🔧 Engineer Class Quick Reference

🔧 Class Overview

Starting Stats: HP 20 | Attack 2 | Defense 4 | Energy 6 | Movement 3

Stat Bonus	Effect
Defense +2	Base stat becomes 4 Defense
Energy +1	Starting Energy is 6 (instead of 5)

Special Ability	Effect
Build structures for 1 less energy	All structure cards cost 1 less energy when played

Note: The Engineer's +2 Defense bonus applies to their base stat (base 2 + 2 = 4 Defense). The Special Ability reduces structure building energy costs by 1 in addition to this defensive boost.

🎭 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

🏗 Modular Structures

Structure	Cost	Effect	HP
Modular Base	2E + 5 bricks	Foundation for upgrades	4
Defense Module	2E + 4 bricks	+3 Defense to adjacent	3
Weapon Module	2E + 4 bricks	3 damage, 2 range	3
Utility Module	2E + 4 bricks	+1 Energy to adjacent	3
Fortress Complex	3E + 12 bricks	Large defensive structure	12

⚙️ Strategy Tips

- **Build Priority**: Modular Base → Defense Module → Weapon Module
- **Overcharge Systems**: Use when you have 2+ structures for maximum value
- **Emergency Repair**: Can target enemy structures for sabotage
- **Brick Economy**: +2 bricks per turn, all bricks return to pool when destroyed
- **Positioning**: Build structures to control key chokepoints and movement paths

🛠️ Brick Economy (Engineer Focus)

Starting Bricks: 6 bricks (2-3 players) / 4 bricks (4-5 players) **Turn Income**: +2 bricks per turn **Building Costs**: All structures cost 1 less energy with Engineer class **Destruction**: All bricks return to shared pool

🎯 Win Conditions

- **Competitive**: Structure control, area denial, resource starvation
- **Cooperative**: Defensive support, area control, utility support

🔥 Engineer Icons

Icon	Meaning	Icon	Meaning
🔧	Engineer/Utility	🏗️	Structure/Build
⚙️	Mechanical	🛠️	Repair/Maintenance
⛏️	Construction	📐	Engineering
⚡	Energy/Power	🧱	Brick/Component

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