[↑] Sabotage

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 stud	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

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 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

Trickster Icons

Icon	Meaning	Icon	Meaning
₩	Trickster/Stealth	•	Shadow/Darkness
4	Teleport/Movement	4	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 studs (2 + 2 bonus)
Shadow Step: 3 studs teleport for 1 Energy

Standard Move: 1E per stud moved

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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