GLOOMHAVEN — JAWS OF THE LION — FROSTHAVEN

Maps and Events

Gloomhaven	Jaws of the Lion	Frosthaven
Line of Sight - line from corner to corner not touching a wall or a closed door - required for attacks and abilities specying a range	Line of Sight - line not touching a wall or a closed door - required for attacks and abilities specying a range	Line of Sight - line not touching a wall or a closed door - required for all targeted abilities
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.

Difference easy to abuse to break the intent.

https://boardgamegeek.com/filepage/233825