

Engineer Class Quick Reference

Class Overview

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

Class Actions

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

Modular Structures

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

Strategy Tips

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

Win Conditions

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