## Trickster Class Overview

| Stat     | Bonus                 | Special Ability           |
|----------|-----------------------|---------------------------|
| Movement | +2                    | Move through enemy spaces |
| Attack   | +1                    | Extra event cards         |
| Focus    | Mobility and sabotage |                           |

## **Trickster Class Actions**

| Action       | Cost | Effect                           | Duration  |
|--------------|------|----------------------------------|-----------|
| Shadow Step  | 1E   | Teleport to unoccupied tile      | 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 tiles | Unoccupied tiles only | Escape/Positioning |
| Misdirection | 2 tiles | One enemy target      | Avoid damage       |
| Sabotage     | 2 tiles | Enemy structures only | Disable defenses   |

# Trickster Strategy Tips

### **Mobility Focus**

- 1. Shadow Step Reposition for advantage
- 2. Misdirection Avoid dangerous enemies
- 3. **Sabotage** Disable enemy structures
- 4. Standard Actions Use enhanced movement

### **Energy Efficiency**

- Shadow Step (1E) Excellent mobility value
- Misdirection (1E) Cheap damage avoidance
- Sabotage (2E) High-impact structure control

### **Positioning Strategy**

- Shadow Step through obstacles and gaps
- Misdirection to isolate dangerous enemies
- Sabotage to weaken enemy positions

## **♦ Sabotage Tactics**

### Sabotage Mechanics

- Damage: 3 HP to target structure
- Disable: Structure cannot function for 1 turn

- Range: 2 tiles from Trickster
- Target: Enemy structures only

#### Sabotage Targets

- Turrets Disable enemy firepower
- Bridges Block enemy movement
- Platforms Remove height advantages
- Walls Weaken defensive positions

## Trickster Icons

| Icon | Meaning              | Icon | Meaning         |
|------|----------------------|------|-----------------|
| ₩    | Trickster/Stealth    | •    | Shadow/Darkness |
| 4    | Teleport/Movement    | *    | Sabotage/Damage |
| ©*   | Misdirection/Control | •    | Trap/Sabotage   |
| €    | Speed/Mobility       | 4    | Trick/Illusion  |

#### **Trickster Win Conditions**

#### **Competitive Mode**

- Hit & Run: Shadow Step for hit-and-run tactics
- Structure Control: Sabotage enemy defenses
- Mobility Advantage: Use movement to control positioning

#### **Cooperative Mode**

- Scout: Shadow Step for reconnaissance
- Support: Misdirection to protect allies
- Saboteur: Sabotage enemy structures for team

## 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

## ∮ Movement Economy (Trickster Focus)

Base Movement: 4 tiles (2 + 2 bonus)
Shadow Step: 3 tiles teleport for 1 Energy

Standard Move: 1E for 2 tiles, 2E for full movement

Enemy Movement: Can move through enemy spaces (special ability)

## **Trickster Combos**

#### **Turn Sequence Examples**

- 1. Shadow Step → Misdirection → Standard Attack
- 2. Sabotage → Shadow Step → Standard Move

### 3. Misdirection → Standard Attack → Shadow Step **Energy Management**

- 1E Actions: Shadow Step, Misdirection (high value)
  2E Actions: Sabotage (situational but powerful)
- Standard Actions: Use enhanced movement efficiently

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