

🧙 Trickster Class Quick Reference

🧙 Class Overview

Stat	Bonus	Special Ability
Movement	+2	Move through enemy spaces
Attack	+1	Extra event cards

🧙 Class Actions

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

🔑 Sabotage Targets

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

🎯 Win Conditions

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

🧙 Turn Combos

1. **Shadow Step** → **Misdirection** → **Standard Attack**
2. **Sabotage** → **Shadow Step** → **Standard Move**
3. **Misdirection** → **Standard Attack** → **Shadow Step**