Gloomhaven Examples

Basic examples of determining focus and behavior for ranged monsters, including common mistakes.

by Casey Harris

Bandit Ar

4
2
2
3

ANSWER:
She moves up one
hex, then attacks
the Cragheart.

Example Ability

01

Move +0

Attack +0

initiative:
20

initiative:
80

Q1

4 ⬦

2 ⬦

2 ⬦

3 ⬦

initiative:
20

initiative:
80

CAN attack
from here

First, find the archer's focus.
Begin this process
by identifying
hexes from which
she could attack,
given Range 3.

CANNOT attack
from here

Move +0

Attack ⚔ +0

Bandit Ar

initiative: 20

initiative: 80

4

2

2

3

3

3

3

3

3

3

2

2

2

3

3

1

2

3

She wants to move the LEAST amount required. She can reach an attack hex with 1 Movement.

4

2

initiative:
20

initiative:
80

This is her destination hex because she will only have to move a single hex and will still be able to attack.

Example Ability

01

Move +0

Attack +0

From that hex, she could reach the Spellweaver...

Bandit Ar

4
2
2
3

...or she could reach the Cragheart.

3
initiative:
20

initiative:
80

2

1

Example Ability

01

Move +0

Attack +0

Q1

initiative: 20

initiative: 80

To break this final tie for who will be the focus, we look to initiative order. We see that the Cragheart will act earlier in the round than the Spellweaver will, so he wins the tie and becomes the focus of the archer.

Example Ability

01

Move +0

Attack +0

4

2

Only now that we know the movement path and the focus, do we begin carrying out abilities from the monster ability card.

Example Ability

01

Move +0

Attack +0

4

2

2

3

initiative:
20

initiative:
80

Example Ability

01

Move +0

Attack +0

It is the Archer's turn.
What does she do?

Bandit Ar

4 💧

2 🗡

2 ⚔

3 ⚡

initiative: 20

initiative: 80

ANSWER:
She does not move.
She attacks the
Spellweaver.

Example Ability

01

Move +0

Attack ✦ +0

Bandit Ar

4

2

2

3

initiative:
20

initiative:
80

When you see that both characters are within her Range 3, it is tempting to think that you should break the tie by looking to initiative, but that is not the case.

Example Ability

01

Move +0

Attack +0

Since she can move zero hexes and still make an attack on either character, there is a tie for who will be her focus. The next step is to check "proximity".

The Cragheart is 3 hexes away.

The Spellweaver is only 2 hexes away, and therefore becomes the focus.

Bandit Ar

4 ◇
2 ◇
2 ◇
3 ◇

initiative:
80

initiative:

Example Ability

01

Move +0

Attack ✦ +0

4 ◇
2 ◇
2 ◇
3 ◇

initiative:
20

initiative:
80

Example Ability

01

Move +0

Attack ⚔ +0

It is the Archer's turn. What does she do?

Bandit Ar

4

2

2

3

ANSWER:
She moves back one hex
and attacks the Cragheart.

initiative:
20

initiative:
80

Example Ability

01

Move +0

Attack +0

Bandit Ar

4
2
2
3

initiative:
20

initiative:
80

A common mistake might be to think that she would attack the Spellweaver because it would avoid disadvantage, but that is incorrect. First, the monster should determine focus. Then later, during their movement, they can attempt to shed disadvantage.

Determine Focus:

Step 1: Least movement required to attack. (She can move 0 and still reach them both. It's a tie.)

Step 2: Proximity. (Cragheart is only 1 hex away. He becomes the focus!)

Step 3: Initiative. (Not needed because we already resolved it at Step 2.)

Bandit Ar

4	◇
2	◇
2	◇
3	◇

initiative: 20

Example Ability

01

Move +0

Attack ✦ +0

Bandit Ar

4 ◇
2 ◇
2 ◇
3 ◇

initiative:
20

Now that focus has been determined, it is time to carry out the lines on the monster ability card.

Since the upcoming attack will have Disadvantage (due to Ranged attack while adjacent), she will attempt to become non-adjacent with her Move 2.

Example Ability

01

Move +0

Attack ✸ +0

Bandit Ar

4

2

2

3

initiative:
20

initiative:
80

The yellow-highlighted hexes show where she could move with Move 2, lose Disadvantage, and still be able to attack.

She'll move the least amount possible to lose Disadvantage. One of those options is only 1 hex away, so she must go there.

4 ⬦

2 ⬦

2 ⬦

3 ⬦

initiative:
20

initiative:
80

Example Ability

⌃
01

Move +0

Attack ✦ +0

It is the Archer's turn.
What does she do?

4 ◇
2 ◇
2 ◇
3 ◇

initiative:
20

initiative:
80

ANSWER:
She does not move.
She attacks the Cragheart
(with Disadvantage).

Move +0

Attack ⚔ +0

The Cragheart is the focus (tied for least movement (zero), but closer in proximity).

2

3

initiative: 20

The archer has Move 2 and would like to lose Disadvantage. However, because there is a way to perform an attack already, she considers that trap to be an obstacle. She CANNOT walk on/through the trap. There is nowhere she can reach with Move 2 that is non-adjacent to her focus, so she does not move.

Bandit Ar

4 ◇
2 ◇
2 ◇
3 ◇

initiative:
20

?

Example Ability

01

Move +0

Attack ✴ +0

It is the Archer's turn (she's Muddled).
What does she do?

4 ◊
2 ◊
2 ◊
3 ◊

initiative:
20

?

ANSWER:
She does not move.
She attacks the Cragheart
(with Disadvantage).

Example Ability

01

Move +0

Attack ✦ +0

Bandit Ar

4 ◇
2 ◇
2 ◇
3 ◇

?

initiative:
20

ple Ability

Even though she *could* move away from
her target, doing so would not remove the
Disadvantage from her attack (due to the
Muddle condition). Because of this, she
stays put and attacks from there.

Move +0

Attack ✴ +0

Bandit Ar

4
2
2
3

It is the Archer's turn. What does she do?

Move 1, Attack 2 (Range 2)

Example Ability

01

Move -1

Attack +0

Range -1

initiative:
20

initiative:
80

Bandit Ar

initiative:
20

initiative:
80

4
2
2
3

ANSWER:
She moves down 1 hex
and does not perform
an attack.

Example Ability

01

Move -1

Attack +0
Range -1

initiative:
20

initiative:
80
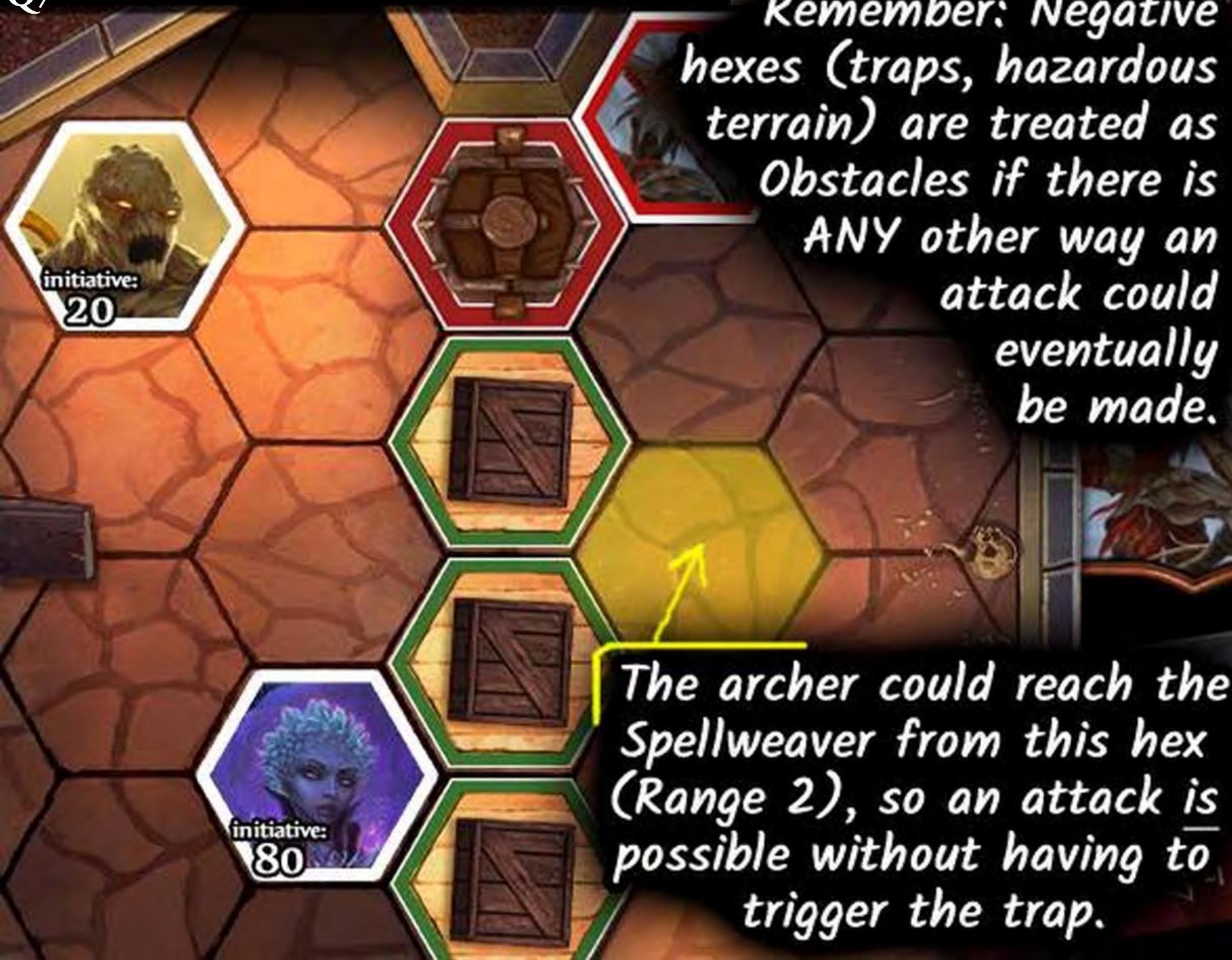
Remember: Negative hexes (traps, hazardous terrain) are treated as Obstacles if there is ANY other way an attack could eventually be made.
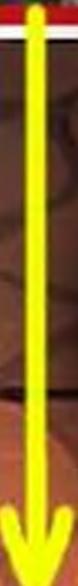
The archer could reach the Spellweaver from this hex (Range 2), so an attack is possible without having to trigger the trap.

Bandit Ar

4

2

2

She will move along this path as far as possible, even though she can't get there or attack this turn.

initiative: 20

initiative: 80

Example Ability

01

Move -1

Attack +0

Range -1

It's time for another episode of...

WILL HE MOVE?

Bandit Guard
as the activating monster

Karl the Cragheart
as the potential focus

Various examples of when a monster will or will not move.

Bandit Guard

Move ⚡ +0

Attack ⚔ +0

50

Bandit G

6 🔹
3 🔸
2 🔹
-

no focus

will not move

Bandit Guard

50

Move ✦ +0

Attack ✦ +0

Bandit G

6 ◈

3 ◈

2 ◈

- ◈

Bandit Guard

50

Move ✦ +0

Attack ⚔ +0

Bandit Gu

6 🔹

3 🔺

2

-

destination hex

focus

will move here

Bandit Guard

Bandit G

50

Move ✦ +0

Attack ✦ +0

6 ◆
3 ◆
2 ◆
- ◆

Bandit Guard

50

Move ✦ -1

Attack ✗ +0

Range ⟨ 2

Bandit G

6 ◈

3 ◈

2 ◈

-

focus

will move here

Bandit Guard

50

Move ⬥ -1

Attack ⚔ +0

Range ⤬ 2

Bandit G

6 ⬥
3 ⬥
2 ⬥
- ⬥

Bandit Guard

50

Move ✦ +0

Attack ⚔ +0

Bandit Gu

6 ◆
3 ◆
2 ◆
-

no focus

will not
move

Bandit Guard

50

Move ✷ +0

Attack ✷ +0

Bandit Gu

6 ◆
3 ◆
2 ✷
- ✷

Q12

Bandit Guard

50

Move ↳ -1

Attack ⚔ +0

Range ↗ 2

Bandit G...

6 ◇
3 ◇
2 ◇
-

no focus

will not
move

Bandit Guard

50

Move ✦ -1

Attack ⚔ +0

Range 🏹 2

Bandit Gu

6 ◈

3 ◈

2 ◈

-

Bandit Guard

50

Move ✦ -1

Attack ⚔ +0

Range ⤢ 3

Bandit G

6 ◈

3 ◈

2 ◈

- ◈

Bandit Guard

50

Move ⟡ +0

Attack ⚔ +0

Bandit G

6 🔷
3 🔷
2 🔷
- 🔷

focus

destination
hex

will
move
here

Bandit Guard

Bandit G

50

Move 🕊 +0

Attack ⚔ +0

6	💧
3	🏹
2	⚔
-	🛡

Bandit Guard

50

Move 🕊 +0

Attack ⚔ +0

Bandit G

6 💧

3 🗡

2

-

focus

will
move
here

Bandit Guard

50

Move 🕊 +0

Attack ⚔ +0

Bandit G

6	💧
3	🔸
2	⚔
-	🔶

Q16

Bandit Guard

50

Move ✦ +0

Attack ✦ +0

Bandit G...

6 ◈

3 ◈

2 ◈

- ◈

focus

destination hex

will move here

Bandit Guard

50

Move ⚘ +0

Attack ⚔ +0

Bandit G

6 ◈

3 ◈

2 ◈

- ◈

Bandit Guard

Move 🕊 -1

Attack ⚔ +0

Range 🏹 2

50

Bandit Guard

6 💧
3 🏹
2 ⚔
-

focus

will move
here

Bandit Guard

50

Move ✦ -1

Attack ⚔ +0

Range ⤢ 2

Bandit G

6 ◈
3 ◈
2 ◈
- ◈

Bandit Guard

Move 🕊 -1

Attack 🗡 +0

Range 🏹 2

50

Bandit G[uard]

6 💧

3 ◆

2 ◈

-

Q17

will not move

?

focus

Bandit Guard

50

Move 🕊 -1

Attack ⚔ +0

Range 🏹 2

Bandit Gu

6 🔷

3 🔷

2 🔷

- 🔷

Q18

Bandit Guard

50

Move ⤢ -1

Attack ⚔ +0

Range ⤢ 2

Bandit G[uard]

6 ◈
3 ◈
2 ◈
- ◈

will not move

focus

Bandit Guard

50

Move ⚔ -1

Attack ⚔ +0

Range 🏹 2

Bandit Gu

6 🔷
3 🔶
2 🔸
- 🔹

Bandit Guard

50

Move ⤢ -1

Attack ⚔ +0

Range ⤢ 3

Bandit G

6 ◈

3 ◈

2 ◈

- ◈

Q19

focus

will move
here

Bandit Guard

50

Move ⟡ -1
Attack ⚔ +0
Range ⤢ 3

Bandit G.

6 ◈
3 ◈
2 ◈
- ◈

Bandit Guard

50

Attack ⚔ +2

Bandit G

6 ◈
3 ◈
2 ◈
- ◈

no focus

will not
move

Bandit Guard

Bandit G

50

Attack ⚔ +2

6 ◆
3 ◆
2 ◆
-

Gloomhaven Examples

Monster reactions to invisible characters in doorways.
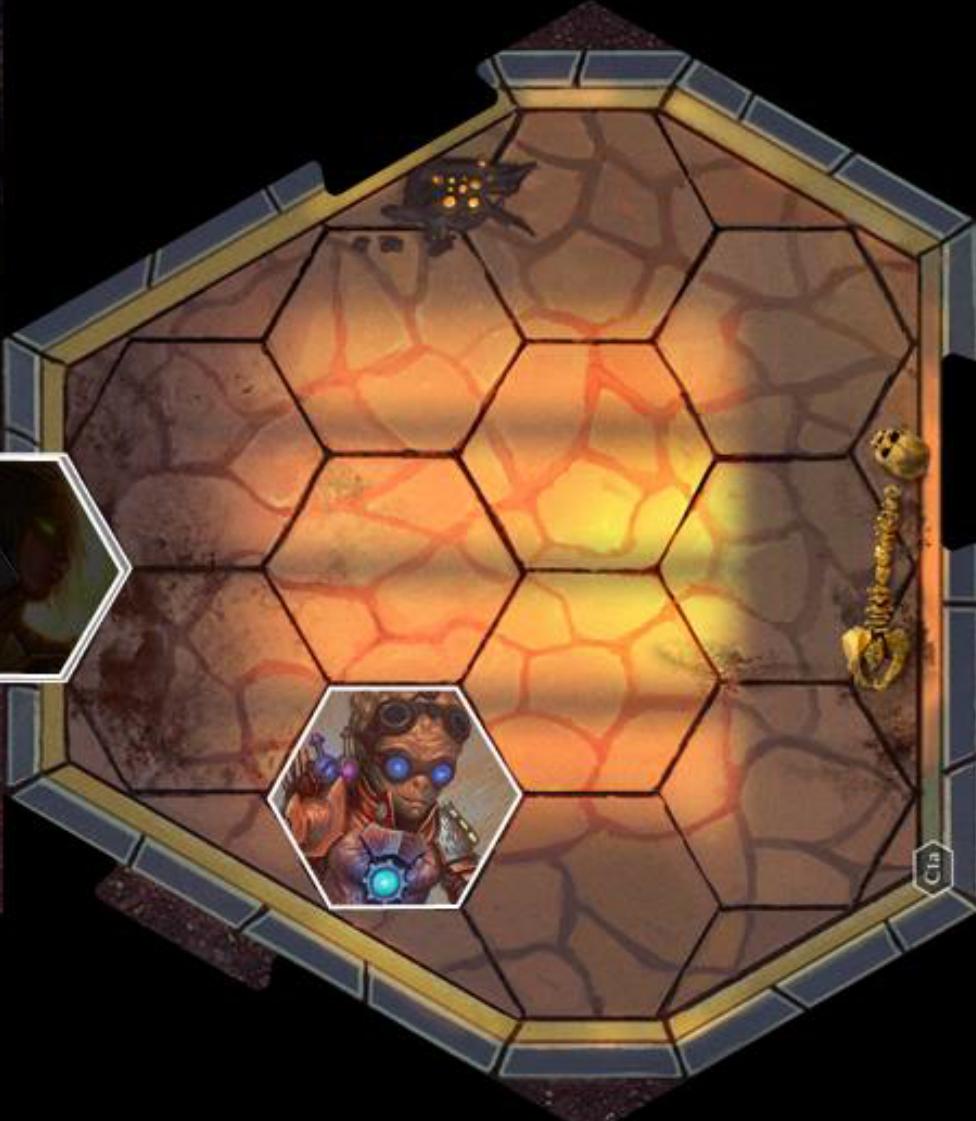
by Casey Harris

Move 6
Attack 3 (melee)

Move 3
Attack 5 (melee)
(AoE)

Move 2
Attack 3 (range 3)

Move 2 (flying)
Attack 4 (melee)

Move 4 (jump)
Loot 1

Move 6
Attack 3 (melee)

No focus
*(no path to a hex from which he could
attack, since the invisible character
functions as an obstacle)*
Will not move

Move 3
Attack 5 (melee)
(AoE)

Move 2
Attack 3 (range 3)

Move 2 (flying)
Attack 4 (melee)

Move 4 (jump)
Loot 1

Move 6
Attack 3 (melee)

Move 3
Attack 5 (melee)
(AoE)

Move 2
Attack 3 (range 3)

Move 2 (flying)
Attack 4 (melee)

Move 4 (jump)
Loot 1

Move 6
Attack 3 (melee)

Move 3
Attack 5 (melee)
(AoE)

Move 2
Attack 3 (range 3)

Move 2 (flying)
Attack 4 (melee)

Move 4 (jump)
Loot 1

Focuses on the Tinkerer
Moves and attacks

Move 6
Attack 3 (melee)

Move 3
Attack 5 (melee)
(AoE)

Move 2
Attack 3 (range 3)

Move 2 (flying)
Attack 4 (melee)

Move 4 (jump)
Loot 1

Move 6
Attack 3 (melee)

Move 3
Attack 5 (melee)
(AoE)

Move 2
Attack 3 (range 3)

Move 2 (flying)
Attack 4 (melee)

Move 4 (jump)
Loot 1

Focuses on the Tinkerer
(while she cannot pass through the Scoundrel,
she could shoot over and still reach her target)
Moves toward destination hex
No attack this round
(target is out of range)

destination hex

Move 6
Attack 3 (melee)

Move 3
Attack 5 (melee)
(AoE)

Move 2
Attack 3 (range 3)

Move 2 (flying)
Attack 4 (melee)

Move 4 (jump)
Loot 1

Q25

Move 6
Attack 3 (melee)

Move 3
Attack 5 (melee)
(AoE)

Move 2
Attack 3 (range 3)

Focuses on the Tinkerer
(has flying trait, so is not stopped by obstacles)
Moves toward destination hex
No attack this round
(cannot reach target with melee attack)

Move 2 (flying)
Attack 4 (melee)

Move 4 (jump)
Loot 1

destination hex

Move 6
Attack 3 (melee)

Move 3
Attack 5 (melee)
(AoE)

Move 2
Attack 3 (range 3)

Move 2 (flying)
Attack 4 (melee)

Move 4 (jump)
Loot 1

Move 6
Attack 3 (melee)

Move 3
Attack 5 (melee)
(AoE)

Move 2
Attack 3 (range 3)

Move 2 (flying)
Attack 4 (melee)
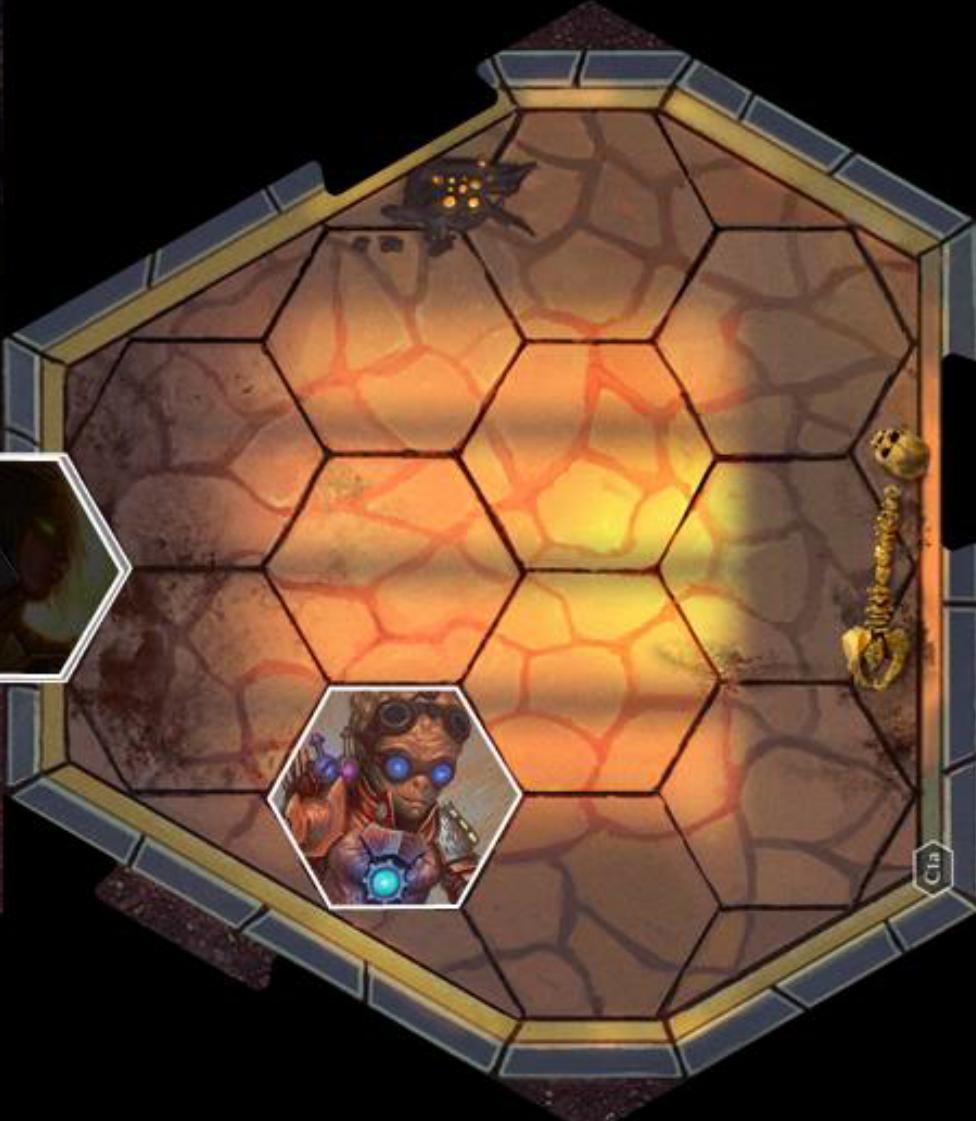
Focuses on the Tinkerer
*(due to the jump trait on his movement for this round,
he has an eventual path to reach his destination hex)*
Moves toward his destination hex

*destination
hex*

Move 4 (jump)
Loot 1