JAWS OF THE LION — GLOOMHAVEN — FROSTHAVEN

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		JAWS OF THE LION	GLOOMHAVEN	FROSTHAVEN	
Maps and Events	1	Line of Sight - line not touching a wall or a closed door - required for attacks and abilities specyfing a range !	Line of Sight - line from corner to corner not touching a wall or a closed door - required for attacks and abilities specyfing a range !	Line of Sight - line not touching a wall or a closed door - required for all targeted abilities !	1
	2	Empty hex requirements other than no figures - NO obstacle, objective, trap, difficult terrain Destroyed obstacle, destroyed objective, open doors can be empty ?	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 - 0 overlay tiles (except corridors or pressure plates) (=featureless) Tokens are not overlay tiles ?	2
	3	When there are not enough standees (monsters) - elite then closest monsters first ?	When there are not enough standees (monsters) - closest monsters first ?	When there are not enough standees (monsters) - elite then closest monsters first ?	3
	4	Events only trigger after a successful scenario !!!	Event cards trigger based on travel !!!	Event cards trigger based on travel !!!	4
	5	Two battle goals dealt, choose one !	Two battle goals dealt, choose one !	Three battle goals dealt, choose one !	5
	6	N / A ?	Hazardous terrain damage: trap/2 rounded down (11223344) ?	Hazardous terrain damage: 1+Level/3 rounded up (12223334) ?	6
	7	N / A !!!	Characters may level up up to prosperity. !!!	Characters may level up up to prosperity/2. !!!	7
Loot and Items	11	Trading between missions - players may exchange items but not gold !	Trading between missions - players can't exchange gold or items !	Trading between missions - players can't exchange gold or items !	11
	12	All enemy monsters drop coin on death ?	Not summoned/spawned enemy monsters drop coin on death ?	All enemy monsters drop loot on death ?	12
	13	Monsters' loot action picks up chests as well !	Monsters' loot action does not pick up chests !	Monsters' loot action does not pick up chests !	13
	14	Just looted an item - can be equipped immediately - does not count towards item limit in the scenario - already had one: give it to someone or sell it immediately ?	Just looted an item - can be equipped for the next scenario - treated as they were bought - already had one: sell it immediately ?	Just looted an item - can be equipped immediately - does not count towards item limit in the scenario - already had one: give it to someone or sell it immediately ?	14
	15	When selling an item - halve the price, rounded UP ?	When selling an item - halve the price, rounded DOWN ?	When selling an item - halve the price, rounded DOWN ?	15
Movement and Actions	21	Push & pull effects of characters - choose a number up to the value listed !	Push & pull effects of characters - exactly the value listed if possible or zero !	Push & pull effects of characters - choose a number up to the value listed !	21
	22	Selecting target/focus: no proximity tiebreaker !	Selecting target/focus: proximity tiebreaker before initiative order !	Selecting target/focus: proximity tiebreaker before initiative order !	22
	23	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 ?	23
	24	Ending jump on - difficult terrain: costs 1 ?	Ending jump on - difficult terrain: last step costs 2 (others cost 1) ?	Ending jump on - difficult terrain: costs 1 ?	24
	25	N / A ?	Moving through invisible enemies - can't pass through them ★ ?	Moving through invisible enemies - may pass through them (without stopping) ?	25
	26	N / A ?	No focus for a summon: no movement ?	No focus for a summon: may focus summoner ?	26
	27	N / A ?	Losing flying over an obstacle: trap damage, move to closest empty hex ?	Losing flying over an obstacle: no damage, move to closest empty hex ?	27
	28	Move 0 is technically a movement. ✩	Move 0 is technically a movement. ✩	Move 0 is not a movement.	28
Modifiers and Abilities	41	N / A	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 - draw 'til non-rolling +1 (disregard rolling on that) - apply all rolling cards drawn then select the better of the two other	41
	42	N / A	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 - 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	42
	43	"Better" card when in advantage - actor's choice; better card or 1st card if ambiguous	"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	43
	44	"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	44
	45	N / A	Ranged monster attack ability without range: default range applies !!!	Ranged monster attack ability without range: melee attack !!!	45
	46	Monsters infuse elements only when doing something !	Monsters always infuse elements (when the card has the symbol) ✩ !	Monsters infuse elements only when doing something !	46
	47	Ranged heal can only be applied on allies. ✩ !	Ranged heal can be applied on Self as well. !	Ranged heal can be applied on Self as well. !	47

My personal opinion
- Play as you enjoy it.
- Use JotL rules for JotL, Frosthaven rules otherwise

Marked the larger impact differences... see legend.

!!! Breaking change
! Major change
? Won't matter if you don't abuse it...

This is
- an **unofficial** summary of rules differences
- not for listing new features
- not necessarily compatible with GH Digital

Gloomhaven rule
Jaws of the Lion rule
Frosthaven rule
shared rule

Potentially a rules error but no official errata to overrule it.
Difference easy to abuse to break the intent.

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

https://boardgamegeek.com/filepage/233025

References

		JAWS OF THE LION	GLOOMHAVEN	FROSTHAVEN	
Maps and Events	1	Page 9 of the Rulebook (Line of Sight). Page 13 of the Glossary (Line of Sight).	Bottom of page 19 of the Rulebook (Range).	Page 21 of the Rulebook (Line of Sight).	1
	2	Page 30 of the Rulebook (paragraph 8 of Final Rules). Page 9 of the Glossary (Empty hex).	Top of page 20 of the Rulebook (Move / Flying). FAQ adds the exception about scenario aid tokens (empty hex).	Page 13 of the Rulebook (Overlay Tiles).	2
	3	Page 30 of the Rulebook (paragraph 3 of Final Rules). Page 19 of the Glossary (Standee Limits).	Top of page 20 of the Rulebook (Revealing a room, 1st paragraph).	Page 43 of the Rulebook (Other Monster Abilities / Summon Abilities). Page 44 of the Rulebook (Revealing and Spawning Monsters).	3
	4	Page 24 of the Rulebook (New City Interaction: Events). Page 9 of the Glossary (Event).	Page 41 of the Rulebook (Travelling and Road Events). Top of page 43 of the Rulebook (City Events).	Page 12 of the Rulebook (Road Events). Page 60 of the Rulebook (Outpost Events).	4
	5	Page 25 of the Rulebook (Battle Goals). Page 4 of the Glossary (Battle Goal).	Top of page 12 of the Rulebook (Scenario Setup).	Page 17 of the Rulebook (Battle Goals).	5
	6		Page 14 of the Rulebook (Hazardous Terrain).	Page 14 of the Rulebook (Hazardous Terrain).	6
	7		Bottom of page 48 of the Rulebook (last item of the page).	Page 65 of the Rulebook (Prosperity Leveling).	7
Loot and Items	11	Page 19 of the Rulebook (Trading Items). Page 10 and 12 of the Glossary (Goal, Item).	Middle of page 43 of the Rulebook (Buying and Selling Items).	Page 35 of the Rulebook (Items / Item Limits). Page 53 of the Rulebook (Character Sheet / Gold).	11
	12	Page 14 of the Rulebook (Money Tokens). Page 12 of the Glossary (Kill).	Middle of page 20 of the Rulebook.	Page 45 of the Rulebook (Monster Damage and Death).	12
	13	Page 30 of the Rulebook (paragraph 7 of Final Rules). Page 14 of the Glossary (Loot).	Top of page 32 of the Rulebook (Looting (Other Monster Abilities)).	Page 43 of the Rulebook (Other Monster Abilities / Loot Abilities).	13
	14	Page 12 of the Glossary (Item / Slot Restrictions).	Top of page 15 (Looting), top of page 12 (equipping, Scenario Setup). FAQ: "If I loot ... an armor item ... wearing armor ..."	Page 35 of the Rulebook (Items / Item Limits).	14
	15	Page 19 of the Rulebook (Selling Items). Page 12 of the Glossary (Item).	Middle of page 43 of the Rulebook (Buying and Selling Items).	Page 67 of the Rulebook (Sell Items).	15
Movement and Actions	21	Page 16 of the Rulebook (Push and Pull). Page 17 of the Glossary (Push and Pull).	Top of page 22 of the Rulebook (Push / Pull). FAQ: "Do I have to push or pull the full amount?"	Page 32 of the Rulebook (Forced Movement).	21
	22	No mention of proximity.	Bottom of page 29 of the Rulebook (Monster Focus). FAQ makes it clearer using several Q&As.	Page 41 of the Rulebook (Focus). Called "by range" and not proximity.	22
	23	Page 18 of the Rulebook (Monster Ranged Attacks). Page 14 of the Glossary (Monster Movement).	Page 30 of the Rulebook (Monster Movement). FAQ makes it clearer using several Q&As.	Page 42 of the Rulebook (Monster Movement).	23
	24	Page 21 of the Rulebook (Jump). Page 15 of the Glossary (Move / Jump).	Page 19 of the Rulebook (Move / Jump). FAQ: "How many ... last hex of a jump ... on difficult terrain?"	Page 24 of the Rulebook (Jump).	24
	25		Page 23 of the Rulebook (Invisible). FAQ has a few items as well.	Page 28 of the Rulebook (Invisible).	25
	26		Page 30 of the Rulebook (last paragraph before Monster Movement). FAQ has a few items as well.	Page 31 of the Rulebook (Summon: paragraph 5).	26
	27		Page 19 of the Rulebook (Move / Jump).	Page 24 of the Rulebook (Flying: paragraph 2).	27
	28	Page 7 of the Rulebook (Move). Page 15 of the Glossary (Move).	Page 19 of the Rulebook (Move). FAQ: Can you perform a Move X ability but do 0 move? Yes.	Page 24 of the Rulebook (Move).	28
Modifiers and Abilities	41		Page 20-21 of the Rulebook (Advantage and Disadvantage).	Page 27 of the Rulebook (Advantage and Disadvantage).	41
	42		Page 20-21 of the Rulebook (Advantage and Disadvantage).	Page 27 of the Rulebook (Advantage and Disadvantage).	42
	43	Page 8 of the Rulebook (Advantage and Disadvantage). Page 3 of the Glossary (Advantage and Disadvantage).	Page 20-21 of the Rulebook (Advantage and Disadvantage).	Page 27 of the Rulebook (Advantage and Disadvantage).	43
	44	Page 8 of the Rulebook (Advantage and Disadvantage). Page 3 of the Glossary (Advantage and Disadvantage).	Page 20-21 of the Rulebook (Advantage and Disadvantage).	Page 27 of the Rulebook (Advantage and Disadvantage).	44
	45		Page 9 of the Rulebook (h).	Page 42 of the Rulebook (Monster Attacks).	45
	46	Page 26 of the Rulebook (Elements). Page 8 of the Glossary (Elements).	Page 10 of the Rulebook (c), but broken. FAQ: "Monsters - Elements"	Page 43 of the Rulebook (Monsters and Elements).	46
	47	Page 11 of the Glossary (Heal). Unofficial FAQ this is an error.	Page 26 of the Rulebook (Heal / Range Y). FAQ: "If a heal ... specifies a range, can I affect myself?"	Page 21 of the Rulebook (Allies, Enemies, and Self).	47

https://boardgamegeek.com/filepage/233025