


Symbols only SUMMARY

1. CHECK

 or  →

 or  →

2. FOCUS

 on 

 on 

 to  *Not in OF THE LION*



 *Summon may focus on summoner in FROSTHAVEN*


3. ATTACK HEX

 on 





 +  to add

  to  *Not in JAW OF THE LION*








 to 





4. MOVE

  A/B



Focus is selected by applying the following priorities in order.

min

 on 



Fewest affecting **negative** hexes on path.

min

 on 


Less **movement** needed.

min

 to  *Not in JAWS OF THE LION* *Jaws of the Lion skips this step.*



Target **closer** as the crows fly.

min



Target **earlier** in the initiative order. Breaks ALL ties. (And refines the initiative order when ambiguous.)

min


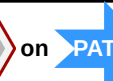
 

Only consider **attack hexes** which would allow the **focus** to be **attacked**.

Summon may Focus on summoner if not finding focus. **FROSTHAVEN**


Desired **attack hex** is selected by applying the following priorities in order.

min

 on 


Fewest affecting **negative** hexes on path. (Still assuming ∞ movement.)

Attack!




Only consider attack hexes which can be reached this turn (if possible).

Not in FROSTHAVEN




Lose **disadvantage** on Focus if possible.

max



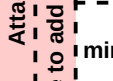

Maximize number of **targets** this turn applying the following priorities in order. Ranged targets first (FH).

min +

 to add


Minimize extra **movement** needed to **add** the target.

min

 to  *Not in JAWS OF THE LION* *Jaws of the Lion skips this step.*


Target **closer** as the crows fly (to the starting hex).

min





Target **earlier** in the initiative order. Breaks ALL ties. (And refines the initiative order when ambiguous.)

Not in FROSTHAVEN



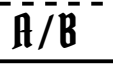
Lose **disadvantage** on most extra targets. (Players decide if multiple options.)

min

 to 




Minimize **movement** needed to get to the attack hex.




A/B



Players **decide** if there are still multiple options.

1. Checklist

 or  →  If **stunned** or **immobilized**: **Do not move.**

 or  →  If not attacking or **disarmed**: Treat movement as if this was a **melee** attack.

PAGE OVERVIEW

Symbols only SUMMARY

CONTINUE





START

Concepts and basis

Info and legend

FINISH

Path

 ∞    Assuming ∞ movement: **Do not move** if there are no attack hexes. **Continue** otherwise.

REMEMBER

Monsters only care about their **current** turn. Not future turn or others' turns.

There is **only ONE** initiative order (which is refined when needed).

Monster allies and (monster/character) **summons move like monsters**.

All **attacks** need **line-of-sight** from the attack hex to the target.

When you decide ties in **initiative order** that is **fixed for the round**.

Don't forget to **maximize multitarget** attacks (but still attack the focus).


This is:


- unofficial content for Gloomhaven
- something to help memorize things


This is **NOT**:


- necessarily compatible with digital
- a must, enjoy the game instead


Legend


 **Move** or **distance** (movement value needed). (Depending on the context.)


 **Attack hex:** Any unoccupied hex to perform this attack from.


 **Any valid movement path** to an attack hex. (With ∞ movement...)


 **Negative hex:** Trap, hazardous terrain. (Flying has implications.)


 **Lose disadvantage** (Muddle icon is used as there is no icon for disadvantage.)

 **Distance** as the crows fly: hex distance only avoiding walls. (Or flying in Gh)

 **Target hex:** Any hex (and unit) to perform this attack on.


 **Flying ally over a stun or immobilize trap.** **This is an obstacle. (FAQ)**

 **Initiative order** Not just the number but the order! (There is only **ONE**.)


 **Target or extra target:** (Depending on the context.)

4. Move

Select a hex reachable this round as destination and **move** to it if:

 **Avoid NEW** affecting **negative** hexes. New in terms that **it wasn't affecting in the steps above**. Might even imply a Move0. (Eg.: monster with jump having the last step on a trap.)

min

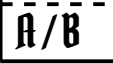


1. Minimize movement from destination hex to attack hex.

2. Minimize movement from current hex to destination hex.

Hence it will stop moving if it can't get any closer.

A/B



Players **decide** if there are still multiple options.

<https://boardgamegeek.com/filepage/249799>