

Attack abilities.

If a monster ability card doesn't specify an "Attack" or "Move" ability, do they still perform that ability?

No. Monsters only do what is written on their card for that round.

If a monster has bonuses like "Shield" or "Retaliate" on their ability card, is that active for the whole round?

No, bonuses only become active once the monster takes their turn based on the initiative on the ability card. It then lasts until the end of the round, where it will either get shuffled back into the deck or replaced with the next round's ability card.

If a monster has bonuses like "Shield" or "Retaliate" on their stat card card, are they always active?

Yes, and they are unaffected by Stun.

If a monster is granted Retaliate by both an ability card and the Stat card, are they treated as separate effects or summed together and treated as a single effect (like for resolving "on source of damage" effects)

They are summed and treated as a single effect.

If a monster ability card lists a melee attack (like a melee AoE or “target adjacent enemies” effects without a "range" specified) but the monster stat card specifies a Range X, is the attack melee or ranged?

It is melee, the monster ability card takes precedence.

If all monsters of a type are destroyed and then new ones are revealed, do you shuffle the monster's ability cards?

No. You only shuffle a monster's ability cards if the shuffle symbol is displayed or all cards have already been drawn

How do you measure "closest" when resolving abilities like the Archer trap placement or summons that are placed "closest to an enemy"?

Closest is measured 1st requiring the fewest normal movement points and then 2nd by proximity (but around walls)

When a monster has a non-attack ability that doesn't define a specific target (like "Muddle - Target one adjacent enemy"), who does it target?

Normal focusing rules are used to determine the target

Monster - Attacks

Can you clarify how monsters do attacks against multiple targets?

Area of Effect, Add Target and Target X attacks are treated exactly like they are for players. Unless otherwise stated by a card, the multiple attacks cannot be done on the same enemy because they all come from the same ability. If a card says that multiple attacks are done on the same enemy (as an exception to the rule), the monster will attack its focus until it's dead/exhausted.

If a monster ability card has multiple attack abilities listed in different lines, they are considered separate abilities and will therefore be used on the same target until its dead or exhausted, after which it will follow the focus rules to find its next target.

[Errata] Note that the wording on Page 31 of the rule book regarding monster multiple attacks should read "If the monster can target multiple figures with a single ability..." instead of the "If the monster has multiple attacks..."

After a monster is done moving (or didn't have to move), in what order does the monster perform its attacks against multiple targets?

Players decide.

Monster - Bosses

Are bosses elites?

No, bosses are their own class of monster and are thus unaffected by abilities that target normal or elite monsters. Also note that named monsters specified in the scenario book are their own class of monster as well.

When do bosses do their special attacks?

Only when their ability card says so.

Monster - Named

If a scenario defines all monsters of a type as "named", are they still considered normal or elite?

No - they are now Named monsters

Monster - Conditions

Can you explain in more detail how monsters interact with invisible characters?