

Trickster Class Quick Reference

Class Overview

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