

This is 2.1, a Netrunner Reboot Project podcast.

Episode 106 Nothing Comes Out.

Hey, this is Remy.

The title card of this week's episode is Wasteland , an Apex Resource, I believe you probably remember, that gives you a credit the first time you trash and installed card each turn.

The flavor text there is data goes in.

Nothing comes out.

And so this is the third episode that I'm going to spend on the many factions.

This time, as I've been doing lately when we're receiving new identities, I'm going to discuss some deckalists, a one for each ID.

And that's basically it.

So let's get started.

The toolbox.

Eviscerator.

So here is the Apex deck I'm going to talk about.

It's the one that's the most highly rated on Net Runner DB.

And as an added bonus, it was the deck list of the week around the time that it was posted.

So there's also an article by Fusion Ha that talks about it or dismantles it, as the case may be.

So the name of the deck is eviscerator.

The author is axolotl, and here is the deck.

It has 27 events, three account siphon, three apocalypse, of course .

There are three quality time for draw, three sure gamble, three infiltration, three dirty laundry, three Kraken, three prey, two traffic jam, and an uninstall.

The three hardware are just heartbeat.

The resources include three D DOS, three hunting grounds, and a utopia shard.

The icebreakers are just three endless hunger and two Crysis, and then the only other programs are three, Harbinger.

Here is well Axolotl said.

So I conceptually loved Apex .

After a lot of tinkering, trying to come up with a rig that works for handling any ice, using E3s or mimics or always be running, or something.

I was always disappointed with it in some way or another.

Poor setup speed, bad economy, or other problems.

So it was time to start over.

I thought, what is Apex's greatest strength ?

Apocalypse.

What supports Apocalypse?

DOS.

What else gives me value combined with DDOS and Apocalypse?

Oh, account siphon.

I haven't done nearly enough testing yet, but so far, the deck has had some incredibly strong games.

Either a D-OS apocalypse Opener?

Apocalypse turned two or three, or a D-DOS siphon opener blows a lot of servers open.

I've won games without installing a single card beyond DDOS between economic annihilation and board annihilation.

No multi-access.

Don't need it.

Note that the deck does have a lot of weak neutral cards, but you want the fodder so you can pray between apocypalpses.

Kraken is relevant here.

Apocalypse with a Kraken in hand can be really good with a little luck.

If it doesn't turn out in your favor, just install it face down.

So I forgot all about what Kraken does.

Let me take a look.

It's from Way Back in Humanity's shadow.

That's in the first cycle.

It is an event that you can only play if you stole an agenda and then choose a server for the corp to trash a piece of ice on that server .

It's been reduced in cost from three to one in reboot.

Back to the write-up.

Cryrysis is basically a way to get into a server at the endgame if you have the money, and they've built board presence back up too far.

Haven't used it yet, except as a facedown install.

Oh, also this.

Run HQ, install Utopia Shard, run R&D, Crack Shard, run archives, O2 ice, Neat, Ap.ocalypse.

Here are the comments and the ones that Axolotl ref replied to.

Code Marvelous says, this looks neat.

What's your ideal start hand?

Ax Lotl says, sure gamble plus account siphon or endless hunger ?

Or endless hunger, I guess.

Or siphon DDOS or DDOS Apocalypse and quality time would probably be ideal.

Plus, some cannon fodder card for a fown install.

Cryoclastm asks, do cards install faceown have any types?

Can they be recognized as faceown program or hardware?

Well, no.

Lup is yonder, boy says, no, faceown installed cards are unttied, as such, fown programs don't use and faceown events are installed.

Cryoclastm says, I thought likewise, so maybe you can explain what uninstalled here.

Ah, okay.

Soxilotl says, treat uninstall as if it read, Inall me face down unless the game has been horribly derailed, and I need to bounce in endless hunger to dodge a destroyer I know I'll need to run through .

Or I think I get apocalypse next turn and feel this endless hunger is important enough to tip my opponent off to that plan.

It is probably the weakest of the junk neutrals.

Feel free to play another traffic jam or Crysis, if you prefer.

Tooism says, I found that same old thing, while being a resource and not working with apocalypse, supports siphon spam.

Without it, I feel like I didn't have enough siphon spam power, and crysis is really terrible most of the time.

Dox, D was works superbly, but after a siphon, you can't use it to apocalypse anymore, so you can only, again, use it to siphon spam.

It's a strong plan, but the opening is so important.

Axolotl replies, You can totally clear tags to be able to de dose Apocalypse later.

You don't need hardly any money to run, and the Corpse has to take a few turns to pick up the pieces.

A full siphon pays for two tag clears, a new DDOS, and an apocalypse, which is the majority of the things you'll need to pay for.

High impact says, going down to two account siphon for two maker's eye or two leg work, ever been tested?

I played a somewhat similar apact with mimic and Fisk Investment seminar.

No siphons, but two D DOS, and legwork won me more than enough games.

One access on R&D was suitable, and I totally can see how this deck wins without multi-access.

Axolotl says no, nah, I haven't made any changes yet in testing.

That could always change, but I really don't feel like I need multi-access.

Feels like a way to win quicker, but not necessarily more often.

Losing that third siphon .

It makes it easier for them to start firing proper again, and I feel the deck needs to just oppressively smother an opponent's options at every turn.

Multi-access doesn't really help with that, and certainly helps a lot less than cy.hon.

Mendax asks, so how do you beat anyone that puts chriszymbur caprice on eachQ?

You don't have nearly enough Econ to comfortably trash chrissium or regularly placed caprice.

Axlotl replies, Those are definitely some of the threats to the deck.

You'll have to either get rid of them and deal with the economic woes or head elsewhere.

Hopefully you've achieved enough of a lead before they show up to finish.

Trying to handle all threats with apex is a dead end.

You just have to live with it. Metaphorzine asks, I don't see the Kraken Apocalypse synergy here.

What play are you looking for?

Do you run archives first to start the apocalypse play?

And if you find an agenda, you've abort, and Kraken ice for this trip turn, to make next turns apocalypse easier?

Axlotl says, what I mean is Kraken is for post-apocalypse turns.

I mean, the corp is struggling to receive servers and you get free R&DQ accesses or snipe an apocalypse agenda out of archives.

It makes it take longer for the corp to recover and buys your time to set up a second apocalypse if you have the cards for it.

RJs says, even though you're not on Faust, what about including some brain cages to be able to hold cards you're drawing from quality time and protect you from meat damage by holding up to eight cards?

Axlotl says, nah, the rig is built to be extremely disposable.

I don't want to even install the console, except in damage matchups.

And to see any value off brain cage, I'd need the console first.

If I actually take the brain, the brain damage will matter after an apocalypse.

I don't see overdrawing with quality time as a problem here.

There are always a couple of cards to discard with no real loss, and dumping face downs with apex's text empties your hand pretty quick over the first few turns anyway.

Leonard Querm, what do you do if the corpates a caduceus in front of HQ?

Butout being able to break it, you probably can't land a siphon and getting the money to ever beat the trays for apocalypse or prey seems tough.

Axolato says, they'd need the caducias before siphon, or it probably won't matter for quite a few turns. And you'd need to not have a Dos.

If they leave a single, unbeatable ice on HQ, you do have the capability to crack in if you get lucky.

Sure, Mimic would be good, but this deck wants to use Apocalypse to swing the game as far in Apex's favor as it can, and that means any influence spent on persistent pieces of the ri will become irretrievable.

I'd rather acknowledge that occasionally a clutch kaducesias will be an issue that can cost you a game, but by being laser-focused on the aggressive denial plans, how many more games do you win, then would you have been were you, I mean, that's awkwardly phrased.

How many more games do you win than if you'd been digging for a mimic?

I think it's fair with the state of the game right now to bring up this point.

How often do you really see Caduceus?

Feel free to play mimic.

It's an easy swap into the Shard's place.

I really strongly feel trying to build a persistent brig beyond a Carter two with Apex is wrong .

I think this kind of apocalypse siphon play with or without Dos can be played with other IDs, and that is the way to go if you want to be able to answer every conceivable threat.

Apex is about raw power.

Apex is going to drop games, no matter how you build him.

Bura says, Ichi says hello.

And Gaminet says, isn't architect a widely played card that will make any and all apocalypse decks cry?

Axotl says, architect doesn't stop account siphon or apocalypse.

You can power through it, some.

While a res architect survives an apocalypse, it doesn't generate any value, since the other cards die.

If you have D DOS, it needs to already be resisted or be too deep.

I don't think architect is insurmountable.

Ichi, completely positional versus this deck, has to be in front of an ETR, easily killed by prey .

DDOS reduces the chances of a surprise, Ichii crippling an apocalypse or siphon.

I keep seeing posts like, how does this deck deal with X or Y?

It doesn't specifically deal with anything.

It selects a denial package, then can ideally create so many problems for the runner that they're all always be an avenue for attack somewhere .

Will this deck drop games to certain cards sometimes?

Yes.

In my opinion, don't play apex if you can't accept that.

So there is the deck and the write up and some comments.

Let's now see a review.

Archived memories.

The Fusion Ha Review of Eviscerator, by Ch Ch 84.

Nerd Bears, I want you to know that I'm not mad at you.

Your mother and I are just very disappointed.

We really had high hopes for you this week, all those awesome world's decks.

You really let us down.

Also, your mother is a tentacle monster, and we're getting a divorce.

Happy Thanksgiving.

Alas, the nerd bear heart, and RDB Heart wants what it wants, and your hearts want apex.

Thematically, Apex is quite cool.

Mechanically , not so much.

I wouldn't be surprised at all if Apex was designed as an afterthought solely to Howe's Apocalypse.

Yet there is still some deep primal part in the hearts of every netrunner player that wants us to believe that anything is possible.

Anyone can win with anything.

Unfortunately, this only seems to be true at low levels of play.

We have progressively more similar decks as we rise up the competitive ladder at events.

Still, that primal belief endures, and many players have taken on the challenge of building a working deck using what is literally the worst identity card printed to date.

Worth noting is that none of those people chose to bring Apex to Worlds 2015.

Let that sink in.

Out of 269 players with almost every single runner ID played, not a single one of them chose to marry a malevolent AI squid.

Comparatively, Exile made the top cut at World's 2013 postcreation and control release.

Can Apex get there?

First, I want to give the author credit for following a reasonable line of design thinking.

I thought, what is Apex's greatest strength, Apocalypse.

What supports Apocalypse?

DDOS.

What else gives me value combined with DD, DDOS, and Apocalypse?

Oh, account shon.

This deck has no multi-access, so your strategy is to simply poke until you get lucky.

Through innumerable types of commonly played ice, diminishing the thread of your single random access pokes, is extremely trivial for a corp to do.

To combat this, the deck runs board resets and denial, but has no room for anything else.

The flaw here is that Apocalypse and denial do not win the game.

They prolong the game.

You poke trying to get lucky, then reset the board and take more pokes trying to get lucky.

You winning the game is entirely predicated on how lucky you are.

I cannot overstate how bad this is.

When two foes are equally matched, the deciding factor is almost exclusively luck.

There is not much you can do about this.

However, you can work to ensure that luck is not a deciding factor in games where you are able to outplay your opponent.

This deck needs to roll the dice and win consistently, regardless of who you were paired up with.

You are only going to peel four agenda points from the least observant opponent out there.

Oh, I guess he plays sipon..

Oh, I guess he plays D-DOS.

The rest of the agenda points are sadly, completely out of your hands.

For a deeper analysis, let's refer to the author's strategy write-up for tips.

I've won games without installing a single card beyond D-DOS between economic annihilation and board annihilation.

This is my favorite quote.

NRDB comments are like stories about fishing.

Let's think a little concretely about this comment.

Only installing D Das and annihilating economies means your opponent failed to defend their HQ against siphon, then proceeded to not draw anything but Adonis campaigns between random single-access agenda steals from Apex.

Seems less like skillful play and more like R&G. It sounds like the author had a good time with it, but. Hope my opponent gives agenda flooding is not something that I want to base a runner strategy around.

Note that the deck does have a lot of weak neutral card cards, but you want the fodder so you can pray between apocalypses.

Hark back to the atom review.

Well, fast forward, maybe it's coming in a little bit.

And you may recall my aversion to cards that do nothing.

We've got a wide pool of cards to choose from with powerful effects that are competing with card slots and typical runner decks.

And then we have these little minufaction gems that do adorable things like run Ghost Runner without stealth breakers to get their deck size up to 45.

You can build a good stuff runner deck packed with powerful multiuse cards and still not have room for everything you want.

In a modern runner deck.

It's 2015, people.

Why in flying Spaghetti Monster's name am I putting cards into any deck with the express purpose of doing literally nothing?

Make this card blackmail at the very least, then the one time you can actually use it, you'll score points with it.

And while we are at it, let's all sit down and have a frank discussion about prey.

What a card.

It's like a parasite that is more devastating to your own board than your opponent's board.

The thing is, the ice you want to remove is the ice that you have a hard time dealing with it, viper, resistor, any next ice, any centry, architect, enigma, etc .

But you can't remove it until you deal with it with a big pile of cards left over.

Anything that you eat using endless hunger, you probably want to leave in place.

To pray, you are going to be throwing away four to five face downs.

So it is hard to find something that will be more efficient to pray than it is to eat and love.

Prey is for problems, and it's pretty comparable to cryptis in that regard.

It's costly, but it might keep you from losing right away.

So how do we salvage this deck?

Is there anything we can do to save this relationship?

As I see it, this deck does only three things well, none of which involve winning games.

Account siphon.

With a siphon hunger draw, you are able to ace HQIs pretty well and guarantee access through a lot of cards.

At the same time, there are many ice which instantly give you problems on HQ, namely, Caduceus and Viper.

Quality time works as well here, as it did in classic Criminal, as a siphon tutor.

Overall, it's probably about the same as Night Gabe style decks.

Tollbooth, Tollbooth is one of the most played pieces of eyes in endless hunger, wrecks it.

It's cheaper to break a tollbooth with endless hunger than it is to use David.

The option of waste landing, the three credit tax, is there as well.

A tollbooth res again against apex will be a mistake, more often than it is correct, because a resistor taxes him better.

Heartbeat.

Apex's console offers some unparalleled protection from damage that can put the flatline well out of your opponent's reach.

Apex can handle an all in damage strategy better than most runners, whether this this buys the deck enough time to mount an offensive or not is up for debate.

Runner-up would be threatening apocalypse, but unfortunately, there is a huge distance between having APOC and using apoch.

The triviality of denying the apoch turn balances out the threat of getting apocalyped.

Things I would rather do than play apex.

One, Arm wrestle Goro.

Two, get an actual sized tattoo of myself and my entire body.

Three, wear a three piece suit, made entirely out of fire ants.

Four, forget how to use a computer, then relearn by attending Facebook 101 classes at the Senior Center.

Five, E at Papa John's.

Apex Baby, I think we should just see other people.

He impro provides a link to an apocalypse siphon Max deck and says, if you want to roleplay as a Cthulhu computer, my best advice to you is to start with a functioning anarch deck and use your imagination .

LSK's max deck made some waves at worlds and inspired a lot of players to iterate on AOC Play plus anarchy in the weeks following.

In this meta game, remotes can run wild and pull a game out of your hands.

When that happens, Apocalypse is the younger guy in a leather jacket ready to sweep you off your feet and make you feel pretty again.

He won't pick your kids up or call the next day, but a keyhole will seal the game afterwards.

We really tried to make it work.

We used to stick together for the kids long after the magic was gone.

The big secret here is that while you can win games with Apex and blow stuff up and have a great time, you would have won those games no matter what ID you chose.

It's not just a blank ID.

It's a blank ID with a drawback.

Apex is the Papa John's of Net Runner cards, and Apocalypse is just the garlic sauce on the side.

Don't fall for it, people.

You don't have to order from Papa John's to get the cup of garlic sauce.

So I'd like to reiterate, I haven't played with Apex.

Also, this deck and this review of the deck came out within just a few weeks with the card being legal, though, yes, it had been known for a few months.

So it's hard for me to judge which is closer to the truth, as far as which is more accurate.

But I suppose I'd probably lean toward the competitive player here, Chill, 84, who wrote this review, over the Net Runner DB Flavor of the week, which really means this is probably a lesson for not putting too much faith in highly ranked Netrunner DB deck lists, at least at this point in Net Runner's History.

The Toolbox.

Part II The Modern Prometheus.

This is an Adam deck.

From Seamus, Seamus McLeod, who is a name I recognize.

Now, so many atom decks are from way outside the range of the rebboot Project cardpool, but conveniently, this one, that is, again, the highest ranked, so we'll see how dangerous that turns out being, in the Net Runner DB listing, sorted by likes. Is again, from Seamus McLe.

I talked about his slightly later Seamus Modernism deck in episode 75, but this one actually contains only cards up to data and Destiny.

And again, it's not from long after its release, just November 1st of 2015, but has a nice, lengthy write-up, which is what I'm looking for.

So here's the deck.

It comes with 11 events, three dirty laundry, three sure gamble, three career fare, a special order, and a stIMac.

The hardware are three Brain chip, two E3 feedback in implants, and two R&D interface.

The 16 resources are three daily casts, two Cotty Jones, two Armitage code busting, three Earth R Hotel Hotel, three Public Sympathy, and three Dr. Lovegood.

The seven icebreakers are Two Coroder, one yog, one Zoo.

13 Key Master, two mimic, and an Omind.

And the other programs are two Data Ser and two multi-threader.

Worth pointing out that, as with the Apex deck, I just discussed, this is also a 45 card deck, which makes it five cards larger than is necessary for reboot.

And in this case, you'll also note that none of the directives are listed here, Again, this is because they're not technically considered part of the deck, so net run DB doesn't list them alongside it, but they are present .

Here is the write-up, and I'm not going to do Seamus. Accent.

I seems insulting almost, but I do like Seamus' Scottish accent.

Did I request thee, maker, from my clay to moldld me, man?

Did I solicit thee from darkness to promote me?

If we assume that a human reprogrammed Adam to turn him from ambulatory chattel to compulsive hacker, we as a species have a responsibility for our creation.

We have a responsibility for his actions, but also a responsibility to respect who he is , as all parents do.

I ought to be thy Adam, but I am rather the fallen angel.

A lot of the discussion of Adam up to this point has been focused on working around the drawbacks of his directives.

Some decks have gone so far to spend influence on Aesop's pawn shop to turn them into modest economic gain.

Let's think about that for a moment.

We, the Nut Rder community, as stand in proxies for Adam's creators would sell the fundamental building blocks of his sentience to some shady, lunar scrap dealer, as one would a burnt out console, and we call the Megacorpse heartless profiteers, who really deserves bad publicity.

After playing Adam for just a few days, so feel free to disregard all of this shallowly tested supposition, here's my guide to letting Adam be Adam and win doing it.

Beware, for I am fearless and therefore powerful.

With the recent swing of the meta towards runners, one of the stronger corporation strategies has been to outpace the runner with swift early scoring.

Always be running forces Bohemian boid to exert pressure on the corporation, draining the resources they like to spend on scoring, defending their central surfers , and as a bonus allowing us to breeze past single lightized servers in the early game. 25 influence may seem like a lot, but as many have found in building manufaction decks, it really struggles to cover everything you need in terms of multi-access and breakers.

While draw and economy can be, to an extent, covered by neutral events and resources, atom has no R&D pressure or breakerers in faction.

The inclusion of E3 feedback implants turns always be running's breakability into a solution for even the most fearsome ice. Meaning that the influence costing breakers suite is free to focus on lower strength ice.

Corrodor is the most cost effective barrier solution available within influence limitations.

Mimic and yog, supported by Ducker, remain as strong as they ever were.

Zool is there in case of lotus fields.

Multi threaders, there to support the pumpable breakers.

In combination with data suckers, runs can become very cost-effective very quickly.

Finally, there's a single overm for emergencies when you can't find a breaker piece or only have the clicks to install a single breaker before running on a crucial server.

With the support of multi-threader and E3, it does reasonable work.

We can only squeeze in one special order to find our breakers.

Clearly less than ideal, but not as much of a problem as it might first appear.

Always be running allows breaking when it is really needed, and the deck gets some pretty serious draw on the go.

We'll get to that in a minute.

Of course, it's not all upside.

Sometimes you don't want to run on your first click.

You'll want to money it up first.

Sometimes you'll want to install a breaker before you do or just not run at all this turn.

When you get to this point in the game, Dr. Lovegood should be very much ready to cure what ails you.

It's a small price to pay to break any ice in the game for two clicks and a credit for each subroutine after the first.

Thus strangely are our souls constructed, and by slight ligaments are we bound to prosperity and ruin.

Neutralize all threats, complements always be running beautifully.

The corporation is left unable to score out of a remote early, and can't afford to leave HQ single ice without the agendas building up there being brutally pillaged.

It also eases some of the pressure on influence as we don't need to import additional HQ pressure.

While other runners dig for their legwork or pay credits or MU for HQ interface or nerve agent, Adam wields this threat from turn one and on every subsequent turn.

The corporation's hand is never safe.

When the corporation finally manages to secure both HQ and a reasonable remote, it's time to drop the R&D interfaces and punish them there instead.

But what of the downside?

Trashing corporation cards is a good thing, but being forced to do so can be troublesome, especially if it's on the first turn and doing so prevents you playing that lovely, sure gamble you are so pleased to have in your opening hand.

That's why why we have dirty laundry.

This not only allows you to bounce back from low credits, but also drops the number of credits you're floating until after your access.

Daily casts in in Cati also store credits where they can't be touched by assets demanding to be trashed, and career fare and armitage allow us to recover when expensive trashing is unavoidable.

Once again, Dr. Lovegood is there to support these more organic solutions.

I was benevolent and good.

Misery made me a fiend.

Make me happy, and I shall again be virtuous.

We come now to the directive that attracts the most criticism, but is actually the reason to play Adam.

Max is strong because she gets a free draw every turn, as well as additional value from heap recursion.

One install, either brain chip, or a single public sympathy turns this supposedly crippling weakness into a ready install drug dealer who never troubles you for a fee.

Scoring an early agenda should be child's play with the twin benefits of always being running and neutralize all threats, with even two points scored.

Brain chip becomes fantastically strong.

If you get unlucky and don't snag a couple of early points, public sympathy is there for you.

It's not about making up for the limitation safety first imposes upon you, although the added hand size is nice.

It's about unlocking its benefit.

The cards in your deck should be good.

That's why you've included them.

Safety first rewards you for playing these cards from your hand and gets more of them into your hand at the same time.

Every turn.

Career fare is there to help clear your hand so that sweet drip draw can keep flowing, and to install Earth R Hotel to top up your hand once you're up to a limit of 10 or more cards.

If I cannot inspire love, I will cause fear.

Here's why you should play Adam.

He has the strongest early game potential of any runner.

Very few pieces of early game ice can stop him.

With an E3 feedback implants installed, no single piece of ice can.

Scoring through a remote becomes difficult, and HQ becomes a killing ground due to his inbuilt multi-access.

All the while his natural draw, supported by the low base- cost economy options selected, ensure that he maintains this crushing momentum right through the mid and late game.

Have FFG created a monster, an invincible amalgamation of separate strengths unstoppable in the face of even the strongest mob with their torches and pitchforks?

No., not really.

I don't think Adam is anywhere near a tier one runner, whatever that phrase even means.

I've yet to see a build for any of the many factions that can compete with the strongest builds from the game's main runner fact factions, this build certainly can't, is pretty weak against fast advance , and if there are no agendas to be seen early, all of his opening pressure is for naught.

However, I hope I've at least shown that we don't have to strip Adam of his identity to explore his strengths.

In the monster's own words,Life, although it may only be an accumulation of anguish, is dear to me, and I will defend it.

So we have several comments that, uh.

Seamus responded to.

The first one is from D. Do you want to say same old things in there to, A, get more value out of those special order and stim hacks and B, increase the number of zero cost installs ?

I agree that leveraging safety first is one of Adam's key selling points, and quickly putting cards on the board is one way to do that.

Same old thing now costs one.

I got a nerf, right?

Seamus says, I'm definitely at the point where I'm finding it hard to cut things.

The least good cards at the moment are either multi-threader or Armitage.

Dropping multi-threader entirely is rough because the pumpable breakers are expensive .

And Armitage, while the weakest of the econ cards, still feels necessary to fund the deck.

I think I've only used the special order once so far.

The draw between safety first and Earth rise is pretty serious.

I'm considering switching the st hack for a femme, too.

With only two targets for same old thing in the deck, I think I'd rather add another armmitage.

I'm intending to try a build with the maker's eye instead of RDI, in which case same old thing would be a better call.

I do like the consistent pressure of RDI, though.

Shielsey, who is Liam Prasad from the winning Agenda podcast, says, I've been testing intT with Data Ser, and I got to say, having that influence back and a lower install cost is a big deal.

You can throw it down early to get your safety first online without losing pace on your credits, pace on your credits.

And the the fact that it stays pumped makes barrier rich servers quite tolerable.

You still have E3 feedback implants for Eli and always be running for firewall, so the only real loss of efficiency is on running where the only barrier is ball of static.

Seamus says interesting, I hadn't considered it, having bad memories of it in earlier versions of my kit deck.

Whilst it's true, you've got to always be running for larger barriers.

That's already required a lot to get past large centuries.

I'd be worried about relying on it for both.

Are you running three debt a sucker?

I've been looking to squeeze nut ready eyes in, but I worry that the breaker suite starts requiring too many moving parts by going in that direction.

Anarch gets away with it through parasite, David and and Faust support.

I'm not sure Adam can.

Shieldsey says, yeah, three suckers and even security testing in some versions.

The pressure from large centuries is a big deal, too, though, I. Agree.

Is there some nice middle ground in emergency shutdown ?

Or maybe a demolition run, femme fatal interaction?

You can usually go to discard before brain chip gets too large.

Seamus says, I'm definitely tempted to swap the stIM hat for a FE, but testing has been inconclusive so far.

My worry about emergency shutdown is that some decks don't run good targets somehow so much cash that they can swallow the cost and that you're going to want to have multiple copies, which is costly an influence.

If you're relying on same old thing to recur it is problematic as you have to use always be running to get into HQ, then you only have a single click remaining.

Ranamar says, I don't necessarily know what I'm doing, giving that I'm just getting into Nut Runner, but I wonder if it might be worthw swapping at least one copy of R&D interface out for a sneak door beta.

He's going to have the memory for it once he gets anywhere with a brain chip, and it means that the corp will need to defend both HQ and archives to keep you out of it hand , and it will allow you to keep getting that sweet, sweet, exposed to from HQ effect.

Seamus says, you're right that Sneak Door is a solid choice, but I wouldn't drop an RDI for it.

R&D pressure is really, really important.

With two, you're almost certain to see one with the draw the deck generates.

With one, you might not.

It's tricky to think what to draw.

Maybe drop a corrodor and up the overmined count?

Stacked wraparounds could be a problem then, though.

Moisloaf says, for the same influence of Zoo, you can run nut readydy eyes.

Public sympathy also seems silly when you can play Brain cage.

I reckon there's a semblance of an argument that sympathy can be used as meat protection, by it.

Brain cage is just so efficient.

Also with only six good value targets for career fare, I'd be loath to run it, but that's just me.

While fare may save you a click, easy mark will never clog your hand and is never.

Seamus says, indeed, as I mentioned in the comment above, I would like to fit in that ruddy eyes in, but I'd want a second yog to go with it.

That makes the influence a bit tighter to juggle.

I don't think you can get away with having a single breaker of a type these days with Batty and Keegan going about , plus just the time it might take to find it.

I think the choice between braincage and public sympathy is going to come down to personal taste.

They give the same effect, with Braincage saving you a credit at the cost of a damage and being unique, should the worst happen, and you either don't score early points or can't find the brain chip to exploit this, then installing multiple public sympathy to keep the free draw going is great.

You can even do so for free. With a career fare, clearing your hand for the free draw to continue even longer, which brings me to, while there are only six full value targets for a career fare, using it on a two-cost card gives you the same value as an easy mark, or more, if you have the ability to click from more than one credit, which this deck often does, either via Cate or Armitage.

That means there are 14 targets in the deck.

It has the added benefit of clearing your hand more quickly to keep safety first firing.

If you're curious, I suggest you give it a spin.

It should become apparent immediately that career fare is far better at in this deck than Easy Mark would be.

Badish says, Th looks real fun.

I'll give it a bash.

Just good stuff in the right places.

Curious how effective you're finding the multif threaders.

Suckers are operating in a very similar space and probably better for the chosen suite.

Both together may be superfluous.

Seamus says, you're dead on about the multi- threaders.

They were one of the weaker cars in the deck, but I played a game last night during which I found the time to install both.

I was running through two Eli and aheimdal 2 for three clicks and three credits per.

It was pretty tasty.

If I could switch the influence around a bit, I'd definitely be looking for a third sucker and we'd be happy to drop a multi-threader to fit it in.

I've been considering lty, as Shielsey suggested above, but would really want net ready eyes too to potentially support it, which then eats the influence that would be saved.

Tricky Decisions.

Now, about a week later, after this deck made, again, the net Runner DB deck of the week, Seamus put up a version 1.2, in which he removed the special order and the stim hack and put in a net ruddy eyes , removed both armitage and added a scrubber, removed the Zul and added in the second yog, and then removed both multithreadder and added in the third data sucker.

Here is the write up he gave for this one, which is not quite as long as the first write up.

Nothing contributes so much to tranquillize the mind as a steady purpose, a point on which the soul can focus its intellectual eye.

This is the updated version of the deck that I've come up with in a week of furious testing.

Be steady to your purposes and firm as a rock.

This ice is not made of such stuff as your heart's made may be.

It is mutable and cannot withstand you if you say that it shall not.

The directors remain at the heart of the deck.

Unfortunately for Adam, the number of in factions cards has dropped again, multi-threader is the main casualty of this revision.

This card is probably perceived as the strongest of Adam's complement.

Having played with it, I feel confident to say it didn't pull its weight in this deck and would hazard to say that I think it is better compared to cyberfeer than it is to recurring stealth credit cards.

Cyberfeer, while certainly a useful card, doesn't see play these days, even in noise.

I think with time, the enthusiasm for multi-threader may subside.

The three credits to install as a steep price, and particularly with the deck focused on early aggression, rarely seemed worth it.

I intend to test a more overmined reliant deck 2, where multi threader is likely to be more useful.

Further to this, the breaker suite has been modified to fully embrace the core Anarch set.

The influence saved on Yog over Zul goes to bringing the ducker count up to three, and all this is supported by the inclusion of net ruddy eyes.

The special order is gone, as I found I was rarely using it with the amount of the deck generates.

In an ideal world, it would probably stay , but influence remains very tight.

I found this revision to the deck's programs ups the speed and aggression, and always be running and E3 feedback implants re remains a solid way to apply early pressure and deal with larger multisub ice in the mid and late game.

Since these changes make the deck less credit reliant in its breaking, the stem hack has been replaced by a scrubber, but this slot could just as easily be a femme, depending on your meta.

The companions of our childhood always possess a certain power over our minds, which hardly any later friend can obtain.

The other change is the replacement of armitage code busting with data folding.

Oh, I missed that.

Sorry.

This seems to be a solid choice.

Well, data folding has a higher install cost, which seems antithetical to the deck purpose.

Career fare is there to ease the cost when the opportunity arises. And Armitage was too click intensive.

Between having to spend the first click each turn running and often wanting to use two subsequent clicks to break with always be running, I found myself struggling to find the time for it.

The single click nature of data folding leaves more clicks to apply pressure with, and the MU to keep it firing is rarely an issue.

Drip Econ works quite nicely with the nature of Adam's early aggression, as you don't need to immediately install breakers , and often don't want to be floating large credit stores to be wasted on expensive assets trashed by neutralize all threats.

When falsehood can look so like the truth, who can assure themselves of certain happiness?

The problem I and the deck now face is the fact that there are only six atom specific cards in the deck.

Three of these, Dr. Lovegood, serve only to manage his inbuiltability in the form of the directives.

Now, he says that, six Adam specific cards.

I mean, he means three Dr. Lovegood and the three brain chip, but also three directives.

I mean, that's the thing is there's only eight cards in the Adam pool.

Adam is one.

The three directives are three of the others.

It only really leaves you four.

Anyway, the question is, are the powers of the directives enough to make playing Adam worth playing?

My answer, perhaps unsurprisingly, is very much yes.

It is a unique experience that constantly taxes the creativity of your play and constantly presents the corporation with questions they can rarely fully answer.

What I would say is that I really hope we see some more support for Adam, shortly after Mumbod, or at least some neutral or low influence cards that can support this style of him that I'm enjoying playing so much.

So just one comment, because this didn't get nearly as many, much before focus as the original version, from Po Boys 99.

He says, it seems a lot more consistent.

One thing that stumps me is the net ready eyes.

You're already super weak against kill decks.

Borenet?

Borenet, B-O-R-E?

I don't know what that means.

And meat.

So killing two cars from your hand seems bad, even with public sympathy.

It seems like you really, you could play really aggressive early to try to make brainship active and take some sympathy out.

My suggestion is minus two sympathy plus two plas concrete.

What are your thoughts?

Shambus says, net ready eyes means that you're not forced to use always be running to get through lotus fields for the entire game, and will be very welcome if more people realize how ridiculous Newshound in New Angeles Saul is. Is wonderful support for the fixed strength breakers.

The damage inflicted is pretty trivial, and is unlikely you'll need to install it before Lovegood.

So if you're worried about dropping below eight cards, just blank always be running and draw back up.

The weakness to damage is actually pretty limited as long as you start building your hand size.

I've found PE matches particularly good because of the free draw.

Wayland, too, has been fined.

I haven't come up against many NBN Kill decks, so might put a plasreed back in if expecting a lot of those.

However, I absolutely wouldn't drop public sympathy for it.

You want six cards in the deck to increase hand size to get that steady, free draw going as soon as possible.

It really is vital.

And in games where you don't see it early, it's tough.

Additionally, since you can very quickly get your hand out of double scorch ring, range, Plascret felt like a dead draw in so many games that it got cut.

If you play the deck and feel you need a plascrete, I'd suggest dropping a data folding for it.

All right, so there's a lot on that atom deck.

Let's now look at another review.

Archived memories: The Fusion Ha Review of The Modern Prometheus, once again by Chill 84.

So, let's get into this.

This was that to the week before the Apex review.

Seamus drew a lot of cool parallels to Mary Shelley's Frankenstein and his strategy writeup with supporting quotes.

And while it didn't provide me with much insight into how to approach my games strategically, Adam's deck definitely felt like a lumbering zombie corpse when I was running.

There is a lot I don't like about Adam.

His directives are little extra hoops to jump through every turn.

The way opponents try to bait you into trashes on turn one makes it seem like you're better off just losing a click most of the time to set up with your meager three clicks.

What this particular deck does is it develops a functional rig, then tries to run it off the back of Cdy Jones.

It amms its hand size up a bit, which recoups some of the clicks you lose to always be running with safety draws.

Additionally, it makes anyone playing NBN really happy to sweeps you, but hey, NBN has it tough.

They need all the help they can get.

The hidden benefit of the boosted hand size is that it gives you a lot of room for all the dead cards you will draw. .

Running three copies of Lovegood, a card to make one of your cards, not a card, and paying money to do so, just feels really horrible.

And I only ever turned off always be running once with it.

The rest of the time, she just chilled with my two credits.

Public sympathy was also never worth the money, as scorch protection you can and should be able to do much better.

E3 is the card I expect to get the second most backlash for hating.

ABRing through anything but an oversighted curtain wall was such such a tremendous loss of tempo that I can't really justify the spending of this much influence.

It would be better in a more nimble deck that can punch through bioroids more freely or has more dropping power than this particular variation on atom.

Anarch rig works great.

The economy is largely vanilla neutral.

It's probably the best you can do with the huge restrictions imposed on these runners.

Alternatives would be more resources like Ghost Runner and armitage that you can trash when near empty on a big, independent thinking.

With Faust and St Stam Herks, what he means stem hacks there.

Overall, I think this is a perfect debt for teaching a new player how to corp.

It's very slow moving, and the threads come with at least three clicks worth worth of time to react to for the corp.

They always be running directives such a pace to the game that I think would be easier to follow for someone brand new.

And that's all I have to say about Adam's cards.

The end.

Record scratch.

I do have one final thought, one seething splinter in my mind.

This is the opinion that we will have the EPPA shutting me down, but the people need to know.

Multi-threader is bad.

There is a war going on out there.

Do you know what side you are on?

People love this card. And it boggles my mind.

Of all the cards to get excited for, and to bandwagon for, and to get into fist fights over.

You pick multithreader?

Two recurring credits on an MU, the Vanilla icecream of all of Data and Destiny's delicious flavors?

Argue with me over Security Nexus or Apocalypse, something flashy, don't go to bat for recurring credits.

Recurring credits won't love you back.

Multi-threader is not the tier one economy card people think it is.

Here is why.

On paper, you get \$2 to spend every turn that you can SMC for, getting two American dollars every turn seems great.

But like all free money, they come with strings attached.

You need to make a run and have programs to use them.

Making a run, every turn, is hard.

Making a run that is worth the click every turn just isn't going to happen.

Flushing your two credit, a turn drip dreams away.

Your multi-threader is now a situational Econ card.

While you can't use the credits every turn, you use your one MU every turn, there is a cost associated with MU, like everything else in this game.

You can assign a credit value to each slot.

If you need to play a Dyson memory chip to have enough MU for multithreader, you are now six credits in the hole instead of just three.

MU costs you money.

Tempo.

The cost to your board position to play multi-threader is huge.

Three credits, one MU, basically add three and one click to the install cost of any of your programs you can use to deploy multi-threader as a situational long-term economy card.

You have to be in a position of strength already for multi-threader not to hurt your tempo.

Case studies.

Daily casts gives you two real money a turn for a three credit startup cost and doesn't affect your rig development at all.

Cyberfeer drips every turn in noise and can be sold to pawn shop.

Stealth programs magnify the value of one recurring stealth credit, generating a lot of tempo after setup.

Dataucker turns free runs into discounted runs on other servers and represents a threat to your opponent, which only costs you one credit and one MU.

TLDR?

The format is too fast for multi-threader.

Maybe poster rotation will be more of what people are expecting from it.

Until then, I'm going to double click an E3 and myself the rest of the way out of this article.

And that is the fusion ha response, as he doesn't care much for another manufaction runner.

That does not bode well for our last one.

The Tool B. Part Sunny Le.

So this time, I'm going to talk about myself.

I was kind of supposed to be the point to the toolbox segment originally, Decks I was working up, but that's not what actually has happened out before.

And I said before that, Sonny is like Shaper, but only more so.

And I suppose I mean this in the sense that, in the narrow sense, that Shaper is the faction most likely to have a strong late game, and Sonny has a strong late game, rather than in the sense of being able to do all sort of convoluted things to address any game situation.

Schaper is the faction that makes the most sense to me, because they are the ones who tendend just to take the straightforward path of build a rig, run servers.

In a similar way, my approach to Corp is at root, place ice, score agendas and remains.otes.

That's what I want to do with net rudder.

And I'm sure you don't need me to tell you this is a very basic and simplistic way to approach the game.

For one obvious thing, I might say, to me of 13 years ago, if you only play glacier corpse against slow runners, the runner is quite likely to win.

Okay, younger me might say.

Well, that's why I will play gent..

When the runner runs, they will hit all my traps and damaging ice, and I will win by flat line.

But will you, though?

Maybe if you're just playing with the corset and you and your opponent have, like, four games between you.

Okay, younger me will counter, then I'll just put some scorched earth into the deck.

Fine, but how about rushing?

Or fastest advance?

A younger me at this point would just stare blankly at older me, because those strategies require a less straightforward approach to the game.

Or, you could say similar things things on the runner side.

Anarch and criminal takes different approaches to play.

They're more disruptive, they're less reliant on ice breakers.

And again, to my mind, at least, these are less obvious and less straightforward.

And then, of course, there's still the other thing that Schaer is known for, being able to do all sort of convoluted things to address any game situation, which is not straightforward.

I am a very straightforward person.

Enter sunny.

It doesn't get too much more straightforward than this.

You play her console, her breakers, and a bunch of drip economy may be a little supplement on the side, and you win in the late game.

Even 10 years younger me could wrap my mind around that.

Or could I?

Nutrunner DB has been around for a long time, and I was definitely using it back when these packs were being released.

So I still have access to my very first sunny deck.

Let's see what I was thinking.

This deck is dated November 8, 2015.

That must have been not long after I received it, and here is the sunny deck that I built then.

It has 14 events, three sure gamble, three dirty laundry, three motted, two career fare, three diesel.

The nine hardware are three security Nexus, 3 security chip, and three R&D interface.

The 16 resources are three daily casts, three underworld contact, three symmetrical visage, three John Massinore, two Jackson Sin Clair, two global sec security clearance.

The nine icebreakers are three each of her breakers, Sherman strike and Shrike and Striker.

And then there are five other programs, two of Sucker and three multi-threader.

This total is 53 cards.

That's a classic move.

I always figure I'll run a little big on the first go, and then I'll make cuts later.

So there are a lot of standard, unexceptional choices here.

Three sure gamble, three daily casts, three underworld contact.

That's some direct money.

Two career fare and three mod gave you some indirect money.

Three multi-threader.

It's all fine.

I don't care what Chill just said about multi-threader.

I like multi-threader.

I think multithreader is great and sunny.

I mean, you can quibble with me if you want.

Maybe you don't need three.

I'm actually a bit surprised not to see three data folding here, but the career fairs still have good targets, the daily casts, and underworld contact.

I don't know about the dirty laundries.

I think that's not a great choice, but But symmetrical visage is having three, unless you see one early, which you definitely want.

Three diesel is fine, but that's kind of steep on influence.

I think there should be some break between diesel and quality time.

But I'm not surprised to see that I started here because, man, I really hate throwing cars away.

I think three career fare actually would be better than two.

Maybe swap out a diesel or two for a quality time or two.

That'd be an easy way to make that happen.

It's interesting to see John Massinore here.

That's not a card I've really used very much that I remember, but it does provide some extra card draws and pairs well with Security Nexus and Jack Sinclair, if you can get that up early, which is actually kind of a big ask.

Three copies of each breaker?

It's a standard first approach, especially because there's no tutoring.

Some people go with only two, but I've done that more recently, and I don't like it, even now.

And I'm fine sticking with Sunny's expensive breakers rather than importing other ones.

I like the Data sucker edition.

I think that's good.

It's going to do a lot of work, making those breakers less awkward to use.

Now, since data folding isn't in there, this deck, you can even install both data suckers and multiple multi threaders without worrying about turning off your drip.

Of course, you'll have a lot less drip, so.

I think the three security chips is probably fine.

I guess you do want three security nexas if you're going to try to get one out early.

Although, maybe then you also want three Jack Sin Claire?

I don't know.

Round out with three R&D interface and a couple of global sex security clearance.

I think that's right, too.

You want two of those, you make sure you can be pretty sure to see one.

But I've learned that three RDIs is often more than you need.

Still, actually, I don't think it's a terrible deck.

I'm a little surprised.

A bit untuned, sure, but not terrible.

So I went back to the drawing board a few weeks later for version two.

I started with this as the base, and I made these changes .

Again, this is 10 years ago.

I went from three to two symmetrical visage.

Okay.

Took out the three RDIs.

Sure.

Took out the three John Massinores.

Okay.

Took out the three daily casts.

Uh, okay.

Added in three data folding.

I like it.

Added in three power tap, and that's not bad, and that works well with security nexus. And add it in three rabbit holes.

Ah, yes.

My favorite approach.

I do love rabbit holes in sunny.

And I've dropped the deck down to 52 cards.

Good job, me.

So this is really doubling down a security nexus.

I do like data folding.

I think that's a good move .

I actually even now still like rabbit Hole for the crazy amount of link and some deck thinning, although it is expensive, and, you know, it might be overkill.

At this point, Power Tap was not unique.

So if you had all three out, with your rabbit holes and nexes, you're actually making money with each run.

Now, I should have cut dirty laundry rather than daily casts.

I guess you could argue that once you're a security nexus, power tap engine is up, basically, they do yield the same amount of money because you're definitely getting in.

But otherwise, surprisingly, still not terrible.

I mean, it's still really slow and leans into the late game, but not terrible.

On preparation for the 2016 store championship in the spring of 2016.

I made some additional changes.

This time, I successfully whittled the deck down to 50 cards.

Here's what I did for version 2.1.

I put back two of the R&D interface and dropped one of the global sex security clearances.

I also saw the logic and going from three of's to two of's on multi-thater, Security Chip, Security Nexus, diesel, and data folding, and then also dropped the power taps.

Dropping the one diesel allowed for two quality time.

That's a good move.

And then the remaining three slots went to Chatter Gee University University.

Now, this is a card that was released in the next pack, Kalagoda, the first pack of the Mumbod cycle.

It will not be appearing in the reboot cardpool , not because it's so good, but just because it's kind of fringe.

But here's what it does.

It is a neutral location resource that costs one to install for a click you put a power counter on it.

And then for a click, you install a program from your grip and lower the install cost by one for each power counter on the university .

Then remove a power counter.

So here's the combo.

While you're drawing for your breakers, you take some time to click some power counters onto Chatter Gee University.

Ideally, the dream is, once you get to five, you can click, install Shrike for free, remove a power counter.

Now you have four:all Shriker for free, .

I click.

Now you have three power counters. Click to install Sherman for free or multi-threader.

Then you have two left.

You can install multi-threader or Sherman, and it's only going to cost you one. And then you have one left.

And I guess you could play a data sucker for free with that last one.

Really, it's the breakers I was after.

Now.

Five clicks to save 12 credits, right, five for strike, four for striker, three for Sherman, not so much they originally cost.

Of course, there's also a click and a credit to install Chatter G University.

So six clicks to make 11 credits.

Is that worth it?

I mean, I think so?

Armitage used to be six clicks for 12 credits, or if you include the installed seven clicks for 11 credits.

So it's actually kind of comparable to Armitage.

And then if you can squeeze out those last three credits, it's even better.

Obviously, there's a bit of a sequencing issue here.

I was clearly building for best case scenario.

You know, there's a reason I lost two of my three Sunny Games at that eight-person store championship I was at.

Then, for version 2.2, for some reason, I took out the two career fare and put in a plascrete.

Okay, and a data dealer.

I don't know.

I can only guess it was some kind kind of response to whatever my son was playing at the time.

And then the version 2.3 that I took to the store champs, dropped another of the multi-threaders going down to one, and ahmad to put in three Earth Rise Hotel.

Okay, that's a good move, especially here where it needs more card draw .

It didn't cost influence.

I was trying to get through my deck faster, trying to trying to get going earlier, but also an unregistered S&W 35?

For caprice, I guess?

I don't know, man.

Like Chatter G University, okay, but these last few moves, not great.

I continued to tweak the deck on into late 2017, after additional cards were released, the last version I have that I can see here is version 2.6.

But I'm not going to get into that stuff because it goes well outside the reboot cardpool.

Now, when I joined the reboot project, when I joined the Discord, I joined a constructed league, I guess, is what I must have done back in August of 2023, a couple of years ago .

And I have a version three that I imported for that that's pretty similar.

Still got the three dirty laundry in it, though.

Huh.

I don't really get that.

But it also has several neutral cards that are coming up in early boosters to help withdrawing.

It's got a traffic jam to slow the corp down, I guess, or just to have a current. Because I was worried about not having a current.

I've only actually have one copy of the Breakers here, but I'm using three cloudbursts.

I talked about those.

They go and search for the breakers and then make them stronger.

And I a vamp, and the supplier instead of career fare.

That was my version three.

Then for the spring championships, just a few months ago, well, I guess about six months ago now, I have another updated version, which I have marked as version four that finally ditches the RDIs, because I guess global stack I figured was enough, but adds in a leg work, ah, that's a good move.

Some kind of HQ pressure is a good idea.

I've gone back from supplier to career fair, you know, six of one there, I think.

And I've gone back up to two of each breaker, even with the cloud bursts, and a New Angeles City Hall.

I guess that's my that's my equivalent of protecting myself from any kind of scorch to avoid the tag altogether.

I don't know.

Still three rabbit holes, though.

I do like me some rabbit holes in sunny.

Anyway, I wrote, I have a whole big write-up about that deck from spring champs that I can share. .

Did it win any?

I played four games.

I don't remember if it won any at all.

It might not have.

Anyway, enough about all of that.

I've actually been playing a deck called Sunny Lockdown that is generally somewhat similar to these decks, I suppose most sunny decks are somewhat similar .

But the HQ pressure comes from an HQI, and it has a couple street pedlers to kind of churn through that deck a little bit faster.

And Fusion Ha has an article covering this deck too.

I am not going to read this one because it's depressing.

I will link to it, but basically, Chill doesn't like it. Doesn't really care for Sonny.

And that seems to be, I think that's probably a pretty fair assessment of the competitive mindindset when it comes to the many factions, like, why are you doing this?

Well, you know, not everything in the game is for the competitive people.

That's it..

Many of the cards discussed in this week's episode, certainly all of these deck lists and articles will be linked in the show notes.

Music is from Alexi A, the website is Nrunner 2.1.com.

That'll redirect you to the reboot Project.page where you can find links to everything, including the reboot Discord server.

That's also in the show notes , and Retie.fun, which is where you actually go to play online.

Feel free to contact me on Board GameGeek or Reddit or the best place is on Discord.

The Astroscript pilot program this time around is returning back to headline for part five of six , talking about Heindlein and Luna and the Moon.

Well, part five about Heindlein.

I think there's actually already six parts about the moon.

Anyway, the point is there's only one more after this one.

And we'll talk about a couple of the remaining domes or districts there in Heinlein.

Thanks for listening.

See you next time.

Armstrong Base to the northeast of Heinlein's Central Dome, Armstrong Base rises from the regolith like a stone fist ready to strike, its dull gray walls and slab sided defense turrets protect the Space Expeditionary Corps main base on the moon.

The imposing structure reminds friends and foes alike that should Luna rise again, Earth will be ready.

By and large, Armstrong Base is a training facility, with suited SexC troopers drilling on its low G obstacle courses and live fire ranges.

In addition to the hard vacuum exercises and zeroG combats conducted in the Armstrong orbital stations, Marines can expect to undergo grueling extra Earth survival trials.

Armed with a limited supply of air, they must try and navigate a simulated combat zone known as Asphyxiation Alley.

This is designed to replicate fighting in a damaged dome or on a space vessel. Where the environment can be just as deadly as the enemy.

Armstrong Base is also the nerve center of Heinlein defense, with with orbital weapon platforms and ground-based missile silos covering the space around Heinlein and starboard Kaguya.

Although it has been 15 years years since shots against enemy forces were last fired, it remains a potent threat to any craft that would try to assault Heinlein.

Nevertheless, the area protected by Armstrong base is strictly limited to that agreed upon by the signatories of the Treaty of Heinlein.

Gun towers and companies of Marines are not the only weapons the SexC has at its disposal.

Perhaps the eeriest aspect of Armstrong base is its vast military graveyard known as the Battleground.

Covering more than 50 square kilometers of lunar surface, it began as a dumping ground for decommissioned vehicles and munitions from the war.

Covered in glistening sealant to preserve their parts, entire lunar armored divisions, squadrons of combat hoppers, and piles of artillery shells sit silently under the cold distant stars , awaiting the time they might be needed once again.

Armstrong base's current commander, Colonel Metzger, is more concerned with preparing forces for the distant colonial disputes on Mars, but she still wields significant political power.

Sitting atop tons of munitions and a few dozen nukes will do that for you.

By the letter of the Treaty of Heinlein, the SXC can take no direct role in the policing of Heinlein, nor can it interfere in the affairs of corporate entities on their own private property .

So without a direct military threat to Heinlein, the SXC stays largely restricted to Armstrong Base, where Marines are trained and are ready for possible deployment to Mars at a moment's notice.

Colonel Metzger is an old friend of District Manager Hubbard, and whenever the colonel visits Luniccent, the two can be seen together, usually at the exclusive Sunwoods golf course.

Rumors abound that Hubbard has been trying for years to persuade Metzger to take a more active role in cleaning up Heinlein, mainly focusing on the wilderness that the dock lens has become.

Whether Metzger has agreed to anything is unknown, but as more than one lawyer has pointed out, there might be some wiggle room in the EssexC's charter when it comes to the more aggressive Dockland criminals.

And who knows?

Maybe Metzger would like to get some live target practice for her boys one of these days.

Beyond Heinlein.

Amid the thriving chaos of Heinlein's packed streets and flashing lights, it's easy to forget that Luna is primarily a vast gray wasteland.

Here and there, lights blink in the darkness where mining outposts and scientific stations break the surface, but by and large, there is only rock and dust as far as the eye can see.

Even so, a great many settlements lie beyond the domes of Heinlein.

They are just dispersed over truly massive distances.

Most of the extra Heinlein settlements can be found on light side, that half of the moon that looks down on Earth due to its 27 day synchronous rotation.

Darkside, as it is erroneously known, has a scattering of outposts, but the distances from Heinlein, not to mention unfavorable launch windows to Earth and the beanstalk, have limited expansion on Darkside.

Many corporations and some governments still maintain a scientific presence on the moon , in places like the Lovel Overlook, Mares Valley, and the Mons Wolf Observatory enjoy goodfing.

The Lovel Overlook is close enough to Heinlein to host social functions and even enjoy visits from local dignitaries.

There are few better places to peer out into the stars and without interference from earthshine.

By contrast, the Mswolf Observatory takes hours to reach by Tube Lev due to its location high in the the peaks of the northern lunar ranges.

It maintains its own dedicated scientific team supported by a boid workforce to keep its systems running.

While the majority of heavy industry and private spaceports are confined to the Docklands, all of the Megacorps maintain outposts further afield.

The reasons are varied, but they usually involve a degree of secrecy that only the isolation of the moon can provide.

Sies like Port Ensign, and the facilities at Promontori Magorum take up massive tracts of lunar surface, their perimeters tightly guarded by all manner of intruder countermeasures.

By contrast, other places are abandoned husks.

The ruins of Jangong City and others attract only scavengers and treasure hunters these days.

Finally, places like Club Luna, Clark Tower, and the Lottel Tycho are oases of splendor and wealth among a draft.ab, rolling sea of dust.

Here, the Rristes can sample a piece of lunar life denied to most of its colonists, while remaining safe behind their transplas domes and engineered gardens.

Clone servants see their every need, while they enjoy a host of unique, local activities like sky running, grave surfing, and hopper racing.

Lotel Tycho is especially sought after for its beautiful conservatory and the stunning views across the Tycho crater.

Beneath its famous hovering arboretum grows a thriving garden of tropical plants that blends seamlessly with the Gintech engineered lunar foliage outside the transplass.

Unnatural Craters.

Helium 3 harvesters crawl across the lunar surface, scraping off the top layer.

They follow tightly controlled paths to ensure that no part of the surface goes to waste , with AI processors charting the location, speed, and direction of each vehicle.

Seen from above, the resulting vast concentric patterns appear like graceful brush strokes upon the lunar surface, creeping ever outward from the harvester's home stations.

Once a harvester is full, conveyors and hoppers ferry its massive cargo of rock and dust back to processing plants to be refined.

Grinding machines and mineral furnaces work nonstop to break down the harvested rock into pure helium 3, which is stored in canisters for shipment.

A shroud of dust clings to every part of the refineries, making the Henry lines nasal and tracheal filters a necessity for continuous labor.

Gone, but not forgotten.

The moon has its fair share of ghosts, from the specter of a lunar state to the survivors of the war still lurking in craters shadows.

Some of this industry and its workers have found homes with other companies.

Many corporate executives were offered amnesty by Earth after the war, and found their way into the ranks of alpha prospecting, Pastroat Technica, or Blue Sun Corp.

Most former rebels, however, stayed in the shadows and nursed their wounds, keeping alive the dream of a free Luna.

The NAPD and various terrestrial intelligence agencies strongly suspect that at least a dozen of the high-ranking leaders of the lunar insurrection are still alive and well, living in Heinlein.

The peace treaty freed them from any criminal charges for their part in the uprising, but many people wanted to keep a quiet eye on them.

Fearful that if there were to be another bid for lunar independence, it would find its roots in these these former dissidents.

As the jurisdictional party, NAPD officers often pull the thankless duty of checking in on old rebels like Jan Hester or Mallory McGillivray as they go about their lives.

Most believe the nations that the lunar insurrectionists once stood for are hopelessly anachronistic these days, buried under the relentless march of progress and prosperity offered by the Megacorpse.

Yet Hester still holds great influence with the citizen groups of tranquility home, and McGillivray owns substantial holdings in the Docklands, and so for now, they remain on the NAPD's watch list.