

## MONSTER INTERACTION WITH TRAPS AND HAZARDOUS TERRAIN

Monsters without the Flying trait consider negative hexes (traps or hazardous terrain) to be obstacles when determining focus and movement **unless** movement through one of these hexes is the **only** way they can focus on a target. In this case, they will use the path moving through the smallest number of negative hexes possible to find a focus and suffer any consequences.

**Example:** Even though the Tinkerer **a** is closer, Monster **1** will focus on the Brute **b** with its melee attack because it considers traps to be obstacles. Only if the Brute were not there and the only enemy the monster could focus on was the Tinkerer would it do so and cross the traps to get to him.



**Example:** Archer **1** will focus on the Brute **a**, since she can get in range to attack him with the least number of moves. If the archer has a Range 3 attack and Move 2, she will move to hex **b** and attack her focus. If she only has Move 1, however, she will stay where she is and not attack. She will not move into the trap **c**, even though it would put her in range to attack the Brute, because there is still another viable path to get within range of the Brute, even if she can't use it this turn. She also will not move to hex **d**, as it would get her no closer to being in range of the Brute.



## MONSTER ATTACKS

A monster will attack on its turn if “**Attack±X**” is part of its ability card. Any damage dealt is calculated from its base attack value (found on its monster statistic card) modified by X (either positive or negative). Monsters will always attack their focused enemies (see Monster Focus on pp. 29–30 for details) but if the monster can attack multiple targets, it will attack its focused enemy and as many other enemies as possible to **maximum effect**. If a monster has multiple attacks, it will choose the focus of its other attacks following normal focus rules, excluding figures it is already attacking. Any attack that does not specify a range on the monster ability card should use the base range of the monster written on its stat card.

Monster attacks function exactly like character attacks, and are modified by the attacker’s attack bonuses, then attack modifier cards, then the defense bonuses of their target. They may be performed with Advantage or Disadvantage as discussed on pp. 20–21.

## OTHER MONSTER ABILITIES

**Healing:** Monster healing functions exactly like character healing as discussed on p. 26. With a “Heal X” ability, the monster will heal themselves or an ally within the specified range, whichever has lost the most hit points.

**Summons:** Monster summon abilities place new monsters on the board that behave exactly like the normal monsters, acting according to played monster ability cards of their type. Summoned monsters are placed in an empty hex adjacent to the summoning monster and also as close to an enemy as possible. If there are no empty adjacent hexes or there are no available standees of the summoned monster type, the summon fails. Summoned monsters never act on the round they are summoned, nor do they drop money tokens when killed.