GLOOMHAVEN — JAWS OF THE LION — FROSTHAVEN

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Maps and Events

Gloomhaven		Jaws of the Lion		Frosthaven	
Line of Sight - connect a pair of corners without hitting walls - required for attacks	!	Line of Sight - connect a pair of points without hitting walls - required for attacks	!	Line of Sight - connect a pair of points without hitting walls - required for all targeted ablilities	!
Empty hex requirements other than no figures - NO tokens (not even coins) or overlay tiles - except: obj. tokens, corridors, pressure plates, open doors	?	Empty hex requirements other than no figures - NO trap or objective token - NOT obstacle or difficult terrain	?	Empty hex requirements other than no figures - NO trap or objective token - NOT obstacle or difficult terrain	?
When there are not enough standees (monsters) - closest monsters first	?	When there are not enough standees (monsters) - elite then closest monsters first	?	When there are not enough standees (monsters) - elite then closest monsters first	?
Event cards trigger based on travel	‼️	Events only trigger after a successful scenario	‼️	Event cards trigger based on travel	‼️
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	?	Hazardous terrain damage: 1+Level/3 rounded up (12223334)	?
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	!	Trading between missions - players may exchange items but not gold	!	Trading between missions - players can't exchange gold or items	!
Summoned / Spawned drop no loot or coins	?	All enemy monsters drop coin on death	?	All enemy monsters drop loot on death	?
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	?	Just looted an item - gained immediately - does not count towards item limit in the scenario - already had one: no rule	?	Just looted an item - 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	?	When selling an item - halve the price, rounded UP	?	When selling an item - 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	!	Push & pull effects of characters - choose a number up to the value listed	!	Push & pull effects of characters - choose a number up to the value listed	!
Selecting target/focus: proximity tiebreaker before initiative order	!	Selecting target/focus: no proximity tiebreaker	!	Selecting target/focus: proximity tiebreaker before initiative order	!
Selecting extra targets - lose disadvantage on focus first; initiative is the last tiebreaker	?	Selecting extra targets - lose disadvantage on focus first; initiative is the last tiebreaker	?	Selecting extra targets - no disadvantage rule for just the focus; no init tiebreaker among extra	?
Ending jump on - difficult terrain: last step costs 2 (others cost 1)	?	Ending jump on - difficult terrain: costs 1	?	Ending jump on - difficult terrain: costs 1	?
Moving through invisible enemies - can't pass through them	?	Moving through invisible enemies - no invisibility status effect	?	Moving through invisible enemies - may pass through them (without stopping)	?
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	?	Losing flying over an obstacle: no damage, move to closest empty hex	?
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		Handling rolling modifiers when in advantage - no rolling modifiers		Handling rolling modifiers when in advantage - 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		Handling rolling modifiers when in disadvantage - no rolling modifiers		Handling rolling modifiers when in disadvantage - 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		"Better" card when in advantage - actor's choice; better card or 1st card if ambiguous		"Better" card when in advantage - actor's choice; better card or 1st card if ambiguous	
"Worse" card when in disadvantage - worse card or 1st card if ambiguous		"Worse" card when in disadvantage - worse card or 1st card if ambiguous		"Worse" card when in disadvantage - worse card or 1st card if ambiguous	
Ranged monster attack ability without range: default range applies	‼️	N / A		Ranged monster attack ability without range: melee attack	‼️
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 can be applied on Self as well.	!	Ranged heal can only be applied on allies. ✨	!	Ranged heal can be applied on Self as well.	!
Can't perform item action within another action.	!	N / A		May perform non-interrupting actions within another action.	!

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

✨ Potentially a rules error but no official errata to overrule it.

https://boardgamegeek.com/filepage/233025