

This is 2.1, a Netrunner Reboot Project podcast, Episode 109 Stronger Under Pressure.

Hey, this is Remy.

The title card for this week's episode is Quolk, a new Wayland Barrier in Reflections, the first booster for the reboot project.

And that is the flavor text of it, Stronger under pressure.

We'll get into that a little bit more later on , not too much later on.

Most of this episode is about the corpse side of reflections.

But it's always nice to get something an anonymous tip right off the top, and so I will start there.

Oh, actually, no, I'll start by I'll start by mentioning that I've got a slight tweak in the release schedule.

So from the time I started the podcast, I have intended to release one episode a week or four episodes a month.

That's been the general idea .

And it's been true most months, I think, that I've hit four.

There have been some where I've had to skip a week because of needing longer than usual to prepare the episode.

Now that I've entered the booster section of the reboot cardpool, I am going to deliberately slow the pace down to three episodes per month.

And the goal is to have them release on the 10th, the 20th, and the 30th, rather than on every Monday, which is what it has been.

Now, obviously, I'm slipping a little bit, I'm actually recording this on the 23rd.

I'm going to consider this the episode for the 20th.

So what'll actually look like this time around is since the 10th was a Monday, is that I just missed a week.

But that is the idea, the three episodes a month.

And that way I can have two episodes to cover the new, the newer booster, the newest booster I'm covering, and then a third episode to do something else.

And then after I'm done with the boosters, I don't know, maybe just go back to two times a month.

We'll see how much I have to say.

Or maybe it'll be three episodes a month, but they'll tend to be shorter.

I'm not sure.

But that's still several months in the future.

So I have some time to figure that out.

Okay, now on to the next signal.

An Anonymous tip.

The Corp Ice Su.

So this is part of a conversation that was held a couple months ago in the general channel of the reboot Discord server .

And I, man, what was the conversation even about?

I think they were maybe discussing something about something related to null signal.

But one of the comments was about Yag and then Big Boy took that comment and jumped off it to provide this, I think, pretty helpful little guide.

So he said, people say yog reduces ice diversity, but it does the exact opposite.

Narrow, but efficient ice solutions. Incentivize the corp to diversify their suite, broad solutions, incentivize the corp to play 3x of whatever is mathematically the best.

If you're playing a normal deck in reboot, basically anything but extremely fast plans, you want a mix of barrier gear check, ice wall, wrapound, wall of static, Barrier taxer, Eli, Wall of Thorns, Hadrians.

Sentry face check Punish, architect Caduceus Catana, rototurret.

Mimic punker, big taxer sentry, big taxer sentry, IE1 and two, Archer, Suso assassin.

Yog Forcer gear check, Quandary, inigma magnet.

Midrange, yog stopper, gate taxer, IQ, Lotus field, Archangel.

Big Taxer Gate.

Toll Booth.

Might be cool to print another one of these, to be honest.

Plus, other good stuff that doesn't necessarily fit these, Surugi, pop up, pop.

And it's really hard to fit it all.

Then you have to watch out for orthogetal threats.

Does my I suite die to Atman?

Does it adequately take tax eater?

Does too much die too easily to parasite?

Can survive econ denial?

It's a fun puzzle, and what we're trying to avoid is seeing people just figure out the good ice and play threexs of those.

Again, a fairly brief comment, but you come across these little insights every once in a while.

And that one's a good one.

I'm going to have to maybe pay closer attention to that when I'm building my own decks.

Celebrity gift.

Reflections, the corp side.

Well, there are 16 qu corp cards in the reflection set.

So again, like I said last time, it's a little unbalanced.

There are 30 total, so a little more than half.

Of these, four, for Hbid and Gentei and NBN, only three for Wayland and then just one neutral card.

Since each faction gets two buffed cards or two rather two new cards, there are, that's eight.

So that leaves eight imported from cycles after data and destiny. Of these eight imports, four of them, four of them, are nerves, three are buffs, and one is left unchanged.

So let's talk about the imports first, and we'll start with the nerfs.

For Haas Boid, there is Ikawa Project , which originally came in the final cycle, Kitara.

It's a 53 agenda.

The change is that it is limit one per deck.

And the ability is, as an additional cost to steal it, spend a click, the runner has to spend a click, and two credits .

So that can be very useful.

I was playing a stronger together deck just last night.

And the first, someone did a my opponent did a run with R&D interface and hit Ikawa, what was on their last click and also didn't have enough money.

And then the second time, I was on Game Point and they ran my , I had a very late game sneakdoor beta.

They were playing Leila and ran my archives.

And with HQ and herface in, hit labawa project again, but this time, I mean, this didn't have the click.

I think maybe the first time had the click, not the credits, this time had the credits, but not the click.

Anyway.

From NBN, we have exchange of information, which originally came just in the very next cycle after San San, the Mumbad cycle, a gray ops operation whose cost has been in increased from zero to one.

It's too influence .

You can only play it if the runner is tagged.

And the ability is to swap an agenda in your score area with an agenda in the runners. Score area.

The only import for Wayland is buffed.

I'm rather nerfed.

Sorry, I'll get my terms straight here.

It's commercial bankers Group, which also originally came in Mumbad.

It is now a unique political asset.

It was not previously.

The political assets are the ones where if there's no ice protectioning that server, it has this ability.

Res cost is one, trash cost is two.

It's two influence.

And when your turn begins, gain three credits.

Again, if there's no eyes protecting the server.

And the one neutral card is also nerfed, IPO, which originally came in the campaign expansion, terminal directive, it is a terminal transaction operation, terminal, meaning you have to play it .

Well, if you when you play it, you're done playing it. Runs through all your rest of your clicks.

So generally, you're going to play it last.

I don't know, I don't know what the situation would be where you would play it early in your turn and just lose the rest of your clicks.

That seems like not something you would do.

The cost is eight, and you gain 13 credits.

So it is just like restructure.

Only two credits cheaper to play and it's terminal.

And it's been nerfed so that rather than being no influence, it is two neutral influence.

As for the three buffs, both Jintech cards that we get political dealings, not a political asset, even though it is from Mumbai and even though it has the word political in the title, it is just a regular asset, the res cost has been reduced from four to two .

The trash cost is three.

It's also four influence.

Whenever you draw an agenda, you may reveal and install it.

So that can be useful, especially if you can draw it on the runner's turn, right?

Ben Musashi was originally in the Red Sand cycle.

This is an upgrade with a res cost of one.

A trash cost has been bumped from three to four.

It's two inches. Influence.

And each time the runner accesses an agenda from this server , they must spend two or best take two net damage to steal it.

And NBN's other card, Fly on the Wall, which originally came in the final release, Reign and Reverie, is a 3-1 agenda.

When you score it, you used to give the runner one tag.

Now you give the runner two tags.

And the flavor text has been changed.

I think this is the only time that's true for a card.

I mean, if you ignore the removal of the flavor text for the apocalypse cards using the Bodoc code, used to say only half as annoying as the real thing.

Now it says twice as annoying as the real thing, because it gives twice the number of t.s.

The only other import, and it is unchanged, is for Haasboid, it is Ravana 1.0, which again originally came in the Mumbad cycle.

A broid code gate, with a res cost of three, a strength of five, it's one influence, and has two subroutines .

Each of them says, resolve a subroutine on another rate. Resz broid ice.

So those are your eight imports.

They came four of them from Mumbad, none from flashpoint.

The runners didn't get any flashpoints imports either .

They got three from Mumbad.

Each side got one from Red sand.

Corp got one from Terminal directive.

Each got one from Qatara, and the Corp got one from Rain and Reverie, whereas the runners got two.

And then as I said, the runners got one from the Magnum opus expansion, which is that's the only one we're going to see.

As for the Reddit at a glance Re reviews for these cards, they say that Good for HB is Ravana 1.0, Good for Jenteki is Ben Musashi G. Great for NBN is exchange of In information .

Good for NBN and Wayland is commercial bankers Group and potentially useful for any corp is IPO.

I think a Kawa Project would have definitely been on this list because any kind of defensive 53 is good, but that that was Katara.

So that was after this Rit thread ceased being updated.

And let me go ahead and share the tier list ratings.

I think last time I put this at the end of the segment, but it makes more sense to put it here when we've just discussed these cards.

So, previously, I shared the ones from Gaslight and Gammonet.

But looking through that thread a little more carefully, a couple of days later, Fluffy One also posted his tier lists, so I'll include that as well.

And Goblin Mode was the one who started it out, and he started out posting his corp tier list .

So the next time I cover cards with the runner side, I will include both of them as well.

All four of them and the big boy agree that Ikawa Projectject is S tier.

And most of them also agree that commercial bankers group is, as well, Goblin Mode gives it an A .

Meanwhile, Goblin Mode gives IPO S, and the other three give it an A. The big boy only provided his S tier, so he's not included in the rest of this.

Some difference of opinion for exchange of information, g Gamaminet says S tier, fluffy and Goblin mode say A, gaslight B. Most of them say that Ravana, 1.0, is B tier, although gaslight gives it an A. Quite a bit bit of difference on Ben Musashi, Fluffy and Goblin mode rated A tier, gaslight B, Gamlinet C.

Political dealings is widely seen as C tier.

Gaslight gives it a D. Similar with Fly on the Wall, widely seen as C tier goblin mode gives it a D. There's a loose, best to worst for these eight cards.

Now, let's move on to the originals.

And once again, I've tweaked my way of approaching this.

I'm going to shove all of the comments about the buffs and nerfs that have been done to the cards into the final section so that we can not get so bogged down here.

So we're just going to do a straight card read on these cards.

Again, there are eight of them, two for Hausbroid.

The first is next level clearance.

Next is in all caps. That That should mean something.

It's a gray ops operation with a cost of three.

It's four influence.

And you trash up to three res next ice, and then place that many advancement tokens on an installed card.

There's also a Waldemar 1.0.

Okay, so Waldemar is not high pronounce that.

It should be more like Valdemar.

Valdemar, I believe.

We'll see how well I can stick to that pronunciation.

It's a biooid barrier with a res cost of four, a strength of two.

It's just one influence.

It gains an end-the- run subroutine for each resz biooid ice with a maximum of six.

The two Jenteke cards are Thistle, an asset with a res cost of one, a trash cost of just one.

It is four influence.

When your turn begins, gain a credit.

When the runner trashes it while it is installed , you do a net damage.

And then, when you score an agenda, you can install it from archives.

Then angler fish is an advancable sentry with a res cost of three, a strength of four four, just one influence.

When the runner encounters it, if it is advanced, you remove all advancements and do a net damage.

The subroutine is to do one now. Net damage and place an advancement on it.

NBN's cards are snickerdoodle, a trap ice with a res cost of one and a strength of two, is three influence.

One subroutine says the corp gains three credits and may draw one card .

The other one gives a tag, and then you you trash it, trash snickerdoodle, that is.

Kala City grid is a region upgrade with a res cost of zero, a trash cost of just one, it's three influence.ence.

But as an additional cost to initiate a run on this server, the runner must pay four credits .

If they do, then comp policy grid is automatically trashed.

But when your turn begins, if the runner is tagged, you can add complicity grid from archives to HQ.

There's a little recursion in there.

The two Wayland cards are both barriers, which, on first blush, is kind of funny, because Ways seems like they have enough barriers already, but they're good.

Bouncer is the first one, a Res 4 strength 2 barrier , 4 influence.

When it is resised during a run, resolve the subroutines if there is no installed fractor.

The first subroutine says the corp gains two credits, and the second one simply says, and the run.

Quok is our title card and the other barrier barrier is res 5, strength 4, to influence.

It cannot be bypassed.

If there is an installed fractor, the res cost is reduced by 4. .

If there is an installed AI, the strength is is increased by four, and it simply has an end the run subroutine.

All right, so those are the eight new original original cards for the reboot project.

We'll have some more to say about these as we go through the segments of the rest of the episode.

The source.

Corp nerfs in Reflections.

Again, there were four.

We're not going to spend a whole lot of time on these.

There have been times where I' where there's been a Nerf and I've spent, you know, a lot of time and found an old deck and that kind of thing.

But like, again, so many of these are from like to use any deck that was was on Net Runner DB is going to be almost impossible at this point because they're going to include so many cards that we just don't have.

So, relatively quick moving, segment here this time, I think.

Starting with Iawa Project, again, a 53 agenda that cost the runner a click in two credits, it is now limit one per deck.

Here is what the big boy said to me.

I request I requested comments, and he gave some longer comments here, so these are nice.

Thanks again.

With global food and initiative, limited to one per deck, HB glacier decks are stuck having to run a soft , non-defensive 53 agenda.

Ikawa is a nice compromise.

It's not quite as strong as global food initiative, but still protects you with small amount, particularly from a Hail Mary runs where the runner spends all their clicks breaking ice.

At the same time, we don't want to enable obnoxious six or seven agenda decks that run a large number of defensive 5 threes.

So we're limiting every defensive 53 we put print to one copy per deck.

The next Nerfed card is exchange of In information, the NBN operation that if tagged lets you trade agendas, it now goes from cost zero to cost one.

Big Boy says, this is an extremely powerful effect that can quickly swing games in a way no other card can.

For the uninitiated, if you can score a breaking news with a click remaining , either with a san, or by waiting a turn, then you can use its tag to exchange it, potentially giving you three points and costing the runner two.

Then, since the breaking news is now in the runner's score area, its text is blank, so the tag is not removed at the end of the turn.

We like exchange of information information as a wind condition card, but its use as a tempo tool on top of that is too much power and versatility.

This cost nerf along with our original breaking news nerf, it now only gives one tag instead of two remove this unnecessary extra power.

Commercial Bankers Group is a more recently nerfed card.

It was not originally nerfed when imported, the asset that gains three credits if there's no ice in front of it.

It's now unique.

When it was originally imported, as is, there were when it was first revealed, volatires said, yeah, definitely not a card I expected to be brought in, and especially not unnerved.

But the fact that I, a lover of asset spam, didn't really realize could Gegarn existed in this cardpool, certainly says something.

And the big boy says, yeah, the deck needs a lot of help.

So I gave it its best, single, non-hard-hitting news card .

Hard-hitting news was an asset.

I believe so.

From Flashpoint, that, I'm not going to go check.

I'm just going to assume I I'm right.

That would give the land do a trace and land four tags on the runner.

So then it was made unique in February 2024, about a year and a half after reflections was released.

And at the time, here's what the boo boy said, I love what commercial bankers group has done for naked asset economies, giving them a way to force the runner to what waste time while their more difficult trash assets can tick away.

However, some decks, that aren't even particularly greedy in their setup, really have trouble contesting multiple commercial bankers groups early in the game, making games where the corp has two immediately feel like total variance losses.

CBG being unique means that the runner will only have to deal with one at a time, making them about three credits better off when the Corp has a top tier opening draw.

Sometimes the runner just has to let CBG tick for a turn while they set up their own economy, and now they'll be a little less punished for this.

As for IPO, the terminal operation that lets you spend eight to gain 13, so it is a net five, has been given two influences..

The big boy said, top tier decks generally don't have two to six spare influence to throw around on a souped up hedge fund.

But for weakeraker IDs, who received influence buffs, this gives them a way to directly convert that buff into a better economy , if that's what they need.

At zero, or perhaps even one, influence, IPO just goes in nearly every deck.

And I said, it seems crazy to me that IPO was originally no influence.

The terminal restriction seems so trivial to counterbalance the lower point of entry, not to mention having access to another set of restructures.

The big boy says, FFG failing to understand the power of one credit on an operation.

And then I said, much less two, because that's the difference in cost.

He said, well, I was comparing to hedge fund, because it gives one credit more than hedge fund.

I think the 8 versus 10 is a big break point, though, comparing to restructure .

Because if it's your only Econ card, you can play it turn two.

While restructure takes until turn three, huge difference.

Since turn two is when Andy runs all your stuff.

And holding everything because you need 10 next turn really sucks.

So there are your four nerfs and what the big boy has to say behind the logic of them.

Matrix Analyzer.

Buffed cards in reflections.

We have, again, three of these .

The first is political dealings.

This is the one that you can, once you reveal, once you draw an agenda, you can reveal and install it.

It's now too less too res.

Here is a review from Net Runner DB by Chairman Hero, the chairman hero?

Probably not.

From April of 2016, so around the time the card was released, he said, this card seems to be kind of aimlessly wandering around, looking for a place to fit.

It looks like a fast advance card, but at four res three trash, no sane runner will let that stay out for more than a turn.

It needs to be protected and left out for several turns to do its job , and there are much better fast advance cards out there.

Even if you were trying to make a Jintech fast advanced deck, you would likely just splash in better options.

Fast advanced decks don't run the kind of ice needed to keep this safe for long enough to be worth it.

Well, what about industrial genomics?

I mean, when it costs eight credits and a net damage from hostile infrastructure to trash it, then it would be able to sit around even with no ice, right?

Except IG wants to run lots of 53 agendas like the Future Perfect and Global Food Initiative to keep their density as low as possible, so they can make the game last so long your grandchildren have to finish it.

You You wouldn't be able to score the agendas.

It would just be giving them up for free.

And Fluffy won, in his review, agreed with this point about IG saying, this is great.

Out of industrial genomics, if IG were a decent archetype that didn't heavily rely on global food initiative, the future perfect, and fetal AI to be playable, IG is not a D decent archetype, and thus cannot afford to play non-defensive 3-2os or 3 ones.

This card is looking for a home, but once someone finds it, this will be happy.

Well, this review is posted in July of 2024, and since then, there have been no decks posted to ret Techie DB using political dealings.

So, I guess that means it has yet to find its home.

Still, at least it now costs two less , half cost.

And when I did a search for political dealings on the Discord, I saw that R2 Devo commented a couple different times about cards from future boosters that combo well with it.

So perhaps we'll keep an eye out for those in the future.

Fly on the Wall, which is a 3-1 agenda that gives two tags, is a rare card that does not have any reviews on Net Runner DB at all .

I suppose that's probably a function of it being released in the final deluxe box and is a 3-1.

I wonder if it's supposed to have been a replacement for breaking news, because breaking news had rotated out at this point.

Because I guess in that scenario, you can see it as somewhat more useful, because you could do the same, like what people would do sometimes with breaking news, like the big boy said, is you install advance, advance it, or even just install advance.

On one turn, let it sit there for a turn.

And then the next turn, you score it.

Or in this case, you'd advance and score it.

And then you still have a couple clicks left to do nasty things to to the runner.

But see Reboot still has breaking news.

So if you're doing some kind of dodgy things with delayed scoring of agendas, you'll probably still prefer to have breaking news and then don't care.

The tags go away at the end of your turn because by the end of your turn, the game might be over .

Now, one of the decks that ran rampant during the 2015 tournament season that I've covered, which I will finish.

I will, I still haven't completely tied a bow on that document that I've been making.

But because data and Destiny just took so much of my time.

But there was it was NH butcher shop.

So this was a deck that leveraged multiple kills threats and basically has been dismantled by the reboot project .

But one of the pieces of that threat was breaking news into traffic accident when I was way back on one of the first few episodes of the podcast, I was talking about the breaking news nerf and the big boy specifically said, yeah, it's to break apart this combo. Because traffic accident requires two tags and breaking news and reboot only gives one.

Now, I'm no expert here, but couldn't you do fly on the wall into traffic accident?

And if you had scorched Earth, isn't that just a little three-card combo that basically ends the game?

Because you'd, on one turn, you'd install Ad advance Advance, fly on the wall.

On the next turn, you'd advance, score it, giving two tags, then traffic accident scorched earth, six met damage, game over.

Seems like that would work.

I mean, maybe it's just not as reliable as something like seas sorts, scorched, scorched.

And , well, and this, like I said, this was only one part of the butcher shop build.

And there are so many parts of that deck that have been nerfed in reboot.

Astroscrip pilot program can't be used for for fast advance.

Although, in this fly on the wall scenario, I just mentioned, if you had an Astro-counter , on the turn you score it, you could save yourself.

You could save yourself as an advancement.

So maybe you just could advance, install advance on one turn and then advance astro token on your next turn.

Or just install advance, advance, one turn.

And then Astrooterken, Astrot token on your next turn.

Breaking news only gives one tag.

NAPD contract is one credit less to steal.

Jackson Howard is one credit less to trash.

The trace on mid-season replacements is three credits less at the start a trace three rather than trace six.

Scorched Earth is one more influence.

San San City grid is one less to trash, and the H has two fewer influence to play with.

Given it is all of that stuff has happened.

But if you wanted to try to reconstruct the butcher shop shell, I mean, clearly it would be much weaker.

Now, the thing you could do is still do two scorched earth and three traffic accident, and then you'd have two extra influence available.

With NEH at 17 influence and scorched Earth at only four, you would have three scorched earth and three traffic accident, with two extra influence available .

The original butcher shop deck used that two extra influence on reclamation order to get back, you know, your scorch or your traffic accidents or whatever.

I don't know.

Still seems possible.

Maybe I'll try it sometime.

And then we've got Ben Musashi.

I'm not really sure how much there is to be said about the buff to Ben Musashi.

So this is the guy that when he the upgrade, when he's sitting in your server, gives two net damage to the runner for them to steal an agenda, or maybe even just to access it.

But it's been trash cause have been buff from three to four.

And I know the old line, that one credit can be a lot.

But I don't I don't feel like this one credit is that big of a deal.

The difference between a trash cost of three and a trash cost of four doesn't seem very significant.

But, you know, I guess we think about the change for NAPD contract going from four credits to steal it to three credits to steal is being pretty significant.

And there's this conversation from the initial spoiler for Ben Mashi.

Gaslights said, going to be nasty with four to fetal.

The big boy says, if your plan.. Is to invest a bunch of cards to score blank 42's, and the runner can't make anything happen on Centrals, you get to do that.

Gaslight says definitely has a we have obocata at home vibe.

I think it's cool.

I've never seen this card get played.

The big boy says, this is actually the second time I buffed it.

I helped play test it with FFG and got it from one net damage to two.

Gaslight says, at one, it's kind of just worse husi, right?

Big boy says, yes, LOL, it was doo-doo.

But Cleric said, this was a cool card back in the day, even at Trash 3, to be honest.

Well, now it's Trash 4.

Server diagnostics.

New ice options and reflections.

Each faction got at least one new ice.

HB and Wayland each got two . Of these five, two, four, five, six.

Hold on. On.

That math is not correct.

Okay, yes, it is correct, my bad.

There are six ice.

There's three barriers and then one of each other type, including a trap.

Let's hit hit the barriers first.

So Valdemar 1.0 starts out as a much worse Eli.

Eli is a Res 3 strength four, has two in the runs.

Waldemaraldemar is res 4 strength 2, with one in the run.

It does get one, because, of course, it counts itself as a resz bioroid ice.

For corrodor to break, this is a difference of four to break Eli versus one for Valdemar, not great.

Obviously, each bioid that comes along ups the cost by one for corrodder, but it takes four being res before it reaches parity with Eli.

Although, of course, by that point, it's doing more work on other fractors as it goes, notably, it starts costing lady more by the time it acquires its third sub.

And it doesn't actually reach the status of analog taxing eyes until it gets to that third or fourth sub prior to that is binary taxing.

And the tax of a click is not all that dramatic, although it becomes two clicks, and then it becomes three, and then it becomes unclickable.

So that's another big advantage for Valdemar over.

Eli, is the fact that Eli is always going to be two clicks.

And I, you know, if you got to, again, I was playing a stronger together deck last night.

So I saw the value of having that six subwaldemar on the table.

It can be pretty strong.

See, even coroder even needs six to get through that.

Seven, right?

Yeah, seven, because it's actually in stronger together.

It's also one more strength.

Now, I've observed before that there are vanishingly few strength tubes barriers.

Before this, there were only two.

For the longest time, there was just one.

It was just Himitsu Bako .

Much more recently, we also got spiderW.

Now we've got Valdemar.

Actually, now we've also got Bouncer.

Bouncer has that same cost profile as Valdema.

That's for Res strength 2.

And as we've just established compared to Eli, that is very bad , although these Bouncer does have two subs.

Voldemar has ways of justifying this profile, which is very necessary because it's in the same faction as Eli, Bouncer probably doesn't have to work quite so hard to justify itself, but it needs to do some work.

I mean, the corpse don't have the same.

We're good at this subtype approach for ice as the runner factions do for breakers, but Wayland is definitely the barrier faction.

In the FFG portion of the reboot cardpool, Wayland got 11 barriers, I mean, sort of, if you include both of the Morphis and O'rion.

Whereas HB only got six , Gentey and NBN only four.

So Waylon got almost as many as the rest of them put together.

And we just heard that Wayland already has a four for two in spider web. Which has three subs, making it nearly as good, it cost-wise as Eli, much tougher against Lady, so it has justified its place.

But otherwise, the other res 4 is the strength five firewall. Strength five, not two.

So what bouncer is bringing to the table is good face check value, because if there's no fracture out , it refunds half of the res price.

And at that point, when it's two for two, well, that's pretty standard, right?

Pretty standard profile for a barrier is to give you two for two.

We'll talk more about Bouncer later.

Quollak is a very interesting barrier.

It's almost like a code gate, really.

At Root, it's a R 5 strength 4, single and the run barrier, which is definitely , as they say, below the curve.

I mean, if you consider the original firewall was res 5, strength 5, this is still worth than that.

And now firewall is as 4, so that makes it, again, worse.

Hive is res 5 strength 3, so a little worse, but then it starts with five subsroutines, not just one.

Changeling is 5, 5, but it can morph into a century.

Bastion is 44, the quote like is one more.

Merumati is 24 , if it's on HQ.

Snowflake is only 14, but obviously potentially at very porous.

Now, Ashig, so for all of these, quodak is more expensive to res.

Ashigaro goes in the other direction.

It's actually 74, but it'll oftentimes have five subrines because it gives one for each card in HQ.

Or, I suppose it might have eight if you're in the world is yours , but you're probably not putting it in there.

Or if you're in CI, I guess it would have a lot.

So, Koeec needs something to warrant that extra credit cost over Bastion, or to warrant being one more to res and one less strength compared to firewall.

But fortunately, it has that something.

Three somethingomething, to be exact.

Something, one, it cannot be bypassed.

So Fem cannot get past it. Although that's probably only desperation anyway, but notably, neither can inside job.

Something, too.

If the runner already has a fractor installed, the res cost has been dropped all the way to one, like Snowflake.

Now we're talking. Because it's the same res and strength is snowflake, but you can't just sigh your way through it.

And you don't have to, I mean, the runner can't get through it that way, and you don't have to spend any more to keep the runner from going through.

It's also the same cost of res's ice wall, but for three extra strength.

So that's huge.

Something number three is if the runner has an AI installed, it's now strength 8.

And that's huge.

At that point, it's as expensive for corrodor to break as Hadrian's wall, but it costs two less, to res 5.

Or, hey, maybe six less if they don't have a fractor yet out, it only have the AI out.

And then you've gotten a 18 on the table.

So it's borderline taxing if there's no AI out, but hugely taxing if there is one.

Okay, now I'm move on to some non-barriers.

How about Ravana 1.0, the only non-original ice in reflections.

Its subroutines are very similar to the that one on wormhole.

Wormhole is regarded as the most useful of the cosmic ice from ordering chaos, because it's a big code gate that has this very flexible resolve a sub-routine on another piece of ice.

Now, in the case of Ravana, has the limitations of being both a little smaller, it's strength 5, which is is so pretty good.

A wormhole, though, is strength 7.

And it is restricted to copying only other biooid subroutines. Obviously, as much less to res is three to wormholes 9, but that res cost is a little inflated because of that ability to reduce the cost of resing it by advancing it for wormhole.

But even still, I think as the extra wrinkle restricting Ravana to other broids, it drives its res cost all the way down to three.

And it joins a minority of code gates that have more than one subroutine.

And what's interesting, actually, a plurality of those, are clustered at strength five, Builder, Shiro, Hudson, Inzuma, and now Ravana.

And Ravana shares the characteristic of a couple of those by leaning on other ice for effectiveness.

My term for that is usually combo ice, like with bullf.rog, Wendigo, Chum, Si, TLDR, marker.

Interestingly, these are all between strengths four and 6.

Now, obviously, Ravana is only useful, as useful as these other ones, if other boids are present.

But, you know, even if you only have Eli around for an end the run, you're still looking at a car that is better in some ways than Eli if an Eli is rest, because it's a code gate, which is usually more expensive to break than a barrier, and it has one more strength.

As an added bonus, it can also key off all the brain damage and program destruction that floats around on other biooids.

It has exactly the same stat line as Hudsonson, at Res 3, strength 5, two subs, so it costs Gordian Blade five credits to break, or a big second dataucker token for Yog, or then to get at least one, if net ready I is around, or always two clicks.

So very much an analog taxing ice.

The century in the pack is angler fishish, which is a uniquely advancable ice, in Gentie.

Well, of course, being Gente it functions differently from many other advancable ice.

I'll talk more about the function and uses for it later.

Here, though, I just want to examine its function in relation to breakers and in comparison with other similar ice.

So, anglerfish's strength 4, which means Mimic needs help to get through it.

But Garat and Ninja both clear it for just three.

So it's kind of on the bubble there between binary and analog taxing ice.

If you don't consider the on encounterability, What I like about angler fishish is the way that it's structured makes the face check penalty not be all that high.

So, if you just face Chuck it with no sentry out, or no killer out, the runner will take a net damage from the subroutine.

The card will get advanced, but then the runner is through, so it's just one net damage.

That's not bad.

On a subsequent run, they can get their killer out, and then, once again, we'll have to pay the net damage tax because it's been advanced, and then not have to worry about that card again, apartart from paying three credits or whatever to get through.

I mean, unless you're in tenon and keep dropping occasional advancements on it, or you just pay, I guess, to manually advance it again .

Although that seems like a lot to pay for just one net damage.

Comparing it to other net damage ice, neural kitana kind of seems like its closest comparison.

It's Res 2, strength 3 , to do 3 net damage.

Whereas angler fish is res 3, strength 4, to do one, although the next time it's theoretically two, and then the time after that one, and so on.

But that one less strength between anglerfish down to neural katana, that's that break point, right?

With mimic around?

So it's actually quite a bit better than Neurural Katana.

Well, what about cortex lock?

Cortex lock is also strength for is one less to res .

But they seem to feel different niches.

Angler fish is there just pinging away, but Cortex Loc wants to land a hammer blow in the early game, then it gets weaker.

Others also Gemini, which is res 3, like angler fish, but strength five, and if the runner chooses just to eat the subroutine, you can pay one to definitely land in that damage, and possibly two.

I don't know.

It's just interesting to look at a card and think, oh, it does net damage.

There are lots of those cards, but then you examine it and you see all these little wrinkles and variations.

The last ice we'll discuss is snickerdoodle, the NVN ice.

It's a trap.

I'll talk about the fact it has some economy aspects to it in the next segment.

But as with most traps, I think you can expect it to fire most of the time.

The tax for the runner, is giving the corporate benefit, refunding, the cost of resising it plus a couple credits and letting them draw a card.

I don't think that's an enormous deal here.

And taking a tag is part of the tax .

Now, that could be a really big deal if that server is constructed correctly.

And we got to assume that if you're playing the this card, you're constructing your server correctly.

So, mid-run, the runner takes a tag.

That turns on dedicated response team, which will do two meat damage at the runner successful.ible.

If universal connectivity fee is the next dice, now their credit pool gets wiped.

Presumably.

I mean, it's also a trap, and if they could break a trap, they probably have broken Snickerood, right?

If Pacinko is the next ice, neither having to deal with a chunky, Res 1 strength five barrier with two in the run subroutines.

If quantum predictive model is in the server, did I say subroutines?

Subroutines.

If quantum predictive model is in the server, they're running on, well, now they're tagged, so you're're going to get to score it when they access.

So for all of these reasons, I think in many cases, the runner may just decide to jack out , right after encountering it.

And then, there's Keegan Lane Lane.

As the runner approaches the next ice, or the surver itself, if Snickerdoodle was innermost, there's a paintability window, which is the opportunity to res Keegan Lane, trash him, and remove the just acquired tag from Snickerdoodle, and then trash a program.

Now, note that the runner can jack out to avoid this.

While the timing structure of a run specifically allows for paid abilities to be used after passing in ice and before being allowed to jack out, non-ice cards are not allowed to be resised during this timing window.

You could get around this by, it's the same problem that Caprice Nisse has..

You can get around this by resing Keegan Lane at the same time, you res Knickerdoodle.

I suppose there's no reason not to because , if that's what you're planning on doing is is, is trashing a program right off the jump.

Because what can they do about it?

But after the choice has been made to continue, there is a chance to res non- ice cards And bonus points, if they are encountering another piece of ice, you can just target whatever breaker they have that beats that ice .

It's true that this combo is more traditionally played with Data Raven, but an advantage that Snickerser-doodle will bring, once anyway, is forcing the tag, forcing the tag, if there's no AI out, because with Data Raven, the runner can just choose to end the run.

So here, they'll definitely have to take the tag.

Restructure, new economy cards in reflections.

Before I get into this, I've forgot to mention high stakes job last week.

I've been talking about runners.

I mean, yeah.

It's a click for six credits if you're running on a server with ice that you're sure you can get past.

So, if nothing else, it'll pay for itself.

That's's an economy card.

All right, but as for the corp side, commercial bankers group is definitely an economy card, but also, not exactly.

I don't think you're really putting it out there expecting to get the \$3 credits per turn out of it.

I mean, obviously, if you can, that's super great. Even though the first turn it's only actually a net of two because of the one credit res cost.

But if it's able to live, you're probably already doing pretty well, because the runner doesn't have enough money or time to go and take a click and two credits to trash it or click in three credits in Garin, or a lot of credits maybe in industrial genomics.

Otherwise, maybe it hides in amongst a lot of other remote surfers that are, again, also problematic.

Because it's not like you can even protect it with any kind of ice to keep that powerful drip econ going.

So really more of a come trash me card.

Snickerdoodle is also an economy card, but only kind of.

I mean, in a sense, it's a lot like special offer, which we just got in Data and Destiny.

So trap, that one is a trap, It's basically a click for five credits, or a click for four credits if it's one ice out, or if you have to play something else, one ice out or whatever.

But it only goes at a time of the runner's choosing whenever the runner chooses to run. On that server.

And again, if they don't have AI's out.

Snickerdoodle, meanwhile, is one credit to Rez and gives you three credits and a card, if you want.

Then tags the runner and trashes itself.

At his base, then, if the runner hasn't gone tag me, you've spent a click to install and a credit to Rez, assuming there's no other ice on the server, to gain three credits and a card.

So you could have spent that click on a credit or a card, and you could have spent that credit on a credit.

So you're really only netting in a way, you're only netting a couple of things.

It looks like you're gaining four things, but because between the click to install and the credit to rez, you're really only netting two things.

Then again, if you don't include the click, it's rough, you're still netting three things that's roughly the same as beanstock royalties.

It's got three credits.

Snickerdoodle's two credits and a card.

So maybe that's a little better.

Maybe a card's a little better than a credit.

But then again, you've also given the runner a tag.

So how they're paying a click and two credits.

So that's and that's three things.

So that's a fairly decent swing, right?

If you're spending a click to get to net six things, you get three of them.

The runner spends three of them.

That's not bad.

But probably less important than the economic impact of the card is the value of the mid-run tag, like I just talked about.

They're turning on things like Keegan Lane and so on.

So from that perspective, the Econ subroutine on Snickerdoodle is really just helping fund its install cost and the res or use cost of whatever nasty thing NBN is trying to do to the runner.

And that's not nothing either.

You know, being able to do that in a credit neutral way can be useful.

Okay, but IPO, which of course, stands for initial public Offering.

It's a stock market term, is definitely an econ card.

It's essentially restructure, but the threshold is two credits lower, which is very significant.

The only way is any weaker than restructure is because of being terminal.

So that reduces some interactions in that you can't get the money and then use the money right away on your own turn.

But for the most part, that's a pretty trivial restriction to get around.

Hence, why the influence was added to influence.

And as the big boy said, a lot of IDs have gotten influence buffs.

Personal evolution.

Making news.

Next design, the Foundry, Kronos Protocol, Spark Agency.

They all have two extra influence .

Hey, how about an ip?o? Harmony Med Tech got three, stronger together, and Cybernetics Division each get five.

Custom Biotics has six more. Because we built it has seven more.

So all of those can absorb the influence hit more easily.

From the Balance discussion channel, pretty early on after this deck was released, Fla Maniac says, wait, IPO has been brought in?

Have you gone mad?

The big boy said, it costs two influence.

Fla Maniac says, oh, I see..

That's less mad.

The big boy said.

It really helps the janky, high influence IDs, like stronger together.

Gaslight says beats splashing for sweeps most of the time.

So, yeah, that's a good Econ card.

Next level clearance. New original designs in reflections.

So this is a brand new segment.

I called the Runner side Connect the Dots, because that's a new card, a reboot card, right?

Same thing with next level clearance.

And of course, the first card we'll talk about here is, in fact, nextlevel clearance.

The operation that lets you trash three next ice and place that many advancements on a card.

It's a fast advance card.

From the time of the spoiler, the big boy said, this card used to be any night number, but was made a maximum of four, that's the original, to stop people scoring three points from the deck with fast track.

You can do it still, but now you also need a biotic.

Cleric said, this card seems pretty crazy, but there are a lot of things which need to align to maximize its potential.

Consistently drawing and resing for next ice is harder than it sounds, even before you consider that some runners will destroy or de-res them.

My guess is you need to plan for firing it for less than four, a good chunk of the time.

But it would be awesome to see someone break this.

The big boy says, not to mention it's less than exciting before Gamepoint.

Claire's like, yeah, blowing up your board is also usually inconvenient.

So, next level clearance has been nerfed a number of times.

Originally, it will cost one and could trash up to, as we just heard, four, next ice.

In the February 2023 patch, just four months later, it was nerfed to cost three instead of one.

The big boy said at the time, I'm actually very happy with this card and how it diversifies HB Fast advance builds.

However , closing the game by fast advancing a 4-2 from zero credits is a bit silly.

Giving it a little more cost opens some doors to interaction, like buying a turn by siphoning or vamping.

It also may slow down the corp one turn, or stop them resising in ice to hold money to play NLC.

This isn't a huge change, but the card is quite strong, and can absorb a small nerf that removes an annoying use case.

Then a year later, it was nerfed to cost four.

Being booster pack cards, I'm more comfortable being aggressive when balancing Valdemar and NLC than with a card from the core pool, like Breaker Bay Grid.

Although I believe these cards are healthy,, they are still proving to be extremely powerful pieces for what is right now the statistically best faction.

These changes are more about overall faction and side balance than about these two specific cards .

The issue is not that they, in particular, are too strong, but that their faction does not need them to be as strong as they are.

I am certain they will both still see quite a bit of play.

Then, just a few months later in July, the same time, the sniper received its last nerf, Next level clearings was buffed back to three costs, but Nerf to be up to three ice instead of up to four.

So after talking about snipers,, the big boy says, the other problem, child.

I felt like the case where someone with four next ice scores a 5'3 with this would be fringe, and it mostly is, but it turns out that even as a fringe case, everyone seems to be a bit tired of it.

You can still score a 4-2 with NLC, but you can no longer close out the game. From four points.

With this change, the cost Nerf from three to four of the previous patch is no longer necessary.

Uh, let's see.

This is from right after the Nerf to.

So March of 2024, a conversation largely between Eowashi and the big boy about MCA austerity policy, or that's where it launched from .

That was originally released in the Red Sand Cycle and HB asset, with a res cost of one, trash cost of three.

And once per turn, you could click to put a power counter on it and then basically suck a click away from the runner's next turn .

And then for a click and three power counterterts and trashing MCA austerity policy, you'd get four clicks.

So you're basically banking your clicks for a future turn and reducing the runner's's ability to do anything for a while.

Although you have to leave an asset sitting on the table.

Although you're probably leaving that in your well-protected server, that when you trash it, you're going to shove an agenda into.

A, Iashi says, MCA is fine without RP and ETF.

I like it more than next level clearance anyway, as the runner.

The big boy said, I believe strongly in powerful late game wind cons that are useless or bad early.

The issue with MCA is it's strong immediately.

So it's both a win con and a tempo card.

As much as NLC does, it's burning a hole in your hand for the first 95% of the game.

Iwashhi said, yeah, I don't like those much.

They feel inevitable.

I'd rather play something with a trash cost.

The big boy says, well, they're only inevitable if you don't do stuff as the runner.

When you take away good closers from the corp, the runner starts just playing control.

And when responding to the do stuff part, Ayowashhi says, yeah, if you you run imp and parasite and all that jazz, Big boy's like, no, just steal agendas and contest scores.

I haven't had a 5'3 scored on me with NLC in ages.

I think it's only happened to be one time, and I was getting smoked anyway.

From games I've played and watched, the issue is not the NLC , is that they gear checked four points behind a next silver, and you did nothing.

Iowashi said, I scored a bunch even against people that trashed my ice.

Just Jackson it all.

It'll come back.

Big boy says, and, and you can still steal the 5'3.

Iwashi says, I installed next bronze like five times.

They're having overlapping conversations and comments here.

See, this is the thing.

This as an aside.

Maybe I've said this before.

My preference is to say everything I want to say in one post and put it out there.

But there's something about the generation that's a little younger than me that's like, no, I'm just going to say one line and shoot it out there, and we'll just keep track of the fact that I'm responding to something that you said two sentences back and then you're and then , man, it, it's it's unnecessarily confusing.

Anyway, the big boy's closing comment here.

It's not like it's undisruptible.

If you people were fasttracking for five threes and scoring them from deck, I agree that would be a bit much .

Like parasite specifically is good versus next ice, but board control as a strategy is really bad versus HB fast advance.

You also don't see all the games that you lose earlier because your NLC wasn't a useful card, like, if it could have been an eCon card, and if it's in your opener, you're losing wind percentage for sure from that.

Or maybe it's overkill as a wind con, and ash would have been enough and would have been good faster.

None of this is to say NLC is bad.

It's just that it's the type of card where it's easy to see all the ways it's strong and hard to see the ways it's hurting you. Much like scorched Earth, except Scorch can win the game from zero, a key difference.

And one final comment about this that the big boy made just in the last week or so, they were talking about something else.

I think they were talking again about null signals, recent , patch, recent band list.

And he said, if I had divine design skills, I'd make an infeaction HB card that can sub for caprice, but not quite as good.

But I have no idea how to do this.

Closest thing is aggressive secretary.

I kind of tried with NLC, but I had to keep nerfing it.

It's a hard puzzle.

In the booster bracket, NLC only came in at number 39, which is in the second round that it went out.

So I didn't note there who it lost to or what it lost to, but it must have been lost to something really good, because in the tier lists, all of our four rankers put it as S tier.

And as an aside, not all of these players balance their tiers the same way.

Like they don't have the same number of cards in each tier.

Gaslights corp D tier is quite large, for example , with 15 cards, ranked way down there, whereas Goblin mode only has five, Gamma only two and Fluffy one, only one in the D tier.

So you're more likely to hear D from gaslight.

You're more likely to hear S from some other players.

That was next level clearance.

Let's move on to Valdema, 1.0, the boid barrier that gains an end-un subroutine per res biooid ice.

Obviously, the name of this card, if I haven't made that clear already, refers back to the Valdemar deck that we've discussed here before, originally back in episode 17.

That deck is basically a glacier deck that aims to score mandatory upgrades.

In the early days of his blog, the big boy said he learned a lot about how to play the game from playing that day deck.

This card is a reference to that deck, more of an homage, maybe, because the Voldemar deck only ran a couple of biooids, and this is very much focused on biooids.

At the time of the spoiler, Zaly said, I built a deck with this and foundry, and it's also pretty sick, so not just good and stronger together, but all my favorite Jank HBID.s.

Cleric said, yeah, both of these cards, that's Valdemar and next level clearance, seem good in Fry.

Probably not at the same time.

But if I recall correctly, the intent wasn't really to help out Fry, but stronger together and next design, respectively.

The big boy says, Fry also.

Zaley's like all the underplayed HBIs, yeah.

Feel similar to Jinteke cards where they can slot into a lot of underplayed decks.

So it's been nerfed twice.

Originally, there was no limit to the subroutines, and that was nerfed to a maximum of six, just four months later.

And the big boy said at the time, I'm very happy with this card generally,, but it has the occasional game against non-parasite runners where it gets completely out of hand for a three-c ice.

I wanted to have a high enough payoff to warren building around, But I think six subs does this well enough.

And then originally it cost three to res, and then it was NERF to four in March of 2024, the same time as next-level clearance was nerfed to cost four.

And it was the same comment about being more comfortable , balancing a booster card, change changing that than a core card, and the issue is less with this card than with HB as a whole.

A few months later, Mason H asked, is there data on which IDs aren't seeing much play?

Is there any thoughts to giving them buffs?

And the big boy said, at this point, although ID buffs are possible, the preferred way to support offbeat IDs is with card releases.

For example, recycling plant for industrial genomics, adaptive net brains and angler fish, for tenin and because we built it.

Voldemar 1.0 for strongerog, etc .

The IDs that are used in precon are very unlikely to ever get changed, since I'd like to keep the precon lists static.

Anarch IDs are hard to give huge influence buffs to, or else they run a bunch of siphons and it gets gross fast .

Same goes for criminal IDs and the DLR package.

I think every shap or ID is playable, except for a professor, who is always going to be a casual ID.

In the booster bracket, Valdemar lost, finished number 65, which is very low, only about 12 points in a play-in run.

It lost a subsidized processor.

But it is given a B tier ranking by all of our judges.

Thistle is an asset that lets you gain a credit at the start of your turn, does a net damage when it's trashed, and comes back after you score.

Cleric says, I wonder if you play this in PE as just a regular econ card, as in just drop it with no ice.

If they trash it, you'll probably get it back at least once, and if they don't, it's pretty decent.

The PE probably wants to go a little faster, though, and keep the pressure up, so maybe medical research fundraiser is a better fit.

Big boy says, it's good in PE, I think.

Gaslight says, phew, unique pip.

This does mean you can still recur three at a time, though, and just res 1..

Some juice, if Turtleback is on the table.

Big boy's like, yeah, that's right.

But I don't know if you actually want to use three slots on it.

Maybe you do, though.

Gaslight says, yeah, the damage only prox if was arrested anyway.

The big boy says, yeah, interesting. Choice if they check it unres.

You pay one to do one net, sometimes worth it, sometimes not.

Claire said, I think if you pack three of them, the runner probably just lets you keep them.

Even with turtlebacks and getting to install copy two and three from archives, I don't think the math is great.

You're only dripping for one.

And then there was a pre-release buff where Thistle would do the net damage on track trash, even if it was unres, so that kind of obviates some of that discussion.

In the booster bracket, it finished with 17 points at number 45, losing to sniper, as a bad matchup for it, I think, because it was rated quite highly by our judges.

Gaminet gives it S tier, the other three rank it as a tier.

Angler Fish, are advancable sentry, where an advancement triggers a net damage on encounter, and then the subroutine gives a net damage and advances it again.

Cleric says, Nice to see Genteki finally getting something infectioned a trick of light off.

This one also probably works well in PE.

I also think of combos with satellite grid, LOL.

Big Boy says, oh, satellite grid is a funny one.

Not great with trick of light, though, unless it's unres.

Cleric says, yeah, you need to plan a little for it.

So probably you'd still really want an ice wall if you're doing that.

But before this, there were zero whites you could trick of trick of light off.

Trick of light off, if I recall correctly.

Gaslight says, oh, does satellite basically auto- restore the counter?

Cleric, sort of.

It means the ice is always considered advanced, so the the encounter effect always fires.

It does try to remove it, which does nothing, but the net damage still happens.

I'll say that I lost my other game that I played last night, to somebody trick of lighting in tenen off of angler Fish.

I was in the middle of saying, you know, you don't putting a second advancement on that anglerfish isn't really going to help you, and then they trick of lighted off it and won one.

I'm like, oh, okay.

Yes, it'll help you in that situation .

Before release, the subroutine was just due one net.

And then they also, it was also buffed to place in advancement.

That was where that was added before the actual full release.

Then just a few months later, in early February of 2023, Bokin, who I think is Ben Nee, correct me if I'm wrong, asked, how is angler fishish different from Kakugo?

Kakugo was originally released in red sand, a Gentech Barrier, with a resid cost of four and a strength of one , and when the runner would pass it, it would do one net damage.

And the subroutine was and the run.

Whereas anglerfish is a Jintequ centralry with a res cost of three in a strength of four, and it doesn't net damage on encounter if it is advanced .

And the subroutine places that advancement and does the net damage rather than ending the run.

I would now look at these and say they'd do the same thing.

But there was some similarity here from Biokin.

So the big boy says, you have to invest a lot to make it work.

Max one time per turn trigger, hard to maintain on more than one server.

Biokin said, I've played against PE today.

They could keep up, just advance with whenever it's down.

Big boy says, that's insanely expensive.

Biokin, one on R&D and HQ.

They have 17 influence, and IPO.

The big boy says, what were you playing??

BOkin says, Kate, I beat them only because I had Levy.

Ran through my deck once, plus 20 cards.

The big boy says, yeah, but almost everyone has tools to beat it like like that.

I only beat it because I had parasite.

It is pretty nasty versus criminal, but PE always has been good versus criminal.

And if you really have a problem with it as criminal, you can slot feedback filter for one influence and gain like 20% . 20% more likely to win, I would say.

Also, Kate draws more cards than almost any deck, B.Oken, ah, so we're falling back on feedback filter now.

I've had strong feelings about that in the past.

The big voice says only for criminal , and only if a ton of people are on it for some reason.

I think if a normal number of people are on PE, you don't slot that.

But if you're in a deranged meta, then it's a release valve for that.

Anarch has parasite and I've had words, Scher has levee, or mopus, which means not having to draw many cards.

Bokkin comes back, which brings it back to the original question, is basically Kakugo.

The big boy says, I think a cugo would be bad in reboot, to be fair.

Zero face check value.

You have to be all in on it for it to be good, and then you die at a parasite , because it's strength won.

Biokin says angler fish is cheaper to res and has face check value, and is more expensive to break.

Granted, the advancement is expensive, but it's doable with a basic action cost..

The big boy says, I have not had this experience.

Biokin, basically, I'm not sure the meta needs such a card.

The big boy says, how many times do you really run through it?

Biokin says, that game, I ran at least six times.

The big boy says, and why?

Just do nothing.

Biokin says, between two centrals.

Gaslight says, I think angler is okay on remote, too.

Angler, fetal Musashi, get obode, son.

It's a reference to obakata protocol, 53 agenda from red sand that cost four net damage to steal.

He says, it's actually a six-net steel in PE.

The big boy says, yeah, I think that gameplay is fine..

You can stop it with I've Had Worse, quality time, et cet.

Or just have five cards and four clicks to work with.

Biokin said, I'm not sure why we're printing ice that actively discourages running, even with breakers out.

Big Boy says, it's okay to have some Jinteke cards that discourage running, especially because not running enough is hardly a problem reboot has .

Over half the top wind rate decks seem to run constantly.

Zaly weighs in, I also have been pretty chill versus angler fish as Krim.

I honestly think it's almost better versus shaper, because their killer solution is so poor.

As Krim, you can just install sniper and then siphon them through it.

I'm not sure how they score out without fast advance.

It does make it pretty hard for Gabe, I think, but Gabe is honestly really strong.

The old other thing about PE is if they are playing that build of Ben Fal angler.

It's a big deck building commitment, and they're cutting corners elsewhere, probably, or probably Econ or never advanced traps.

Gaslight said, I think PE jammed behind remote angler is good.

I haven't been too poor with IPO and thistle.

Crim, you get siphon, though, who knows?

Zalalie said, yeah, you cut the Gila hands, though, right?

I think that's what it's holding together the Crim matchup.

That's my experience, at least.

Jam behind Angler is super strong.

It was Nerfed once.

Originally, it was Tuderez.

It was Nerfed just fairly recently back in May as three de.

The big boy said, Angler Fish does a lot of work for just two credits, and people are starting to figure out competitive PE lists.

My version zero design of this card cost three credits, but it felt quite weak in testing.

Since then, PE has gotten and is about to to get more tools, so the extra power on anglerfish can go away.

In the booster back bracket, Anglerfish made it to number 30 overall, actually, the Sweet 16.

And in the tier lists, is mostly rated ranked as an A tier card.

Gamina gives it a B. Snickerdoodle is a trap that has a sub that says the corp gains three credits and draws one, and the other one is it gives a tag and then trashes the card from the spoiler.

Big boy says, right now, the world is yours and making news are doing everything better than syncs, so the goal was to make something especially good for Sink.

And it was buffed once originally.

It was just the gain three credits.

Justice a few months later, it got that draw one as part of that subroutine, because the big boy said, Snickerdoodle is a cute card, but had a deck slots problem in an archetype that already struggles to fit toys .

By adding a card draw to the first subroutine, it makes it easier to fit the card in an ice or slot.

It also creates some fun gameplay around situationally choosing not to res it, like during an indexing run.

Back in July, Fluffy One did a tier ranking of all the ice in the game.

An R2 Devo made this comment, after seeing both snicker-doodle and Special offer in the D tier of Fluffy One's list.

He says, I think they're both underrated.

They are really nice. In your opening hand.

You look like you're playing defensive, but you're really playing greedy.

And if you mix in one or two nasty surprises like Cortex Locke, they can't take the chance early.

Then in the late game, you can slap one in front of your toll booth so you can afford it when they thought you can't.

You couldn't, rather.

In the booster bracket, though, it's one of the lowest ranked cards..

Out of 83 cards, it came in number 78.

After a first round loss, a fifth order loss.

It lost to Karem Hamdan, which in turn lost a subsidized processor, which in turn lost a patent acquisition, which in turn lost a smashing spree, which in turn lost a Dionysius bagbiter.

So that's why it has such a low score.

It was given a C tier ranking by Gaminet and Fluffy one, D tier, by Gaslight and Goblin mode.

So I guess Fluffy One maybe was swayed a little bit when he originally had it as a D tier in that earlier tier list.

Kampala City Grid, the region upgrade that forces the runner to pay four credits just to run on that server, the big boy said at the time.

Tag decks are having a hard time against tagme, since it's hard to slot enough tag punishment without having too many blanks early game .

The goal here is a tag punishment card that can still be played for value early and that synergizes with other punishment cards, like closed accounts and resistor.

It has been buffed once.

Originally, the runner paid three, and now they pay four.

That was changed a few months later, and the big boy said at the time, I've seen a fair amount of experimentation with this card, but it seems to get cut a lot.

As it's not that deck lot efficient.

Making it a little higher impact should help.

Now, while it did make the quarterfinals, that would be the final eight cards of the booster bracket, it did only finish ranked number 19., but it has a very low ranking by our judges, mostly giving it C tier, gaslight putting it in the D tier , and cleric saying in response to that, compala city grid and meme tier is a crime.

Gamina said, I love the design of that card a lot, but it's never felt hugely impactful in a game, unlike self-growth program or other tag punishment.

Cleric said, I may be biased, but I really like it.

Mankuki said, in my estimation, Kampala is very often solidly fine.

Gaslight is not that his text is bad, per se.

I think I weigh more on the slot cost of a lot of these cards.

Gamina says, which is generally what I meant by extra seasoning.

It's a cute card, but 95% of the time, its slot is better as something else.

Bouncer, moving on to the Whalen cards, a barrier, which has, again, the subroutines will fire if on res, if there's no fractor., and those subroutines are gain two and end the run.

Here is the R EDB review from Goblin Mode.

Wasn't really into this when I first read it, after careful reconsideration and after getting absolutely bodied by it, my assessment is the following.

It's quite good.

Coroder breaks it for two, one, if money is the issue.

That's pretty all right, bad for a four credit ice.

Hence, its strength lies in the additional text.

You just get kicked out if you don't have a fractor.

Also doesn't seem super interesting.

Fine, you kick me out.

I just come back with a fractor.

Doesn't every ice work like that?

What this ice deals with very well, however, is any kind of the very prevalent surprise tools that most runners have and often rely on.

I'm talking about self-modifying code, especially with run events.

If you don't pre-install, you just get kicked out before you can grab your breaker .

Street peddler, same thing.

Inside job, no fractor?

Buy.

Any kind of AI that suddenly can run the remote with three ice on it?

Nope.

Fore influence means you won't really see this outside of Wayland.

Runners against Wayland, therefore, have to think about pre-installing their fractors on important runs or face checking more.

Facecheck is, in my opinion, better.

You don't want to give an unnecessary discount to Quak or lose your fract to a century.

Corps should assess what runners, especially run events they are most scared of, and place and res this ice accordingly.

Should probably be at least a 1x in every ice-heavy whalland list, and thus just adds to the things runners have to consider. Review was posted a couple of years ago in a more recent conversation in the Balance discussion channel, Manta, who was previously known as Jolar Binks, says, does Bouncer have any application business besides AI hate?

Stops inside job.

Gamina said, stim hack hate.

Manta said, I don't follow.

If they have a fractor on their stim hack, they'll they'll get through anyway.

If they don't, they wouldn't have anyway.

Gamina says also can mess with a shaper face checking with self-modifying code.

If I have a fractor on self-odifiedifying code, workshop, or clone ship, I have to pre-install with StIMHack money or risk just getting booted.

Also, funny chameleon hate.

Twoopl, says, yeah, it's a 90%0% a solution to inside job, self-modifying code STIMHack for Rushy Whalland.

Goblin mode says, smooths out Whand rush.hes ugliest matchups.

The Flakmanac.

It's not uncommon for the shaper to imperiously run last click with self-modifying code, thinking they can definitely get through any single layer, and bouncer stops that.

Manta, that's a good point.

But by the same token, it doesn't really punish them either compared to other things that can happen when you're run last click.

Dunchch 97, also really nice against criminal with inside job.

Flackmanac.

Sure, if they blind inside job, you're unresised single layer, Mankuki, not as rare as you might think.

Flamanac.

Yeah, it's not that rare, but every time the runner does it, I'm like, why?

Manta.

I also like that it can flex between fast advance and Glacier, although without calibration testing and reboot, it probably doesn't have the tools to be better at fast advance than ETF.

Flack.

Mac, following on with his Y question.

They just don't want to know what my ice is until it's time to burn an inside job.

Muki.

Because face checks are scary.

Manta, I'dall too lurks around the corner.

Gamaminet.

Sometimes, if it's enigma, I'm ruined, so we blind inside job.

But you're correct.

Usually it's correct to face check before you run.

In the booster bracket, it came in at number 37, losing in the first round two subsidized processor.

Everybody's losing to subsidized processor.

In the tier lists, though it came across with almost straight A's, Gammon at even giving it an S tier for Bouncer.

Kole is the un unpassable barrier, with which, if the installed, if the fractor is already installed, the res cost is lowered.

If there's an AI installed, it will it gains strength.

It also just has an end the run.

Just a couple weeks ago , Gamaminet posted randomly in the lore and Aesthetics channel on the reboot Discord.

So I was curious about what Quo was about, and the creator of Kevlar is Stephanie Quollk.

Neat stuff.

From the time of the spoiler, Volatar says, this is some wild AI tech.

Five for eight strength is good.

But since corridor is often used, even by AI tech, one for eight is incredible.

Even just one for four is good, though.

Nixs asked, is there a reason for such specific counters?

Zalaly said, so, in my opinion, I think it's to support slower Wayland archetypes.

Right now, if you're Wayland, you can't play slow, except Blue Sun, because the combination of Atman and Inti is so hard to overcome.

Then for decks that are fast, this opens up and opens a new archetype because it doesn't work with trick of light, so it needs new support cards.

Seems pushed, for sure, but hopefully fun to play around with.

The big boy said, this card is meant to reward naked face checking.

Resising this versus no cards installed really stinks.

But if the runner sits there and sets up before running, you get good value.

Wayland has a ton of options for the mid-range barrier slot.

So my hope is that people run some package of three or four one-ups rather than just three of the best one.

And I like that the way you play around this card is to run it early.

Yestin said, the abilities really fit the Whalen style of ice pressing on the runners's play patterns from different directions.

All built into a single and the run barrier.

Nice.

In Fluffy One's review from July of 2024, this is not part of his series of reviewing the Little Boot icon, He says, this helps revitalize Wayland's shaper matchup. Being the best Atman tech ever.

Also really good against criminals with femme fatal and inside job.

You will never think, why did I slot this?

If there is no breaker, you will always bounce the runner.

If there is a fractor, this is only one to res, a huge bargain.

The runner could play around this by only SMcing a fractor after you res, but Bouncer makes that stupid.

Immune to night, unless the runner uses Ice Carver, net ready eyes, or dataer.

He ranks it in 8 out of 10, calling it a top three Wayland Barrier.

From the Booster bracket conversation, which was a little bit after that, Fluffy One said, this is so cool, since his most powerful against the stuff that Wayland usually folds to and is still super on color pie.

Two Clark said, it's a weird card.

It's pretty bad if you have to res it for five, unless the runner has an AI installed.

Every time I play it, I'm like, wow, I thought this would be better than it is.

Fluffy one said, every time I hit it as a runner, I'm seriously annoyed.

It's really good in Rush because then there is no bad use case at all.

Two Polar says, well, the bad use case is that you paid five to end the run.

I don't know.

I'm always so sad to resza for five.

Like, I could just play ice wall and be not broke.

Fluffy One says, and now you have a res piece of ice and the runner doesn't get into the remote.

I never play more than 2x, though.

Gamina said, I've imported this as a one of an ETF a number of times.

It helps the Atman issue.

Also, resing for five is just a bastion that can't be bypassed.

And then just to reiterate, as goblin mode indicated, Bouncer and Kle are such an excellent duo to show up in the same pattern.

With Kle, you'd prefer to install your fractor on the fly so that the corp doesn't get an enormous savings.

But with Bouncer also a possibility, installing your fractor on the fly just means you get stopped, and the corp gets a refund.

So you've got to pick your poison there.

In the booster bracket, Quolac came in at number nine, after a second round loss to walrus, is ranked generally S tier by our judges, Gaslight, giving it an A. And there is some commentary on your eight reboot originalin cards in Reflections.

Ghost branch.

Shipment from Ten.

Or as it is often referred to on the Disord server redacted.

So originally, shipment from Tenen was released in the Red Sand cycle, Agent Techie Operation with a cost of two and three influence, and you can only play it if the runner didn't successfully run on the last turn and would place two advancement tokens on one card.

So this was originally in reflections, rather than political dealings.

But it's a really strong card and turned out to be too strong.

At one point, part of that anglerfish discussion from February 4th of 2023, the big boy asked Boken, do they have shipment from Tenan?

Because in that case, that card is the real problem and is getting addressed.

Biokin says, obviously, shipment from Tenon is one of the few Wons.

The big boy says, I wanted to try it out, but sadly, it's too good at what it does.

I think without shipment from Tenon, this kind of turtleup deck doesn't work.

And sure enough, three days later, it was removed .

And here is the comment that the big boy had at the time.

The intent of this card was to introduce a new wind condition that promot promoted intaction, which was the same reason we let it through playtesting at FFG.

I thought it would be a fun and healthy addition to the meta, and although it is certainly more okay than it was in World's PU or when NSG bandit, it still leads to play patterns that I think are unhealthy.

The worst of these is scoring a high- value threat 3-1, House of Knives, or superior cyberwalls, on a very early turn when the runner takes a standard setup turn or just needs a one turn break from running.

And so, political dealings was included.

He said, to make up for the removal of shipment from Tennon, this is a new wind condition for Forge intecutive play around with.

Ind Enjoy.

Some later point, or actually, I guess it was right around the time of it was right around the time of this being posted.

The big boy said, shipment from Tennon was an experiment for sure.

But this is why the parch model is so good.

I'm not sure what parch means.

Patch., it's a patch, because we can try stuff and then fix it.

Muru said, when I saw you put shipment from Ten in, I was like, wait, that doesn't make sense.

I thought this guy knew what he was doing.

The big boy says, I still think it was almost okay.

Bokin said, shipment from Tenin did nothing wrong.

Muru, don't mind me.

Just stuffing three of them into HB fast advance.

What could go wrong?

Sanan remo. For cowards, apparently.

So, yes, if you see anybody talking about redacted, or there was a comment fairly recently, I think it was, again, Manta saying, any chance of getting shipment from Tenin?

And big boy's like, never heard of that card.

So, uh, yeah, that was tried and it was pulled.

It stuck around in the game in the pool for about four. Months.

And again, that is the advantage of a situation where you can just ban a card.

What's the deal?

I mean, nobody's invested any money in it.

What difference does it make?

So, there you go.

Many of the cards discussed in this week's episode are linked in the show notes.

Music is from Alexi Action, the website, the reboot Pro homepage, go to Netrunner 2.1.com.

You's see links there to the Discord server.

Those are also in the show notes.

In the Astroscript pilot program this time around, rather than move on to the first section about Mars and the worlds of Andrewroid book, I should do what I should have done last week, which is to bring you the flavor text from the Equiko Nise insert in Rain and Reverie.

And rather than just have that one, I remember, you know, way back in episode 5, I read the Gabriel Santiago flavor text from the Revised corset.

And my intention was to do the same thing for the other two runners in the revised corset, but I totally forgot.

Well, we are approximately in the area relative to dataata and destiny where the revised corset showed up, let's say.

So I will include those other two as well, which is the Chaos Theory five yearsears on and Raina Roja.

Thanks for listening.

See you next time.

Chaos theory .

Freedom wasn't new, exactly.

Chaos theory had always been free, ever since she'd been born.

Invented, really, when Olivia was 13.

But chaos theory had only ever lived on the network, and her freedom had been a curiously limited thing of skating around the edges of rules.

The freedom she enjoyed had been bounded by her physical self, by her need to be Olivia , and go to school and keep her dads off her back, as much as by the laws and parameters of the network, the ice, and the corpse.

Chaos theory had gotten good at getting around both those sets of limitations.

But now, she could be chaos theory all the time.

She stood in the middle of her own apartment, well, more of a squat, but she liked to think of it. As an apartment, because it's not like she was homeless, not like she was a De San Francisco.

Four walls, three and three quarters walls anyway, a roof, power, water, and an illegal network tap.

What more could a girl want?

Her dad's didn't understand.

How are you paying Brent?

Daddy had asked.

She didn't know how to explain the way that El Baro Sombrio's shadow economy relied on favors, so she just told him not to worry about it.

She wasn't worried about it.

Much.

Is this all you're taking?

Poppy had wondered over her single, sad box of clothes and toiletries.

She'd added a box of knickknacks she couldn't bear to throw out in front of her parents.

Maybe she could pawn them if she needed the cash.

They still wanted her to go to school, go for the corp engineering track at LeveeU like Daddy.

That would be the safe life, the boring life.

That would be Olivia's life , and chaos Theory wasn't having it.

Freelancing for indie code shops was enough for now.

It gave her pocket money for food and gear.

Doing odd jobs and favors for Rotor, the B boss, kept her flat safe and kept the power and water flowing.

Most recently, she'd sorted out a little records issue down at the NAPD and got his mini hopper back.

And Rotor had contacts.

He had other friends who needed jobs done, who needed a runner, some of whom could pay pretty well.

Some of those jobs were more illegal than others.

Some of those friends were were tri off, she was pretty sure.

She was free to not take those jobs, of course. Also free to starve, she muttered.

And donunno, Dino.

Is that the life I want from me?

She perched on the stack of crates beneath the hole in her wall.

It was nice, like a window.

New Angeles had a perfect climate anyway.

It never got cold.

Who needed walls?

Just put up a tarp when the acid rains came.

This is fine.

No one had said it heading out on her own was going to be easy.

Dinosaur's plush green head turned to watch her, but he didn't say anything back.

His personality suburbines were pretty basic.

Not much expanded from where they'd started when he had just been a Sunshine Junction toy, what, six years ago?

When I imagined. Getting out on my own, doing odd jobs for the Trioph isn't where I saw myself, you know?

Yup, said Dino. But it's not like I don't want to be a runner.

I mean, the way people talk about noise, about Mac, those guys are legends.

They've done amazing things.

She sighed, leaned back and watched the rain.

Is this what freedom really is?

Free to worry about whether I'm doing the right thing?

Free to stress out over where my next paycheck is coming from?

She glanced over at Dino, who yawned and threw a dizzying array of vert panels out of his mouth, hovering in the air near her.

Messages, server diagnostics, notes from herself, all the projects she'd left half finished to move into the new apartment.

And a gentle suggestion from Rotor as to her next gig.

Freedom doesn't taste as good as I'd hoped, she said, picking up her neural amp.

Okay, we do this job for Rotor, then I can pick up the white rabbit thing.

She jacked in.

Lana Roja.

She fell up toward a shimmering surface like that of the ocean, and broke through into the chestboard..

Red and white pieces marched in their serried ranks , pawns doing battle, and de-resing in an explosion of vauxhall's.

She touched down on the board in the red Queen's space.

The sixfold chess board was her battlefield, the red and white pieces, the soldiers's.

Somewhere beyond lay her goal.

The military records, somehow, for some reason , now in the hands of an NBN subsid, records that should have been purged, that she should have She was letting herself get distracted.

She focused her attention on the board, on the white pieces, stubby, irregular pawns, erratic, dangerous nights, swift moving, disruptive bishops.

They were a threat and a puzzle, one that she had to solve quickly, or she'd wind up tagged.

And tagged is halfway to fragged.

She sent her red pieces forward with a wave of her hand, ripples of rouge ponds marching in flagrant disregard of the rules of chess.

Not that runners were big on rules, and the only rule is victory.

While the pawns moved forward and died under the onslaught of the White Knights, she flipped herself up to the chessboard directly above her head.

The ceiling of the six chessboard room, where yet more red and white pieces did battle.

Each movement, each shift of herself and pieces, reflected an action within the server, a line of code compiling, or a subprocess crashing, or a function call.

The raw data crashed like a tsunami.

No, Don't think about that.

Like a fire hose into her mind, filtered by deep red and her BMI and her own training into this metaphor she saw around her, this cayisa.

It was almost impossible to interpret what the movement of the pieces truly meant in this fallalse reality, but it was preferable to the alternative.

White pieces res on all six boards, smashing through the red piece pieces and hunting for her.

Time always favors the side with more resources.

Rena's chess set lacked a king.

Checkmmate was when the queen fell.

But just as in proper chess, the Red Queen was the most powerful piece on the board.

Rena streaked forward, slashing through a white night with the edge of her hand.

She gestured, and a red rook appeared before her, then went barreling ahead, smashing white pieces out of the way.

Her heart pounded in her chest.

Was it her heart?

Or her brain lying to her?

And the white pieces flew past her too fast to see.

She flipped again, up and to the left to a new board, where her red pawns were still managing to hold a patch of empty space.

A chime sounded in her mind, and a new white piece reised, an enormous king that broke into the sixfold board from outside.

It flickered like static, becoming an imperious winged figure , somewhere outside reality, then became an ivory king once more.

It was fighting against Rena's paradigm. Trying to create itself within her imposed reality.

Dangerous.

Arena hurled herself at it, creating nights at her flanks and encircling the white King.

She trusted in deep red, in her subconscious, and in the lock that had carried her so far.

The angel king's ethereal wings lashed out, smashing a knight to Vauxhall's.

Then it was a chess piece again.

Rena dashed forward, felt her attacks skitter harmlessly off the thing's smooth marble surface.

Attack when the enemy is weak.

Retreat when the enemy is throng.

She was doing the opposite.

It flickered again, spreading its wings, holding aloft a torch that burned like its eyes.

Now, she struck and pulled its heart out.

And data began scrolling through her mind.

Names, dates, incident reports.

José Raffier Cruz, the one name she couldn't ignore.

She pulled up the file and felt the bottom fall out of her world.

Akkiko n Sometimes aiko lost herself.

It happened when she was asleep, or high, or jacked in, or just spacing out in a crowd of people.

She'd be flowing through dreams and memories, some hers, some not.

It was like a run.

Running felt like dreaming.

Dreaming like running.

There was a logic to it.

She could make sense of everything, make it all fit together, but that logic evaporated as soon as she woke up, jacked out, memories tearing away from her like old cobwebs.

So was she running right now or dreaming?

She couldn't remember.

She was lost, somewhere in her own memory.

She swam through a flickering and colorful crowd on a Hong Kong Plaza street.

This must have been five years ago?

Six?

It wasn't long after she'd run away.

She'd had to learn Cantonese.

It hadn't taken long.

Everyone spoke English, but the Triov looked down on you if you didn't speak Chinese, too.

This had been a scary time.

Jintki's samurai had gotten close.

It was why she left Hong Kong not long after.

She could feel the samurai closing in on her, moving through the crowd now like hunting sharks.

She fought her way to the edge of the plaza, ducked behind a noodle cart as it trundled by.

There was a hatch there to the under city, to safety.

She fumbled with the keypad, pulse spiking, whirled, thrumming around her as blood pounded in her ears.

She looked up, saw a bronze skinned bioid staring at her.

The code flew into her mind, and she hurled herself through the hatch.

Has that happened to you a lot?

I suppose.

She climbed through the hatch into Budapest.

When was she in Budapest?

Right.

It had been for about a week.

She barely saw any of the city, except the clone slums.

She was there now, amid a mass of clones and broken humans, a single bioid, trading scrip for a hot meal, the plastic currency rough in her cold fingers, in their fraying half gloves.

She'd known she could trust that soup stand.

The one down the way had a grisly habit of recycling dead clones into the pot.

How had she known that?

She couldn't remember.

She blew on the soup in her hands and stepped out of her memories into a humming room, a facility.

That was the word. Facility.

Not a building or a squat or a tavern.

Could be anywhere in the worlds.

Could be on the moon, was on the moon, she suddenly knew.

She'd never been here.

She was lying on the hard metal table in the center of the room.

My memories, this time, a test waking.

You have a mind.

A kiko flowed like water through it in awe.

I've always thought so, under a sufficiently broad definition of mind.

The dream stiffened, hardened.

She wasn't alone in here.

The world spun on its axis on her.

I want to wake up now.

The moon.

Neo Tokyo, all lights and shadows and flashing color.

Mumbad, experienced as a tapestry of smells.

Shiloh, a wasteland of heartbreak.

Kampala, a tower rising to the.

She'd never been to Kampala.

Places flickered past, and old friends, old lovers, men and women, and, yes, even even clones.

I want to wake up.