

Introduction

This is the official FAQ for all Gloomhaven related issues (the previous thread has been deprecated - this one replaces it). It covers all Revisions of the game. The Revision 2+ rule books are nearly identical. Many of the entries are already part of the R2+ rule books. However, since not everyone has the latest revision, those entries will remain in the FAQ. If an entry applies to a specific revision, it is noted as such (R1, R2+). Otherwise, the entry applies to all versions.

Note that the actual rules for the different revisions of the game are the same, and one of the purposes of this FAQ is to make sure their interpretations are in alignment. There were some minor changes to cards made for R2+ but these aren't rule changes, they are typo fixes or small balance changes (see this [thread](#))

IMPORTANT: Please limit discussions in this thread to requests for clarifications, improvements and corrections to existing entries and to requests for new entries. If you have a question that you feel is not covered in this FAQ or in the rule book, please create another thread in the Rules forum, preferably with just one question (or related questions) per thread. If it turns out that it is not covered by the rules or the FAQ, go ahead and post a comment on this thread to request its inclusion. I'm subscribed to the entire forum so hopefully I will see it and do it myself but feel free to do so ahead of me (or if I miss it).

The FAQ is organized into sections to improve readability. Also, CTRL-F (or whatever Mac guys have) is your friend, use it. Entries covering monsters, locked classes, items and some scenarios are covered in spoilers sections. It is suggested that you read over those sections when you reach a point in the game where you encounter them.

Note: I am not the designer of the game, that is of course Isaac. However, I am helping to update and manage the FAQ in my spare time because I enjoy stuff like that (yes, I'm aware I'm a freak), I want to give back to the community of such a great game, and because Isaac is a hell of a lot more busy than me right now and the FAQ really needed an update. Also, I am the author of the [Rules Summary](#) document in the files section. It has received lots of good feedback and we have all endeavored to make it match the formal rules (including the FAQ). I mention it only in the interest of providing as much info here to make it as easy for everyone to play and have fun with the game.

General Scenario Game Play

Abilities - Skipping, Order, Timing and Separate/Attached

Can I choose to not perform specific parts of an action and what is considered a negative effect?

You may not skip the following abilities/effects:

- * Negative effects: Effects that when performed will (not may) reduce hit points, lose cards, or apply a negative condition to yourself or an ally .
- * Stand alone infusions (i.e. not attached to a specific ability). Note that infusions gained from modifier cards are considered attached to the attack so they can be skipped. Also, for characters, at least one ability on the action must be performed in order to gain the standalone Infusion. This is not true for monsters, they cannot skip abilities and do perform their infusion even if they can't perform another ability during their action.
- * XP granting abilities, whether standalone or attached to another ability. If standalone, at least one ability on the action must be performed in order to gain the XP.
- * +/- X ability adjustments from modifier cards.
- * Individual targets of an AoE attack - if you do the attack, all eligible targets in the area must be attacked. Note that Add Target and Target X are not AoE abilities and can be skipped. For Target X, you may attack less than X targets.
- * Charges and their effects of a multi-use item or ability if the triggering conditions have been met

You may skip any other ability or effect, including some or all effects attached to an attack but you must chose to do so BEFORE drawing an attack-modifier card. In the case of a skippable effect attached to a multi-target attack (like an AoE with a Push), you may skip the effect on an attack-by-attack bases unless the card states the effect applies to all targets (or something similar). Some modifier cards have their own attack effects and you can choose to apply them after you draw if they qualify as optional effects.

Can I change the order of the abilities in an Action?

No, any abilities that you choose not to skip must be performed in the order listed in the card

Are separate attacks from an ability (like an AoE) resolved separately or simultaneously?

They are resolved separately in any order the player wishes. Separate attack abilities in the same attack action are resolved in the sequence they are written. No attacks are resolved simultaneously. You resolve one attack, including any additional effects of the attack like push/pull or retaliation, then resolve the next attack.

When an ability says "Do X to get Y", do I get Y, regardless of the results of X?

X and Y happen simultaneously so you always get Y. However, you may still not be able to benefit from Y if X causes you to be exhausted and Y is an effect contingent upon you doing something after your are exhausted (like resolving an attack or moving).