GLOOMHAVEN · JAWS OF THE LION · FROSTHAVEN

Legend:
- Gloomhaven rule
- Jaws of the Lion rule
- Frosthaven rule
- shared rule

This is an **unofficial** summary of rules differences
- not for listing new features
- not necessarily compatible with GH Digital

Impact legend:
- ‼️ Breaking change
- ❗ Major change
- ❓ Won't matter if you don't abuse it…

Maps and Events

	Gloomhaven	Jaws of the Lion	Frosthaven
Line of Sight ❗	- connect a pair of corners without hitting walls - required for attacks	- connect a pair of points without hitting walls - required for attacks	- 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	- NO trap or objective token - NOT obstacle or difficult terrain	- NO trap or objective token - NOT obstacle or difficult terrain
When there are not enough standees (monsters) ❓	- closest monsters first	- elite then closest monsters first	- elite then closest monsters first
Event cards ‼️	Event cards trigger based on travel	Events only trigger after a successful scenario	Event cards trigger based on travel
Battle goals ❗	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	1+Level/3 rounded up (12223334)
Level up ‼️	Characters may level up up to prosperity.	N / A	Characters may level up up to prosperity/2.

Loot and Items

	Gloomhaven	Jaws of the Lion	Frosthaven
Trading between missions ❗	- players can't exchange gold or items	- players may exchange items but not gold	- players can't exchange gold or items
Summoned / Spawned drops ❓	Summoned / Spawned drop no loot or coins	All enemy monsters drop coin on death	All enemy monsters drop loot on death
Monsters' loot action ❗	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	- gained immediately - does not count towards item limit in the scenario - already had one: no rule	- 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	- halve the price, rounded UP	- 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	- choose a number up to the value listed	- choose a number up to the value listed
Selecting target/focus	proximity tiebreaker before initiative order	no proximity tiebreaker	proximity tiebreaker before initiative order
Selecting extra targets	- lose disadvantage on focus first; initiative is the last tiebreaker	- lose disadvantage on focus first; initiative is the last tiebreaker	- no disadvantage rule for just the focus; no init tiebreaker among extra
Ending jump on	- difficult terrain: last step costs 2 (others cost 1)	- difficult terrain: costs 1	- difficult terrain: costs 1
Moving through invisible enemies ❓	- can't pass through them	- no invisibility status effect	- may pass through them (without stopping)
No focus for a summon	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	no damage, move to closest empty hex
Move 0	Move 0 is technically a movement.	Move 0 is technically a movement.	Move 0 is not a movement anymore.

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	- no rolling modifiers	- 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	- no rolling modifiers	- 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	- actor's choice; better card or 1st card if ambiguous	- actor's choice; better card or 1st card if ambiguous
"Worse" card when in disadvantage	- worse card or 1st card if ambiguous	- worse card or 1st card if ambiguous	- worse card or 1st card if ambiguous
Ranged monster attack ability without range ‼️	default range applies	N / A	melee attack
Monster effects and elements ❗	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 ❗	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.
Item action within another action ❗	Can't perform item action within another action.	N / A	May perform non-interrupting actions within another action.

My personal opinion
- Play as you enjoy it.
- Use JotL rules for JotL, Frosthaven rules otherwise
- Marked the **larger impact differences… see legend.**

For monster movement chart:
- https://boardgamegeek.com/filepage/249799

https://boardgamegeek.com/filepage/233825