

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.

