

# 🔧 Engineer Class Quick Reference

## 🔧 Class Overview

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

## 👤 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
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