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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




	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 tiebreaking.
	Flying unit over a stun or immobilize trap. Forbidden to enter, obstacle. (FAQ)
	Invisible enemy Obstacle in GH/JotL may pass through 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)	
FROSTHAVEN May focus on Summoner if there is no focus otherwise.	
min  on PATH ∞	Fewest affecting negative hexes on path.
min  on PATH ∞	Less movement needed.
min  to  Not in FROSTHAVEN	Target closer as the crows fly.
	Target earlier in the initiative order. Breaks ALL ties. (And refines the initiative order when ambiguous.)

2. Select targets and move	
START OVER from all attack hexes from which the focus could be attacked.	
min  on PATH ∞	Fewest affecting negative hexes on path.
	Attack! Only consider attack hexes which can be reached this turn (if possible).
 Not in FROSTHAVEN	Lose disadvantage on Focus if possible.
max 	Maximize number of targets this turn applying the following priorities in order. Ranged targets first (FH).
Prioritize to add targets	min +  Minimize extra movement needed to add the target.
	min  to  Not in FROSTHAVEN Target closer as the crows fly (to the starting hex).
	 Not in FROSTHAVEN 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.)
min  on PATH ∞	Closest Only consider the Attack hexes the fewest steps away possible.

3. Move	
Start applying the current turn's movement	
	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).)
If it can't get to an attack hex use these priorities to select where to go	
min 	1. Minimize distance between selected hex and attack hex.
min 	2. 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.