

Symbols only SUMMARY

1. CHECK

 or  →

 or  →

2. FOCUS

 on 

 on 

 to  *Not in Jaws of the Lion*



 *Summon may focus on summoner in FROSTHAVEN*

3. ATTACK HEX

 on 







 +  to add

 to  *Not in Jolt*







 to 







4. MOVE


  A/B



Focus is selected by applying the following priorities in order.

 on  **min** *PATH* **Fewest** affecting **negative** hexes on path.

 on  **min** *PATH* **Less movement** needed.


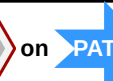
 to  **min** *PATH* **Target closer** as the crows fly. *Not in Jaws of the Lion* **Jaws of the Lion** skips this step.


 **min** *PATH* **Target earlier** in the initiative order. Breaks ALL ties. (And refines the initiative order when ambiguous.) *Not in FROSTHAVEN*


  **Only consider attack hexes** which would allow the **focus to be attacked**.


Summon may Focus on summoner if not finding focus. *FROSTHAVEN*



Desired attack hex is selected by applying the following priorities in order.

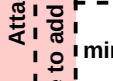

 on  **min** *PATH* **Fewest** affecting **negative** hexes on path. (Still assuming ∞ movement.)


 **Attack!** Only consider attack hexes which can be reached this turn (if possible). *Not in FROSTHAVEN*



 **Lose disadvantage** on Focus if possible.



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

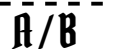
 **min** +  to add **Minimize** extra **movement** needed to **add** the target.

 to  **min** *PATH* **Target closer** as the crows fly (to the starting hex). *Not in Jaws of the Lion* **Jaws of the Lion** skips this step.




 **min** *PATH* **Target earlier** in the initiative order. Breaks ALL ties. (And refines the initiative order when ambiguous.) *Not in FROSTHAVEN*




  **Lose disadvantage** on most extra targets. (Players decide if multiple options.)

 to  **min** *PATH* **Minimize movement** needed to get to the attack hex.




 **Players decide** if there are still multiple options.

1. Checklist





 or  →  **If stunned or immobilized:** **Do not move.**

 or  →  **If not attacking or disarmed:** Treat movement as if this was a **melee** attack.

PAGE OVERVIEW

 **Symbols only SUMMARY**  **CONTINUE**  **START** Concepts and basis Info and legend **FINISH**

Path

 ∞    Assuming ∞ movement: **Do not move** if there are no attack hexes. **Continue** otherwise.

REMEMBER

Monsters only care about **their current turn**. Not future turn or others' turns.

There is **only ONE** initiative order (which is refined when needed).

Monster allies and (monster/character) **summons move like monsters**.

All **attacks need line-of-sight** from the attack hex to the target.

When you decide ties in **initiative order** that is **fixed for the round**.

Don't forget to **maximize multitarget attacks** (but still attack the focus).


This is:


- unofficial content for Gloomhaven
- something to help memorize things


This is NOT:


- necessarily compatible with digital
- a must, enjoy the game instead


Legend


 **Move or distance** (movement value needed). (Depending on the context.)


 **Attack hex:** Any unoccupied hex to perform this attack from.


 **Any valid movement path** to an attack hex. (With ∞ movement...)


 **Negative hex:** Trap, hazardous terrain. (Flying has implications.)

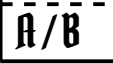
 **Lose disadvantage** (Muddle icon is used as there is no icon for disadvantage.)

 **Distance** as the crows fly: hex distance only avoiding walls. (Or flying in Gh)


 **Target hex:** Any hex (and unit) to perform this attack on.


 **Flying ally over a stun or immobilize trap.** **This is an obstacle. (FAQ)**

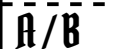
 **Initiative order** Not just the number but the order! (There is only **ONE**.)

 **Target or extra target:** (Depending on the context.)

4. Move

 **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.)

 **min** *PATH* **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.

<https://boardgamegeek.com/filepage/249799>