

This is 2.1, a netrunner reboot project podcast.

Episode 105 Fire Up the Arc Welder.

Hey, this is Remy.

The title card of this week's episode is one of the cards from Adam , one of the three many factions in Data and Destiny.

It's the card Dr. Lovegood, which gives you the ability to temporarily turn off for one turn anyway, one of your cards, which can be useful if I really would not like this directive to affect me this turn.

The flavor text there is, you look tore up, kid.

Have a seat.

I'll fire up the arc welder, as Dr. Lovegood performed some repairs on Adam, apparently.

This episode is essentially a continuation of last week's episode.

It's basically part two of what I had worked up for last week, but ended up running too long.

And looking at how long this is, it might still be too long.

I don't know.

We'll see. .

But anyway, there's no sense waiting around.

Just jump right into it.

Anonymous tip.

Adam and his directives.

So, I thought it might be appropriate to drop this conversation from the reboot Discord into this episode.

It conveniently was just held a couple of weeks ago, as people were talking about Adam and his directives, because you know you have the card independent thinking, which you can use to completely get rid of all of your directives if you want.

And there was some discussion about that.

So I'm going to share it.

It starts with Gaslight responding to somebody who had been posting potential a later cycled editions to reboot, talking about assimilator.

Now, I'm going to run through this later, but Assimilator is an apex card that comes later in the fantasy. Flight .

Cardpool that lets you turn one of your face down cards face up.

And Gaslight says, assimilator is probably safe for reboot, excuse me, but it's not a particular particularly interesting card.

That card and independent thinking , which again is the Adam event that lets you discard stuff from your board to draw more cards, are really flavorful, but then mechanically just kind of deny the point of the ID.

Right.

So the logic here is a simulator, apex installs cards face down.

A simulator lets you turn one face up.

But the point is that he's installing cards face down.

And Adam is bound by these directives, but then independent thinking. Lets you get rid of the directives.

Tup Clark says, I don't know, I think independent thinking is mechanically fine.

Like, sure, you can turn off some of your directives, but, A, they're usually good cards.

And B, you have to live with them until you draw independent thinking, so it mainly just saves you from some disaster matchups .

Any mentions specifically, always be running, which makes you run on your first click versus gent replicating perfection.

Gaslight says, considering the directives of the defining aspect of the ID, I think removing them is a bit meh.

Mankuki, I don't think you play Adam with the intent of thinking away all your directives .

In my estimation, independent things thinking either has getting rid of directives be an actual cost, or you're going to you're using it to shut off one, but no more of your directives.

Gaslight says, right, so like in the case of a simulator, you can play this insanely slow card to get an esops installed.

But why are we creating these workarounds to ID limitations that were put there in the first place?

Like, it's fine , and some people might even think it's fun in that way of getting weird cards to work, but they don't play well until what the IDs are about, in my opinion.

Why are we creating these workarounds to ID limitations that were put there in the first place?

Muki responded.s, I mean, it's a way to interact with the ID in the case of independent thinking.

I don't think the directives are best classed as a limitation, or that you can view independent thinking as just a way to get around it.

Gaslight, disagreeing.

The directives are the defining limitations of how Adam is played.

Without them, he's just a blank 25 influence runner.

Muki says, that ain't a limitation.

Goblin mode jumps in to say, I mean, use it before a ha Hail Mary run, Seems kind of neat.

Midgame er, though.

Gaslight says, Z Link Sunny.

Yeah.

Muki says, I mean, that's kind of my point.

Gaslight, at least she gets her own breakers.

Muki says, like, the directors are not something you want to get rid of.

Gaslight says, right.

so.. What is this card for?

Mankuki says, drawing tons of cards.

The Gaslight says, it's not even good at that without killing the directives.

And Goblin mode asks, it's more interesting than Dr. Lovegood.

No?

T Clark jumping in. Is the problem with a Discord conversation.

Sometimes you have multiple conversationsreads happening at the same time.

Maybe it's something a younger mind deals with better than mine.

I don't know.

Twoupar says, also, if Adam was meant to always have the directives active, they would be printed on his ID .

Booki follows up on what he had said before about interacting with the ID.

They're not best classed as a limitation.

He says, like, that's what I'm saying here.

You aren't playing independent thinking at the goal of, man, I wish Adam didn't have directives.

Tup Clark says, you can sell his brain logic to esops.

They pretty clearly designed Adam with the intent of, you can get rid of directives.

Gaslight, when Glight said, right, so what is this card for independent?ent thinking, Jol R.

Binks says, it's a flavor insert.

And gaslight said, that's basically what I was saying.

2 Clark, going back, he's not a blank 45, 25, He's a blank 4525, who starts with three specific cards installed.

It's almost like if there was a runner card where you could remove a bad publicity to do something and saying, why would you play this in Val without bad publicity?

She's a blank runner?

Goblin Mode says, yeah, I always will think independent thinking could be neat if it was a real really good card, though, that you use the moment you draw it, it would be really bad for the feel of Adam, though.

And the big boy says, let's be real.

Nobody is trashing the good directors..

The point is to trash always be running once it starts hurting you.

And generally, the value of Dr. Lovegood, being able to turn it back on when you need it, is better than drawing some cards when safety first already makes you good at drawing.

So there's some back and forth between people with their different opinions about the existence of certain cards.

Quest completed.

The runner Buffs in Data and Destiny, as a reminder, this is the second part of this episode about the runner side of Data and Destiny last week, I talked about all of the changes that reboot made and those that it didn't, as well as the nerfs to Apocalypse and employee strike.

Now, we're going to talk about some of the buffs.

Endless Hunger is one.

This is the console for Apex that basically lets him, it lets him break and end the run subroutine.

It says specifically and only end the run.

But it's strength 11, so it can break pretty..

I think it's anything.

That's pretty much everything that hasn't been corporate troubles.hooter, corporate trouble shot, and you spend an install a face down installed card to do it.

The problem is, it's for MU.

So this is now three.

And so originally, it was, I think, the first it was the first program ever to be all four of your MU.

And it's because it was meant to be the only program you'd ever need., right?

A zero cost, 11 strength breaker that can't be stopped .

Again, for certain values of can't, because there are actually several in the run eyes that can stop apex, if all it happens is endless hunger.

In his review, Fluffy One lists a bunch of them, maybe all of them, I'm not sure, but they include things like Turing, Snowflake, Wotan, and some others.

But even can't be stopped doesn't mean can't be hurt.

Or sometimes, you know, you just want to break the subroutines on architect.

So you could get that extra MU by installing Apex's console Heartbeat .

But this gives you that free MU right up front to be able to install something like mimic or something that you can, or even better in an AI icebreaker, like Overmind or FO.

That's what a lot of the decks on Rekchi DB choose so that he can write, it can run that, apex can run that without that extra support.

Actually, Muki, earlier this year in the juary event that was running on Rekchi, where they were trying to just put together jank decks, Mankuki had a stealth suite there in the 18th apex deck.

Another good example is E3 feedback implants as a thing to add on to avoid some of the nastier subroutines.

Obviously, that's not a program, but this doesn't affect that.

But again, being able to have an other icebreaker does seem like a useful thing for Apex.

So another of the buffss, or two of the other buffs, came in deck size.

Apex and Adam received buffs from 45 down to 40.

This is one of the easiest ways to make a deck more consistent.

It's particularly useful in the many factions because they don't have draw cards.

Well, you know, I guess we just talked about Adam's independent thinking.

And clearly he's on that card and is holding, uh, it's a very some dark, very dark artwork, right?

He's holding a sledgehammer, uh, with some blood dripping off of it.

But it's, I don't think Adam is really the kind of, I don't think, I agree.

I'm with I kind of with gaslight on that.

I don't think Adam has got the kind of card draw you're really looking for, typically .

But I guess it was printed for people who don't want their style cramped by the directives.

And sure enough, this card draws you a ton of cards if you trash those directives.

I think the general theory with Adam is that the positives in your directives outweigh the negatives on the whole, so you'd rather keep them.

Still, making it so you don't have to draw five extra cards is useful or so that you don't have to pad your deck with extra neutral cards that you maybe don't really need, seems useful for both apex and atom.

As for Sunny, while she's 50 cards for a reason, making her more consistent is dangerous , so if she did not get that same buff.

As for consoles, let's talk about consoles.

Let's talk about the consoles.

Only one received an adjustment, and that's Adam's brain chip that the cost was reduced from two to one, which is a slight adjustment.

But I think Adam probably always wants this card.

It scales up based on agenda points.

So it's not terrible if you don't have it early because you're not going to have any points early.

But Adam is likely to have points earlier than some, because he's always having to run at the beginning of each turn.

So the extra MU and the plus one hand size per agenda point is very nice because safety first undoes the restriction of safety first, which gives you a minus two hand size, steal one two-point agenda, and you're right back to the normal five.

And you do probably want it installed pretty early.

He's many times going to be spending a couple of clicks to break through something to make a successful run, so he's going to have fewer clicks in the early game.

That extra card draw that you're going to get is very helpful.

Once you've bumped your hand size up, then you're more likely to be able to not not be at your maximum hand size at the end of your turn and then safety first so lets you draw that card at the end of your turn.

And so that one credit discount, early is going to be even more impactful than it would be later in the game.

And again, that comes back partly, the fact that he has fewer cliques to spend on making money.

So it all fits together to help him get up and running a little bit faster, so to speak.

Apex's heartbeat, meanwhile, also originally cost two and still does..

But I think this console is not nearly as central to Apex's game plan as Brain chip is to atoms.

I suppose it was probably more important in a world where endless hunger was sitting at 4MU in order to give Apex the option to install anything else.

And the damage prevention is certainly nice, although why thematically, exactly, can apex be heard by meat damage?

I don't quite understand that.

But that, of course, is not an every game kind of of ability.

So, for those reasons, both of these sort of argue in favor of buffs, but again, unlike brain chip, I don't think apex necessarily wants to install this.

Early, apocalypse will turn it face down too.

So I think you probably want to use apocalypse first and then install Heartbeat.

Again, I've never played Apex, so.

But later in the game, when you're maybe wanting to do that, mid-game, say, the two credit cards cost isn't as much of a challenge.

So I posed this question, like, why isn't this also buffed?

And the big boy says, it's an auto win slot versus PE that doubles as a plascrete.

It's quite good.

So, yeah.

Okay.

That makes a lot of sense because there, the damage is particularly useful in that narrow matchup.

And also, a lot of people just include a plascrete so that they don't get messed up by random scorched earth and out of Jinteke or NBN or Wayland.

And heartbeat will do that for you.

And then the other console, Sunny's security nexus, was also not buffed, which is particularly interesting, because it costs a massive eight credits.

Now, it is not the most expensive console, even still, but every other big console sees a significant cost reduction in reboot.

Both the toolbox, and blackguard received two credit reductions .

Monolith was dropped by six, even many of the medium-sized consoles, see breaks, Dinosaurius, has gone from five to three, Logos from 4 to 2.

Box E went from 4 to 2, and then down to one , but not security nexus, which is still hanging out there at a massive 8 credits.

Only blackguard and monolith are more expensive.

Sunny's main strength is in the late game, and she has a 50-c deck, and no in faction ways to dig into it.

And breakers that are expensive to install , although a little less so.

And Breakers are that are expensive to use on small stuff.

So you'd really kind of like to install security n access early so you can get past Singleton ice with no breakers, just like you would like Jack Sinclair early, because he's giving you that extra run.

But you also want your drip economy, like data folding an underworld contact on board early because of all that expensive stuff you're going to want to use later.



So keeping Security Nexus at eight credits means you actually do it to make some tough choices and probably feeds into keeping her for being too powerful early .

Again, especially since she's so powerful, late.

Actually, another interesting comparison.

Net Runner DB user Pink Warrior pointed out that security nexus is a lot like femme Fal, because they both bypass ice, right?

I had never thought about it that way, and FEM cost nine to install and only works on one ice, whereas security nexus costs eight to install, but works on any ice, it even though it only works once per turn.

And really, it's not common for the corp to pay into the trace and , you know, once it's installed, somebody's link is up to three, so often you're just paying two to get through it, and FEN is often paying a couple to get through particular ice.

So there are really similar comparisons there.

Um.

Just one more comparison between Sonny and criminal stuff that I would not have expected.

Sonny's Breakers have all been buffed and and I'll talk about them in just in the next segment in just a second.

But just generally speaking, here is a place where Sonny can get a little help because the breakers are expensive to use .

So making them also as expensive as they are to install or as they were.

It's a nice, the little one credit discount is a nice way on each one to give her a little bit of help so she doesn't really get help anywhere else.

Although here's one other way that those breakers get some help in its security chip.

Originally, it added plus one strength to all of your cloud breakers per link.

I'm ignoring the n.cloud ability here.

And that's already pretty decent because , especially if you're making a run into a deep server, Since all of Sunny's breakers boost and break at two c credit increments, on many ice encounters, it yielded almost the equivalent of a free boost , you know, if the strength was less than four.

So add it up as kind of like two credits for one ice, four credits, for two ice, six credits for three ice, and so on, I mean, on how big that server is, but that can be a significant, let me think about a three ice server, and each one, you're going to have to boost a breaker to interact with it.

Save yourself six credits.

You install this zero cost, hardware, one click, and then cash it in for six credits.

I mean, that's a pretty good rate of return.

And even still, it was seen as too weak to be worth playing because of all the times, you don't need to boost multiple breakers because you've got a small piece of ice in there somewhere or the fact that there aren't that many servers that are going to be three deep and then you're looking at something that's really more the equivalent of playing infiltration, which doesn't get played for money, you know.

So, you can enhance this considerably just by installing some link.

And plenty of sunny decks use a little, even if it's just security nexus.

Just in that case, you've got three link.

And so now you're looking at a plus three strength.

That's a full boost on each ice.

And, you know, if you can skip boosting for two of them, again, it's like you clicked for four credits, that's a sure gamble that seems pretty good.

I've always liked rabbit hole in Sunny, even though it's kind of expensive, because it makes your deck smaller, right?

You're yanking three cards out once you find one.

It really makes security nexus super safe because you're not spending anything to go through those anymore because you're all the way up to six L or, yeah, six link.

And so now you're looking at a plus six strength or plus five strength, if you just have the three rabbit holes, plus six that you also have security nexus.

And so without that plus five strength, the vast majority of ice is brought into range when you use security chip.

It's kind of like saving five credits to boost up to that strength.

Although at that point, honestly, it's starting to feel a little bit like overkill. Sure, it's great if you're running into some Hadrian's wall total tollbooth archer server, but a lot of the rest of the time is just unnecessary because ice just isn't that big.

I mean, and you do have to pay six credits in rabbit holes to get to that point.

Now, though, it's been buff to give plus two strength per length.

So it becomes pretty strong, a lot quicker, just off of Sunny's base link, you're looking at plus four strength , which brings a lot of stuff into range when you're making each of these ice breakers a strength five.

And so you're saving yourself that on a multi-ice server, even if it's just a two-ice server where you have to boost to reach each one, playing security chip is like playing Sure Gamble.

And who wouldn't one to have more sure gambles in their deck?

And if you do have a little a spare extra length, extra link, if you have installed security next, Nexus, or maybe you've chosen to go with something like, you know, just one of the chips, it gives you an extra link.

Now you're strength seven on all of these when you pop it.

In there's very, very few ice that are more than strength seven.

Really, it's just four.

Janice, Orion, Curtain Wall, Wotan.

So for one click, the installation of security chip, you've just granted yourself maybe six credits.

And that's if you're only bring breaking one big ice. And there's really devastating against a big server.

And once again, the problem, I guess, is that you're just not going to run into big ice so often that it's like even an autoclude in sunny.

But it can be very useful.

Sharpshooter.

New icebreaker options in Data and destiny.

Again, Adam didn't get any.

Apex received endless hunger.

I've already talked about that a bit.

And it doesn't really function like a normal breaker.

I can't believe anybody other than Apex is going to use it.

So .

I'm not going to spend any more time talking about endless hunger.

Not me now talk about sunny's Breakers.

Let me start with Sherman.

That's the fractor.

Compare it strictly to corroder, and it usually comes off worse.

Even the smallest ice will cost Sherman two credits.

And boy, are you sad when they advance that ice wall once?

Although there aren't really any other strength two barriers, aside from Himitsu Bako, and wall of Static is no picnic either, Each of those are going to cost Sherman four to get through, even when an advanced ice wall costs corroder just one.

Strength five is also not a great spot for Sherman, because you're going to need to boost twice.

So you're spending four credits to get to that strength.

But generally, it's only one credit worse than corroder, sometimes two. Actually compares a little more favorably with snowball, but its breaking profile, just looking at how much it costs to break various ice, is actually most like , aurora, the criminal fractor, for at least for the range all the way up to strength five, because most of those don't have more than two subs.

And so it basically is aurora, because they have the same boost rate.

Now, there is a special call out here for the multi-sub barriers for Galahad, next silver, Ashigaru, Tyrant.

Sherman is very good because it can break all the subs in one go.

And then it's also good against big barriers.

Anything's strength six and up, Heimah, Hadrian's Wall, curtain wall, Wotan, is better than almost anything.

Better than corroder.

Not as good as breeze, breach has a different kind of limitation, of course, being a central only server.

Striker is the decoder.

It's an extra credit to install than Sherman.

But otherwise, everything about it is exactly the same.

They're all two credits to boost, three strength.

Two cred credits to break all the subroutines.

And so once again, small eyes are expensive for striker just as they are for Sherman.

The most notable, very small code gate is Quandary.

You're going to spend two to get through quandary.

Enigma is even more unpleasant because you're going to cost you four .

But, obviously, with COD Code Gate gates, most of them congregate in the upper part of the mid-range, strength four and five, thanks to yog and the way it warps the Gate pool.

But, unfortunately, the story is much the same here as the one we heard about on Sherman.

Generally, Stryker is a credit worse than Gordian Blade , on strength for code gates, because it can't leverage its real strength, breaking all subroutines. On ice that only have one subroutine.

And there are actually fewer multisubcode gates, even than there are multisubbarriers .

Really, it's just Merlin, Victor, and Viper, where Strike can even be about on parody, on par with Gordian Blade.

Then that's just on strength 4.

When we tip into the even larger strength 5 range, it gets even worse.

For one, there are more strength 5 code gates in the pool than there are strength four, nothing they get played more often, but there are more of them.

And most of them still have only one sub .

The ones that have two, builder, Shiro, Hudson, Izuma, I don't think they're very common.

And so now Stryker is paying two more for each than Gordian Blade.

Once again, the best comparison for its breaking profile is a criminal breaker, Peacock.

Its downside of spending two credits to break only one subroutine is not effectively different than Stryker paying two credits to break all subroutines when there's only one.

And Peacock has the upside of being a base strength of two.

So while it's worst in Striker for a couple of things, again, if they are multi-ub, data Pike, Victor 1, especially Merlin, is actually better at a single sub, strength 5 code gate, like Tring on a remote RSVP, Rainbow, or IQ if the corp only has four cards in hand .

When Al Sherman, we said that at strength six and up, it started to excel and actually outperform, even coroder.

What about Striker at strength six and up?

Well, I mean, the thing is, the big code gates still tend to have only one subroutine.

So, in the end, while there are a couple of places where Stryker outperforms Gord employees Blade, there's Merlin, if it has two additional subroutines, there's our glass because it has three, and then there's Orion.

That's pretty much it.

Otherwise, it's mostly just a side grade from Peacock.

How often do you include peacock?

I think not very often.

And so...

Yeah, well, you know what?

This whole section is just making me sad.

If there's one character in Net Runner that I have some kind of non-rational attachment to, it's sunny.

Now, it's true that she can compensate for this added expense by being very rich from all her drip economy. But I think it helps to demonstrate why she tends to be strong, only in the late game.

You could swap out these breakers for better breakers, but really, she needs that influence to be spent on draw because she's got a 50 card deck.

So here you go.

But I do think that all of that makes a little more clear why the one credit installed Buff is so important for her.

And also, what a boon the card cloudburst is for her.

So this is the sunny card that comes in the second booster.

I don't normally preview boosters in the regular segments on the show.

I'll make an exception here because I don't know if I'm going to be able to generate all of this analysis when it shows up in a couple months.

So cloudburst is a sunny event.

The cost is one.

It's too influence.

You search your stack for a cloud icebreaker and install it , paying the cost, and then attach cloudbursts to it as a condition counter that says, Host icebreaker has plus one strength.

This is a really significant card for Sonny, and basically an autoinclude .

It has a search function, which is great for somebody with a 50 card deck.

It gives the ice breaker finds a base strength of two, and at that point, it suddenly compares a lot more favorably to baseline breakers, because Sherman, for example , becomes a better alternative to corridor on Wall of Thorns in its strength of five.

And now Stryker is just as good as Gordian Blade on Enigma. Rather than costing double.

And Stryker is just as good at all the strength 5 code gates, rather than costing half again as much.

And it's just as good on toll booth, rather than costing two extra.

So that's one to look out for.

All right, so what about Shrike, the killer?

I'm already aware that this is the cause most likely to be splashed into other factions.

But let's look at it in general.

All of the things that I've said about Sherman and strike or a player apply here, too.

It needs to be boosted against small sentries.

Strengths two and five are awkward places for it.

Many times just one or two credits worse than the baseline breaker.

But in specific, all of these things are less true.

For example, multiple subroutines are far more common on centuries than they are on barriers and code gates, even on small small ice.

So even if there are only two subroutines, like on roto turret or pup or shadow , that means that Shrike is costing the same as the baseline breaker in this case case. Garat, rather than one credit, more, like it would on many of the small barriers or code gates.

On errand, boy, it's actually one less.

And while there are more strength to centuries than other types, and I'm not going to lie, paying for to get through guard or Lancelot or swordsman or Neural Kana is not good.

It's bad.

It does come into its own much more in the mid-range.

On single subroutine strength for centuries, like cortortex locker death, raven, strike is a credit more than garat.

But on the two subroutine, strength for centuries, once again, it pulls even, like Newshound or next gold .

Now, paying six to get through Virgo, or grim, is rough, because Garat only pays four and Ninja only pays three, we're talking here about strength five centuries. Strength five is ninja's sweet spot, of course.

But it also gets through both Ichi 1 and Ichi 2 for a credit less than Garat or nja.

It's on par with Garat for Susano O No Mikoto.

It outperforms Garat by two against Archer and Janice.

So up and down the list, it's much more closer to on par with other baseline breaker options.

And then there's this point.

Other options usually require two memories..

Garrat is two.

If you use mimic, Garrat is basically mimic and ninja stapled together , but they cost two.

If you don't if you just go with mimic, and support it with data sucker, that's 2MU.

Shrike only needs one.

It is funny to me that Son's Breakers most closely correspond to the criminal breakers, especially since I've said she's basically like a shape or only more so.

The unplayed or underplayed or unplayed, Aurora and Peacock and then the somewhat better ninja.

And it mostly comes down to the boo rate, of course, being better than one for one, I mean, two for three is better than one for one, but that's actually not better a lot of the time.

Still, it's pretty clear what the function of these breakers generally is something that's decent for sunny, but most of the time, not worse. Importing into other factions.

Lucky find.

New economy options in Data and Destiny.

We'll start with Technical Writer.



This is a good card.

Every time you install a hardware, a program or hardware, you put a credit on it, and then you click to take all the credits from it.

I mean, it seems like it almost an auto include for any d's playing lots of programs., Noise , Geeist, maybe Kate or Haley, or somebody who's playing a lot of hardware.

I don't know who that would be.

There's a well-known deck called called The Book of Kate from this era, which is a variant on prepaid Kate that uses three Technical Writer.

I have it on my list of things to talk about at some point, so, I don't know, maybe I guess I'll get into that some other time.

But that list has 10 hardware and 10 programs.

So, yeah, you can get a lot of installs.

And technical writer is not unique.

So that can really generate a lot of money for a big rig type deck.

Wastand, the first time you each turn, you trash one of your cards, you get a credit.

It's clearly good for Apex, it'll be trashing installed cards like crazy.

So you might as well get some use out.

It g some money out of it.

Is there space for this in a deck that runs, say, ASop's Pawn Shop?

You'd get fork credits every time you trash a car at the beginning of your turn instead of three.

I'm not sure.

Maybe.

You'd have to trash three things just to break even.

But I guess if you get it early enough, or Geist, once again, he's trashing things left and right, so maybe Wasteland could be good there as well.

The other economy card, though, is windfall, and it is just a bad card.

What is the situation where you are going to want to just trash a random card from your deck and get money from it?

If you hit a cost three card, well, congratulations, but you could have just played Easy Mark.

Okay, you had to pay influence for Easy Mark.

And sure, sure.

If it's cost four, it's just as good as a sure gamble.

And it's free to play.

But what's the cost for thing that you want trashed?

What if you had something that costs one or two or zero or is an event?

So I went looking to find some use, somebody made for this card.

So, of course, there is a deck on Netrunner DB, where somebody has a goofy combo with windfall.

It's a spin on an early deck from the first deluxe box creation and Control from that era, out of chaos theory called Big Girls Play with Monoliths., which I thought I had talked about, but I can't find any record of it at this point.

But it's actually number two on the Net Runner DB Hall of Fame list, 50042 likes.

And the goal with it was to churn through your deck with draw cards and freelance coding contract , generating money as fast as possible, so that you could be able to play monolith, which, remember, originally cost 18 credits to install.

And then you'll have your levee so you can get your deck back, and then enables a late game lockdown using the R&D interface and account siphon.

So this version is called Big Girls Windfall, their monoliths, from user Ila, ILA.

And it looks like this.

The events are three diesel and three quality time and three freelance coding contract.

That's to get your dig through your deck, three levees so you can keep digging, and then your three windfall.

The hardware are two clone chip, three monolith, because that's the target here, and two Plas Creek carapace.

Although later alternates removed a levee and added an astrolabe for a little extra draw earlier in the game , and also another clone chip.

And then there's another later alternative that added Angel Arena and then didn't use the Astrolabe.

The icebreakers are two Atman, a battering ram, a Gordian blade, a mimic, and a sharpshooter.

Later, they swapped out the battering ram for an intty and also took out the sharpshooter.

And then the other pr programs is basically we're all of the yeah, we're all of the influences , a clot, three data sucker, three hyperdriver, well, that's in shape, a medium, two self-modifying code, and two trope.

And then there's a later alternate version that takes out two of the data sucker to put in a parasite and the third self-modifying code.

Okay, so what is going on with this deck?

Here is the original write-up.

Like many people who play this game, I love all the bad cards.

One of the worst out there has to be windfall.

It plays against so many things that are common sense in that runner.

Windfall works best when your deck is full of expensive things to trash, but of course you don't. Want to fill your deck.

With stuff like that.

They will never see any play and clog up your hand.

So I started brainstorming and trying to figure out a use for this awful card.

Enter TOope and Monolith.

If you can control all the cards in your stack, you can get maximum results from your windfalls.

Of course, you'll need to empty your stack first, and what better way to do this than with PKSK's big girls play with monoliths archetype?

Okay, so let me step in.

Just, I don't, I still cannot remember what Trope does.

Yeah, yeah, yeah, yeah, I know.

We just had it like a couple of months ago.

So it's an anarch program .

At the beginning of your turn, you place a power counter on it, and then you click and remove it from the game to shuffle one card from your heap into your stack for each power counter on trope.

Okay.

I'm beginning to see where this is going now.

It's kind of it's going to..

I know.

It feels kind of like it's going to be like a CI shutdown type thing without the win immediately effect.

Returning to the write-up.

Isla says, if you like PKKSK's deck, imagine playing it and doing its usual shenanigans plus having a super turn where you go click one, use trope with three counters, return three monoliths to your previously empty stack.

Click two, windfall for 18 credits.

Click three windfall for 18 credits.

Click for windfall for 18 credits and give your opponent a wink.

Now, of course, the buff to win to monolith actually ends up being an indirect nerf to the.

Because rather than this mythical 54 credit turn that we're Jiff talked about is only going to be a 36 credit turn.

But Click for 12 credits is still pretty good.

Continuing.

Not only is this possible by turn six, but is extremely consistent with the small deck and crazy card draw.

The hardest thing is knowing exactly when to set down your first trope.

You want it to hit that third counter just as you've run out of cards.

If you are not ready to windfall and trope gets up to four counters or more, you are diluting your chances of getting all three windfalls to land on monoliths.

Similarly, if your stack is gone, but your trope only has one or two counters, you will spend an awkward turn clicking for credits.

You don't want to run because losing your windfalls. I've found that if you completely ignore the corp, you can get your windfall down on turn six extremely regularly, which means you need to put that trope down on turn three.

If you want to run a bit, that will, of course, push your timeline back.

When you are ready for your super turn, you should have three windfalls in hand, one leve, and one other card, maybe a breaker you want to play right away before you levy.

And of course, a trope on the board with exactly three counters.

Some notes and explanations.

Hyperdri really pulls its weight here.

Play these down as soon as you see them and use them the subsequent turn.

If you aren't seeing a lot of card draw, which is rare, but does happen, use a self-modifying code or clone chip SMC to get your hyper drivers in.

You will not regret it.

Those extra clicks will drastically accelerate you to your windfall turn.

Trope.

This can be a two of or three of, depending on how many times you want to run through your deck and windfall for 54 credits.

If you are powering through your deck and don't see a trope by turn three, just pop a self-modifying code to pull one out.

If you go to 3x, you'll need to play with a breaker suite for influence, but that's fine, since there are so many great options for shapers.

Freelance coding contract will not be used as liberally as you might think.

You want to play your hyperdri, a single trope, and possibly your SMCs.

Everything else can be chucked to FCC, though, which will give you enough credit to play your quality time and clone chip SMCs.

One thing you can do is play your clone chips and sell your SMCs, then you can always get your SMCs back in a pinch.

Breakers and Medium.

Once you have a huge pile of credits and can shut down fast advance with clot, your next goal should be to set up with medium and your breakers and start digging.

Gordian Blade and Battering RAM will keep you going strong into a deeply iced R&D, while Atman Mimic Ducker will solve everything else.

Sharpshooter is there to help you out before the Ducker virus counters get flowing.

Endgame.

After you pull out two windfall turns, you can install monolith, if you need it.

I wouldn't recommend installing monolith until you have already used both tropes.

Windfalling your monoliths is your best source of money.

You can make a lot of medium runs, with the kind of credits windfall can bring.

Happy digging.

Then in the revised deck, the one one that included Angel Arena, now I'm going to have to go and look at what that one does.

So Angel Arena is a resource with a cost of X. When it's installed, you place X power counters on it twice.

So if you pay, say, three, then you're going to put six power counters on it.

When there are no power counters left on Angel Arena, you trash it, a hosted power counter, reveal the top card of your stack, you may add that card to the bottom of your stack.

I guess that's kind of like some draw filtering.

Here's a comment with the deck that included a copy of Angel Arena.

Bring on the bad cards.

I'm talking to you, Angel Arena.

They said it it couldn't be done, but I've found a way to use this awful, awful card.

This deck operates on the same premise as my first big girls's windfall monolith's deck, but with a twist.

If you're not sure how that combo works, I'll go over it briefly.

You use overdraw with diesel and quality time and extra clicks to burn through your deck by turn five or six.

Approximately three turns before before your deck is gone, usually on turn three, you play a trope .

Then in one turn, you trope back your three monoliths and use windfall three times to gain 54 credits.

In this this iteration of the deck, you can do this twice within two turns.

The basic idea is that after your first combo, before you left levee, you use another trope with six counters to return all of those windfalls and monoliths, then it's time for Angel Arena to shine.

It will take you three clicks to set up your deck with Angel Arena, and you'll need exactly five counters on this card.

Five credits to install the arena are easy to come by as you freelance your deck away, though.

Of course, now you'd only need.

You'd spend three credits to put six counters on there.

With five counters on the arena and three windfalls in three months monoliths in your deck, it's easy to get yourself set up to have a windfall combo turn again.

Just reveal a card.

If it's a windfall, spend a click to draw it it.

If it's a monolith, send it to the bottom.

Keep going until you have drawn all three windfalls, and the only thing left in your stack is three monoliths.

Sound familiar?

You get to windfall your monoliths next turn.

The best part about this is that you don't have to commit to trying to pull out the combo twice in a row.

You could always just levy, start pulling out breakers with your shaper tools and run.

But if you think you have the time, you can spend a few more turns to pull off the combo twice.

In solo testing, the earliest I could pull this off was turn eight.

I installed my first trope on turn 1, my second trope on turn three, then on turn six, I used my second trope to do the windfall combo.

On turn seven, I used my first trope now at six counters to put all the pieces back, and in the same turn, I used Angel Arena to pull out the windfalls.

Finally, on turn eight, I used my windfalls on my monoliths again.

Obviously, you will not start every game with trope or a way to get trope.

It's much more realistic to expect your second windfall combo to land around turn 10, but still, that's a lot faster than going through your deck again.

Ever since I started working on this deck, I've been trying to figure out how to pull off the combo twice in a row.

The problem is getting your windfalls back either takes a lot of clicks, same old thing, or a lot of influence, deja vu.

The answer was there the whole time, though.

Thanks, Angel Arena.

So there is a truly nutty combo deck using a very bad card.

Or two.

Ghost Branch.

We're going to talk about some cards here that we do not have in the reboot project, and I don't think there are any plans to bring any of them in .

These are the manufacturing cards that were later released by Fantasy Flight.

I mentioned them only because Lucas, as I read through his comment last week, Lucas Litzinger, the lead designer, said that most of the support they were ever going to get was in Data and destiny, and that turned out to be true.

Each received eight cards, including their ID, in Data and Destiny.

And through the rest of the cycle, the rest of the card pool, four more cycles, and the final deluxe, each only received a toll of four more cards .

But I'm just going to run through them just to kind of give you an idea of the extra abilities that they received.

So Apex's cards start with Reaver, which came about a year later after Data and Destiny, toward the end of the sixth cycle .

It's a program with an install cost of two and four influence, the first time you trash an installed card each turn, draw a card.

So you get Rever and wasteland together, and you every time you the first time you're trashing an installed card, you're getting a card and a credit.

A simulator, which was mentioned in our opening segment, came in the first pack of the last cycle, the eighth cycle, now we' two years after Data and Destiny, a virtual resource with an install cost of five and five influence .

For two clicks, click, click, turn one of your face down installed cards, face up.



And then if it's an event, you'd trash it.

Then in the fourth pack of that cycle, consume a virus program with an install cost of two, crucially, no memory, also five influence.

And whenever you trash a corp card, you place a virus counter on it.

Then for a click, you can gain two credits for each of up hosted virus counter and then remove them all.

So imagine what consumed does on an apocalypse turn, if the corp has, say, on a don't know, six cards installed, you're going to throw six virus counters on this, and then for one click, pull them all off and get 12 credits.

Pretty good.

And then the funnily named reboot, which came in the final deluxe box in June of 2018.

So we're talking now two and a half years after Data and Destiny.

It's a run event with a cost of one.

It's five influence.

You make a run on archives, and instead of accessing cards, you install up to five cards from your heap, face down.

So getting more installables in there.

All of those clearly doing things to help out Apex.

Adam's fourth, fourth, new additional cards.

Again, a year after Data and Destiny, he received Find the Truth, which came the middle of the sixth cycle.

It's another directive, which are unique and virtual and a resource, with an install cost of zero and three influence.

And the abilities here are whenever you draw a card, reveal it, there's your drawback, and then the first time you make a successful run each turn, look at the top of R&D. In February of 2018, so well over two years after data and destiny, into the second pack of the eighth cycle was emergent creativity, a double event that cost two and five influence, trash any number of programs or hardware from your grip, then search your stack for program or hardware and install it for a cost less than, however much less than the number of cards, I'm phrasing this badly.

So you saw, let's say you trash any number of programs or hardware from your:

Let's it's three.

Then you can go find a program or find hardware hardware and spend three less to install it.

Whatever the number amount is equal to the number of cards you trashed..

Logic bom came toward the end of that eighth cycle, a virtual resource with an install cost of zero, Again, five influence.

And you could trash it to bypass a piece of ice being encountered. , but then lose any remaining clicks.

So helpful for getting into a server where maybe you're already click clicking through with his always be running.

And then the program that he gets in the final deluxe box, Algernon, unique programgram, install Cost of Zero, again, five influence.

When your turn begins , you may pay two credits to gain click.

If you do, you trash this card when your turn ends, unless you made a successful run this turn.

So that's not bad.

Just pay two credits for a five click turn.

You can get some stuff done.

And then the four cards for Sonny start with another day, another paycheck, which came out the very beginning of the sixth cycle, the summer of 2016.

So really just really only about like six months, seven months, eight months after the deluxe box, a current event with the cost of zero and three influence, whenever you steal an agenda, you force a trace zero.

If it is unsuccessful, then the runner gains credits equal to the total agenda points scored and stolen.

So, that seems pretty good, right?

You've got a credit.

The score is, say, three to three.

You get a trace zero to give you, and then you steal a new agenda.

So maybe now it's five to three.

And now you do a trace zero where if you win it, you get eight credits.

And of course, Sonny's got some links.

So is the is the corp going to spend two or three credits to keep you from getting eight?

Or how much are they going to spend to keep you from getting eight?

Or whatever it is?

The two cars in the eighth cycle that Sonny gets are white hat and black hat..

They're both events.

They both are five influ.

This is a recurring thread here.

They're all five influence cards in the eighth cycle and final deluxe.

The White hat event costs zero.

You can only play if you've made a successful run on a central this turn, and then you force a trace three, which, if you win it, reveals all cards in HQ, and then you can pick two of them to shuffle back into R&D. Black Hat costs two and forces a trace.

Four.

If you win this one, you access two additional cards for each access on HQ and R&D for the rest of the turn .

That's nice.

I'd like that.

And then her card card in the fifth deluxe Reign and Reverie was office supplies, an event that cost four, but it's only three influence.

And the cost is actually reduced by one per link, so it's never going to cost her more than two , to gain four credits or draw four cards.

Very useful.

Now, none of these cards are in, have been used in the reboot project, especially not Adam's fourth directive option.

The point, and, you know, I think I shared this conversation at some point recently.

Maybe it was just last week.

It was supposed to be some kind of decision to playing him.

Like you have, you can choose your four among your four directives.

You can choose which three you want.

But the big one boy has said that no new directives will ever be included because people just choose not to play with always be running, because they don't want to be forced to run to start each turn.

So, in his perspective, it's still not an interesting decision because there's still no decision being made.

However, each manufaction has received an original card in the second booster, and then again, in the fourth booster, although none of those are five influence cards, and we've been told that every other booster pack going forward, starting with the next one. Will be a spice pack.

And the eighth card in that pack will be potentially a manufaction card, might be neutral or collaboration as well.

So we should expect to see probably an additional card for each of each of the many factions over the course of the next few years if the reboot project continues on as it has been.

Enigma, let's talk about some flavor from these many factions in the game.

So I'm seeing it's already like an hour of recording here.

So I'm going to use this as my replacement for the Astroscript pilot program segment.

So this is not on the reboot cards because I guess Claret could not figure out a way to incorporate it.

But in the original print run for Apex's cards in both Harbinger and Apocalypse, there's this little card code in dots along the bottom of the card.

And it's the Beaux code.

I think that's how it's pronounced.

Bodeaux, B-A-U-DOT.

Actually, it's got the word bawed in there.

That's where we have that word to describe communication speed is derived from this code.

And it's something that arrived after Morse code, which I think we're all familiar with, dot, dot, dot, dash dash dash, and was actually used by telegraphs or variations of it were used by telegraphs for a lot longer than more Morse code was, because it's a lot better ascending information.

It's rather than Morse code, which I think is what you would call two-bit, because you can either have, or maybe it's even less.

It's hard.

You can't it's Morse code, you can't transmit messages very quickly.

Bodo code is much better as sending information.

It's referred to as being in a five-bit format.

It was in 1860s or 1870s that it was developed.

And then it was almost a 100 years later, that ASE, ASCII, ASEE, was developed as a seven-bit replacement for that five-bit system .

And then when computing came along and they were eight-bit, well, they were able to use ASCE and a variation on it to flesh that out.

So there's a very clear connection between Beau and it's perhaps a forgotten, at least by me, it was always unknown, technology.

So this flavor text for Apex, again, not on the reboot cards, but I'll provide links in the show notes to the original cards because because it has a message.

And the message on Harbinger is, I am become Deaf.

And the message on Apocalypse is the Droyer of Worlds.

So that's a quote from the Bagavad Gita , but better known as a quote by J.

Robert Oppenheimer, as he was working on the Manhattan Project developing the nuclear bomb in World War II, referring to the fact that he was spearheading a project that was developing a nuclear bomb.

I am become Death, the destroyer of worlds.

Then on the card Reboot, which came in the final cycle, the last card Apex got, there's another code there, and this one says, I live again.

And I don't know if there's any particular's any particular reference to something.

I mean, probably , but it works as far as what it does, which is bringing cards back from the heat.

So Sunny's Breakers all have this formula.

It's GS , Shrike, M1.

GS Striker M1, GS Shrike M2, GS.

Sherman, M3.

And I, I mentioned last week, I don't know what the GS stands for.

I thought maybe it stood for something like Good Shot.

And Lyn D came in to let me know that it probably stands for Global SC, right?

Yeah, yeah, yeah, it does.

So that seems pretty obvious.

Thank you, Lyn Dx, for pointing that out.

And then there a conversation developed in the 2.1 channel of the reboot Discord server about what the M1 M2 M3 designation was.

So Lind Duck suggested maybe it just stood for model.

Mankuki said it probably stood for Mark.

Linduck pushed back and said, Mark is probably more like M.K, like in Nay, Mark II, the agenda.

Or he says, Mark tends to denote something like a version or something like that.

This is not the case with the sunny Breakers.

And then Mukuki says that M and then a number is very frequently used for noting versions , interchangeably mark and model.

But that they did both kind of agree that it's not really quite what's going on here because these are not different versions of the same breaker.

They're really just different breakers.

He says, I don't think the wayer they're written makes sense as three different models of the same product line. Like.

He said, if it was written as this is Mankuki, if it was written as GS product name M3 Sherman, or something, then it would make sense that this is different models of that, but that's not what they did.

And, or even just GS M3 Sherman.

Anyway, here's my theory.

I think the most logical connection is to the Sherman.

There's a tank, a U.S military tank called the Sherman.

It It was the M4.

That's just the term that they had for tanks.

The designation for actually a lot of different military equipment and vehicles.

They use this M designation.

And I don't know whether the M stood for model or the M stood for Mark, but it basically ends up standing for, I don't know, maybe it was just stood for military.

But that's the reference is it was the medium tank, comma, M4 Sherman.

It was the most widely used U.S. Tank in the World War II.

So, a shrike is a bird capable of killing prey as large as itself, often by impaling them.

But it's also a type of Cold War era anti-radiation missile, which is designed to home in on hostile anti-aircraft radar.

There's also something called the FV102 striker, which is a UK anti-tank missile carrier from the 70s and 80s.

But I think more likely is the still in use armored personnel carrier infantry fighting vehicle striker, although that family of vehicles, which also has that M designation, is spelled with a Y. Strike ST-R-YK-E-R.

But I think that's what the allusion is to, is to this military .

I mean, global sec, global security security.

Are they a private security firm?

Is it just tech?

I mean, it's just on the 72nd floor of the global SEC building, right?

So I feel like like the information technology, the information security, is maybe just one aspect of their business.

Maybe there's something more about it in the worlds of Android book that I just haven't gotten to yet.

I don't know.

But I do believe it's just a reference to the way the U.S. Military designates their military equipment.

And each of these breakers for sunny looks like a vehicle of some kind, especially the Sherman tank, which is the most obvious connection to that illusion.

I think it's interesting to note that Oppenheimer and his, quote, that was from World War II era.

Sherman, a World War II era tank.

And Adam makes everything about Adam and the biooids, more extensively, is also rooted in the 1940s.

Now, Isaac Asimov was an author, science fiction, author, and a science writer, who wrote a series of short stories and novels focused on robots.

And, again, mostly in the 40s and 50s.

And he formulated a set of laws called the Three Laws of robotics , and using these, he derived the framework for really a number of different stories.

Here are the three laws, as Azimov devised them.

The first law, a robot may not injure a human being , or, through inaction, allow a human being to come to harm.

The second law, a robot must obey the orders given it by human beings, except where such laws would conflict with the first law.

The third law, a robot must protect its own existence, as long as such protection does not conflict with the first or second law.

Those are the three lawss of robotics.

Now, the Android setting, of course, is mildly dystopic.

Dystopic?

So it's not a surprise that Haasbroid, not just copies, but also kind of skews these laws in the directives that boids have.

Like I said, the flavor text from Find the Truth, which is that fourth directive that we're never going to get, says, in part, all broids are bound by the three directives.

And those, that's the flavor text from each of the directives.

The first directive, so the first directive forbids a broid from harming or through inaction allowing harm to befall a human being.

All right, so that's basically the same as the first law of robotics.

The second directive requires a broid to complete its primary function above all other considerations, save the first directive.

Okay, so that's pretty similar, right?

That's pretty similar to you have to allviate the orders a human being gives you, except in this case, it's not just any human, right?

It's, well, whatever the primary function is.



So whatever you've been told to do, essentially by HOS broid. The third directive requires a broid to preserve its ability to function and report frequently to Haasbroid for repairs and updates.

Oh, okay.

Well, that is a little different.

So it doesn't say anything that there about, yeah.

So this reporting back to Habroid is where it's kind of different.

Now, the original robot novels by Azimov were written in the 1950s.

There's two of them.

The Caves of Steel and The Naked Sun.

Yes, I have read them both.

They're basically detective novels.

But he's perhaps best known for his 1940s era, Foundation series of Short Stories and novellas, which were then combined into three omnibus sets called the Foundation Trilogy in the early 50s, which actually itself later won a special Hugo award in the mid-60s for Best All-time series, which beat out, among other things, the Lord of the Rings.

Now, Foundation, as far as I can tell, has nothing to do with the Android setting.

It's loosely based on the fall of the Roman Empire, but on a galactic stage.

However, in the 1980s, Asimov worked to combine the robot novels and the foundation novels into one kind of overarching, Asimavian cinematic or literary, I suppose, universe.

And so in the 80s, you know, decades after the original writings, he wrote two new robot novels, two new foundation novels, actually eventually four, new Foundation novels before he died.

And in one of the new robot novels, a particularly forward thinking robot comes up with the Zth law.

So if you recall the first law was a robot may not injure a human being or through inaction, allow a human being to come to harm, the zeroth law is a robot may not injure humanity or through an action allow humanity to come to harm.

So it allowed them to set the greater good at a higher level than even an individual life.

And so find the truth, I think, is sort of referencing this in its flavor text when it says, in theory, a broid could have any number of core directives, even zero, but that's not, again, not exactly what Azimov was going for.

Now, terminal directive, the not terribly compelling campaign expansion, which was released in 2017, has a story that involves a rogue biooid running around killing people .

I mean, at least that's what I vaguely recall.

I really had a hard time following the story.

And as I've been going through the Worlds of Android Book, which was released about a year earlier, shortly after the conclusion of Data and Destiny, I've come across some seeds of that story or something similar to it, especially early on in the HOB section.

And I'm still not sure if the bad guy android from terminal directive or from worlds of Android, is supposed to be Adam or some other bad biooid.

I think a different one.

But then there is this short story that involved Floyd, the biooid, but works with the NAAPD , early on in Worlds of Android, which I would have probably read it like episode, I don't know, 10 or 15, something like that.

And these, these other biooids, I think even people have been like just beaten apart and that there is people had been killed. But there was evidence of biooid fluid.

And Adam. Is holding a sledgehammer in the artwork for Find the Truth, which is pretty terminal looking.

I'm not sure.

I'm not sure exactly what they were going with there.

Maybe they never actually fully built up to it because they eventually stopped making that runner cards.

Anyway, that's what I have to say about the built-in flavor of these many factions.

Many of the cards discussed in this week's episode are linked in the show notes, along with at least the one deck list I talked about.

Music is from Alexi Action, the website that goes to the reboot Project homepage of Nevrrunner 2.1.com.

Of course, there's Discord server.

I reference it a couple times. Fed into this conversation.

You're welcome to go on there and have your own conversations too.

There's lots of people that like to engage.

You can play online at reti.fun.

Thanks for listening.

Again, there's no Astroscript pilot program this time around because my, I'm seeing that I've been 80 minutes of recording.

I guess I did not break it right down the middle like I thought I did last week.

Well, anyway, thanks for listening.

See you next time.