https://boardgamegeek.com/filepage/233025

Maps and events

	Gloomhaven	Jaws of the Lion	Frosthaven
	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

	Gloomhaven	Jaws of the Lion	Frosthaven
	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

	Gloomhaven	Jaws of the Lion	Frosthaven
	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

	Gloomhaven	Jaws of the Lion	Frosthaven
	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... see legend.

!!!	Breaking change
!	Major change
?	Won't matter if you don't abuse it...

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)