target but the movement path is towards a legal firing/attack position hex (unoccupied, in LOS and in range) - its destination hex. It doesn't matter if the monster can't get to its destination hex with the movement it has, as long as there is a path to eventually get to the hex it will still consider this path the optimal path. The enemy/enemies that are within range (and line-of-sight) at the end of this shortest path are considered the "closest."

Side note on negative hexes (traps or hazardous terrain): negative hexes are considered obstacles when determining this path unless there is no path except through the negative hexes. The path can be ten steps long if the enemy avoids the negative hex and two steps long if it goes through the negative hex, it will still choose the ten-step path as long as it is available. Basically, monsters will move through as few negative hexes as possible.

In the case where the monster can use the same number of movement points to get within range (and line-of-sight) of multiple enemies (either because it starts its turn within range or multiple enemies or through some other situation), proximity (i.e. number of hexes they are away, not counting through walls) is then checked as a tie-breaker for "closest."

Okay, now, if there is only one closest enemy within range at the end of that path, that is the monster's focus. If there are multiple closest enemies within range (and line-of-sight), the focus is the enemy among those tied who has the lower initiative/earliest activation for the round as determined at the beginning of the round.

Note that there may be some cases where a monster can't find a focus at all. In order to obtain focus on an enemy, there must be an unblocked path (no walls, enemies, obstacles) to a hex that it can legally stand in where it could eventually move to and target the enemy. If an enemy can't find a focus, it doesn't move or attack on its turn but it can perform any other abilities written on its card.

How exactly does a monster with Jump evaluate its focus/movement path?
The monster acts as if it has an infinite jump, just like it normally acts as if it has infinite movement. The monster treats anything that would normally block its movement (obstacles, traps, enemies) as an ally in terms of where it can move to (i.e. they can move through them, but not end their movement in the same hex). Then it follows all the normal movement rules (minimum movement required to get as close to the target hex as possible, thinking that it can move through anything).

If a monster has jumping or flying for only one turn (say from an ability card), does it evaluate its focus path assuming it has jumping or flying for just its current turn or for the entire path?
The monster assumes it can jump or fly for the entire path (as if it was a permanent ability).

Monster - Mind Control

When a monster is controlled by a character, is it considered an ally or an enemy of other monsters while it is being controlled?
It is considered an enemy by other monsters for the duration of the mind control (typically either during the character's turn or during the mind controlled monster's turn, depending on the wording of the ability)

Can enemies that do not have a base movement be granted movement abilities from other sources like mind control?
Enemies without movement function like summons without movement. If they are granted a "Move X" ability, they can move, but if they are granted a "Move +X" ability, they can't.

When a monster is forced to do an Attack X, which of its base effects does it get to use? Does it keep its range?
Attack X replaces the figure's base ability so it is a melee attack unless a Range +X is specified or otherwise noted. Other effects from the Stat card (like poison, multiple targets, etc.) are retained.

Which attack modifier deck does a mind controlled monster use?
The monster's deck.

Monster - Movement

Will a monster move away from its target if it is adjacent and is performing a ranged attack?
Yes, monsters move a minimum amount to maximize their attack, so they will move away to lose disadvantage. If it can't lose disadvantage (i.e. is muddled or does not have enough movement points), it will not attempt to do so.

Will a monster move away from its target just to extend its distance (kite)?
No. It will only move away to maximize its current attacks.

If a monster can't get within range to attack with its movement, will it still move closer?
Yes, see the next question for how it will choose it's destination hex.

After determining focus, how exactly does a monster chose its destination hex and how does it maximize its attack on its focus and any additional targets?
It will determine its final destination hex (the hex where it can attack it's focus) by using the prioritization rules below <u>at the beginning of its turn</u>. The evaluation is first done using the monster's current movement range. If the monster can't reach a hex from which to attack using the