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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.
- 

Lose disadvantage

Muddle icon is used as there is no icon for disadvantage.
- 

Proximity - Flying icon is used as this is determined as the crows fly.
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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.
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Flying ally over a stun or immobilize trap.

This is an **obstacle**. (FAQ)
- 

Invisible enemy

FROSTHAVEN

This is an **obstacle** in GH/JotL **but not in FH**.

Symbols for recall

Initiative tiebreakers are omitted. Frosthaven rules only.

	Initial checks
	Focus
	Select Path
	Move










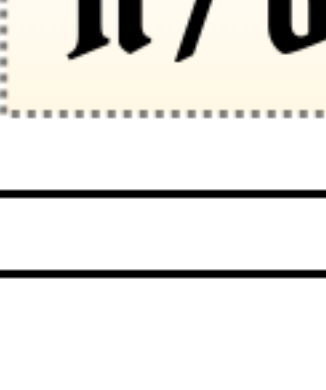
0. Initial check

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




1. Select focus

Consider paths to attack hexes and potential targets. Don't restrict by move limit (assume ∞ movement)	
	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 attack targets, attack hex and path

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).
	Lose disadvantage on Focus if possible.
	Maximize number of targets this turn applying the following priorities in order. Ranged targets first (FH).
Prioritize to add targets	 Minimize extra movement needed to add the target.
	 Target closer as the crows fly (to the starting hex).
	 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.
	Players decide if there are still multiple options.

3. Move on path to attack hex

Move on path to attack hex while:	
	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).)
	1. Minimize movement from destination hex to attack hex. 2. Minimize movement from current hex to destination hex. Hence it will stop moving if it can't get any closer.
	Players decide if there are still multiple options.