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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

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**Negative hex**  
Trap, hazardous terrain, etc. (Flying has implications.)
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**Any valid movement path** to an attack hex (unoccupied hex to perform the attack from) assuming ∞ movement.
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**Lose disadvantage**  
Muddle icon is used as there is no icon for disadvantage.
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**Proximity** - Flying icon, as the crows fly. Shortest path not counting through walls.
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**Movement or distance** (movement needed) - depending on context
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**Target or extra target** (depending on the context)
- 

**Initiative order**  
00 initiative as indicator when initiative order shapes the tiebraking.
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**Flying unit over a stun or immobilize trap.**  
**Forbidden to enter, obstacle.** (FAQ)
- 

**Invisible enemy**  
**Obstacle** in GH/JotL **may pass through in FH.**
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### Symbols for recall

Initiative tiebreakers are omitted. Frosthaven rules only.

	Initial checks
	Focus
	Select Path
	Move










### 0. Initial check

	If <b>stunned</b> or <b>immobilized</b> : <b>Do not move.</b>
	If <b>not attacking</b> or <b>disarmed</b> : Treat movement as if this was a <b>melee</b> attack.




### 1. Select focus

Consider paths to <b>attack hexes</b> and potential targets. Don't restrict by move limit (assume ∞ <b>movement</b> )	
	May focus <b>on Summoner</b> if there is no focus otherwise.
	<b>Fewest</b> affecting <b>negative hexes</b> on path.
	<b>Less movement</b> needed.
	<b>Target closer</b> as the crows fly.
	<b>Target earlier</b> in the initiative order. Breaks ALL ties. (And refines the initiative order when ambiguous.)

### 2. Select targets and move

<b>START OVER</b> from all attack hexes from which the <b>focus could be attacked</b> .	
	<b>Fewest</b> affecting <b>negative hexes</b> on path.
	<b>Attack!</b> Only consider attack hexes which can be reached this turn (if possible).
	<b>Lose disadvantage</b> on Focus if possible.
	<b>Maximize</b> number of <b>targets</b> this turn applying the following priorities in order. Ranged targets first (FH).
Prioritize to add targets	 <b>Minimize</b> extra <b>movement</b> needed to <b>add</b> the target.
	 <b>Target closer</b> as the crows fly (to the starting hex).
	 <b>Target earlier</b> in the initiative order. Breaks ALL ties. (And refines the initiative order when ambiguous.)
	<b>Lose disadvantage</b> on most <b>targets</b> . (Players decide if multiple options.)
	<b>Closest</b> Only consider the Attack hexes the fewest steps away possible.

### 3. Move

Start applying the <b>current turn's movement</b>	
	<b>Avoid NEW</b> affecting <b>negative hexes</b> . New in terms that <b>it wasn't affecting in the steps above</b> . 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	
	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.
	<b>Players decide</b> if there are still multiple options.