This is 2.1, a Netrunner Reboot Project podcast.

Episode 111.

Panic is expensive.

Hey, this is Remy.

The title card of this week's episode is calling card, a new criminal card from the upcoming booster, with the flavor text surprise is cheap, panic is expensive.

And yes, I am back a little earlier than I originally anticipated or said that I would be.

I do expect by next regular episode to be on January 10th, hopefully.

But in view of the fact that we had winter worlds, and the release of the new booster, and some new patch notes, I thought that, well, I can still get together a relatively short episode, and cover all of that stuff, rather than wedge it into an episode that's probably going to be pretty long anyway.

So that's what this episode is.

Let's do it.

Recognition.

The sixth booster for reboot, and some patch notes.

So the 6th booster is new normal.

That's the name of it.

And I don't know if that's maybe just like a commentary on the fact that this is the new normal kind of booster that we're going to see, or what exactly?

But as I've said before, as has been announced before, there are read the boosters have been previously 30 card packs, and now they're going to be 8 card packs, but perhaps coming out rather than every 9 to 12 months, maybe more like every 6 months.

So these cards were spoiled.

I'm going to re- uh, cover them in the order in which they were spoiled, rather than their pack release order.

They started being spoiled on the day of worlds, actually right after the Swiss part of the worlds was completed on December 14th.

And again, there are 8 of them.

They have gone, it has gone live.

So these are available to play within the game.

But I'm just going to run through them here.

I not going to have any commentary.

That's my typical pattern when it comes to covering stuff that I haven't incorporated into the main card pool yet.

The Gentechi card is 0 waste ag refinery, a 42 agenda.

When your turn begins, you may make each player draw one card.

The 1st time the runner draws a card each turn, gain one credit.

So that's a nice way to get yourself a credit for free each turn at the cost.

That's a relatively small cost, right, of giving the runner a card.

The criminal card is our title card, calling card, a resource with an install cost of one and one influence.

You place 3 power counters on it, when you install it and you choose a server.

When you install it.

When your turn begins, remove a power counter.

Once you've gone down to 0, then you run the chosen server.

And at the end of that run, if it is successful, you gain 6 credits.

And then calling card is trashed.

So essentially, it's a install one, install for one, and then gain 6 credits and a run.

Dirty laundry is a 2 cost event that gives you 5 credits and a run.

So this is double the money, although it is a bit of a delay, and of course, you're giving the corp a chance to.

Compensate for that.

The Wayland card, I like.

Bowstring is the name.

It is a code gate in Wayland.

The res cost is three.

The strength is three.

It's also 3 influence.

Here's the special ability on it.

You may trash bowstring.

Instead of paying an additional cost of forfeiting an agenda.

So you see, it pairs well with Archer.

It also has a subroutine that says end the run, unless the runner pays 3 credits.

The neutral card is a corp card, crunch time, an operation that costs 0 but is one influence, unless you search R and D or archives for a piece of ice, with a res cost of 6 or less, and then you reveal it and put it in your hand.

The anarch card is LabRat.

A resource with an install cost of two, 3 influence, you put 5 power counters on it when you install it, and when there are none, you trash it, as is true with calling card.

Well, not exactly with calling card.

Calling card does get trash to the end of that run, though.

As with calling card, when your turn begins, you remove a power counter, but you also gain 2 credits.

So essentially, you're going to gain 10 credits off of this resource.

However, your maximum hand size is -one for every power counter that is on it.

So when you 1st install it, your maximum hand size is dropped all the way down to zero.

Haas bioroid gets SarahView campaign.

At least that's how I think it's pronounced.

C-E-R-E-V-U-E. It is an advertisement asset, the res cost of one and trash cost of 2 and 2 influence, and when your turn ends, you gain 2 credits, if you did not gain any credits from card abilities, this turn.

It's interesting, right?

When your turn ends, not begins.

It's a campaign, though.

But it's not a campaign that engineering the future is going to want.

Because ETF is always gaining credit for its card from a cardibility.

The ability printed on its identity card.

This continues the big boy's approach of trying to give Has bioid cards that don't automatically slot into ETF.

The shape or card is by popular demand, a terminal run event.

It costs one, it's 2 influence.

And here's what it says.

Make a run, make a run, make a run, make a run.

So you make 4 runs on the end of your turn, but you can't use it with something like apocalypse or notoriety because it's a terminal event.

If it does work with things like medium, for example.

And the final card is the NBN card, double speak.

An illicit barrier.

Remember that means that you're going to take a bad publicity when you rest it.

The res cost is three.

The strength is four, it's 4 influence, and subroutines on this barrier, cannot be broken.

If there is no installed decoder.

So it really forces both a decoder and a barrier.

Now, it doesn't do anything nasty.

It's just an end the run.

In fact, it's a trace to end the run.

The subroutine is a trace 6.

But that's still pretty chunky, a pretty chunky end the run.

That's going to force the runner to have 2 breakers installed to be able to break through it.

Again, so those are the 8 cards that are part of the 6th booster for reboot, new normal.

But while we're here, let's also cover the patch notes.

Double speak was revealed on the 21st, and the patch notes are dated the 22nd.

And I think this is the 1st time this is true, there are no nerfs in these pen this patch.

They're all buffs.

They're also all 2 Booster cards, and they are all original booster cards.

So none and none that have been imported.

The 1st of these is from the 2nd booster, Mind and Mayhem.

We'll be talking about this card in the next episode.

It's caterpillar, a flipable gintechie ice that goes from being mythic to being a barrier, and then the flip happens.

There's a, well, there's a power counter countdown, kind of like on these 2 new cards for anarch and criminal.

The buff is that its strength has been increased from one to two.

The comment from the big boy.

Caterpillar takes so much work and patience already that having it also die to parasite trivially is just a bummer.

A couple of anarch cards that are in mind and mayhem as well.

The 1st one is pineapple, although the A, the 1st A, and pineapple is a 4, and the last, and the E is a 3.

It is hardware, and you can basically take a brain damage, and lose the hardware, in order to trash, uh, cheap ice.

The cost has been reduced from one to zero.

Big boy says, P4's effect was a lot stronger when it was printed because next dice was extremely common.

Now that this is no longer the case, the card can use a buff.

Also, glee, the console for anarch in mind and mayhem, gives you a memory unit, and you gain a credit whenever a corp card is trashed during a run on a central.

The cost has been reduced now from 3 to 2.

For a value over time console, glee almost never gets chosen over vigil or grimoire.

Now it's easier to install early, which should help its payoff curve a ton.

The next couple of buffs are out of the 4th booster, equity and eternity, the 1st is dark pool, a Wayland code gate.

It has an extra strength for every 10 credits the corp has, and the subroutines are, search R and D for a transaction operation, and play it, and end the run if the corp has at least 20 credits.

The cost has been reduced from 4 to 3.

It's been buffed once before.

I believe originally, the subroutine was that the corporate have to have at least 25 credits to trigger the ETR.

Now the cost has been reduced.

The res.

Darkpool has been getting a lot of hate.

Probably more than it deserves.

I'm wary of good Wayland code gates with face check punishment, since pre-installing a decoder against Wayland feels really awful.

But Darkpool is so narrow, that it can afford to be a little better.

Also from equity and eternity, hype, a flippable shaper program, the backside is hope.

When, but the buff is to the front side.

When an agenda is stolen, you trash hype, draw 3 cards and gain 4 credits.

Well, now that credit gain has been bumped to five.

The big boy says, players are almost universally preferring Nyashia to hype hope, even in Sonia.

Sonia is the identity in the 4th pack, that does things with installing things out of the trash, and the hope side.

Comes into play when you install it out of the trash.

This buff to the differentiating aspect of hype will hopefully make this choice closer.

And the final 3 buffs are from the previous pack, fate, and freedom.

The 1st is Communalink rollout, an NBN 32 agenda that gives the runner a maximum hand size of one, of +one.

And if they're tagged, the corpse max hand size goes up by two.

Well, now that's been changed to be at +3.

The big boy says, it's a lot of work to stick a tag, and then it takes even more time for the max hand size payoff to matter.

On a 32, this ability doesn't have to do a ton, but it can afford to do a bit more than it does now.

Project Genesis is a flippable Gintechie asset.

When you res it, you put 3 power counters on it, and again, the power counters count down to flip.

And when you flip and install it, the backside is there's 3 different possibilities, an asset and upgrade, or an ice, and you make that decision before the game.

But the trash cost of the asset has been 2 now been buffed to 3.

The payoffs for project genesis feels strong enough, but it's too easy for the runner to disrupt, both installed and in HQ, so a trash cost buff should help it feel more reliable.

And then we have Caede Ueno, a Gentechi asset, that when the runner accesses it from R&D, or when it's installed, but not when it's an HQ, you do a net damage.

But then when your turn begins, you add it to HQ and gain 2 credits.

The trash cost has been bumped from one to 3.

Caede is supposed to be a key support card for Gandiva, that's the Genteci, identity in that pack.

And neither is strong enough yet.

This buff should make you feel way happier about tricking the runner into running your bait card.

Because it's going to cost him 3 to trash it.

So those are your set of buffs for the December 22nd patch notes.

Experiential Data.

Winter Worlds 2025.

But I don't think we had a summer or fall worlds this year.

It was supposed to be a seasonal thing, like every season there's supposed to be a worlds, and I guess life just got in the way for people.

We had the spring champs.

Now we have the winter champs.

It happened on December 14th.

There were 12 players, so this was a live tournament, as opposed to the constructed league and the preconstructed league, which are asymmetric time-wise.

There were 4 rounds, and then there was a cut to the top four.

The top of the Swiss was Gammonet on 18 points, that would be 6 wins out of 8 out of 8 games, went undefeated as the corp, and then split his runner games 2 and 2.

Uh, same number of points.

The 2nd seed was Dunch 97, who went 3 and one with both Corp and Runner but had a lower strength of schedule.

R2 Devo, V slice, and Puffin Zero all had 15 points.

They, uh, split with one side, 2 and 2 and went 3 and one with the other.

But strength of schedule makes the difference, and so Puffin Zero missed out on the cut for that reason.

Now, I actually finished 7th in this tournament with 12 points, I went 2 and 2 with both my Corp and my runner, although my last game, I came one credit short of being able to steal the winning agenda.

And if I'd gotten that, then I would have been at 5th overall and lost out because of a lower strength of schedule.

So the top 4 V slice played Gaminet and swept.

So the 4 seed took down the one seed there, and then between Dunch and R2 Devo, the way this works in the cut in reboot, is you play 2 games, and if you split, you play a 3rd game of the higher seeds choice.

So in this case, Dunch won that 3rd game.

They then played one game of their finals, which V slice one, but had to delay the 2nd one because of time zone considerations, I think V slice is on the West Coast U.S. And Dunch is in central Europe, so they are really far apart time wise.

But once they finally got together again, V Slice won that 2nd game as well, becoming the Winter World's champ.

There are a couple of streams that you can watch, Manta streamed his games, and Goblin Mode streamed his and most of the cut with some commentary that he and Zalie got on to do for those games in the cut.

I also have a list.

I'll put it in.

Well, where am I going to put this?

I guess I'll link it in the show notes. To all of the decks.

Well, at this point, I have almost all of the decks for the 12 players, lead it and submit a deck before I recorded this.

He finished in 12th with professor and ETF.

And then actually the champ, V slice, it hasn't posted his noise deck yet.

But everybody else posted their deck, either actually published it on NRDB, on Ritechie DB, or they linked to their private version of the deck.

And I did, of course, a big write-up for my deck.

And, um, You know, why don't I just go ahead and read it?

Come this far.

By the way, it was, I guess I should say what it was.

It was a cybernetics division deck, which is the one that both hands start with one hand size of minus one.

Here is what I said.

I seem to have a pathological aversion to playing good decks.

I don't know why.

But when I win with a known, good deck, like a preconstructed deck, for example, I don't feel like I won, I feel like the deck one.

I do feel, however, that if the game is lost, it was definitely something I did wrong rather than there being a problem with the deck.

So maybe I just want to play a bad deck so I can blame the deck for losing, rather than myself.

Enough psychoanalysis.

I came across the deck Xanatose gambit while researching cybernetics division for my podcast back in the spring when the 2.one group reached Chrome City.

The concept for that deck is pretty simple.

Quoting from tie-dyed vortex is write-up, you play mushin notion on either cerebral overrider or mandatory upgrades.

This leads to 4 outcomes, all of which are favorable.

One, it's an overrider, and they run it.

With your ideability, this gives them a one card hand for the rest of the game.

Two, it's an overrider, and they leave it alone.

You now have the world's most secure server for your shell corporation.

Three, it's a mandatory upgrades, and they leave it alone.

You score and immediately begin fast advancing like there's no tomorrow, occasionally dropping and using Milange Mining Corp in the same turn for crazy amounts of money.

Four, it's a mandatory upgrades, and they run it.

You play a media blitz, and start fast advancing anyway.

Unquote.

See now, this is what I'm talking about.

This is fun to me.

At the time, since we only had Chrome City.

The media blitz play wasn't an option.

That lets you copy the other players, an agenda in the other players' score area.

Taking inspiration from another commenter somewhere, or maybe this was just my idea because new side div has so much influence, and I didn't have media blitz.

I swapped out all the next dice for the grail suite, generating my deck but brain downgraded.

I also wanted to see how self-destruct chips and gyri labyrinth would play in this shell.

Answer?

Not so well.

According to Ratechi, this deck has only one win in 7 games.

Though this does include at least a couple of games after we introduced old Hollywood into the pool and I had a chance to use backchannels.

Once data and destiny arrived in the pool, I was able to shift into a closer clone of the Xanato's Gambit deck, using the next suite of ice, rather than the Grail Suite, and shifting that influence into media blitz, and Shipment from Sand Sand?

Okay, well, that didn't work so well either.

I mean, don't get me wrong.

Motioning a man ups that gets stolen and then playing a media blitz to get the extra click anyway is pretty awesome.

But as we can all see, that is a 3 card combo, and that is probably not something that makes for a consistent deck.

With the extra tools and reflections, I made a few changes.

One was making room for an IPO.

Being poor is a consistent issue for this deck, partly due to relying so heavily on motion, plus untouched overrider, plus shell corporation, or backchannels, another 3 card combo, partly due to hoping to get a man ups and then use Milange, and partly due to the motion nerve now costing so much money, especially early.

Another change was bringing in a next level clearance, which did help me close out one of my wins in this iteration of the deck.

This deck did twice as well as the original version, and I got 2 wins in 7 games, progress.

Moving it in mind and mayhem, I wanted to appropriate some of the tools for echo mem vaults, especially microtransactions and Vulcan one.0, mind maze.

Again, we'll talk about these in the next episode.

I dumped the Milanges, which almost never worked anyway, and the special offer, I'd tried out, for microtransactions and a 2nd IPO.

The architects made way for the Vulcans, in a straight swap.

I didn't have a chance to play this version prior to worlds, but as I was going back to the original Xanatos Gambit list to see if I'd made too many changes and drifted too far from the original premise, I noticed an open tab that's been sitting there for months, probably.

It was for a deck derived from Xanatos.

I went in a slightly different direction, and it looked good to me.

After all of my experience with the deck so far.

Yes, for me, 14 games is a lot of experience with a deck.

This one is called Mindless Mind, and the Dex author is quite verbose, almost as much as me, so I won't reiterate everything set in the write-up there, but the key inside that helped me unlock more performance in the deck was to embrace simple IAA.

That, of course, is install advance advance.

Out went the shell corporation in favor of another backchannels.

In fact, out went the archived memories, since IAAing Vitruvius is easier.

And the media blitzes, the logic being that agendas get stolen too frequently to make them worth it.

To make room for a neural EMP, and the June bugs that make IAA more valuable.

I also made a couple of smaller ice changes, pulling an Eli for a Heimdal so I could have a big taxing barrier and more brain damage subs.

Swapping out touring for Victor one and dipping my toe forward into equity and eternity by replacing special offer with Fairchild, to regain influence, and for even more brain damaged subs.

These changes really help the deck, as far as I can tell.

It's still a little poor, especially if you don't see backchannels, but if you do, it's pretty easy to get large influxes of money at the simple cost of IAAing a trap or an agenda, especially thanks to the backchannels buff.

Motion makes it even better, with backchannels buff offsetting the motion nerve.

But even if backchannels doesn't appear.

Shifting fully into operation economy puts things on a more solid footing.

As I already said, I could never get Milange to pull its weight, not to mention all the times it just got trashed straight out of R&D. And as much fun as media blitz on Manups is, and even though it is an operation.

As a current, it is probably too delicate.

I do think that the deck could still use more money, especially since so much of the econ of the deck is sunk into just 3 cards.

Would one of the other clearances be a good addition?

Maybe?

I don't know what I'd cut.

And I'm not really sure I want or need the extra draw.

Perhaps the answer is that I don't need as much ice as I have.

I freely admit that I don't really have a solid grasp of how best to put together a full ice suite beyond just about the same number of each type, which this deck very much does not have.

I will say that this post by the big boy that I quoted a couple episodes back was very useful to me, and some of the changes I made here were guided by it, but is 14 the right number?

Should I actually have 15?

Could I get by with less?

No clue.

Aside from the economy aspect, the other thing that seems to happen a lot when playing the deck is bleeding agendas.

This was exacerbated on the day by refragmenter, a card outside of the current 2.one card pool, and therefore, one I never played against before.

I don't usually go in for conspiracy theories, but for as many times as I've been agenda flooded with this deck.

It makes me wonder whether there's some flag in the JNEC code that is set to auto lose when playing with SideDiv.

Though it's more likely that I'm just really bad at managing where the agendas are.

It was still tough for 6 of my agendas to appear in the top 16 cars of my deck and one of my losses on Sunday.

Although this was counterbalanced somewhat by one of my runner runner wins, where I went from 2 points to 8, on my final desperation turn by pulling 3 straight posted bounties off of R&D. Oh, so how about a quick actual tournament report?

I got smoked by dunch in round one?

Flooded hard against goblin mode in round 2?

Then turned it around and won against Lee and round 3 after he ran into an IAA overrider turned one and was on 0 and size for a lot of the game, although I couldn't find that neural EMP.

And capped it off in round 4 with a win against Flack Maniac off the IAA, Junebug.

In one of those 2 last games.

I actually scored 2 man apps.

So 2 and 2 on the day.

After previous versions of the deck had gone only 3 and 11. Small sample size, obviously, but it definitely felt a lot better.

And a lot of that was down to the approach of being willing to naked install advance advance, rather than wait for the hammer blow of motion.

So I'm looking forward to playing that again, but I can get back into my regular NetRunner nights.

Once work maybe is a little nicer to me.

We'll see.

Anyway, many of the cards discussed in this week's episode are linked in the show notes.

Music is from Alexi Action, the website, redirects of the reboot project homepage is never in our 2.one.com.

On that site, you can actually see the patch notes, and not just the most recent one, but you can go back and look at all the patch notes.

That's actually a big resource I have ever since the boosters anyway.

I've started.

That's one of the resources I use when putting together my episodes and talking about how the boosters have changed.

Or so on the Discord server, you can get into a lot of conversation, you can play online at retechie.fun.

I'm going to go ahead and do an Astroscript pilot program this time around.

That does take a lot of prep time and effort.

We're going to move into the 2nd part of the section on Mars.

This one is about Martian terraforming.

Thanks for listening.

See you next time.

Mars has been a desolate wasteland for billions of years.

Outside the domes, exposure to the thin atmosphere without the aid of specialized enviro suits means a slow and agonizing death.

Daily temperatures are brutally cold, except at the equator, and the planet's lack of a magnetosphere means that solar radiation impacts the service unimpeded.

Compared to the environment the 1st settlers encountered, however, the efforts to make Mars a friendlier setting for human life have been a resounding success.

Or so the corpse claim.

Even so, many centuries of work remain before a genetically unmodified human can walk on the surface of Mars without assistance or protection.

If Mars is to become habitable outside of the colony domes, 3 problems need to be addressed.

Mars has no breathable atmosphere.

The average surface temperatures are far too cold, and the solar wind freely bombards the surface with radiation.

For terraforming to be successful, Mars's atmospheric pressure needs to be raised, so that water can exist in liquid form outside of a controlled environment.

Mars must also be able to keep its atmosphere from escaping into space.

Finally, Mars needs a magnetosphere to protect it from the threats of solar radiation.

Either greenhouse gas production needs to continue permanently, or a planetary scale artificial magnetic field must be developed.

Rumors abound that research into this is already well underway, but the power realities of such an immense project leave many skeptical, even with solar and fusion technologies.

Methods.

Much of the colony's structure and development revolves around shaping the Martian atmosphere for human habitation.

A sizable part of the Martian economy is directed toward terraforming the planet, including industries such as geothermal mining, agriculture, and transport.

Practices have been banned or restricted on Earth are extensively employed on Mars, such as the purposeful release of chlorofluorocarbons, CFCs, and other greenhouse gases.

Bio seating and meteor mining comprise the more unusual techniques that Martian terraformers use.

Bio seating.

Although still in its earliest stages, bio seating provides the initial microbial life that will eventually convert carbon dioxide in the Martian atmosphere into oxygen, these bacteria, algae, lichens, and microscopic plants are genetically engineered to withstand the harsh environment and solar radiation of Mars.

And they form the foundation for an eventual, self-sustaining food chain.

Such efforts are virtually invisible to the typical Martian, however, as the only plant life encountered by the general populations is that found in the horticultural domes.

However, in a handful of lower altitude locations near the equator, a keen observer might see a greenish tint on areas of the planet's surface, or some heavy reddish lichen clinging to a rock.

CFC excavation.

Compounds like CFC 12, sulfur hexafluoride, SF6, and others are even more effective than carbon dioxide in retaining atmospheric heat, and raising pressure.

As such, numerous sulfur mines have cropped up in the Tharsis volcanic region.

And fluorine strip mines dot the planet's surface.

The work is dangerous, but pays well. Attracting large groups of Martian immigrants who work on the frontier for months at a time before heading back to recuperate at the larger colonies.

Many of the pioneers frequenting the local watering holes are fitted with cybernetics, a varying quality, evidence of one mining accident or another.

The demand for the brutal labor won't die down anytime soon, since surplus, rare metals are shipped back to Luna or to the belt, at an impressive profit.

Meteor mining.

Meteor mining is a bit of a misnomer, and that crews are mining for suitable meteoroids to become meteors, and eventually meteorites.

Prospectors scour the outer edges of the asteroid belt for solid bodies with high concentrations of water ice or ammonia.

By placing remote controlled thrusters at specific points on the meteoroids surface, these comet jockeys alter their plunder's orbit for a precise collision course with designated sites on Mars.

As crude and dangerous as this may sound, it remains the most viable means for rapidly altering the Martian atmosphere.

Over time, these small meteorites raise the levels of water vapor, oxygen, and nitrogen, bringing Mars a small step closer to achieving breathable air.

The space cowboys that work the asteroid belt are an intrepid lot.

While ammonia and water rich comets and asteroids are a major part of their business, the belt is brimming with vast hordes of untapped mineral resources.

Women and men seeking a fortune in the glittering expanses procure a ship.

Often under contracts from the Whalen consortium or its subsidiaries.

Yet few ships remain exclusively tied to one sponsor.

Crews might employ bioids impervious to vacuum, or forearmed clones, engineered for long-term 0 gravity.

Legal jurisdiction in these far flung space locations is blurry at best, and the cutthroat nature of asteroid prospect he makes for dangerous business.

But for those willing to take the risk, fortunes await.

The sacred surface. Of Mars.

Not only do the corporations oppress the children of Mars, they also defile the sacred surface of humanity's birth planet, these terraforming efforts threaten to disrupt the primordial balance of wind, ice, and rock that sustained our progenitors.

Armessiah, Visante Smith, has embraced our ancient heritage and reclaimed humanity's sacred birthright.

It was only a matter of time until we unlocked the secrets of our own creation.

Our DNA remembers.

And we can revert to our true forms, that of an ancient people who commanded the red dust and built glorious civilizations.

You might not believe it's true, but that's exactly what the corpse want you to think.

They unearthed our age old settlements when they began mining here.

They are covering it up, afraid of what we'll do if we realize our true natures.

Interview with an anonymous Crimson Dust adherent.