

# GLOOMHAVEN

# JAWS OF THE LION

# FROSTHAVEN

<https://boardgamegeek.com/filepage/233025>

Maps and events	Line of Sight - connect a pair of corners without hitting walls - required for attacks	Line of Sight - connect a pair of points without hitting walls - required for attacks	Line of Sight - connect a pair of points without hitting walls - required for all targeted abilities
	Empty hex requirements other than no figures - NO tokens (not even coins) or overlay tiles - except: obj. tokens, corridors, pressure plates, open doors	Empty hex requirements other than no figures - NO trap or objective token - NOT obstacle or difficult terrain	Empty hex requirements other than no figures - NO trap or objective token - NOT obstacle or difficult terrain
	When there are not enough standees (monsters) - closest monsters first	When there are not enough standees (monsters) - elite then closest monsters first	When there are not enough standees (monsters) - elite then closest monsters first
	Event cards trigger based on travel	Events only trigger after a successful scenario	Event cards trigger based on travel
	Two battle goals dealt, choose one.	Two battle goals dealt, choose one.	Three battle goals dealt, choose one.
	Hazardous terrain damage: trap/2 rounded down (11223344)	N / A	Hazardous terrain damage: 1+Level/3 rounded up (12223334)
Loot and items	Trading between missions - players can't exchange gold or items	Trading between missions - players may exchange items but not gold	Trading between missions - players can't exchange gold or items
	Summoned / Spawned drop no loot or coins	All enemy monsters drop coin on death	All enemy monsters drop loot on death
	Monsters' loot action does not pick up chests	Monsters' loot action picks up chests as well	Monsters' loot action does not pick up chests
	Just looted an item - gained at the end of the scenario - treated as they were bought - already had one: no rule	Just looted an item - gained immediately - does not count towards item limit in the scenario - already had one: no rule	Just looted an item - gained immediately - does not count towards item limit in the scenario - already had one: give it to someone or sell it
	When selling an item - halve the price, rounded DOWN	When selling an item - halve the price, rounded UP	When selling an item - halve the price, rounded DOWN
Movement and Actions	Push & pull effects of characters - exactly the value listed if possible	Push & pull effects of characters - choose a number up to the value listed	Push & pull effects of characters - choose a number up to the value listed
	Selecting target/focus: proximity tiebreaker before initiative order	Selecting target/focus: no proximity tiebreaker	Selecting target/focus: proximity tiebreaker before initiative order
	Selecting extra targets - lose disadvantage on focus first; initiative is the last tiebreaker	Selecting extra targets - lose disadvantage on focus first; initiative is the last tiebreaker	Selecting extra targets - no disadvantage rule for just the focus; no init tiebreaker among extra
	Ending jump on - difficult terrain: last step costs 2 (others cost 1)	Ending jump on - difficult terrain: costs 1	Ending jump on - difficult terrain: costs 1
	Moving through invisible enemies - can't pass through them	Moving through invisible enemies - no invisibility status effect	Moving through invisible enemies - may pass through them (without stopping)
	No focus for a summon: no movement	N / A	No focus for a summon: may focus summoner
	Losing flying over an obstacle: trap damage, move to closest empty hex	N / A	Losing flying over an obstacle: no damage, move to closest empty hex
Modifiers and abilities	Handling rolling modifiers when in advantage - draw 'til the first non-rolling - apply all rolling cards drawn then apply the non-rolling card drawn	Handling rolling modifiers when in advantage - no rolling modifiers	Handling rolling modifiers when in advantage - draw 'til non-rolling +1 (disregard rolling on that) - apply all rolling cards drawn then select the better of the two other
	Handling rolling modifiers when in disadvantage - draw 'til the first non rolling - disregard all the rolling cards - apply the non-rolling card only	Handling rolling modifiers when in disadvantage - no rolling modifiers	Handling rolling modifiers when in disadvantage - draw 'til non-rolling +1 (disregard rolling on that) - disregard all the rolling cards drawn - select the worse of the two other cards as usual
	"Better" card when in advantage - better card or 1st card if ambiguous	"Better" card when in advantage - actor's choice; better card or 1st card if ambiguous	"Better" card when in advantage - actor's choice; better card or 1st card if ambiguous
	"Worse" card when in disadvantage - worse card or 1st card if ambiguous	"Worse" card when in disadvantage - worse card or 1st card if ambiguous	"Worse" card when in disadvantage - worse card or 1st card if ambiguous
	Ranged monster attack ability without range: default range applies	N / A	Ranged monster attack ability without range: melee attack
	Monster effects always interact with elements (infuse/consume).	Monster effects always interact with elements (infuse/consume).	Monsters has to use an ability to affect elements (infuse/consume).
	Ranged heal can be applied on Self as well.	Ranged heal can only be applied on allies.	Ranged heal can be applied on Self as well.

## My personal opinion

- Play as you enjoy it.

- Use JotL rules for JotL, Frosthaven rules otherwise

Marked the larger impact differences with red stars

## This is

- an **unofficial** summary of rules differences

- not for listing new features

- not necessarily compatible with GH Digital

Gloomhaven rule  
Jaws of the Lion rule  
Frosthaven rule  
shared rule

## For monster movement chart:

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

Find me at boardgamegeek (Masu)