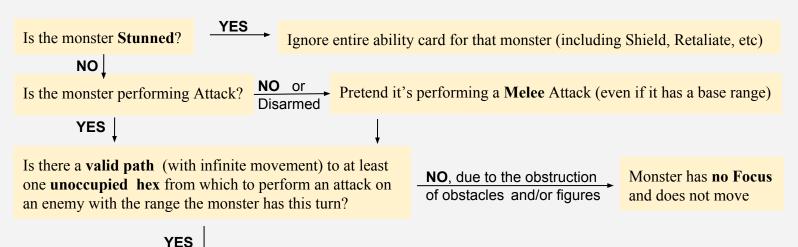
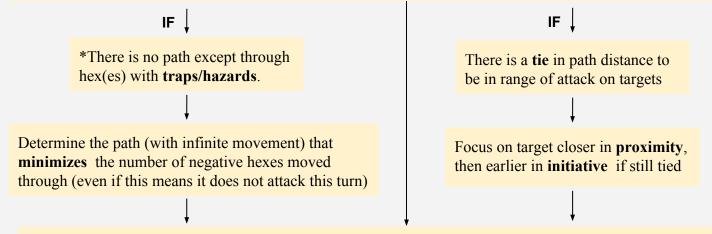
General Rules:

- 1) Monsters only consider their current turn. They do not care about other monsters' turns or their own future turns.
- 2) Monsters will never move more than is required to make an optimal attack this turn (potentially moving zero.)
- 3) Monsters determine their Focus as if they have infinite movement and minimize movement through traps and hazardous hexes, even if this means not attacking this turn. LoS is not necessary for a monster to find a Focus.
- 4) The closest character a monster can move into position to attack is not always the closest in physical proximity.
- 5) You may not place/move obstacles in such a way as to completely wall off one part of the map from another. It is possible for an invisible character or monster figure(s) to completely obstruct all paths to a potential Focus.
- 6) In the case of ambiguous options, the players get to decide.



Determine the path requiring **least movement** to be in an **unoccupied hex** within range and LoS for attack this turn on a target. This target is the **Focus**. The Focus is not necessarily the most optimal target for the monster to attack.

- Treat traps, hazardous terrain, and invisible characters as obstacles*
- Pretend the monster has **infinite** movement
- Do **not** treat the monster's **allies** as obstacles (but they cannot end their movement in the same hex as an ally)
- A flying/jumping monster can move over obstacles, and flying can end on an obstacle (but not a figure)



Move the monster as close to a hex from which it may attack its Focus as its movement value allows

- It must end its movement with a shorter path to (or on) the hex or it will not move
- It will **never** move through more negative hexes than any legal infinite movement path allows
- If the monster can move to multiple hexes in range for attack on Focus this turn, minimize movement and:
 - A) First prioritize attacking Focus without Disadvantage
 - B) Then prioritize attacking as many additional targets as possible (with AoE or Target), in an order determined per the focus rules (excluding those already targeted)

Attack target(s) in range if Attack is on ability card