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This is:
- unofficial content for Gloomhaven
- something to help memorize things
- for any sticklers for rules like I am...

This is NOT:
- necessarily compatible with digital
- a must; enjoy the game!
- to discourage you from houseruling

Use this

1. to understand monster movement step-by-step
2. to recall these by looking at the symbols there
3. as a cheat sheet afterwards (symbols only section)

Remember

Monsters only care about **their current turn**, and not about their subsequent.
There is **only ONE initiative order**, when ambiguities are decided, that implies an order which is **fixed** for the round.
Monster allies and **summons move like monsters**.
All **attacks need line-of-sight** from the attack hex to the target.
Maximizing multitarget attacks by target happens before trying to step the least amount.

Monster AI in Gloomhaven is something where you hope you are getting at least 90% right. The last 10% usually comes from multi-targeting priorities. (Jimmbones on Reddit)

Legend

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

PATH∞ **Any valid movement path** to an attack hex (unoccupied hex to perform the attack from) assuming ∞ movement.

Lose disadvantage
Muddle icon is used as there is no icon for disadvantage.

Proximity - Flying icon, as the crows fly.
Shortest path not counting through walls.

Movement or **distance** (movement needed) - depending on context

Target or **extra target** (depending on the context)

Initiative order
00 initiative as indicator when initiative order shapes the tiebraking.

Flying unit over a stun or immobilize trap.
Forbidden to enter, obstacle. (FAQ)

Invisible enemy FROSTHAVEN
Obstacle in GH/JotL **may pass through in FH**.

Symbols for recall

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Initiative tiebreakers are omitted. Frosthaven rules only.

Initial checks

Focus

Select Path

min min Move

https://boardgamegeek.com/filepage/249799

0. Initial check

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STOP

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

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

1. Select focus

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Consider paths to **attack hexes** and potential targets.
Don't restrict by move limit (assume ∞ **movement**)

FROSTHAVEN May focus **on Summoner** if there is no focus otherwise.

min on PATH∞ — **Fewest** affecting **negative hexes** on path.

min on PATH∞ — **Less movement** needed.

min to — Not in JAWS OF THE LION — **Target closer** as the crows fly.

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

2. Select targets and move

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START OVER from all attack hexes from which the **focus could be attacked**.

min on PATH∞ — **Fewest** affecting **negative hexes** on path.

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).

Prioritize to add targets:

min + — **Minimize** extra **movement** needed **to add** the target.

min to — Not in JAWS OF THE LION — **Target closer** as the crows fly (to the starting hex).

00 — Not in FROSTHAVEN — **Target earlier** in the initiative order. Breaks ALL ties. (And refines the initiative order when ambiguous.)

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

min on PATH∞ — **Closest**
Only consider the Attack hexes the fewest steps away possible.

3. Move

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Start applying the **current turn's move**ment

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 (in GH).)

If it can't get to an attack hex use these priorities to select where to go

min min
1. Minimize distance between selected hex and attack hex.
2. Minimize movement from current hex to selected hex.
Hence it will stop moving if it can't get any closer.

A / B — **Players decide** if there are still multiple options.