

- 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.)



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 tiebreaking.



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



Invisible enemy

Obstacle in GH/JotL **may pass through in FH.**

Symbols for recall

@masu@bgy

Initiative tiebreakers are omitted. Frosthaven rules only.



Initial checks



Focus



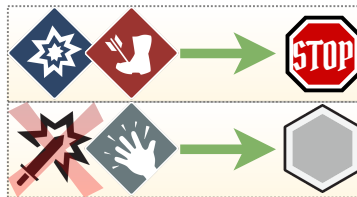
Select Path



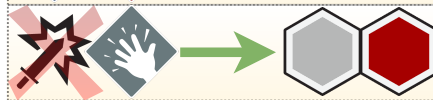
Move

0. Initial check

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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.



Fewest affecting **negative** hexes on path.



Less movement needed.



Target closer as the crows fly.



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.



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.



Maximize number of **targets** this turn applying the following priorities in order. Ranged targets first (FH).



Minimize extra **movement** needed to add the target.



Target closer as the crows fly (to the starting hex).



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.)



Closest
Only consider the Attack hexes the fewest steps away possible.

3. Move

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Start applying the **current turn's** movement



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



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.



Players decide if there are still multiple options.