

# Trickster Class Quick Reference

## Class Overview

**Starting Stats:** HP 20 | Attack 3 | Defense 2 | Energy 5 | Movement 5

Stat Bonus	Effect
Movement +2	Base stat becomes 5 Movement
Attack +1	Base stat becomes 3 Attack

Special Ability	Effect
Move through enemy spaces	Can move through spaces occupied by enemies (normal movement rules don't apply)

**Note:** The Trickster's +2 Movement bonus applies to their base stat (base 3 + 2 = 5 Movement), and +1 Attack adds to their base stat (base 2 + 1 = 3 Attack). The Special Ability allows moving through enemy-occupied spaces, providing additional tactical mobility beyond the higher movement stat.

## 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

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