

How-To	Step By Step
General Info	
Legend	
Symbols for Recall	

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.




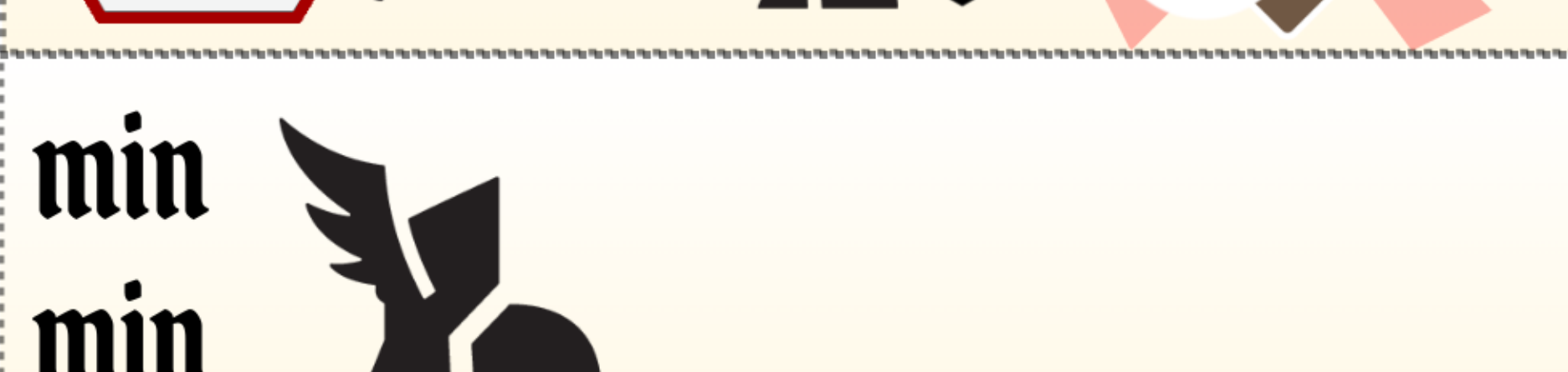
Monster allies and **summons move like monsters**.

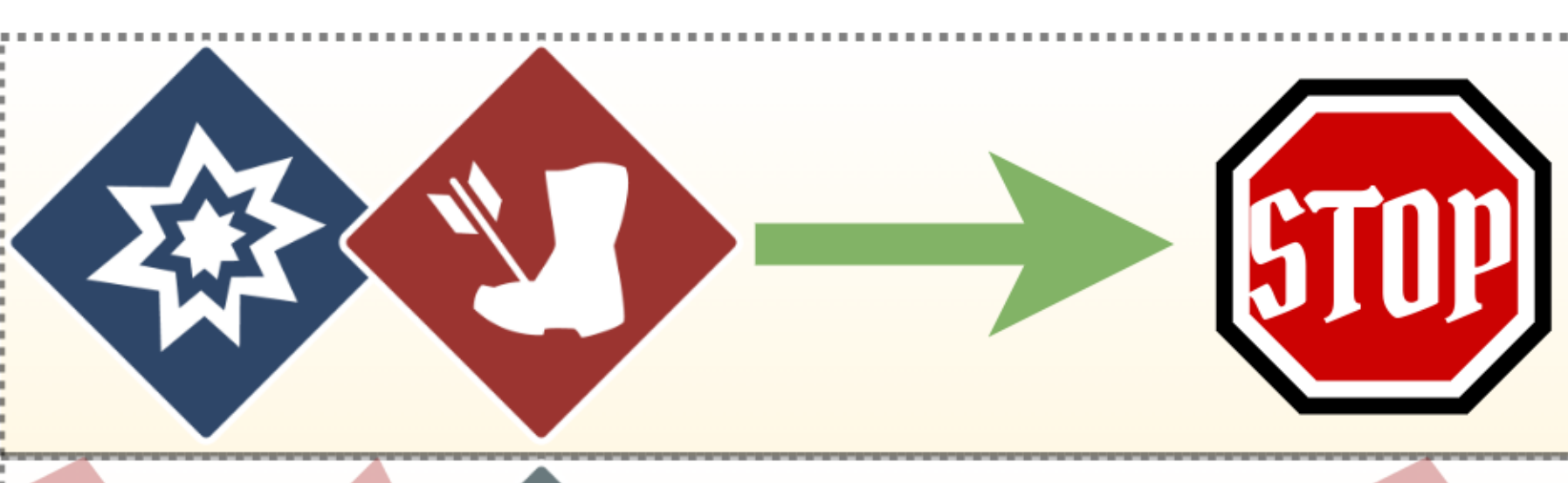

All **attacks need line-of-sight** from the attack hex to the target.

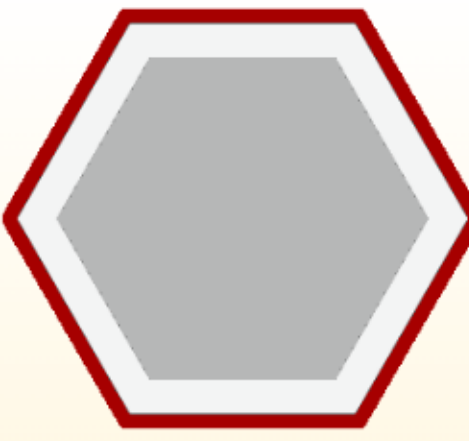




Maximizing multitarget attacks by target happens before trying to step the least amount.

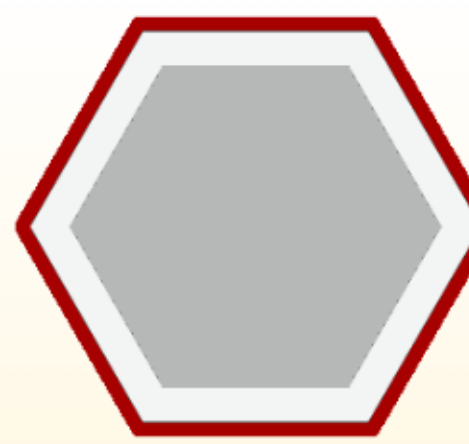









Legend



-  **Negative hex:**
Trap, hazardous terrain. (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 is used as this is determined as the crows fly (which is basically flying distance).
-  **Movement or distance** (depending on context)
Move icon is used as it's either actual movement or movement needed.
-  **Target or extra target** (depending on the context)
-  **Initiative order**
00 initiative as indicator when initiative order shapes the tiebreaking.
-  **Flying ally over a stun or immobilize trap.**
This is an obstacle. (FAQ)

Symbols for recall		@masu@b99
Initiative tiebreakers are omitted. Frosthaven rules only.		
	Initial checks	
	Focus	
	Select Path	
	Move	

0. Initial check		@masu@b99
	If stunned or immobilized : Do not move.	
	If not attacking or disarmed : Treat movement as if this was a melee attack.	

1. Select focus		@masu@b99
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 attack targets, attack hex and path		@masu@b99
Only consider attack hexes which would allow the focus to 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 extra targets. (Players decide if multiple options.)	
min  on PATH ∞	Closest Only consider the Attack hexes the fewest steps away possible.	
A / B	Players decide if there are still multiple options.	

3. Move on path to attack hex		@masu@b99
Move on path to attack hex while:		
	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).)	
min min 	1. Minimize movement from destination hex to attack hex. 2. Minimize movement from current hex to destination hex. Hence it will stop moving if it can't get any closer.	
A / B	Players decide if there are still multiple options.	