

## Mech components

The following provides an overview of buildings that are responsible for improvements to your mech.

## Engineer

The engineer is responsible for your mech and technology from your world. He produces new, deadlier weapons and nasty extras as well as rudimental components for your mech.

Costs : 8,500 gold, 25,000 wood, 25,000 stone, 45,000 water, 50 steel, 75 copper, 75 bronze, 25 cobalt

Maximum number of buildings: 1

small: Weapons-grade steel, gears, batteries, ball bearings

middle: Weapons-grade steel, gears, batteries, ball bearings, hydraulic pumps, chips

large: Weapons-grade steel, gears, batteries, ball bearings, hydraulic pumps, chips, motors, AI system

The "Primary weapons" and "Add-ons" areas are oriented toward the player's current state of research.