

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

- to understand monster movement step-by-step
- 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 multitargeting 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 tiebraking.



Flying unit over a stun or immobilize trap.

Forbidden to enter, obstacle. (FAQ)

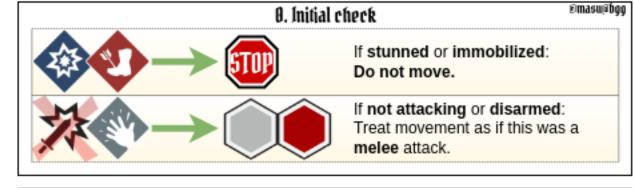


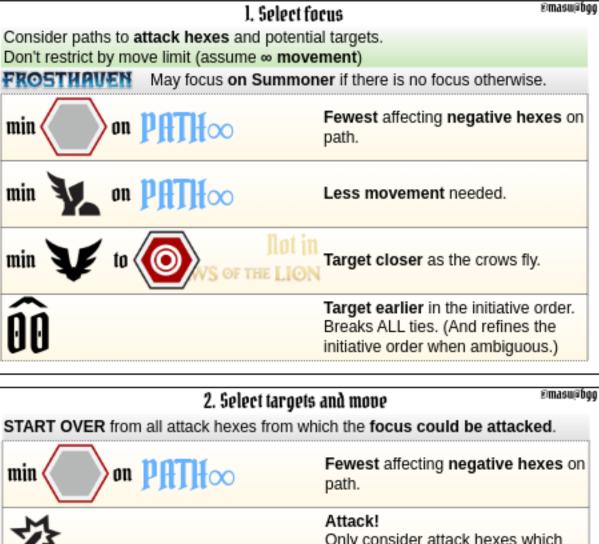
Invisible enemy

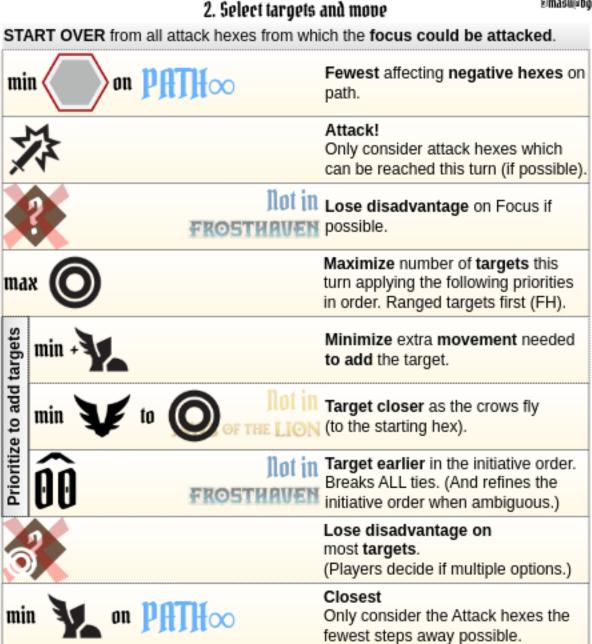
FROSTHAUEN

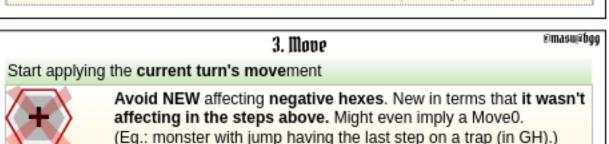
Obstacle in GH/JotL may pass through in FH.

Symbols for recall	@masu@bgg
Initiative tiebreakers are omitted. Frostha	ven rules only.
	Initial checks
PATH∞ ◆ Y	Focus
	Select Path
min Man	Move









If it can't get to an attack hex use these priorities to select where to go



- Minimize distance between selected hex and attack hex.
- Minimize movement from current hex to selected hex.
  Hence it will stop moving if it can't get any closer.
- A/B Players decide if there are still multiple options.