🔧 BrickQuest Engineer Class Quick Reference

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

⚙ 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. **Modular Base** - Foundation for upgrades
2. **Defense Module** - Defensive positioning
3. **Weapon Module** - Area control and damage
4. **Utility Module** - Energy support
5. **Fortress Complex** - Major defensive position

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:
- **Modular Base**: 5 bricks (3E → 2E with Engineer)
- **Modules**: 4 bricks each (3E → 2E with Engineer)
- **Fortress Complex**: 12 bricks (4E → 3E 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 modules 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 energy and defense

BrickQuest Engineer Cheat Sheet v1.0 - Print in landscape for best results