



BoardGameGuru



“The Guru to your Geek”



 RANK: OVERALL 1 THEMATIC 1 STRATEGY 1

8.8

Gloomhaven (2017)
 Vanquish monsters with strategic cardplay. Fulfill your quest to leave your legacy!

[39K Ratings & 7.3K Comments](#) · [GeekBuddy Analysis](#)

1–4 Players
 Community: 1–4 — Best: 3

60–120 Min
 Playing Time


Age: 14+
 Community: 14+


Weight: 3.85 / 5
 'Complexity' Rating

Designer: Isaac Childres
Artist: Alexandr Elichev, Josh T. McDowell, Alvaro Nebot
Publisher: Cephalofair Games + 10 more
[See Full Credits](#)

My rating ★★★★★★★★★★

[Buy a Copy](#)
[Add To Collection](#)
[Log Play](#)

 6.8K

[Subscribe](#)


End of round:

- Reduce element strength.
- Optional short rest: lose one random discard and recover the rest.
- Shuffle attack and monster decks where applicable.

Settings

Share

Edit

1

0

XP

1

2

3

4

5

6

7

8

9

10

11

12

13

14

15

16

17

18

19

20

Human Scoundrel

Humans are by far the most dominant of the races, spreading across the continent like locusts, erecting extravagant cities and disturbing alumbering forces they can never hope to understand. The human society is one of rules and regulations, but also one of great diversity. Due to their intense curiosity and relentless nature, humans are first to discover anything along your path.

Description

Gloomhaven is a game of Euro-inspired tactical combat in a persistent world of shifting motives. Players will take on the role of a wandering adventurer with their own special set of skills and their own reasons for traveling to this dark corner of the world. Players must work together out of necessity to clear out menacing dungeons and forgotten ruins. In the process, they will enhance their abilities with experience and loot, discover new locations to explore and plunder, and expand an ever-branching story fueled by the decisions they make.

This is a game with a persistent and changing world that is ideally played over many game sessions. After a scenario, players will make decisions on what to do, which will determine how the story continues, kind of like a “Choose Your Own Adventure” book. Playing through a scenario is a cooperative affair where players will fight against automated monsters using an innovative card system to determine the order of play and what a player does on their turn.

Each turn, a player chooses two cards to play out of their hand. The number on the top card determines their initiative for the round. Each card also has a top and bottom power, and when it is a player's turn in the initiative order, they determine whether to use the top power of one card and the bottom power of the other, or vice-versa. Players must be careful though

CLASSIFICATION

Type

[Strategy](#), [Thematic](#)

Category

[Adventure](#)
[Exploration](#)
[Fantasy](#)
[Fighting](#)
[Miniatures](#)

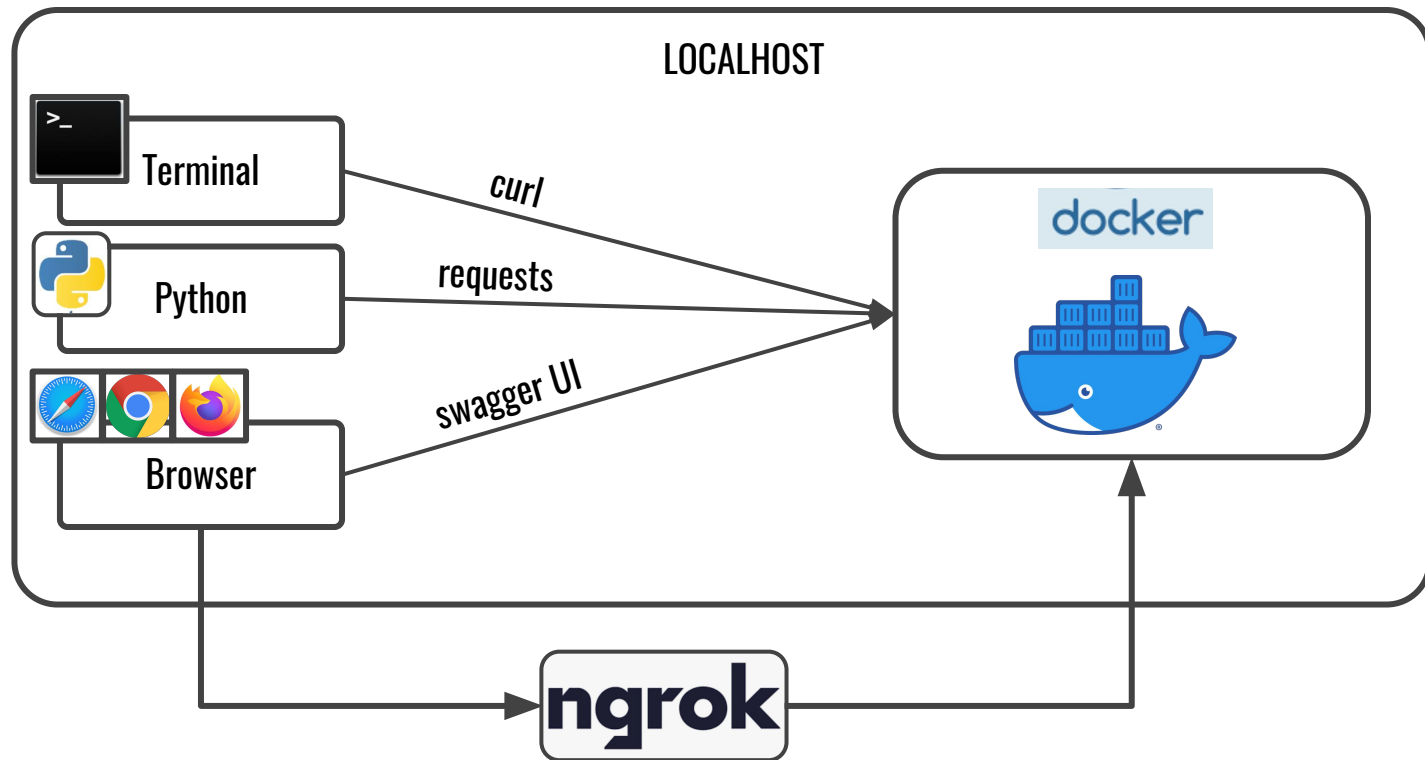
Mechanisms

[Action Queue](#)
[Action Retrieval](#)



Demo

Connectivity Options



Thank You!

Kristiyan Dimitrov

2019 - 2020: Master of Science in Analytics, Northwestern University

2015 - 2019: Measurement & Attribution Product Specialist, Google

2011 - 2015: BA in Mathematics at the American University in Bulgaria

[CV](#), [GitHub](#), kristiyan.t.dimitrov@gmail.com





Appendix