwehr) Infantry Regiment	4	3	4	3	5	3	"Bavarian" light blue coats, white vest and trousers, red facings, red epaulets, black hat, brass buttons. Armed with muskets. These are visibly indistinguishable from other Landwehr regiments but are less well trained.
Munchkin Light Artillery	6	4	7	5	1	4	Yellow coats, white vests and trousers, red facings; carriages are blue. Armed with carbines.
Munchkin Medium Artillery	6	4	7	5	1	5	Yellow coats, white vests and trousers, red facings carriages are blue. Armed with carbines.
Munchkin Light Cavalry Regt.	4	6	5	6	2	5	"Dragoon" green coats and pelisse and light blue trousers. Facings, plumes, and shabraque in various colors to denote different regiments. Armed with carbines. Munchkin cavalrymen are allowed to ride horses of different colors, and it is not uncommon for horses within the same regiment to be pastel shades of green, yellow, orange, green, purple, and pink.
Munchkin Heavy Cavalry Regt.	4	7	6	6	1	6	Royal blue coats, gray trousers, and red facings. Helmets have gold metal. The plume on the helmets, facings, and shabraques are in various colors to denote different regiments. Armed with carbines. Munchkin cavalrymen are allowed to ride horses of different colors, and it is not uncommon for horses within the same regiment to be pastel shades of green, yellow, orange, green, purple, and pink.
Munchkin Aerostat Corps	5	4	5	5	3	6	Sky blue coats, red trousers, and royal blue facings. Armed with muskets. See Section 3.13.2 Balloons Movement speed of a balloon is 2.
Colonel Tik-Tok					1	2	Luck = 7. Can be purchased as Brigade or army commander. Abilities = Superior Staff + one random roll.
Colonel Hardsoles					1	2	Luck = 7. Can be purchased as Brigade or army commander. Abilities = Superior Drive + one random roll.
Colonel Sourdough					1	2	Luck = 7. Can be purchased as Brigade or army commander. Abilities = Superior Fighting Abilities + one random roll.
Un-named Brigade or Higher Commanders					1	Free	Luck = 6. Abilities = roll randomly for one skill