

Engineer Class Overview

Stat	Bonus	Special Ability
Defense	+2	Build structures for 1 less energy
Energy	+1	Extra structure cards
Focus	Build efficiency and structures	

Engineer Class Actions

Action	Cost	Effect	Duration
Build Structure	Variable	Construct with -1 energy cost	Immediate
Overcharge Systems	2E	All structures +1 attack/HP	2 turns
Emergency Repair	1E	Repair 4 HP to structure	Immediate

Structure Building

Structure Type	Base Cost	Engineer Cost	Effect
Wall	2E + 4 bricks	1E + 4 bricks	+2 Defense cover
Turret	3E + 8 bricks	2E + 8 bricks	3 damage, 3 range
Bridge	2E + 6 bricks	1E + 6 bricks	Connect separated areas
Platform	2E + 4 bricks	1E + 4 bricks	Height advantage

Engineer Strategy Tips

Energy Management

- Use **Build Structure** action to save energy on constructions
- **Overcharge Systems** when you have 2+ structures on field
- **Emergency Repair** for critical structure maintenance

Building Priority

1. **Walls** - Defensive positioning first
2. **Turrets** - Area control and damage
3. **Bridges** - Mobility and positioning
4. **Platforms** - Height advantages

Tactical Positioning

- Build structures to control key chokepoints
- Use **Overcharge Systems** before major combat
- **Emergency Repair** can target enemy structures for sabotage









Brick Economy (Engineer Focus)

Starting Bricks: 6 bricks (2-3 players) / 4 bricks (4-5 players)

Turn Income: +2 bricks per turn

- Building Costs:**
- **Basic Wall:** 4 bricks (3E → 2E with Engineer)
 - **Turret:** 8 bricks (4E → 3E with Engineer)
 - **Bridge:** 6 bricks (3E → 2E with Engineer)
- Destruction:** All bricks return to shared pool

🔥 Engineer Icons

Icon	Meaning	Icon	Meaning
	Engineer/Utility		Structure/Build
	Mechanical		Repair/Maintenance
	Construction		Engineering
	Energy/Power		Brick/Component

🎯 Engineer Win Conditions

- Competitive Mode**
- **Structure Control:** Dominate key positions with buildings
 - **Area Denial:** Use turrets to control movement
 - **Resource Starvation:** Block enemy access to bricks
- Cooperative Mode**
- **Defensive Support:** Protect allies with structures
 - **Area Control:** Create safe zones for team
 - **Utility Support:** Provide bridges and platforms