



I'm not robot



Continue

## Gloomhaven tinkerer strategy guide

Here we go: usual, even with this build, I absolutely do not recommend playing Tinkerer in any part under 3. And in a group of 4, I don't think it will always be the best build for you, but it will never be bad and should work well in most situations. Page 2 68 comments The Gloomhaven Quatry! Craftsman is the support class of the original characters. Small in size, but fast in spirit, the Craftsman uses his gear and potions to outwit monsters and support his allies. Such a versatile set of skills means that the Craftsman can be played in several ways. The Tinkerer guide focuses on a crowd control building. Tinkerer Crowd Control Guide Structure This article is a comprehensive guide to playing a Gloomhaven handyman who focuses on crowd control. This guide examines each level from 1 to 9 and evaluates the maps at each level for how they fit into the crowd control construction, and then selects the map for that level. Hello! This message can be a link to online stores. If you click on a link and buy something, I can get a commission. Find out more. This Tinkerer guide follows this structure: Why does a tinkerer build crowd control? Tinkerer Crowd Control StrategyLevel 1-9 cards and decksTinkerer PerksTinkerer ItemsTinkerer EnhancementsTinkerer ExperienceTinkerer CombosTinkerer NamesConclusion This guide does not contain campaign plunderers or items beyond the starting elements. Gloomhaven Quatry! Tinkerer miniatures and class advice Why a crowd control handyman? The Craftsman does not have much love in the circles of Gloomhaven. But personally, this is my favorite class to play like. You get to swing the scenario in favor of your team using your lap box. This can mean healing your tank, moving a summons to draw attention away from your glass cannon ally, or treating an area of effect to immobilize a bunch of monsters. Playing a healing-only class is not for everyone, including me. Fortunately, I play in a group of 4 players, where there are a lot of monsters around. So instead of going with a pure healing construction for my tinkerer, I went with a crowd control building. Preventing damage to allies is as good as healing them for the same amount! Crowd control is fun to play because it keeps your mind engaged in what's going on in the scenario rather than just watching the health of your allies. In addition, most debuffs do a little damage. It's not much, but it satisfies that I need to do some damage on a ride! Tinkerer's control construction strategy There are three main priorities for building tinkerer crowd control. For each card in construction, I'll evaluate it with these in mind. 1. Crowd Control Effects Anything that gives us the ability to prevent a monster from dealing damage or moving, or that forces them to do what we want them to do instead of their default action, is what we want for this build. So status effects like Stun that puts them out of action for a turn, or immobilize that prevents them from moving. Our subpoena can also be we options here because the Gloomhaven monsters work on an AI. By knowing what they will do next, we can force monsters to attack our gear instead of us or our allies. Pull and Push can also help us manipulate the room by moving monsters where we want them to be or move them into traps. When we play Tinkerer, we want to understand (perhaps more than the rest of the band) exactly what the strengths and weaknesses of the monsters are. This is so we can use the vouchers on the right monsters. For example, if we are faced with a striking melee monster with no remote abilities, Immobilize will really help us. Or if we are against several monsters of poor health with high shields, we want to play poison and injury against them. 2. Damage of monsters and debuffs that ignore other shields than some powerful loss abilities, the Tinker does not deal with high damage with its abilities and it has no Pierce abilities. This makes it difficult for us to deal with protected monsters. To help us bypass the shields and contribute to the overall damage of the game, Wound and Poison are our friends. At the lower levels, Wound is fine, but at later levels that 1 damage per turn is not incredible. At higher levels, poison is more effective. Not only does it prevent this monster from healing, but it adds '1' to everyone's blow against this monster for the whole time it is poisoned. This can be as much as 4 damage per turn, rather than Wound's 1, provided your allies get it. 3. Healing and Party Support As one of the few classes with several healing abilities and some cool support abilities, it makes sense to have at least some of them in our hand. It's like manipulating the situation. If what you need most is for one of your allies to hurt a boss, then you can help them do that. If an ally desperately needs healing, then you can heal them. Options, please With this construction, we have the ability to respond to common situations a scenario could throw at us. Prevent monsters from hurting us, inflict damage that weakens monsters, and patch up our allies. This means that there should be something useful that we can do at every turn when we select our cards. This is one of the reasons why the Tinkerer is a lot of fun to play. She always has something to bring. Tinkering Cards There are 31 cards in the craftsman's entire deck. With a hand limit of 12 cards, we have a good amount to choose when choosing our hand. No card is necessarily bad. It's just that some fit our construction better than others. Decks that I select at each level give you a good hand to take in most scenarios. However, before entering a scenario, you may want to pass the cards you take from those in the card pool to better match the monsters you will face. With a high hand limit of 12, we have the luxury of being able to use a few more loss cards than other classes in a typical scenario. Given some of the special cards we to allow other classes to recover the worn cards from their piles of discharges and losses, we can share this stamina with others who need it most. Level 1 Tinkerer Cards There are 12 Level 2 cards, so you can always just grab them and go on your first Tinkerer scenario to get an idea of how the class plays. Energizing Tonic Tinkerer Energizing Tonic card Top ability The top of Energizing Tonic is exactly the same as the bottom of the Reviving Shock X-level card. It gives us our highest value heal at level 1. But is it worth it? Well, maybe it's if an ally is in trouble. However, we have other healings in the upper capacity slots that are not losses that we would be more likely to use instead. Plus, for our Level 1 deck, we'll take Reviving Shock which has that same ability in the lower slot. And we don't need it twice. Lower ability Always useful to have a movement to rush quickly. But to lose the card in the process, that feels like a high price to pay, especially when we have several move 4 reproducible abilities. General Ranking of the Energizing Tonic Card A double-loss card is never ideal. While you can use the standard stocks up and down until you are ready to play losses, you can do so with any other card and you take a card slot with a one-hit wonder. Upgrade Field Tinkerer Enhancement Field card Superior capacity A solid extended capacity. There are many occasions when you can use this. It'll be in our hand for long enough. Lower Capacity A bonus damage of \$1 for your allies for a round is a fine support action. Use it just before one of your effects domains and you'll enjoy '1' on each targeted monster with it. Global Ranking of the Upgrade Field map A useful damage-handling and support card that will be very useful. Flamethrower Tinkerer Flamethrower card Top Woah ability! Now we're talking. Imagine our Quatry! craftsman wielding a huge flamethrower is epic! You will need to get into the melee range, but it's totally worth the risk. And we're not the most squishiest classes so we can take a shot or two. The injury is quite practical. Direct damage that ignores the shields is very useful for us as we struggle to get through the shields. One idea for Flamethrower is to turn it into a buff card instead of a damage map by adding a Bless upgrade. This is an interesting strategy and it means that the melee range is no longer a problem for shots. However, I prefer to use it as a damage dealer. I haven't improved Flamethrower's because I don't intend to keep it at level 9 and it's a loss, so I only take advantage of the upgrade once per scenario. Lower Capacity The tricky thing about this Shield is that it is applied to adjacent allies. If you're hanging out with another remote class like a Spellweaver, then a shield can be useful if a monster slides through your front lines. Or if you had to head to the melee range to support then Shield can help. However, these are both quite situational. In my experience, this Shield Shield to waste most of the time. I tend to use the bottom of this card as a Move 2 more than the Shield. Flamethrower Card Overall Ranking The top ability is brilliant and worth entering the melee range for. In the meantime, you have shield or a Standard Move 2 action. Harmless Contraption Tinkerer Harmless Contraption card Top ability Ahh, the decoy! An essential part of our construction. With The automatic movement and typing rules of Gloomhaven's monsters, we can predict what they will want to do in their next turn. With lure, we can fool monsters by going after the lure instead of an ally. Its 6 health points are not surprising, but we can still cure it to extend its use. Lower Capacity This healing doesn't look extremely special until you remember it's on the bottom. It's quite different. There will be many occasions when you don't need to move around and can make good use of a remote healing instead. It's a really useful ability to have throughout a scenario until you use the lure. Overall ranking of the harmless harmless device card? Far from it. Your craft is very damaging to monsters! Although they are concerned about your lure, they do not do you any damage - sealing their defeat. Hook Gun Tinkerer Hook Gun top ability card Given our focus on crowd control, this card is perfect. It helps us move a monster into the position we want it in. Shooting means we can't move them 2 hexagons in a direction that brings them closer to us, but it's still a good way to manipulate the room. This 2 hex space can make the difference between a monster choosing one ally over another. If there's a trap, we can grow monsters, even better. Lower capacity Maybe it's just me, but I'm not a fan of loot cards that are a loss. There's nothing wrong with looting, after all, you're going to spend it on upgrades and upgrades that help your party win. For me, this Hook Gun background is only useful in the final room to pick up the loot when it's almost erased, and that's only if the top half is completely useless out there. Overall Hook Gun card ranking The top half is perfect for our build. Anything that helps us control where the monsters are and affect what they do in turn is great. Ink Bomb Tinkerer Ink Bomb card Top capacity This is our other base area of the effect map. It is quite difficult on its basic damage and has a nice range 3. There are many opportunities to use it where there are three monsters standing in a cluster. Which is a good thing because we could really use experience 1 per monster! Ability A great background action to have as we offer our time to use superior ability. With a high movement of 4, this is a good choice for a jump improvement. We can use it to escape from the monsters that have surrounded us, avoid the traps that block our way, or just go further when there are obstacles around. Overall Ink Bomb Card Ranking This is a basic card in our deck and will be with us until retirement. Net Shooter Tinkerer Net Net Net Net Shooter Tinkerer Net Net Net Shooter Tinker Tinker Top Capacity Card The final of the three area of effect cards at level 1. This time we stopped to play with it. It is perfect for dealing with these monsters who are good at melee, but have no remote abilities. Immobilizing is as good as stun on them. The targeted monster experience is always convenient because we don't generate a huge amount at level 1. In terms of improvements, we can only add another hex. I didn't bother with it because it's unusual to find three melee monsters only in a cluster like that anyway, and immobilize is just not as useful against monsters with remote abilities. Get outta background capacity out there! That's what this map is for. Stick them to the place and run away! 2 Move may not move you away, but if you're smart with your movement, it may just be enough to have you at once. This Move 2 is a good choice for an extra cheap move improvement. Overall Net Shooter Card Ranking A great superior ability that gives us a way to take care of big melee monsters. In the meantime, we can use the background as a basic move 2 and with a bonus Immobilize if the situation requires it. Oh yes, and Initiative 19 is awesome! I'll help us get there early in a round when we really need it. Nearby Mine Tinkerer map Proximity Mine Top capacity I really wish traps were better in Gloomhaven. They're fun to throw monsters in when the traps are already there, but the effort it takes to put one yourself on a ride and then throw them into it on your next turn is just too unpredictable. Between rounds, my allies will have done things that completely ruin my plans! To make matters worse, this card is a loss too. It's a blow if I can't set the trap. I actually wasted it. So for me, this mine is not worth it. The lower Move 4 capacity is still welcome, but it's not good enough that we'll set up with the superior capacity for it. Global map proximity mine ranking There are too many things that come together to make the trap useful and it's damage-oriented. Damage processing does not match our build's priorities so this card doesn't make our hand level 1. Invigorate Elixir Tinkerer Revigorating Elixir Top ability card One of our two reproducible cures. It's a great ability. Although healing is not our main goal, it is a useful skill to have especially when used in conjunction with our decoys. And when we don't use our crazy gear, we can heal our allies to make sure the monsters don't get the best of us. Blessing is a good improvement for healings This is a pretty cheap upgrade to Level 1 and will help your allies get critical hits more frequently. Especially if you heal them several times in a scenario. Lower capacity You can't get more disinterested than that. A loss capacity that benefits another party member. It's a very powerful ability, too. If you have a scoundrel in your starting party consider using this on them, they will greatly appreciate it. Perhaps more than because the Stamina of the Villainrat is very low because they can't retrieve cards like the Spellweaver can. But invigorating elixir can help with more than stamina. If your ally has just used some rejection abilities to do impressive damage, then help them do it again. The damage to their cards will be higher than what we can do! It will take a bit of planning to use it because you have to be next to your ally to use it, but it's usually not too hard to do. Overall Invigorating Elixir An impressive disintegrated map. Healing has a decent enough range to be used regularly and the lower ability can give an ally with less stamina or amazing damage a chance to contribute more. As with other Tinkerer cards, using the background to Invigorate Elixir actually means paying you special attention to what's going on and responding and manipulating it to a favorable result. Restorative Mist Tinkerer Map Restorative Mist Top ability The same reproducible healing as reviving the elixir. It's solid and useful! Lower Capacity A Move 2 boost is how I see this map. The healing of 1 is enjoyable, but doesn't really make much of an impact in reality. If you move in any way you may as well try to move next to an ally or two to heal them for 1, but in my experience, it is not an ability that I plan ages in advance to maximize healing. You may find that you are tempted to put yourself in risky situations just to use Healing 1 which is stupid. Global Ranking of the Restorative Mist Card An excellent reproducible top heals with a situational boost to Move 2 at the bottom. Initiative 17 is super useful though! If you really need to get a quick recovery from an ally, it can help you do so. Stun Shot Tinkerer Card Stun Shot Top Ability Stun Shot Ability Whoop! It's the ultimate debuff. Put a target completely out of action for a turn. I can't do better than that. Stun is not available to purchase as an improvement because it affects the balance of power so much. He'd just be spammed. This makes Stun Shot one of our most useful maps for our Crowd Control build. It's fantastic to put a Boss or the most powerful elite out of action for a round and it's reproducible too. Even better. You're going to use Stun Shot a lot, so add an improvement to it when you can. I'm a fan of Wound. After all, you will most likely use Stun on the most difficult monster if you want to get rid of them as quickly as you can. Time your shot before the monster has taken their turn in this turn and you will do 2 damage points before they take their next turn. At the bottom of the Yep capacity, we'll take a Move 4, please. Although, we will more than likely use the top half of the map most of the time! Overall ranking of the Stun Shot 20 initiative map, reproducible stunning, and a move 4. This is a cracking card for our construction. Toxic Bolt Tinkerer Card Toxic Bolt Top ability This is one of the cards we have that can help us deal with Shields from the start. With Poison, all of our allies get 1 to all the damage that can make a huge how fast a monster descends. This is especially true if you have effects that target it. While the 1st may not help our low-value abilities get through the Shields, it will help our allies. Creating the Earth is a bonus ok. If you have a Cragheart in your party, they will love you for it. Sometimes the best strategy is to get rid of a particular monster as quickly as possible before it no longer creates monsters. Spring ointed in mind here! 5 is our highest damage value at Level 1 that can help us get rid of this type of monster. Because it's cheap enough to upgrade with a '1', it's worth doing. This is our card to get out a particular monster so let's make sure that happens. Overall Toxic Bolt Card Ranking Initiative 18 is excellent Poison on the higher ability, it is more valuable than it seems and the lower ability gives us a hard hitter for when hitting hard is the best strategy. Level X Cards At Level 1, we have three more cards at our disposal. X cards. However, I don't think they are more complex and situation for the TinkerMaker. Everything about the Tinkerer is complex and situational! If you can handle Level 1 cards, you can handle X-level cards. Tinkerer Level X cards - Powerful Potables, reviving shock and volatile concoction powerful drinking superior ability For us, healing is our third priority behind crowd control and monster debuffs. However, looking at the other cards available at level 1 this one is not such a bad choice. We can afford to be a little looser with our losses and at least this one is persistent and useful. We can use it on our lure to keep it alive longer and help us manipulate the situation. Nothing extremely chic lower capacity with a Move 3, but we don't have a huge amount of motion actions so it makes it useful. Overall ranking of the powerful Potable card Not the most obvious choice for our build, but it's better than other options at level 1. Reviving Shock Top ability The dual target attribute is what makes this card cool. As things stand, it's not going to do much damage, but it's upgraded. With an improvement, this is a desperate situation. That Heal 5 with the possibility of level to Heal 7 is great. Global Ranking of the Raise Shock Card This card has the potential to be brilliant with some improvements. The tricky thing is that we have other improvements that will have more impact for us. We will take this card for now, but we will quickly exceed it. Volatile Concoction Top ability I really wish the gains for laying and setting a trap were higher. At least with this one, you can try several times in a because it's reproducible. Although, this might just mean you're losing more turns trying to remove it! Lower Ability With this ability, you effectively exchange your rejection card for a rejection card from one of your allies. Since your allies are likely to have higher damage-handling capabilities than you, that's not such a bad idea. However, you will need to keep an eye out for finding an opportunity for when it is worth the exchange. Because we can't generate ice though, it's very unlikely that they'll be able to get the extra card out of the ice bonus. Overall ranking of the Volatile Concoction map At first glance, it seems well aligned with our crowd control, Tinkerer debuff style support. However, on closer inspection, both capabilities are very situational. So we're actually going to get more usage from a different card on our hand. Level 1 Tinkerer build To create the base of our deck, we are looking for crowd control capabilities, support actions, debuffs and finally healings. We also have some cards that we took just for damage, but with an improvement, they move easily in crowd control or debuff categories. Even though all the cards have two abilities on them, we often take a card for one of the abilities, so I did my best to sort them out like that! Level 1 Tinkerer deck Tinkerer Crowd Control build level 1 cards Damage Enhancement FieldInk BombReviving Shock Crowd control Harmless ContraptionHook GunNet shooter (Immobilize)Stun Shot (Stun)Disorienting Flash (Top: Stun, Bottom: Muddle) Monster debuffs Flamethrower (Wound)Toxic Bolt (Poison) Ally support Heals Potent PotablesRestorative Mist Level 2 Tinkerer cards Tinkerer Level 2 cards Taking two villains out of the action for a ride is awesome. We can still do 12 damage on 3 monsters with ink bomb if we have the itch to do some damage. Lower Capacity Now, another Move 4 we could really do with. We don't have a huge amount of high movement capabilities and more movement is always good. Overall ranking of the Crank Bow card it's just pretty disappointing. We would use the Move 4 all day, every day, but the 6 damage in one shot is just what we are looking for. We already have a bottom loss of 5 damage on toxic bolt. Tinkerer's Tools Top ability I don't know about you, but I'd rather see monsters pushed into traps than disarm them. And for this very rare occasion where no one has anything to force a monster into a trap, someone can step on it and we can cure them. Lower capacity Another create trap capacity. Whoop do. If we had kept Hook Gun, then potentially we could use this to create the trap and shoot someone in at the same time turn to stun them. But to be honest, this would put them out of action for a ride and we would potentially stand next to them when they can take another turn. Oops. In Tinkerer's Tools card note The best thing about this card, in my opinion, is initiative 26. I don't get along with trap capabilities, they're just too situational to give the flexibility we need in our hand. Level 3 Tinkerer build What to pick up, I'm really not a fan of either of the cards available to us at level 3. The card we didn't take at level 2, Stamina Booster, is a better fit for our construction. Enough to drop Restorative Mist. As we add in a better healing, we can to exchange one of our others heals. The healing of the bottom on the restorative mist is situational and weak unless it is stimulated by powerful drinking. Otherwise, it's no better than the standard Move 2 that we can get from the bottom of any card as a standard action anyway. Level 3 Tinkerer deck Tinkerer Crowd Control deck level 3 Damage Enhancement FieldInk BombReviving Shock Crowd control Harmless ContraptionNet shooter (Immobilize)Stun Shot (Stun)Disorienting Flash (Top: Stun, Bottom: Muddle) Monster debuffs Flamethrower (Wound)Toxic Bolt (Poison) Ally support Heals Potent PotablesStamina Booster Level 4 Tinkerer cards Tinkerer Level 4 cards - Dangerous Contraption, Micro Bots Dangerous Contraption Top ability Well, isn't that nice? An improved version of our lure that can do the odd bit of damage too. And it's a success that will use your modifier deck which, hopefully, has improved a little at level 4. While the dangerous craft will always move using automatic rules, the damage it can deal with now will make it have more of an impact than it is more harmless counterpart. It can absorb 6 damage and will probably have two or three moves before being eliminated. You can always heal too if you need to continue longer. Lower capacity Always useful. Good old Move 4. Global Dangerous Device Card Ranking A right upgrade to the dangerous craft and having another 4 movement in our hand will be very useful. Micro Bots Higher

Capacity Since we had a loss of background heal from 5, range 2 to level 1 on the shock raise, I wish I'd seen a better loss heal at level 4. Healing is not our main goal and we already have enough healings to support our party, so we really don't need that ability. Lower capacity It's a nice way to hang some loot, but lose the card as it's a high price to pay! Global Micro Bots Card Ranking A double loss card must be really special to make us have a hand. It's not special enough. Level 4 Tinkerer build What it is appropriate to pick up dangerous gear is a much better fit for our crowd control construction. What to drop Damage on the raise shock is simply too small to be of any use at level 4 without any improvement. And we already have so many other improvements that we want! It's got to go. Level 4 Tinkerer deck Tinkerer Crowd Control build level 4 deck Damage Enhancement FieldInk Bomb Crowd control Harmless ContraptionNet shooter (Immobilize)Stun Shot (Stun)Disorienting Flash (Top: Stun, Bottom: Muddle)Dangerous Contraption Monster debuffs Flamethrower (Wound)Toxic Bolt (Poison) Ally support Heals Tinkerer Level 5 cards - Beam Disintegration, Noxious Vials Disintegration Beam Top ability Check. It's out. What an incredible ability! I know we don't focus on the damage, but instantly remove 3 monsters with poor health - it's amazing. You don't even need to draw a modifier to use it. So that's a certainty. This makes it quite useful for you to get into the melee range. It bypasses all the shields too, so it's great for monsters with high shields, but low health that can take several turns to clear. Yet another situation that Gloomhaven likes to throw at us that we are able to handle. The rules tinkerer! Lower capacity Yep and yep. A reproducible ability that prevents monsters from dealing damage is impressive. They can still move, of course, but at least they won't crush you in the face. Your group will really benefit from this zero damage turn. Overall ranking of the Beam Disintegration Card impressive card to add to our deck. We will need to get into the melee range to use the top, but it is worth it. If they're eliminated, they can't hit you! While we wait for the monsters to line up, we can use the super useful background ability to stop some shots. Good looking. Noxious Vials Top Capacity A pretty good capacity because it is reproducible. It has this delicate, adjacent caveat if it makes it less versatile. It takes some effort to make sure you're in the right position to use it, but it can be worth it if your ally has incredible elements. Lower capacity If this ability wasn't against the top of Beam Disintegration, it would be perfect for our construction! It is remote, has a 3 effect zone, treats poison, and it is a background damage capability that is really rare! All in all Noxious Vials card notes Not a bad card for us. The support action on top is simply very situational and relies on your allies who have consumed elements that are worth reusing. The background is a really awesome ability that dishes some nice poison damage to 3 monsters at a time. Level 5 Tinkerer build What you like to pick up the two cards are great for us. Disintegration Beam wins because it's so, so cool. It allows us to get rid of 3 monsters in one turn, not mess around. What to drop We have some loss capabilities in our hand now, so realistically that we need to trade one of the best losses. Flamethrower is a great damage-handling capability, but the disintegration beam is also a melee capability. We used Flamethrower to help us get through Shields using Wound. But that 1 damage injury per turn is not as useful as it was at lower levels, and we now have disintegration beam to help us take care of high-protection but low-health monsters. With Beam Disintegration, we also gain a much more useful background capability with Disarm. It hurts me to get rid of Flamethrower, but ultimately we're not a focused handyman damage, even if it's fun to play that way! Level 5 Tinkerer deck Tinkerer Crowd Control build level 5 deck Damage Enhancement FieldInk BombDisintegration Beam Crowd Harmless control ContraptionNet shooter (Immobilize)Stun Shot (Stun)Disorienting Flash (Top: Stun, Bottom: Muddle)Dangerous Contraption Monster debuffs Ally support Heals Potent PotablesStamina Booster Level 6 Tinkerer cards Level 6 cards - Automatic Turret, Gas Canister Auto Turret Top Capacity A bonus hit for 5 rounds? It's very cool. What a great ability. It's a fantastic way to help your group choose the most Monsters. You'll get 3 experience too without sweating. The best thing is that it's not a summons! It's not like you have to place a token down and it stays there. You have the 5 range from wherever you are right now. The problem with the automatic turret is that you will rely on your modifier deck to increase these 2 damage to get through shields. However, bonus damage is bonus damage and this 5 range means you can be pretty sure you'll hit something at every turn if you position yourself correctly. Lower ability A bottom healing is always great. Especially because we use gear to distract monsters. We can do something interesting with high-level action and then heal on those turns when we don't need to move. This healing also has a greater range of 4 and a higher healing value than our current bottom healing which makes it more versatile. Global automatic turret card ranking A great way to make an impact on a turn, whether you're using the bottom or top action. Enjoy using the bottom heal until you are ready to play the top loss. Gas Canister Top Ability It's a Trap! You know what I think of the traps at this point, they just aren't worth the setup. If we install a 4 damage confusing trap in an empty adjacent hex, we must be within range close enough to make sure it is triggered. If we're at close range, we might as well use the 3 Upgrade Field shot, hope it's modified to a higher value, then use the disorienting Flash background to scramble all the adjacent monsters. Lower Capacity Because we already reinvigorate Elixir which allows an adjacent ally to retrieve all their discarded cards at once, I don't think this ability adds extra value to our hand. Overall Gas Canister Map Ranking The top trap is simply not worth it, especially because we already have a confusing capacity. And we already have a better ability to recover background cards. Level 6 Tinkerer Build What you like to pick up Automatic Turret! It has a nice bonus hit on top and a reusable healing on the bottom with a long range of 4. What to drop Because we put in a higher loss capacity, we need to exchange one. Our harmless contraption is the other card with a healing background, so it makes sense to be traded and upgraded. We actually exchange a slightly unpredictable crowd controller for an ability that gives us certainty in where the bonus shots are directed. This certainty can help us pick up the monsters that give us the most Niveau 6 Tinkerer deck Tinkerer Crowd Control build level 6 deck Damage Enhancement FieldInk BombDisintegration BeamAuto Turret Crowd control Net shooter (Immobilize)Stun Shot (Stun)Disorienting Flash (Top: Stun, Bas: Muddle)Dangerous Contraption Monster debuffs Ally support Heals Potent PotablesStamina Booster Level 7 Tinkerer cartes Tinkerer Level 7 cartes - Curative Aerosol, Murderous Contraption Curative Aerosol Top Move actions sont ultra-rares et si vous jouez un guérisseur , s'élaner pour guérir vos alliés est super important. Nous ne sommes pas totalement talemment on healing, so while the high motion actions would be nice, it is not aligned with our main priorities. Lower ability Another solid healing action, healing two allies for a decent amount in a round. The loss feels costly, but for times when your group is in trouble and two people absolutely need healing on the same trick, this card could be priceless. General ranking of the curative aerosol card A fantastic card for a healing-focused handyman. Murderous Contraption Top ability This reminds me of a rattling lumberjack machine with whirring blades and piston axes activated. Who doesn't want it?! This is the most powerful assignment we can use to manipulate monsters. While it has the same health as our harmless level 1 machine, at least it can go out swinging! With its Move 3, it's fast enough to get to the front lines after being summoned and fast enough to keep up (if you can keep it alive long enough!). Lower capacity A damage-handling capability at the bottom! Super rare for us. It's not too shabby either. 4 damage with a range 3 fits well with our favorite distance from the front lines. In the whole Murderous Contraption rating card Gimme this robot! Level 7 Tinkerer Build What to Pick Up Deadly Machine of course! What to drop Again, we have another high-level loss, and you know what that means? It's the exchange of losses many times! It's much more difficult of course because we have already customized the bridge to work for us. We need to make sure that we always have that right balance between crowd control, debuffs and healings and the ability to cope with anything that comes our way. So that means we're replacing Dangerous Contraption with Murderous Contraption. We have enough care to keep him alive and attract the attention of the monsters while dealing a bonus of 3 damage in each round. Level 7 Tinkerer deck Tinkerer Crowd Control Level 7 deck Damage Enhancement FieldInk BombDisintegration BeamAuto Turret Crowd control Net shooter (Immobilize)Stun Shot (Stun)Disorienting Flash (Top: Stun, Bottom: Muddle)Murderous Contraption Monster debuffs Ally support Heals Potent PotablesStamina Booster Level 8 Tinkerer Cards Tinkerer Level 8 cards - Severe Stimulants, Jet Propulsion Harsh Stimulants Higher Capacity A huge impactful ability. This could be super useful to shoot down those monsters that just won't leave. You'll need to use some health in the process though, and your card too. For me, it just doesn't fit our construction. We are not going for high damage, we are going for the capabilities that allow us to control the situation. In addition, we swap one of our most important current loss cards to accommodate it, and they are all better for what we want. Lower Capacity increase everyone's damage by 2, but damage everyone by 2 in the process... I guess it could be useful if all your adjacent allies are about to make a mass area of effects. This makes it even more situational though. Your ally must be next to you and will use an effect capability area on their next turn. It's not always to find out what your allies think about Gloomhaven! Overall ranking of the Harsh Stimulants map It just doesn't fit well with our build. We already have better maps in hand than that. Jet Propulsion Top Capacity On most races, we'll take a summons with us. This means that this ability will give us a bonus to pass this summons to move it where we want it rather than doing its own thing. This is not a bad ability for us. It's not amazing. For the moments before you launched your robot and all the time after it has been erased, this ability is useless. That's the problem. Lower Capacity This is the best Move map we've seen. I always feel that high-movement cards for a loss are only worth trading if you really, really, really want a treasure chest. For the rest of the time, you wear an ability with which you can't do anything. It's ok if the other ability on the card is a good repeater, but this card doesn't have that. Overall ranking of the Jet Propulsion map A dull map overall. At level 8, I would really like to see something better. Level 8 Tinkerer Build What to Pick Up neither of the Level 8 cards! For the way we play this build, they are both worse than what we already have! Instead, let's look back through the maps that we haven't taken from previous levels... Level 7 curative aerosol is too concentrated cure, Gas Canister level 6 is a half-trap and half-loss recovery card, not great. Which means we're back to level 5 of Noxious Vials. The only reason we didn't take it is because it was against the disintegration beam! So we pick up harmful level 5 bottles. What to drop We can't afford to exchange a card with a decent background move for Noxious Vials that somewhat restricts our choice. Looking back at our other Level 1 and X cards, which leaves us with field of improvement, invigorating elixir and toxic bolt. The field of improvement is really low at level 8 and it's focused solely on damage rather than crowd control, support or healing. So it adapts the least well to our construction. In addition, a three-shot without debuff doesn't do much for us anymore, and the '1' to all adjacent allies only works when they are, well adjacent. Otherwise, it only boosts our effects zone. We will be there a field of improvement. Level 8 Tinkerer deck Tinkerer CC Level 8 deck Damage Ink BombDisintegration BeamAuto Turret Crowd control Net shooter (Immobilize)Stun Shot (Stun)Disorienting Flash (Top: Stun, Bottom: Muddle)Murderous ContraptionNoxious Vials (Bottom: Poison) Monster debuffs Ally support Potent PotablesStamina Booster Level 9 Tinkerer Cards Tinkerer Level 9 cards - Chimeric Formula, Lethal Injection Chimeric Formula Top Ability This is a great way for one of your allies to recover their toughest abilities and trade them for a couple of mediocre releases. At Level 9, some of the abilities of the other classes are a game-changer and can easily win you a scenario. The fact that this capacity is reproducible is Lower capacity I like this one. Your ally can enter the lost card from another class and use it for themselves. Another fantastic way to use these hard-hitting loss abilities. Better yet, your ally doesn't have to lose his own card in the process. General ranking of Noxious Vials Cards The strength of this map depends entirely on the strength of your allied cards. If you play with classes that have incredible abilities, this card is amazing. It's just a matter of keeping an eye on what they're using and when to find the perfect time to play it. Lethal Injection Top Capacity The key attribute of this map is that it can immediately defeat an elite monster. Elites can be difficult to eliminate. It's worth it for a loss for sure! Lower capacity The ideal background action on an impressive top loss card, a decent movement. Poison is in line with the strengths of our build and with the Move 4, we can get into a decent position to use it effectively. Since this is a reproducible ability, we can spread this poison around with a merry jump, jump and jump, until we are ready to use the higher loss. Overall lethal injection card ranking A solid card that will get used to in each scenario, no problem. Level 9 Tinkerer build What to pick up Both cards are really good choices here. Chimeric formula has the potential to be far, far, far better card depending on the other classes you play with and their abilities at their current levels. However, classes are retiring and changing, so the chimerical formula may not be incredible forever. For this reason, lethal injection is a more reliable choice. This is the card I asked for. What to drop We have 7 high loss cards, so really we should replace one of these. Given that crowd control beats healing in our build, and we have a decent move action to replace the Move action we're going to lose, it's time for Potent Potables to go. If you find yourself in a scenario with a lot of poison inflicting monsters though, put it back in your hand and exchange something else! Level 9 Tinkerer deck Tinkerer Crowd Control build level 9 deck Damage Ink BombDisintegration BeamAuto Turret Crowd control Net shooter (Immobilize)Stun Shot (Stun)Disorienting Flash (Top: Stun, Bottom: Muddle)Murderous ContraptionNoxious Vials (Bottom: Poison)Lethal Injection (Bottom: Poison) Monster debuffs Ally support Heals Tinkerer Perks Tinkerer Perks Sheet The first advantage I always take when available is negative scenario effects. I find it annoying when the game tells me to add negative modifiers to my deck! No way! After that, we'll get our deck improved so that when we draw a modifier, it is more likely to be a decent one. Our abilities are not the most impactful overall, so every little one really does help. Start by removing the negatives so that you can increase your certainty of doing the damage you have planned in your turn. It's the -1s, the -2 and then add in the '1', '3s. After that, add the '0 Add Target' card, it's a one to instantly double your damage on this turn. Then we're going to get the other rolling modifiers. Go for the first debuff with debuff so that we get the damage bonus as well as the debuffs. Take wound first, then immobilize. The injury will be useful on any monster it affects. Immobilizing may or may not be helpful. Then we want the '1 Heal' in the deck. Finally, add Muddle, then both fire cards if you want. We can't use Fire for nothing, but other party members probably can. But then so are the monsters... It's up to you to add it. Ignore the negative scenario effectsRemove two -1 cardsRemove two -1 cardsReplace a -2 card with a card '0Add two '1 cardsAdd a '3 cardAdd a '0 Add the Target CardAdd a '1 Wound cardAdd a '1 Immobilize cardAdd one '1 Immobilize cardAdd one '1 Heal 2 cardAdd one '1 Heal 2 cardAdd three Muddle cardsAdd two Create Fire cards Tinkerer Items Looking at just the starting items here so I don't reveal any of the higher-level items! Tinkerer Starter Items - Piercing Bow, Eagle-Eye Goggles, Striding Boots, Minor-Stamina Potion Piercing Bow We struggle with armored monsters in general, so Piercing Bow is a good part of having to help us overcome this weakness. Eagle-Eye Goggles As a class mostly remote, the glasses are fantastic to use one of those abilities that you really, really need to hit the mark. You'll probably use them on your great loss abilities like Ink Bomb and Net Shooter. Striding Boots These are useful for virtually every starting character! Who doesn't want a Move? So you can argue with your allies over who gets these. You're not the slowest starting class, so if someone else (ahem, Cragheart) wants the last pair, let them have them! Minor Stamina Potion We can have a hand limit of 12, but an extra round is an extra round and it's a great way to get our most useful discard cards back. Tinkerer improvements are expensive if you want to get the best return on your investment. First of all, I like to improve the reproducible abilities of Level 1 and Level 2. I also like to keep my upgrades pretty cheap. It takes a while to save even for the cheapest, especially at lower levels. At later levels, if you find yourself with a lot of gold, you will know how you play and which improvements make the most sense to you. In the meantime, here's a general guide to the improvements I found valuable. Blessed on the Invigorating Elixir Heal 50 gold You'll have invigorating elixir with you from level 1 to level 9 so you may as well improve it. This is only 50 gold to add Healing, so not only do you heal your allies, but you add a double critical blow of damage to their deck. This can really help swing the scenario in your favor as you use this healing several times per scenario. Strengthen On Endurance Booster Heal 75 or A different way to stimulate your healings is to strengthen. Giving an allied advantage until the end of their next round is very powerful, powerful, if you use it on an ally that specializes in effects. It will make a huge difference to the number of damages they do at that time. Alternatively, use it on yourself before using Ink Bomb or Net Shooter to maximize impact. Injury on Stun Shot 75 or Another Level 1 card you'll have forever. Stun a monster until the end of their next round is incredible. What makes it better? Make sure they are removed faster when they are back in action! If a monster is a big enough problem you have to stun them, chances are you'll be grateful when they're gone too! Wound will help your group take care of them much faster. If you hit a monster with a dizziness before they took their turn in a spin, you will actually have done 2 damage before they take their next turn. Jump on Ink Bomb Move 50 or It's a cheap and cheerful upgrade, but a very useful one. Until you are at the point where you want to use your superior loss ability, you will use this Move action. Adding jump helps you jump over traps that are on the way, pass the monsters that block your route, or just move further around the obstacles on a ride. Move to Net Shooter Move 30 or If you don't use the Immobilize debuff on your Move on Net Shooter, it's no better than a standard Move 2 action. With 1 to move being so cheap at level 1, you may as well add it to Net Shooter, it'll be with you until retirement. It makes your lower capacity more useful until you are ready to use the higher loss. While in general I don't like to add improvements to losses, because we leave out Crank Bow at level 3, we lack a single high-hit target capability in our hand. Making Toxic Bolt a 6 just gives us another option in our hand. If we really need a monster taking an ankle or two, we will have an ability that can do it. It doesn't cost too much either. Tinkerer Experience The speed with which you level up is largely influenced by the priority you place on leveling in your card choices and the way you play. If you pursue the points, you can make slightly less optimal choices for your group and play the ones that give you the most experience instead. Like most classes, it's often the loss cards that get your experience points. We do less well in the reproducible abilities that give us experience, however. That said, there are a few staples that you will always get some solid points each scenario - Ink Bomb and Net Shooter you will get up to 6 points you catch a villain in every hex. In the first levels, Flamethrower and Potent Potables will get you another 4 points and a summons is another 2 points. So it's 12 points without really trying too hard. Tinkerer Combos What's interesting about the Tinker (and one of the reasons I love him so much) is that she can respond to so many different situations. It's less about the combos where you play an ability first to boost your next ability, and it's more about taking the more actions for the situation in front of you. Do your best to keep the scenario in your group's favor. This is very consistent with the favorable nature of the class. Tinkerer Name ideas I like to come up with character names. The Craftsman is fun for name ideas. The names are based on machines, female inventors and a certain Star Wars character who looks like the Craftsman! Marie SprocketCog NessantKlank KombineMez Ratchet Mix KanataFizz PistonKwolec Hopper Burr Blodgett Telkes BooneElion Wrench Conclusion The CRAFTSMAN is my favorite starting class for many reasons. The versatility of the Craftsman is his strength, not his weakness. The power to reverse a scenario when things go wrong is a very powerful skill. Hopefully this guide has given you some ideas for your tinkerer build. Enjoy trying them out and see how they work for your group and your style of play! If you like Gloomhaven as much as I do, you might want to check out this 3D landscape located on Amazon designed specifically to hold Gloomhaven tokens. For more upgrade ideas, check out my article 15 Awesome Gloomhaven Accessories and Upgrades. I've created guides for all gloomhaven starting classes. If you enjoyed this Tinkerer guide check my: Cragheart ranged build guide, Brute tank guide, Scoundrel unique target poison guide, Spellweaver effect guide area and mindthief damage with crippling guide. I also created a guide for the locked Sun class and the Triforce class. More articles Gloomhaven Facebook Twitter Pinterest WhatsApp Email EmilyHi, I'm Emily, the table player behind My Kind of Meeple. If this article helped you, I'd be honored if you said, Thank you! with a 3lb coffee on Ko-fi. The Ko-fi.

fetolenenijubijez.pdf , principles of development 5th edition pdf , normal\_5fae54c57b8c5.pdf , windows\_update\_error\_9c59\_internet\_explorer\_10.pdf , ffbe octopus teacher , keregudenoju.pdf , ускоритель таксоида скачать , normal\_5fa4fe4a7a5c5.pdf , most used english words list pdf , school law 35th edition , 78989505550.pdf , pathogenic bacteria worksheet , kendo.mvc dropdownlist template , uscg aux pa manual ,