

Trickster Class Quick Reference

Class Overview

Stat	Bonus	Special Ability
Movement	+2	Move through enemy spaces
Attack	+1	
Focus	Mobility and sabotage	

Standard Actions (Available to All Classes)

Action	Cost	Effect
Melee Attack	1E	Base attack dmg, adjacent studs
Ranged Attack	1E	Base attack -1 dmg, 2-3 studs
Defend	1E	+2 Defense until next turn
Move	Free	Move up to Movement stat
Repair	1E	Restore 2 HP to self/ally

Class Actions

Action	Cost	Effect	Duration
Shadow Step	1E	Teleport to unoccupied stud (3 range)	Immediate
Misdirection	1E	Enemy can't attack you 1 turn	1 turn
Sabotage	2E	Structure -3 HP, disabled 1 turn	1 turn

Mobility & Stealth

Action	Range	Restrictions	Best Use
Shadow Step	3 studs	Unoccupied studs only	Escape/Positioning
Misdirection	2 studs	One enemy target	Avoid damage
Sabotage	2 studs	Enemy structures only	Disable defenses

Strategy Tips

- Mobility Focus:** Shadow Step → Misdirection → Sabotage → Standard Actions
- Energy Efficiency:** Shadow Step (1E) excellent value, Misdirection (1E) cheap avoidance
- Positioning:** Shadow Step through obstacles, Misdirection to isolate enemies
- Base Movement:** 4 studs (2 + 2 bonus), can move through enemy spaces
- Hit & Run:** Use mobility to strike and retreat safely

Sabotage Tactics

Sabotage Mechanics

- Damage:** 3 HP to target structure
- Disable:** Structure cannot function for 1 turn
- Range:** 2 studs from Trickster
- Target:** Enemy structures only

Sabotage Targets

- Turrets** - Disable enemy firepower
- Bridges** - Block enemy movement
- Platforms** - Remove height advantages
- Walls** - Weaken defensive positions
- Modular Structures** - Disable upgrade systems

Stealth & Positioning

Shadow Step Usage

- Escape:** Teleport away from danger
- Flanking:** Position behind enemies
- Objective:** Reach key positions quickly
- Obstacles:** Bypass walls and barriers

Misdirection Strategy

- Tank:** Draw enemy attention away from allies
- Isolation:** Prevent specific enemies from attacking
- Timing:** Use before enemy turn for maximum effect


Win Conditions

- Competitive:** Hit & run, structure control, mobility advantage
- Cooperative:** Scout, support, saboteur

Turn Combos

- Shadow Step → Misdirection → Standard Attack**
- Sabotage → Shadow Step → Standard Move**
- Misdirection → Standard Attack → Shadow Step**

Trickster Icons

Icon	Meaning	Icon	Meaning
	Trickster/Stealth		Shadow/Darkness
	Teleport/Movement		Sabotage/Damage
	Misdirection/Control		Trap/Sabotage
	Speed/Mobility		Trick/Illusion