

This is 2.1, a Netrunner Reboot Project Podcast, Episode 110, The Thickest Knots.

Hey, this is Remy.

The title card of this week's episode is Gordian Blade.

W which is from the corset, of course, of course.

Its Flavor tech simply says it can slice through the thickest knots of data .

And Gordon Blade itself is a reference to a, I guess, Greek myth.

Maybe you'd call it or legend might be a better word.

The idea that there was this knot that was so intricate, it was put together by the priest named Gordius, but the prophecy, the legend was that whoever was able to untie this knot would be able to be king over whatever area.

And Alexander the Great came upon it, and rather than try to untie it, he just took his sword out and sliced through it.

A lateral move.

So, anyway, that's's Gordian Blaine.

And as far as why it's the title card, it's because I'm going to move into a big part of this episode is going to be about the third article in the series by E elusive about the skills of Nut Runner.

And it's specifically, he uses this metaphor of your your deck, or maybe it's just your tools of playing the game, being like your sword.

And Gordian Blade is literally a picture of a sword.

So it's just that simple.

But really, the whole nature of this episode is to existamine the concept of the deck that you're playing, not only in that article, but also in the anonymous tip.

And the other thing I'm doing in this episode episode is beginning a deliberate and structured analysis of the preconstructed decks in the reboot project.

There are., I want to say 25 of them.

So it's a lot of fuel for the show, for the episodes.

So, enough rambling.

Let's move on with it.

Anonymous tip.

Improving at the game.

So this is what I'm going to share with you a conversation that was in the deck sharing channel of the reboot Discord in February of 2024.

And the setup here is Uugin Ronan is trying to build a deck.

He is using the Horde, which is an upcoming anarch ID , but he specifically doesn't want to use Der.

Meanwhile, he's selected as his breakers FEme, Gordian Blade, and Morning Star.

Almost immediately, at least four other people chimed in with why, well, you're going to want data sucker in there.

Goblin mode, for example, said, look at the pre-con lists.

The lists that don't play sucker have a really good reason to do so.

So just going , I'm going to try no suckers is, in my opinion,, not a good priority.

And then at one point, Ougin Ronan said, every time I try to get a bit funky, I assume that means, you know, do something a little different with deck building.

It immediately goes off the rails.

Zayi then said, you usually you want your fun combo. To be a win con.

That's your wind condition.

And then Uuggen Ronan says, I mean, it's not like there's that many W cons in general, not at least viable ones.

Runnerwin cons, to me, basically boiled down to multi-accessing or eater keyhole.

A gaslight says.

I'm not really sure what you want Wons to be.

Ultimately, they need to be some form of C card.

Gaminet agreeing, yeah, as soon as touching cards isn't the plan., you've got problems.

And cleric, responding to Uugin Ronan says, I think that's nearly true, although you can substitute some remote busting for multi-access.

But it's kind of inherent to the game that the runner wants to get accesses while the corp wants to stop them.

Hugen Ronen says, I want to widen the viable possibilities for deck construction in this game in regards to the use of a handful of staples and the way they warp entire factions around them.

I just like to think there's opportunities to build stuff that is both effective and not constrained to using the same staples time and time again.

The big boy said, the runner doesn't have Wincons.

If you look at my archetypes document, there's a lot about corp Wincons and nothing about runner Winons.

The runner WinCon is contingent on matchup.

Are you saying there's not enough deck building freedom?

Buggen Ronin says, not necessarily, I can make any deck I want.

It's that I feel excessively constrained by staples.

And you can understand why he might say this.

I mean, all you really have for choices is staples, and Office Depot, an office max.

I mean, is that even around anymore?

Oh, no, he probably means something different than that.

So it's true that there are that the staples, they keep talking about staple cards.

These are cards that just go in every deck, right?

The ones you can name that they just, you're just going to slot those in.

If you don't have them in your deck, you're doing something really specific .

So, you know, the runners always going to have sure gamble.

The corp is always going to have Hdge fund and Jackson Howard, because, I mean, those are just obvious includes.

And then there are lots of lots of other cards that are in many decks, you know, like people are putting in diesel .

People are putting in data sucker.

They're just useful.

On the ice side, you're, lots of times going to see Enigmama and Quandary and Eli and, you know, all of the pop-up window, whatever, all of these commonly used cards .

Anyway, moving on.

The big boy says, the staples don't constrain you.

They free you to play your bad cards.

And that runner is kind of like a sport.

You have certain staple cards, plays, pitches, etc., that are the focal point of what you're doing, and then the unique stuff you mix in, plays plays off how the other side responds to those staples.

And then here he uses a baseball analogy.

You got to make them respect your fastball, and then you hit him with the goofy stuff.

So this is something I can speak about with some authority, not that I've ever played baseball at any professional level, but I've followed baseball very closely for a long time..

And in baseball, if you're not familiar with, you're probably familiar with what baseball is, if you're not familiar with what the big boy is getting at here, when when the pitcher is deciding what pitch to throw.

He has a variety of options.

A fastball is literally just going to be pretty much as fast as he can accurately throw the ball, as hard as he can accurately throw it.

And it just goes straight down the middle.

It's just fast and hard.

Then he has a variety of other pitches.

You've got a change up where it's it's going, it should, if he does it right, it should look just like he's going to throw the fastball, but then it's about maybe 20 miles an hour slower.

And so the batter is expecting the fastball and swings ready for the fastball, but he's so far ahead because the change-up is coming much slower.

But then you've got something called a slider, which is almost as fast as the fast ball.

But at the very end, he's spun the ball in such a way that it gets to the end of its travel and then it suddenly slides, like the spin of the ball causes it to move in one direction to one side.

You've also got a variation on that called a sinking fastball, where again, by putting a particular spin on the ball, it comes in and then it just at the very tail end as it's approaching the plate, it just drops so that the batter thinks it's going to be here, and then he swings over the top of it.

Or you have something called a curveball.

And that's just something that's going to be, again, much slower, like the change up, but you throw it and then it as it comes in, it just, it's like a sinking fastball, but it's a slower pigeon, it just drops.

So the trick with all of this is the pitcher's job is to take this ball and try to hold the ball, try to hide the way he's holding the ball because you have to hold it different ways to make the ball spin in different directions.

Try to hide that And the runner, the runner, the batter, not a runner yet until he hits the ball.

The batter is trying to pick up how is the pitcher holding the ball?

Where might this ball be going?

But it's all built off of for most pitchers, unless they're real goofballs, where they have their own unique style.

In the vast majority cases, it's built on the fastball.

And so the first time, ideally, the first time the pitcher is going through the batting order, he's mainly just throwing fastballs .

He's getting them used to seeing what the fastball looks like.

And then every once in a while, he'll throw a different pitch, and he's trying to trick him.

He's trying to make them expect expect the fastball and see something else.

Hopefully that makes sense.

Fastball is a key pitch.

And so here the big boy is saying that the staple cards and net runner are like the fastball.

It's just the basic stuff you do, and the other player gets used to seeing it.

And then he says, then you hit him with the goofy stuff.

He says, desperado is the fastball.

Hugin Ronin says, I would love for the ability to make a deck for myself and have that be a good and relatively original deck, but I'm still not at that point.

Far from it, really.

Now, I'll just insert this is from almost two years ago, this conversation.

Uugen Ronan, who appeared in the Discord at roughly the same time I did, but put in a lot more time and effort and work into playing the game that I guess I put into making this podcast instead .

And he actually has, there's a deck that he did build out of Gagan.

Gunnarn is the name of it, that is, is like a, I don't know if it's a completely different archetype, but it's definitely a notable deck that he put together and he crafted.

So he did reach that point.

And I feel like it wasn't that really, that was that far from when he's having this conversation.

Muru says, well, in that case, just pick a pre-con without sucker in it and play that.

Cleric says, I mean, you kind of treat original as meaning, unlike any existing good deck people have made.

Buggen Ronin's like, yeah, it kind of takes away from the fun if you guys have already discovered every good deck.

There's the danger and coming into a game has been around for 10 years.

Cleric says, I don't think we've discovered every good deck.

But if you refuse to use piece X, because it's in lots of good decks , piece Y for the same reason, and so on, your deck building on hard mode, for sure.

Muru says, deck building on normal mode is one of the hardest things in any card game, at least if you want good results.

The big boys like, deck building in this game is insanely hard.

We don't know all the good decks, but to build new, good decks, you probably need to log like 200 more games first.

It's way harder than building in other card games.

There's a reason the precons are better than most of the constructed decks people play.

Bugin Ronin said, I've always stayed away from net decking, and it feels weird to have to just grind the same things over and over again to develop that understanding, especially when they feel so underwhelming.

The precons, for instance, have the inherent flaw of not having a lot of new cards.

I feel helpless a lot of the time on PE, for instance.

And so I get that.

That's why I haven't been playing the preconstructed decks, partly because, as I've been going through the podcast, I haven't had all access to all of them.

But even, I mean, we've had all access to the full criminal pre-cons since honor and profit.

They don't have your cards any newer than that, but I haven't been playing them very much because I want to do something different.

That's what I want to do, you know?

I want to , like, oh, I want to do something cool with this card.

I'm less concerned about making a good deck and more concerned about trying to make an interesting deck to me fun to play and functional, if not good.

So, yeah, janky, basically, is what I'm drawn to.

But as far as the criticism of the pre-cons not having a lot of the new cards, that's true.

That's true, too.

As we're getting into the boosters, the preconstructed decks deliberately don't use any of the booster cards because the big boy does view that as two separate parts of the project .

There are people who don't want to have new cards.

And so he's like, okay, we're just going to look at this part of the cardpool.

The preconstructed Dexter only in this part of the cardpool, all the fantasy flight stuff.

So it'll look, whereas the pre the boosters are going to be bringing in different tools.

The big boy says, you kind of got to learn to throw a fastball first, to be honest.

Buggen Ronan asks, how would one learn to do that?

And here is a key piece of advice.

And the main reason I'm actually doing this whole segment, although it's taking me a while to get here.

This is also sticky in the, what did I say, Deck sharing?

I think it's in the deck sharing.

Maybe he's even even sticking it in the general channel, but it's it's one of the sticky notes sticky posts on in the Discord channel.

He says this.

Play 30 games with Andy, Kit, and Val Precon.

So that's 90 games, right?

Then play 30 games with prepaid Kate and Gabe or Ken.

And I think that deliberately means he's not saying all three of those, but definitely Kate and then one of the other two.

Same thing here.

Then play 30 games with noise or Dumbleble Fork, which is the wizard deck, and exile.

Then play 30 with siphon Max. That's 30, 60, 90, 12 150.

180, 210, 240.

That's what he's saying.

He says, that's my path to fastball in under 250 games.

And then they asked him about course Corp.

He's like, "Oh, for Corp.

Play HB Fast Advance and Building a Better World.

Then Soul and Nisse Division.

Then HB Glacier or RP , then Grendel or the World is yours.

I'll point out that even though he's named eight Corp decks there, although really are only six sets of games, and he's named, what, 10 of the runner pre-cons, although only having played with eight, you know you're going to pick eight of the ten That's not even all the preconstructed decks, right?

There's still a couple more for the runner and several more for the corp.

I'm going to be using this as my touchstone for the order in which I approach the preconstructed decks as I talk about them.

So I'll probably refer to this multiple times in the future.

Uugen Ronanan says, it's like a quest log.

Big Boy says, it's learning.



You can't shortcut reps.

I got good at this game by sitting and playing games for years.

Cleric used this analogy.

Musicians Dll Scales, 2.

And Muru says, you can tell the difference between one that did and one that didn't.

Yeah.

So there's another analogy that's really good.

You'd look at hear somebody playing some intricate piece of music or and you want to be able to do something like that too.

And that's the hard thing about learning to play a musical instrument is I want to play all of these cool cool songs that I know.

But what you end up doing is playing things that aren't even really songs for a long time .

It's just like you're just playing notes, just getting, just getting the muscle memory into your hands for where do I put, where's a C chord, you know, a C major chord on the piano or whatever the most important chord is on playing guitar.

And then you take time and you just play these scales.

Right?

Cleric says, I think before you jam 120 games or drill scales for 120 hours, it's worth asking yourself whether getting good is more important important to you than just spending that time taking it easy.

Like, I'm not saying, you shouldn't, just that plenty of people never get particularly good at piano, yet in enjoy playing it.

Huggen Ronin says, I really don't know.

I mostly know that right now I'm unable to enjoy this game in a lot of ways, and I would like to be in a place where I could play something that felt my own, but that I could also win with it.

The big boy is like, yeah, you're learning an instrument and want to learn to improvise before you can play basic stuff.

Early on, it won't feel your own, your learning skills.

Of course, you don't have to do this.

You can jam in your garage and do whatever and not care about how it sounds.

And lots of people have fun doing that.

But you can't do that if you want to win stuff.

Oh, there's a lower energy way too too, which is to watch videos.

Even if the players aren't good, you can try to catch mistakes they make.

It's less valuable than playing games, but you can do it whenever.

And that's a lot of the reason why when I was putting together the 2015 tournament season document that I included all the videos I could find because it's just nice to be able to go watch people playing games.

It's not something that I have time for, but I recognize the value of it.

And obviously, you can see that my take, or maybe I've mentioned this enough before, my take is definitely not.

How can I get as good at this as fast as possible?

I'm more interested in exploring the cardpool than in really honing my skills.

But I do want to continue to get better, and I would definitely like to be in a place where I can really understand the sorts of approaches that people take when they're talking about.

Oh, yeah, this matchup versus this matchup, and here is the thing that's important here and there.

But I'm not there yet, despite having played, you know, a lot over the last couple of years and a lot when I originally played the game.

But, you know, there is still a big difference between me playing, say, three or four games once a week on Rtechie and people who are playing three or four games a day.

That's, you're going to excelateate.

You're going to increase at your skill a lot faster.

But, like I said, the big boys laid out here for us a nice progression for the pre-cons, and I will attempt to start following as we go along here.

We'll touch a talk about the first one later on in the episode.

Archived Memories: The Skills of Net Runner Part II So I've previously talked about this article series.

I've gone through the first two parts of the article, although it's been a little while.

And just as a brief review, in the first article in the series, the author, elusive, laid out four basic skills that are important, and they are efficiency.

I guess I should have looked them up again before I started talking.

I thought I had them in my head.

So they are efficiency, strategy, tactics, and yomi.

And so he's talked briefly about each of those in the first article.

The second article was called The Zen of Net Runner, and was talking about the whole how to basically get better, getting into a learning frame of mind and husbanding your energy so that you're not able, don't get worn out with burned out with playing the game and that kind of thing.

This third article is entitled Choosing Your Sword.

And I'm just going to read it.

Welcome to the third article in the article series The Skills of Net Runner.

I have purposefully left our discussion of decks so far, as I feel this type of discussion often dominates conversations and has the risk of diverting from actually improving at the game.

This is my opinion, but I feel that you as a player will fall into a trap if you focus on deck choice and card choices when you are still making basic game mistakes.

This time, we will discuss deck choices and deck types and go through what you should consider when choosing your deck, with some special comments for a starting player, as different from a more experienced player.

When slotting cards in a deck, you hopefully have an idea in mind.

I believe decks can be described based on their core game plan and auxiliary or secondary game plans or lines of play.

I also believe these are best described using three of the skills we do discussed in the first article.

You will also soon understand shortly why efficiency is not part of this triad.

On the extremes, decks can be described by what they do to win.

I will use extreme examples to explain the concepts, but all decks have a measure of all types in them.

Strategic decks.

A 100% strategic deck has a single game plan that it aims to execute, regardless of matchup or board state.

It is called strategic because the strategy you choose when playing is very much built into the deck .

And the plan to win is centered around the core mechanisms of the deck.

Combo decks and denial decks are further towards this end than any other end .

They usually include counter cards, to counter cards, simply because their core game plan is so important for them.

On the corpse side, he lists three.

They are CI shutdown combo, and I'll mention that a lot of this article was from the middle of 2016.

So not too far ahead of us, but it's going to have some references to decks that are using some cards that are not in the reboot project.

Now, I'm not going to include links for all of these decks.

I'll include a link for the article in the show notes, but then the article has the links to all the decks.

So CI shutdown Combo is going to be one of the cerebral inaging decks that uses power shutdown to dump the entire deck into the trash and then pull back what they want.

NEH fascro is your classic fast advance NEH deck using Astro script pilot program and biotic labor to get a fast advance trip going.

And IG prison kill would be industrial genomics, and the prison archetype is one where you basically constrain the the other side from doing anything.

This particular list that he links is from Dan D'Agenio's Genon win in 2016.

On the runner side of DLR Decks, the one he uses here is from, it's called Min Max, and this was the runner-up in the 2016 Worlds. By Minran, actually the guy who coded Jinteki.net originally and is out of Max.'s it's a good name, Minmax.

And DLR is going to be your data leak reversal where you are getting tagged and just dumping corp stuff into the trash.

It's not that far off, an eaterater keyhole deck, which is another of the archetypes listed here.

This one from the store Championship season.

This is going to be a little closer to cards that we have available.

And then the D Das and False Echo sh shapers, he calls them, which is your diaper deck , the one that is going to blow up the corpse ice as you go.

If your strengths are perfecting a certain play style and you enjoy a strong core game plan that creates inevitability for the opponent, then look into a highly strategic decks.

The weaknesses of strategic decks are that they are meta dependent.

You will face a wide variety of matchups where you will have difficulty executing your game plan.

Countercards will be difficult for you to handle, and you will lock your skills into a very specific deck and strategy if you learn the game with this type of deck.

And this is the type of deck that, as we've looked at, the ones that he's just listed, for the most part, these are all decks that have been broken up in reboot.

They've all been heavily nerfed because this kind of deck can become overly dominant, and then the other player just can't do anything about it.

But it is strategic in the sense that you have a strategy.

You've set right ahead of time, you're intending of what you want to do, and you're going to follow through on it.

Tactical decks a 100% tactical deck is a deck that maximizes flexibility.

A technical deck usually does not have a strong core game plan, differing from the base plan in the game, score agendas, but aims to have many different ways in which to do this.

A tactical deck plays the opponent's deck, more than its own, sometimes, and it is more important to understand the opponent's deck and strategy, to be able to disrupt it.

A tactical deck can include countercards, but more often includes a range of generally useful cards to disrupt and take advantage of opportunities.

And then once again, he lists a few decks.

One is Timmy Wong's info Refinery from the Vegas Las Vegas 2016 regional, which I think I talked about on the show.

I'm sure I've played it, or a version of it.

There's the fascism deck, three ways to win out of Titan Transnational, for the corpse.se.

The runner side is something called Silver Bullet Kate .

I don't really know exactly what that one is.

Shock Tactics Leila and Hate Bear Wiz, which a testing team took to multiple high in-the-cut finishes at worlds of 2016.

If your strengths are analyzing opponents' play and disrupting their plan, as well as adaptability, and choosing the right move with a range of options, look into these decks.

The weaknesses of these decks are that you not only have to learn your deck, you have to learn what to do with it versus multiple opponents.

They do take time to get good with and tend to punish mistakes.

Yomicks.

And let me just interject here again.

Yomi is a term that is used to basically talk about reading your opponent.

So in this, it's different from the tactical disks where you have to figure out the other deck.

Yomi is like, you know, it's the traditional mind game.

So, a 100% Yomi deck would concentrate purely on bluffing and exploiting the opponent's predictability.

A Yomi deck needs to have exceptionally strong options to present the opponent with very difficult choices .

They then require the pilot to make the opponent make the wrong choice, getting away with doing things that no other deck can do with unparalleled efficiency.

To say that a yomi deck exploits fear is not completely off.

They must be able to present the opponent with possible forks and different options, right?

And what if scenarios so tend to pack multiple different such options?

So the corp side is the bag of tricks, Jinteki PE deck, which was from Elusive.

Again, pretty sure I talked about that.

There's Sheamus Modernism , which is a... An updated take on supermodernism.

I'm pretty sure I talked about that one.

I should have taken more time to double check which of these decks have already discussed.

And one for the big boy called Battle of Wits, which I'm not entirely sure what is going on with that deck.

Those are corp decks.

On the runner side, he says, actually, I find it very difficult to find good examples.

While runners do play Yomi, the options are usually dictated by the corp.

Yomi requires presenting hidden information options. Or luring the opponent to act in a detrimental way, which runners have less opportunities to do.

I'd say singletons of powerful run events are the closest you get.

If your strengths are staying calm under pressure, knowing how to psychologically exploit your opponent, and you enjoy taking risky gambles, then look into Yomicks as your corp.

The weaknesses of Yomiaks are that they are very interactive to win you need to take large risks, which lead to inherently inconsistent games.

You need to be able to find consistency in opponents' play patterns to win.

If your opponent is unpredictable, you will have a hard time.

Mid range decks.

While we have discussed the extremes, and I've tried to find the most extreme examples, many decks fall into what is called mid-range.

This means that they have a good base strategy, a bunch of tactical options to make good moves, and some yomi options when a powerful out is needed.

The most mid-rangy decks are usually what it's called basic Net Runner, quote, unquote, and is what most new players will experience from the corset.

They all vary a lot, but make up the broad range of decks.

They favor good cards, more than combos.

So we list a couple of cork decks.

One is called Jammy HB, the actual Jammy Rushy HB, is, from Bring It Brit to Worlds for the first place winner.

Iain, have it looked at the deck lists, all of them.

That one, probably an ETF deck that justice continually installing things in servers.

NBN CTM, which came in first at Worlds, that would be controlling the message, which is an idea that we don't and won't have.

On the runner side, again, H bear whiz, one called Andy Strikes Back, and then Pitchfork Kaylee, which I'm pretty sure I touched on in my Haley discussion.

That's an early 2016 deck.

That was by Spaggs, where he calls actually sure Gamble is a crutch.

If you want to learn the game without closing yourself off to parts of it, and if you value both flexibility and play and meta flexibility, go with mid-range decks.

They are arguably among the more fun to play and play against as well.

The weakness of mid-range decks is harder to nail down.

It depends on the meta and the opponent.

Sometimes they lose too strong strategic game plans.

Sometimes they're poorly meta adapted.

I would argue they have few weaknesses and are a good base strategy.

Power.

Cards in Net Runner in general do an impressive job at being balanced card by card more than in most card games.

There are outliers, but I would guess that half the printed cards see play as the meta varies, which is quite fantastic.

There are, however, better and worse ways of putting those cards together, and deck building in Net Runner is hard.

It is so hard, in fact, that many competitive players rarely start new concepts from scratch, but instead wait and copy the work of others, since the testing takes a lot of time.

Then, we thankfully do have good players who enjoy and excel at breaking the meta with new concepts.

Decks in a healthy meta have a rock paper, scissors relationship to each other, especially strategic decks.

But there is definitely a more objective power level that can be attributed to decks that have especially strong synergies or flexibility.

Part of a deck's power level comes from good cards.

For sure, some cards are simply powerful and flexible, looking at you, Astroscript.

These will, of course, contribute to your deck's strength in numbers.

Another part of its power level is powerful synergies between cards.

As you might have heard, cards that are already good and synergize on top of that contribute greatly to power level.



Combinations of cards that provide you with good game plans or outs, like breaking news plus exchange of information, are examples of this.

Third, a deck needs to be able to play efficiently.

Here we come to the fourth skill of net Runner that you've already read about.

This This means that the deck has enough economy and in the correct combinations to allow efficient play.

This includes acquiring resources, such as credits or cards, as well as converting between resources.

It also includes things like the quality of breakers , cost to break, as well as quality of ice cost to break.

Another honorable mention here is consistency.

While not integral to all powerful decks, most of them want to be able to do a thing when they need to do it.

Consistency can be replaced by strong synergies between cards and multiple useful silver bulletsets, which can make up for the lack of it.

A powerful deck is simply a deck that played well against an equally skilled player, beats other decks most of the time.

A sub-optimal deck is a deck where you find yourself unable to come up with a good strategy in most bad matchups, or frequently fall behind in economy.

For example, needing to click for credits frequently.

And then he presents an image of a power pyramid, and at the top of this pyramid is the category tier 1.

And below that is tier 2, and below that is Jank, and at the bottom is untuned.

The majority of decks are not top power level, and things continually change.

Complexity.

Decks very much vary in how difficult they are to pick up and play.

This is important for several reasons, but first, I have to make the case that this is the case.

Arguably, the skills of Netrunner that I have listed in a previous article is what I consider most of the skill space in the game.

Thus, if you only need to utilize one or two of them, or if you reduce the decision space within them a lot, then it is easier to choose correctly.

Complexity is the learning curve of playing a deck to its highest effectiveness.

If the deck is very simple to play to its fullest potential in a few games, it is not very complex.

If the deck takes many games, experience of evaluating many situations, and good meta knowledge to play well, it is complex.

As a new player, you ideally want to play a deck that is not too complex.

Since even though it might be powerful or high tier, you may need to master certain skills before you can play it effectively.

On the other hand, if you choose a deck that is too simple, it might cause you not to learn important aspects of the game, which may lock you into that type of deck, if you have trouble accepting that you must start losing a lot when you want to try new things.

He then provides a power versus complexity chart with the power of the deck of the vertical y axis, and the number of games on the horizontal x axis, and he goes from 1 to 10 to 100 to thousand , thousand seems like a lot of games.

And then he has a line at the top as a horizontal line near the top of the chart that's called potential power.

And there's one curve where it has a very steep beginning and then levels out and approaches the potential power more quickly.

And that one is labeled low complexity because you can get to the potential potential power more quickly.

Another curve that has a more gentle incline and then continues to move toward the top of that line.

He calls that high complex complexity.

We need many more games to reach the potential power.

Now, I will be going into the preconstructed decks and just in case I don't remember to say it, that and then I will say it now, the big boy has in one of his numerous documents to talk about the preconstructed decks.

There's one sheet that lists them all, has a link to all the decks on Net runners. Or RutekiDB, has the little write-up, and then there is a complexity there.

It's not a power level indicator.

It's exactly this, how complex is it is to learn, and he rates it on a scale of one to four, with one being the least complex and four being the most complex.

Back to the article.

Silver Bullets and Crutches.

I had a last topic related to decks that I want to bring up.

The use of specific cards to solve problems in the game is somewhat controversial.

Some players like to anticipate the meta to be able to slot counter cards .

Others prefer to learn to play it around problems.

You should certainly consider silver bullets or more general counter cards when choosing or tuning your deck.

But the cost of having them take up slots is high , and you should only choose ones that either shore up your deck's weaknesses or are very useful in the current meta.

And I'll mention that counter cards are specifically things that make the other player's strategy more difficult , whereas silver bullets are specifically designed to target one particular card on the other side.

Further, I will argue that as a new or new-ish player, you should consider cards that are often bashed for being crutches at higher levels of play, like expose effects. Or hard counters over soft counters, like Plas Creed Carapace, over Sports Hopper.

Some cards are more useful when you have less ability to analyze the meta or your opponent.

For a player who does not know most of the important cards, and it takes a while to get there, things like it expose are vastly more valuable than to a player who can predict cards based on board state and opponent.

Some might argue that as a new player, you should just pick up a complex, high- tier deck and learn it all the hard way.

I disagree.

As a new player, you should aim to maximize learning from each game .

And by being better able to compete, you will learn more faster.

You will also get time to learn the basics before you try to do things like anticipate the odds he drew a scorched earth so that you have to preemptively pop your sports hopper.

For most of us, losing also saps some energy, and it might be better to prevent some of these losses to ensure the learning stays as fun as possible.

This goes even further.

If you notice that you have a weakness in one of the four skills, or make a certain type of mistake very often, a specific card may be more powerful for you than it is for other players.

We all have our strengths and weaknesses.

One of my main weaknesses, this is elusive talking, is my tendency to take risks when I don't need to.

I really should include more recursion.

But since I refuse to learn, I play a single corridor.

If you find yourself getting hard-hitting news often, that would be a deck that lands a bunch of tags, try playing a deck or cards that are less vulnerable to tagging.

If you find yourself face-checking nasty ice often, try playing snitch decks, play to your strengths, but do not switch decks too often.

This will bump you down the learning curve of your decks each time.

The power level of some cards or decks are not objectively the same for different players.

This is why you will both choose and tune decks just based on your preference and play style .

Don't listen too much to what others say is good if they don't have a good argument.

Follow your gut and test it out for yourself.

Summary.

We have looked at a possible way to classify decks and make communication about decks easier.

I've hopefully provided you with enough examples to find your way in the jungle of Dect choices and some guidance in where you want to go.

We can also quite quickly place a certain deck on the scales I have described below, and even though no single person likely has the correct opinion on all possible decks, I believe that collectively, we can rate most decks accordingly, correctly on these scales.

These The scales are the three things he's discussed in this article.

You've got your triangle with strategic, tactical, and yomi at the points.

You have your bar of complexity from low to medium to high , and then your power pyramid, ranging from tier one at the top, through tier two, jank, and then untuned.

Also, remember that the actual power level of a deck is not only dependent on the cards in it, but in whose hands it is placed.

A strategic player may not do well with a yomi deck.

A new player may do better with a deck with exposedive veck effects a clear game plan and more recursion to buffer play mistakes.

A mainly strategic player will have a hard time playing aggressive criminal. While a mainly tactical player will sacrifice long-term tempo to disrupt the opponent, even while playing shaper.

An experienced player may do better replacing expose effects with metaspecific counters, such as film critic and clot.

If you know what to expect from your opponent, countercards make more sense.

If you are learning the game, they will not be as useful and just give unnecessary complexity while learning the important skills.

Thus, I believe that you should start in the middle, with mid-range decks, and as you learn the game, steer towards whatever wherever your strengths lie.

This concludes that the third article.

The next time we will finally dig into the subject of the learning state and how to consistently improve as a player.

That again is the article from Stim Hack, from the series, The Skills of Net Runner.

The author is Elusive, and the title of this article was Choosing Your Sword.

And I just want to...

A couple of comments.

It's interesting to think about this term strategic .

I think it's the right term for the perspective he's coming from, but I don't think it's a term that would typically be applied to a combo deck.

But it makes sense in the sense that a strategy is the overall concept of what you're trying to accomplish, whereas tactics are what you're doing in the moment from, a much shorter term horizon.

So, yeah, a combo deck is a strategic deck in the sense that you have this is your game plan, and it's pretty much your sole game plan.

Whereas what he calls it, these tactical decks, these flexible decks are ones that are responding on the fly or responding to different sets of situations.

Usually when they use people use the term mid-range, I don't think they mean to put it in the mid-range between those two options.

I feel like a lot of times a mid-range deck is talking about about between a deck that is rushing or very aggressive, focused on doing well in the early game.

And a deck that is your classic glacier corp or late game shaper deck, where it's focused on getting to the late part of the game and doing well there.

And then mid-range is in between the two.

Can navigate or lean one way or the other as it needs to.

So there's a different type of mid-range, what he's talking about here.

I don't think it's a useless type.

I think it's an interesting, different perspective on the game.

But I think it just thought it was important to point out if only to keep it straight in my own head, that when he uses mid-range in this article, it's different the way midrange is often used, such as when we discuss the preconstructed decks as we go.

Dedicated technician Team.

This is the segment to cover corp preconstructed decks in the reboot cardpool.

This The two decks that the big boys had to start with to get good at the game to learn basic skills were HB Fast advance and building a better world mid-range.

So I I'd understand HB Fast Advance a little bit better, so that's where I'm going to start this week.

And to begin with, let's just run through the deck list itself.

It runs 11 agendas, three accelerated beta test, three project Vitruvius, three NAPD contract, and two Gila Hands arcology.

The six assets are three Adonis campaign, and, of course, three Jackson Howard.

The 12 operations are three Hedge fund, three greenle clearance, one blue level clearance, two archived memories, and three biotic labor. Key card there.

The five upgrades are three San San City grid, another key card, one ash, and one Cyberdecks virus suite.

There are 15 ice, evenly split between barrier code gate and sensory.

The five barriers are three Eli, one Heimdall 1.0, one wall of static.

The five code gates are all different one, quandary, one enigma, one touring, one IQ, and one Hudson 1.0.

And in the five centuries are three architect, one each one, and one Sagittarius.

So, ETF has 12 influence.

Oh, that I mention.

It's out of ETF, engineering the future. Has 12 influence, uses 499 cards, of course, they all will, and cards are included up to Breaker Bay, which is the second pack of the sand sand cycle.

Here is the brief write-up that the big boy provides.

Get a few points out of an early remote, then turtle up and finish with biotic labor.

Big tip.

Don't use biotic labor too early.

Establish a remote for your first few agendas.

It's too expensive to biotic all the way to seven.

So let's analyze this deck using some of the different tools that the big boy has provided and some of the different descriptions and whatever paltry experience I can bring to the table.

One of the, again, one of the numerous documents is that the big boy has provided is an analysis of each deck.

For example, in corp decks, he talks about the scoring methods.

In this deck, the primary scoring method is fast advance, so that's where biotic labor and San San citigrid come in.

The secondary scoring method is never advance.

From his archetypes document, here is a description of never advance.

Using the fact that any unadvanced card could potentially be a three advancement agenda to bait the runner into running through your scoring server for no gain.

Assets, upgrades, and traps can all be used as bait cards.

So in this deck, eight of the 11 agendas are three advance.

It has three Adonis and three Jackson.

There are six more cards, and it has five upgrades in the three Sanans 1 Ashh and 1 CBS.

So 19 of the 49 cards can be installed in a server and baited to look like an agenda, even though only eight of those 19 actually are scoreable agendas.

Well, I guess they all are if it's sitting in a server with sand sand.

I guess if it's saying in a serve with sand sand, then it probably is an agenda., the NAPD.

But then again, I guess it could be two upgrades or an upgrade in assets.

So there's a little bit of your yomi, I think, is when you never advance, start never advancing things.

So what's the agenda suite doing?

Well, there are three accelerated beta tests.

So these are primarily going to be now advanced.

Ideally, you're going to want to Jackson out so that you can recover your any agendas you accidentally dump in the trash.

Your three project vitruvius are also never advanced, but if you can get an extra advancement on it, having that potential recursion from a counter can be very useful.

The two Gilahan arcology, again, can factor into that never advanced strategy, but they also provide extra money if they can be scored early.

And the NAPD contract will be taxing the runner when they hit it. So that that's what you're toing to do is make your the servers you're running that you want to have the runner have less money so that you have enough time to score those early agendas.

Upgrade support is pretty limited in this deck.

There's just one ash.

Sanan is not really the support.

It's kind of you're part of your primary wind condition.

So the ash is not a primary or even a secondary means of scoring.

That's a different type of scoring method if you're using upgrades.

But it can help get those final points if biotic hasn't shown up for some reason.

I don't know, maybe you also help it protect an Adonis?

I don't know.

Getting all your Adonis' trash is going to be pretty tough for you, so maybe it's useful for that, too.

Not sure.

One of the other bits of analysis, the big boy person provides is the economy.

The economy for this deck is operation and protected asset.

So operation, according to the archetypes document., you generate money quickly.



It's fast and reliable, but particularly vulnerable to account siphon and other denial tools, and can dry up in a long game.

There are seven operation cards, your three hedge fund, three greenlevel clearance, and one blue level clearance.

The other type of economy is protected assets.

This is where you protect a powerful economy asset to generate a large amount of money until you're ready to start scoring. Very resilient to disruption in the long term, but vulnerable to getting trashed, or getting agendas stolen out of HQ while getting set up.

Here, you've just got three, the Adonis campaign, so that's why it's a split between operation and protected assets.

So that's only a total of 10 econ cards, which seems like fewer than I have often seen recommended.

I think a lot of times I hear 12 is the right number.

But I think the idea here is that engineering the future can get away with it because it's generating so much drip econ just from installing things.

These 10 economy cards have a theoretical maximum credit generation capability, if they were all played, of 38 credits over nine clicks.

So a rate of a little better than five credits a click.

A lot of that strength is coming from Adonis is taking down Adonis those three Adonuses can generate 24 credits.

This is all net.

Hedge funds can do 12.

GLC can do six and BLC, another four.

Again, assuming you draw them all, and all of those Adonises take all the way down.

But then, on top of that 38 credits that you can generate through your cards, engineering the future is piling on probably in a long game, 15 or 20 credits more on top of that.

And I feel like that 50 credit threshold is kind of the magic number.

I've heard Team Covenant say that in one of their deck building episodes that they did around the time the second corset was released, that 50 credits was his ballpark.

Although he was building a runnerck I'm sure that's true true for Corp deck, too.

But anyway, 50 credits from cards.

And in a way, actually, Heila Hands is another econ card.

Now, you probably don't want to score two, but an early one is really good, because the classic ETF play actually is, install something and take two credits.

Because just installing something gives you a credit.

So that's a three credit turn just to kind of sit and slowly build your board while also making some money.

But with Heila hands, it's even better, because you install something and then hit Heila hands, and it's a four credit gain instead of three.

The other axis of analysis the big boy provides is speed.

And in this case, he says it is primarily mid-range, but varies based on matchup.

So again, here, let's be clear on what mid-range means, here.

And the definition from the archetype's document is defend centrals from initial runner aggression , and then start scoring in the mid-game window, where they need to build their rig and their early game economy has run out.

Their ice suite, again, there are 15 of them, and just conveniently in the last episode, this was just coincidence, is when I quoted the big boy talking about the different types of ice you want to include in your deck.

The two types of barrier, the two types of code gate, the two types of sentries.

So let's see how this deck matches stacks up in that department.

He says that barrier gear check is one.

And here it's just one wall of static.

And maybe you could kind of count your three Elis , sort of, not really.

Although clicks are probably more expensive for the runner in the early game, so you're not really incentivized to click through an Eli in the early game because you're slowing down building up your board state .

So maybe that you want to go get your fractor for that.

But if for barrier taxers, he included Eli in this category.

So you actually have more taxing barriers than gear check barriers.

But Eli kind of sits in the middle between the two, I think.

The Yog Forcer gear checks are your one quandary, one enigma.

And I guess one touring, if you're desperate, although that really needs to go on the remote, whereas the mid-range yog stopper or Code gate taxer are your IQ, Hudson, and Turing, they're all more than strength 3.

No big taxer code gate, because he only listed tollbooth as the obvious example of that, and none of these are anywhere approaching tollbooth in taxing strength.

The sentry face check Punisher three architect, whereas the mimic punker, big taxer sentries are the one each of one and one Sagittarius, your destroyer.

You really like to land that to send the runner backwards in the game.

And then other good stuff, there are no other ice.

So it really is skewed more toward taxing than toward gear checking.

Right?

You have one gear check, four taxers for the barriers..

Two, Code gate gear checks, three code gate taxers, although the three architects are unbalanced a little bit in the other direction .

You also said that you should compare, how does it do to Atman?

Well, nine of the 15 cards are I or strength three or four.

So in Atman and a data sucker, Atman said at three, it's going to do quite a bit of work.

Does it tax eater?

I've decided that that's really just shorthand formed by what I talk about as standard breaker, because Eater has standard numbers, right?

You boost for one, you break for one, and it's strength too.

That's just like coroter and Gordian blade and garrot.

So the barriers have strengths of costs to get through.

That's where it's relevant, right?

It's not just the strength.

It's also the number of subroutines.

An average cost of 4.2 credits. Whereas each of the code gates and the centuries, if you count touring, is only a remote code gate.

Each have a strength of 3.4 on average .

I don't know if that does effectively tax Eater.

I'm just collecting data at this point.

And maybe it's not even useful data.

I don't know how else to evaluate that.

Does the eyes die too too easy to parasite?

Four of the 15 ice are a strength of 0, 1, or 2.

So that seems pretty good.

And can you survive econ denial?

This one seems a little more questionable.

Maybe the idea is that ETF just is going to have a bunch of money .

But you've got six that are res 3..

Four cost four to res, and three are higher state still, which means 13 of your 15 ice are at least three to res.

Is that a lot?

I'm not sure.

Only seven of the 15 are four or more to res, and I does seem like more of a lot.

Okay, so we've talked about the agenda suite.

We've talked about the ice.

We've talked about the econ econ in the deck.

There's not really a whole lot else here. But let's talk about what's left.

Naturally, you have three Jackson Howards.

I will make this comment here, and then I won't have to make it for every other corp deck I talk about.

Azi once said that Jackson is a very skilled testing card .

This must most assuredly be the case, because I clearly fail the test.

I'm never sure exactly what to do with Jackson.

Presumably, what you do with him changes from game to game and also within the game, depending on when it is that you actually have him.

I know that sometimes you need to dig dig for something, so you use that clickability and rescue accidental agendas you find.

Recently, during a discussion about noise, the big boy said that noise increases your agenda density because you can't Jackson back the stuff you want to.

And I think that has been the real revelation to me compared to the me of 10 years ago.

It just nicely and that comment just nicely encapsulates it.

Because while getting agendas back is clearly a crucialial part of what Jackson does, what you'd rather do is get back, say, economy, or maybe sometimes I ice, or I suppose, you know, depending on the deck, sometimes your operations.

And actually, that also helps to decrease the agenda density in R&D. But it just isn't as obvious because you don't immediately see the benefits, or at least I don't immediately notice that, oh, look, I'm playing a hedge fund for the fifth time.

Anyway, the point is that there are three Jackson Howards in this deck.

There will always be three Jackson.

Howards in a preconstructed deck with a single notable exception.

There are also two archived memories.

So here you have a little more more recursion along with Jackson and Project Vitruvius.

Now it's more click-intensive than either one of those, because either one of those can, well, Jackson doesn't take any clicks, but you don't get it back into your hand.

Project Vruvius doesn't take any clicks either, and you do get it back into your hand.

Archive memories does take the click, but you do get it back into your hand, so it's like a middle ground between Project Vitruvius and Jackson Howard.

What are you recurring?

I don't know.

It seems silly just to recur money.

I guess you could recur a Jackson if one gets trashed. .

I guess maybe you recur a San San?

Maybe, yeah, I don't know.

Is it worth recurring an Adonis?

An Adonis campaign gets you eight credits for one click over four turns.

And if so if you have to pay an archived memories, using archived memories to get it back, that's two clicks for eight credits.

I mean, that's still good money.

That's still like getting two sure gambles .

Maybe you do?

I'm not really sure.

And then you have the Cyberdex virus Suite, which is just your all-purpose tech card against viruses that says more than half of the court precons.

Here, as I already mentioned, is an extra never advanced bluff.

And of course, a credit for ETF.

And, you know, maybe what else are you using CVS for?

Parasite?

See, the parasite's not really doing much to this ice suite.

So really, I think it's just there because some decks really don't do well with having stuff , letting the runner have viruses available, maybe impact, is part of those virus tokens.

Data sucker is going to make a lot of this higher strength ice less useful.

So it's not so obvious to me why ETF wants CVS.

Maybe somebody who's listening to this could just encapsulate it for me.

Big Boy also has provided a little spreadsheet called a matchup pacing.

And here is how he describes that.

He says, this is a chart to help you know what your pacing should be in each matchup of the precontext.

Note, this has nothing to do with which deck has the advantage in the matchup overall.

It just indicates in which stages of the game each deck is relatively stronger.

If a side is identified, that side is the aggressor and needs to apply pressure to win.

They have the advantage early, but their chances go down as the game progresses.

This means that as Corp, you should be trying to score points earlier at the cost of central defense.

Or as a runner, you should be trying to get accesses and deny economy early at the cost of setting up for later.

Standard phases means that the runner has the advantage early, the corp has the advantage in the midgame, and then the runner regains it in the late game.

This means, as the corp, you should defend early, and then try to get to seven points before late game.

As the runner, you should try to pressure early.

Then once your good pressure options are gone, try to reach the late game before the corp can get to seven.

So that's your standard three phases of net runner when he talks about standard phases.

He says in a standard phases matchup, the size of each of these windows can vary a great deal.

But this also depends greatly on the skill level of the players on each side, so it's hard to make broad statements about.

So earlier, I mentioned that the speed of this deck is primarily mid-range.

And here is where that that description is pretty clear.

Against all the shaper decks, HB Fast Advance is the identified aggressor.

Makes sense.

Shaper's got a strong late game, and HB Fast Advance isn't going to have the same kind of late game as a glacier deck.

Against all criminal decks, he says standard phases applies.

So you would expect to have your best mid-game.

Anarchs, though, are split.

Corp is the aggressor, also against noise and wizard.

Its standard phase is against Val, but only against Max is the runner, the aggressor.

So in that only in that situation, is does the runner need to pressure early to be able to have a good chance of winning?

I'll note, too, that in this chart, three of the preconcs are not listed.

Next rush , dedicated response team near Earth Hub and Adam, because they are considered to be the weakest, they have a much lower win rate, and so he wasn't including them.

The final thing I'll talk about in this segment is related to a blog post from the Big Boys blog way back in August of 2016.

So not actually too far off of where we left off in the FFDG cardpool.

In the name of this blog post is recommended, teaching, and Learning decks.

This is a project that the big boy worked on prior to the reboot part project.

And I'll read through his description of what the purpose of the project is.

We all know that the front page of Net Runner DB is more more often a silly deck, a bad deck, or very complex deck, than it is a good deck to learn the game with.

After a player learns the basics, there are aren't really any places they can go to find a deck which is one, fun to play.

Two, fairly straightforward to play.

Three, fairly powerful.

Four, devoid of tech cards specific to a certain metagame . Five, legal with current tournament rules. Six, not a gimmick, were built on a a bizarre combo.

My goal for this project was to create decks that have all of these traits, and also which one match up interestingly and as evenly as possible against each other.

Two, give the pilot a good sense of what each faction's style is, and which might be a good fit for them.

Three, teach the pilot some fundamental skills and techniques that will translate to many top tier decks .

Four are consistent, and keep card variety and one ofs to a minimum.

Five are, quote, real, unquote, net runner, whatever that means.

These decks are not arbitrary combinations of simple cards.



They are well thought out, cohesive strategies that just happen to avoid certain certain aspects of the game that commonly disrupt the learning process.

These decks are not massively underpowered noob decks.

All of them were able to win games for me more than 50% of the time in the competitive section of Jinte.net.

You will maybe notice there is no Jinteke deck.

This is because I was unable to build one that meets all of the requirements I sat above.

I think both Caprice N decks and net damage decks are cool and interesting.

They're just not great for building fundamentals.

For every deck, I provide a deck list, a description of the faction it represents a brief summary of how the deck works, and explanations of some of its more subtle tricks and complexity. Plays.

Enjoy.

So, what this blog post presents is six decks, a one for each faction, exception techie, and it's interesting to note that, and this must have been the case, that he had these decks in mind when he built the preconstructed decks, or at least some of them.

I haven't dug into each one to confirm this, but I did see that the shaper deck is basically mopus kit.

The Walen deck is basically YOLO Grendel, and the Hausbroid deck is basically this HBF advanced deck.

I mean, not exactly.

There are are various differences to meet his requirements as mentioned above , but they're very similar.

They have a very similar intent.

And so I feel like when my discussion of the preconstructed decks overlaps that of this blog post seems like a worthy thing to include.

So I as for comparisons and contrasts, the agenda mix is a little different.

The precon has two heila hands and three NAPDD contract, whereas this teaching deck gives instead one corporate sales team and two global food initiative.

Otherwise, the other six agendas are the same.

The assets are the same three Jackson and three Adonis plus three Eve campaign.

And so the operations, there are fewer of those.

There's They don't have the clearances or one of the biotic labors.

So the clearances are much better in reboot.

That's part of the reason there.

They give one extra credit.

And I think Eve is probably unnecessarily slow.

Like, it's one thing to have an Adonis tick down inside a scoring remote.

It's quite another to have an Eve campaign do so.

So the precon shift the teaching deck away from what was a protected asset-based economy to this more middle ground between assets and operations.

As for the upgrades, there are no sand sand in this deck, and then the CVS being a tech card is also left out.

Instead, there are an extra two ash and three breaker bait grid, which makes sense because you're relying on protected assets more.

You've got Eve in there, and the old Eve was even a credit more to res.

So Breaker Bay is pulling a lot more of weight when you have have both Adonis and Eve and Ash when you're throwing into those surfers.

The ice in the interests of having a more condensed ice sweet takes out a Heimdah to add in another wall of static, takes out a Hudson AIQ and quandary to add in another iigma and two more Turing, and also two tollsooth .

It takes out a Sagittarius to add in two more Ichi.

So, you know, you've got a much more, there are no one-oves in the ice suite at this point.

Also, there's 18 in instead of 15.

And so that's probably a sop to making the game easier to learn, having the necessary ice, of having extra ice available. Is probably a little makes the learning curve a little bit easier than if you just get punished for putting your limited ice in the wrong spot.

And then Tollbooth is in there. Which can't go into the precon.

A choice had to be made.

What do you do want sand sand or do you want tollbooth?

And clearly he made the choice with a precon to use sand sand rather than tollbooth.

And as far as other limited influence, this was post-most wanted list.

It was a middle of 2016.

Eli architected this one.

In fact, maybe after the second one, Eli and Architect are both one influence, so they're taking up a lot of ETF's influence.

As for the write-up he gave on his blog, he says, Hasbroid values efficiency and security.

Their strengths are defending themselves and mitigating risk.

Getting into HB's servers is always either slow or expensive, and quite often both.

However, HB's greatest strength, its ice, is also involved vulnerability.

If the runner manages to neutralize or find ways to ignore HB's ice, there is very little that HB can do to turn things around.

As a section on playing this deck, so let's see how much of this is relevant.

Your two objectives in the early game are two secure an Adonis or Eve campaign protected by ice , and to defend your central servers.

Most of your ice is quite expensive, and without the cash flow of a campaign, you can find yourself out of money in a hurry.

That sounds accurate.

Not on an Eve, but I identify the ice being expected, and Adonis seems very important early, continuing.

If you are lucky enough to draw a breaker b red early on, then your campaigns will make you even larger and faster profits.

Okay Okay, not relevant for the pre-con.

Against Schaper and Anarch, it is usually best to focus on securing the campaign first.

While against criminal, it is usually a good idea to defend your servers from security testing and account siphon first.

Uh-huh.

Yep.

Nice point.

When you are running that first campaign, try not to click, to draw, too much.

You don't want to lose your agendas out of HQ before you are ready to score them.

When in doubt on how to spend your turn, just install a card and take two credits.

This maximizes the value of your engineering the future ability.

All right, that all seems to align, continuing.

Once your first campaign runs out, you should be ready to score.

If the runner might be able to get into your remote server, it can be best to just put down one of your three two agendas without advancing it.

Or I would say, the precon, maybe your heila hands.

The runner will very often ignore this agenda because spending a bunch of money just to look at another campaign is very wasteful.

If, on the other hand, you know that your remote server is totally secure, you can go for one of your larger agendas, a four or five advanced Project Vitruvius, or even the ABT Jackson trick, described later.

Even though your ice forts will get impressive as the game goes on, you do not want to take forever to score out.

Your biooid ice will slow the runner down and immensely, but it will not keep them out forever.

Always be on the lookout for chances to score your global food initiative, since after you get to five points, you are a single biotic labor and 3-2 agenda away from winning.

So I think maybe there's where, that's one place where it's different, because there's no GFI in this deck.

But you're going to want at least seven points.

Maybe there's where you try to rush out that heila hands, get to five points with two and aHila hands, and then that also gets you some more more money.

Trick at the Trade.

Accelerated beta test, plus Jackson Howard archived memories.

If you put at least one advancementment on your ABT when you install it, you will have an extra click on the turn that you score.

This means that you can safely fire its ability if you have a Jackson Howard or archive memoryries in hand.

Aha.

So there's the purpose of the archived memories.

It's to combo up with accelerated beta test.

Okay, Makes sense.

I just never think about advancing a 3 2 agenda.

Never.

It never occurs to me that that's a good idea.

Use the extra click to rescue any agendas that you might actually accidentally dump into archives.

It also works to protect Jackson Howard with your remote server ice and use biotic labor to score your ABT, the turn you install it.

Trashing campaigns on Breaker Bay Grid, well, this is not going to be useful information for this deck, but I'll go ahead and read it anyway.

If you have an archived memories or a replacement campaign, you can freely trash a campaign in a Breaker Bay grid server to score an agenda.

When you replace the campaign after you score, you will go back to making money as usual without having to repay the campaign's res cost.

Okay, neat trick, again, not useful in this particular deck.

So that is the end of my first preconstructed deck discussion.

Hopefully, I didn't get too much wrong there.

This was a deck with a complexity of one on the big board. Scale of one to four, so even I should be able to figure that out, right?

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

I mean, not too many of them, because it's really more, we got the article, we got deck lists.

I will try to provide links to , maybe I's provide a link to my sheet that has all of these spreadsheet sort of like combined onto them.

That might be more useful.

Music is from Alexi action.

The website will redirect you to the reboot Project homepage.

It is Net Runner 21.

The numeral the numeral one.

The word point.

The reboot Discord server is where you can go for finding games more easily, finding discussion and finding more information about the upcoming winter worlds, which is coming up in just a couple of weeks.

You can play online at [rettech.fun](https://rettech.fun) and contact me at the best Places the Discord.

If you can reach me on Reddit, comment on any of the posts for the show, or on Board GameGeek, although nobody does.

The Astroscriptilot program this time around will begin our discussion of Mars and from the Worlds of Android Book.

Thanks for listening.

See you next time.

Mars .

For hundreds of years, humanity has looked to the fourth planet, Mars, as a source of mystery and adventure.

Once upon a time stories of little green men and invaders from Mars were the height of science fiction.

Such stories faded as satellites and rovers explored the Martian surface, but Mars never lost its hold on the human imagination.

Today, human beings have not only colonized this world, but the colossal task of terraforming the red planet is underway.

This new, semi-lawless frontier remains one of the most challenging environments for civilization.

Yet the hardy Martian settlers have managed to defy the odds and thrive.

Several generations have lived, worked, and died, to transform Mars into a world capable of supporting human life.

They're not done yet.

Even now, venturing outside of the transplas domes requires breathing assistance and protective gear.

Nevertheless, the planet has changed greatly from the aggressively hostile environment faced by the first explorers.

Now, those who make the weeks long voyage from Earth can find dozens of settlements scattered across the Martian surface.

These range from small encampments, huddled in canyon walls to huge dome scraper packed cities erupting from the barren landscape.

Millions call Mars home.

And for at least a quarter of the population, it is the only one they've ever known.

As recent immigrants and Mars born inhabitants established their own identity as Martians, clans organized around specific settlements of supplanted ethnic and national identities.

Although the entire planet's population is but a fraction of heavily populated cities like New Angeles, Mars is more than a handful of explorers in envirosuits scraping up soil samples.

It is a living, breathing world with vast potential and considerable danger.

With so many interests at stake in the planet's future, hostilities and rivalries continued to simmer under the surface.

These were the legacies of the Martian colony wars, which supposedly ended 15 years ago, yet yet the clans, militias, and mercenaries still fighting on the Martian surface, claim the war for Martian independence is ongoing.

Taking a walk.

A normal human on the surface of Mars won't last long, but it's not like he's sucking back.

He's got three basic problems.

The first is that he can't breathe.

There's more O<sub>2</sub> in the atmosphere now than there was, but the pressure is so low and the air concentrations so meager that unmottled human lungs can't pull anything useful from the air.

A good respirator, one that seals around the face and has a standard tank of NO mix, will do the trick here.

The second problem is that it's too cold, with the sun up near the equator, at the height of martian summer, it's not so bad, and a good jacket will keep him warm enough.

But once the sun goes down, nothing short of a heated envirosuit will keep a normal human alive for long.

The third problem is that he's being bombarded with more radiation than is healthy.

But the good news is that the rads will take years to kill him.

If he's got his j germ cells backed up at a facility under a dome or back Earthside, he can even still breed.

So really, Mars is practically paradise these days.

A Brief Hist history of Colonial Mars.

Because of the great distance and harsh conditions, many of the first manned flights to Mars were a one-way trip .

The early human expeditions to the Red Planet were also the first colonization missions, not all of which were successful.

The original colonists on Mars made great sacrifices to pave the way for following generations.

Survival sometimes meant circumventing corporate orders, although in some versions, these renegades are punished for their disobedience.

Harrowing tales of the Gand day and the dedication of Bradburries early Saturday. Settlers are favorites around the net.

Many stories have been embellished over the years, but they all tell of hard work and independence , of adversity and altruismism among those who first walked on the planet's oxide laced surface.

Together, these pioneer's tales give today's Martians a strong sense of per personal identity , an ethic of self sufficiency, and a suspicion of earth based authority.

Within the first few years of colonization, a handful of settlers began to lay the groundwork in the lava tubes on the slopes of Pavonus Mons in the Tharsis region.

Less than a decade later, the first large scale colonial craft, the Olympus, arrived.

The settlers dubbed their new home Bradbury.

In the years that followed, numerous other colony craft arrived.

Some continued to boost the population of Bradbury, while others built homes on new sites, the largest of the early colonization ships was the Chinese built Gandhi, which established Chanbian.

Today, the massive vessel's remains form the core of the city in the Hellas Plenicia basin.

A Planet of immigrants.

There are as many reasons to migrate to Mars as there are colonists.

Some are refugees, fleeing instability in their home countries , while others are entrepreneurs seeking success in new and untapped markets.



The space flights from Earth to Mars are exorbitantly expensive, even for coffin sized accommodations, so most newcomers sign on with a corporation to pay for their passage .

These multi-year contracts are indentured servitude, and Martian law is written to favor the corporations when contract disputes inevitably arise.

The Martian colonial Authority, MCA, enforces strict immigration regulations in order to ensure population growth does not outstrip life support system capacity.

However, many earther veterans from the war remained behind illegally, and some foreigners come over as tourists and overstay their visas.

There is a life of constantly ducking the law and migrating ever further out along the Martian frontiers.

Some have the credits to afford a forged ID, while others scavenged the numerous mercenary combat zones to adopt the persona of one of the casualties.

In MCA colonies, having children requires licensure, but many couples circumvent these regulations on purpose or by accident.

It is these undocumented Martian born children who grow up to become the most fervent clansmen agitating for self-determination.

According to the official corporate world of Mars, they do not exist, meaning their share of water and oxygen is not accounted for.

Continued strife, perhaps predictably, given its mythological namesake, life on Mars remains one of conflict.

Martians chafe under restrictive and proprietary trade practices that favor earth-based corporations and governments .

Scraping a living from the red dust is hard enough to begin with, and the corpse are always quick to seize any surplus.

A notorious example is aginusion, a subsidiary of genti, whose genetically modified staple crops do not produce second generation seeds, requiring that new and more expensive ones be imported from Earth every year.

Strangely, increased supplies or production efficiencies always seem to result in higher, not lower, taxes and prices for Martians.

Many believe that Mars would be better off if the MCA were dissolved.

However, independence from Earth remains both a dream and a driver of conflict.

Clan loyalties are as much an impediment to cooperation as they are a testament to the Martian desire for self determination.

Were the clans of Mars ever to unite under a single banner, Earth might have little choice but to accede to their demands, or give up on Mars entirely.

The current instability on the red planet ensures that this won't happen any time soon.

And many factions prefer to keep it that way.

Long Distance Calls.

Stellar communications is still one of the largest obstacles to humankind's effort to colonize its solar system.

Radio waves travel at the speed of light.

They They provide practically instantaneous communication on Earth and near instantaneous communication between its surface, orbit, and luna.

Contacting ships and personnel any farther afield, however, can take many hours or longer , thanks to the sheer vastness of space.

Besides the changing distance between Earth and Mars, long-range communications within the solar system are further complicated by radiation interference.

Debris fields, asteroids, and large stellar bodies, such as planets and moons.

While many of these obstacles have been addressed by comprehensive array of com's relays scattered through the solar system, sending a message from Earth to someone aboard a ship in Martian orbit or a mining expedition working in the Belt still takes anywhere between five and 30 minutes.