

This is 2.1, a Netrunner Reboot Project podcast.

Episode 113.

RooBoom.

Hey, this is Remy.

The title card for this week's episode is Glee, the new anarch console that comes in the second reboot booster, Mind and Mayhem.

The flavor text on it is a conversation between some members of the horde, and apparently somebody else who has jumped into their, hmm, Forum, Discord server, whatever it is, 2 X Tiger says, RooBoom, RooBoom, RooBoom.

Sinner, says RooBoom, RooBoom.

De Pro says, WTF.

Then DePro was kicked by 666, who says, RooBoom.

Reboom became a...

And I think has become.

It's had a long headlong legs.

It's become sort of a thing that people have.

In the Discord server ever since this card came out.

Every once in a while, it gets trotted out.

Something that apparently the members of the horde would say here in their chat.

We have a react for it in the Discord server.

It's just the pineapple, the little the little grenade.

We'll be talking about that too.

The members of the horde.

According to the hoard card are ice, ice baby, although that's in all caps and uses ones instead of eyes and ice and takes out the A and baby, so one CE, one CE, BBY.

2 X tiger, who actually shows up on a couple other flavor texts, including advanced concept hopper and sports hopper, Nevermore, with 3s instead of the Es, Dat Addict, with 4s instead of the A's, Sinner, with a 5 instead of the S, and 666.

And as we will discuss, when we discuss the hoard, that 123456 is relevant.

Uh, so, reboom.

If that hadn't been such an instant classic, I would definitely have used the flavor text from Sunny's new card, amateurs delight in absurd hand-coded demon trees, professionals have jobs to do.

That is, absurd hand coated demon trees also would have been a great title.

In advance of this release, the big boy says, I think, he was talking about the mini factions, I think.

I think the other factions are all in a good place.

The general theme of the pack is promoting early running for the runner, and new defensive options for the corp, so there's a lot of ice, because ice is the easiest card type to design in a way where it sees lots of play as a one of, which means people get to use the new card, but it doesn't crowd old stuff out.

So as you recall, last time we talked about there being a lot of ice in this pack, I think there were six.

That's kind of a lot.

And here we'll see how the early running comes in.

But before we get into the runner side of mind and mayhem.

I do want to do an anonymous tip.

Anonymous tip.

Reboot adjustments to anarch, or, I suppose, the lack thereof.

This is a conversation from the Discord server in November of 2024 started by a user whose name I don't recognize, Player Supreme.

So I'm guessing this is somebody that just appeared for a little while, asked a few questions, and then moved on.

But it generated some nice comments that I thought would be nice to include.

I've had it sitting here in my dock for the last year, so let's trot it out and do this anonymous tip.

So player supreme starts with.

I don't understand why the core anarch suite, particularly Yog point O's routine breaking, data sucker and parasites splash ability, and corrodor's strength weren't nerfed more.

Big boy's response.

Because the existence of data sucker enabled fixed breakers is what makes ice diversity possible.

If breakers reduce to boost brake math, then ice homogenizes.

In reboot, you even play ice that has bad math, Lotus Field, wormhole, Ichi 2, simply because of how it interacts with the anarch suite.

Parasite to 3 cost, fixes it.

The Econ value of parasite was what was broken.

Player supreme, rebuts.

The core anarch breaker suite is too good, and too splashable out of faction.

Yog, going from 5 to 6 won't fix the fundamental issue of breaking any amount of subroutines for 0, makes all code gates under 3 trash, and even those above just use data sucker, anarch breaks color pie.

The big boy responds to this.

And yet, code gates under 3 are still widely played in every deck.

I think you're making a lot of assumptions about how a game plays out.

You should hit the nets and see why this isn't true.

I just checked and the last 5 corpse I used all had 2 or 3 code gates, strength 3 or less.

Enigma, quandary, talent scout, magnet, Fairchild 2.0 are all super good cards.

Data Pike is also playable, as is Yagura.

Original me says, and not every good runner uses Yog.

Corrodor is probably more splashed.

Player supreme.

I agree, corrodor is far more splashed, so why Nerf scorched earth and biotic labor to 5 influence, but keep Yog at one, corrodorate 2, and data sucker at one?

Ask yourself which suite of cards was ran far more consistently in a majority of decks side wide, side wide.

It's the anarch suite.

The only way touching scorch and biotic already at for influence and leaving the far more splashed, yog data sucker corrodor parasite makes sense, is if you're a runner main.

Yag was on the MWL, scorched antibiotic, were not.

Cora was fundamentally flawed as the core said, and that runners should only be good at breaking one type of ice.

Crim icebreakers were underpowered, an anarch suite swung on the other side of the equation.

Anyone who played since 2012 knows that the anarch suite saw far more usage and runner factions than scorched antibiotic did across all corp factions.

And then a very long response by the big boy.

Yes, in early FFG, Yog sucker was broken, because Desperado gave one a MU.

So you could double sucker out of Crim and beat a 4 strength gate on archives.

And Andy had link, which helped this too.

Scorched nerf is necessary because of breaking news decks.

I know what I'm talking about on this, I promise.

Some card has to be the best card.

In reboot, it's data sucker, and that's by design.

It's basically the most fun and interactive card ever.

To use it, the runner has to run, with a vulnerable program out, and the Corp can fight back by purging later or with CVS.

Corrodor is super whatever.

Most barrier suites are like 3 Eli and Heimdalls, or just gear checks and Eli's, or have huge stuff like Hadrian's.

You'd rather have lady if you can manage it, but most decks can't, so they settle for corrodor.

Crims just suck at breaking everything but big sentries.

Also, wisdom from 2012 to 2013 is almost worthless, no offense.

The players were very bad back then, not their fault, of course, it was a new game.

The color pie of breaking is more about how each faction deals with ice.

Crim is about economic circumvention.

Anarch is about momentum.

Shaper is about reliability.

So Krim has inside job, shutdown, ferry, etc.

Anarch has sucker, yog, mimic, etc.

Shaper has SMC.

Of course, there is a secondary color pie concerning which type of large ice each faction is bad against.

Crim is bad against big barriers.

Shaper is bad against big sentries.

Anarch is bad against big code gates.

Want to get an edge versus Crim?

But a Hadrians, or wall of thorns on HQ.

Versus Shaper?

Put a Fenris, now strength 4, or Newshound, on your remote.

Versus anarch, try Lotus Field, or wormhole.

Anarch Econ is way worse in reboot than the other factions, and you get in a position where you are behind on points and don't want to get compressed on the critical turn, so you're pre-installing stuff just in case you need it, which makes the Econ problems even worse, and then you don't have the money to break with corridor when it matters, or beat an ashtrace, et cetera.

And you can build anarch for pure momentum, wizard val with desperado.

But then you're even more vulnerable to the gotcha cards, like Lotus and Archer.

Tupark says, one of the biggest things reboot did, in my opinion, is give all factions a reasonable handful of economy cards to pick between.

The big boy says, yeah, but the anarch ones are the worst, and they don't have the influence to bring in better ones.

Hitting my liberated account while they sec test or trigger ASOPS.

So, the thing that I particularly appreciated about this insight was the take on dealing with ice, because I'm sure I've said it many times, especially early on in the podcast, that it's very clear that it's supposed to be criminals are good against centuries.

Anarchs are good against uh, barriers, shapers are good against code gates.

That's how it's always been.

I've always thought about it.

So it's interesting to see this sort of alternate perspective for how they deal with ice and what they're bad against rather than what they're good against.

Satellite up late.

Let's talk about the runner side of Mind and Mayhem.

As I have said, multiple times now, each of the first 5 boosters has 30 cards.

They are roughly split 50-50.

In this case, there are 14 corp cards and 16 runner cards the other way around in reflections.

Meanwhile, unlike the 1st booster.

The factions are unbalanced, much like a deluxe expansion, that's the way it'll be true for the other 4 large boosters.

In this case, anarch is the unbalanced runner, there are 8 of the 16 cards are for anarch.

There's just 2 for criminal and shaper, and we get one for each of the minufactions, as well as a neutral card.

Of these 16 cards, only 5 are imported from later cycles, of which one is a Nerf and the other 4 are buffs.

Whereas the we have 11 that are original to reboot.

And once again, here it is unbalanced, where 6 of those are for anarch.

So let's talk about the imports first.

First up you have for criminal, a Nerf, pad tap, that originally came in the Qatara cycle.

It was a resource with an install cost that has been boosted from 0 to one and is one influence.

The 1st time the corp gains credits through a card ability each turn, you gain a credit.

And to, for a click in 3 credits, the corp can trash pad tap.

Without a tag.

The buffs are to frantic coating for anarchs, originally came in the flashpoint cycle, that's the 6th cycle, an event that has been reduced in cost from 3 to 2.

It is 3 influence.

You look at the top 10 cards of your stack.

And then you install one program from among them for a 5 credit discount and trash the remainder.

There's an interaction, I guess, with Paige Piper, where you can trigger Paige Piper triggers before the other cards get trash that you shuffle R and D. I don't, I didn't look into it. In great detail to see exactly how that's supposed to work or whether that's the most sensible way to use the card.

Uh, shaper has an imp buffed import patron, originally in the Mumbad cycle here right after.

Um, right after the Sand Sand Cycle, is a connection resource whose install cost has been reduced from 3 to 2, It's 3 influence.

When your turn begins, you choose a server, and the 1st time you successfully run that server, you draw 2 cards, instead of accessing.

So this is essentially, almost exactly, a shape or version of security testing, where security testing for the criminals is you get 2 credits.

Here you get 2 cards.

The neutral process automation was originally in the campaign expansion, terminal directive, an event that costs 0 and is one influence, despite being neutral.

The buff is that you gain instead of two, 3 credits, and draw a card.

Artwork here from Edmontonian, a rare physical piece of artwork from Edmontonian.

Usually, his stuff is in cyberspace, and there's a particular look to it.

I covered him way, way back in the in the maker's eye segment.

And a card that was originally imported with no change, but subsequently buffed, is the anarch system outage, which was originally the very 1st card in the flashpoint cycle, is a current event whose cost has now been reduced from one to zero.

It's to influence, and whenever the corp draws cards, they lose one credit, unless it's the 1st time in the turn that they are drawing.

I guess I should look this up too.

I'm not sure, does that include the mandatory draw, or is that not considered the 1st time in their turn?

Not sure.

Um, yeah.

Let me go look that up.

Okay, yeah.

I'm going to say that the 1st time is always going to be the mandatory draw.

So basically the corp is clicking to draw, or playing a card to draw, and they're going to pay an extra credit to do it.

So originally again, like I said, it was no change in July of 2023 when this was released, it was buffed just as just a few months later in October, and the big boy at the time said, I promised this card is good and fun, but people seem reluctant to give it a chance, preferring hactivist beating in every matchup.

Costing 0 is a huge buff for a card that is best to play right away, so I hope this gets you excited to try it in a deck.

Although even still, a fluffy one in his review, ranked it, rated at a 4, saying that the card generally doesn't want to be drawing anyway.

And he said, even gaslight, who is a notorious draw addict, still says it's bad.

Now, I'm not going to do a quest completed segment this time around because of the system outage, frantic coding and patron, They're all just one credit less to play or install.

So.

That's just a little better.

That's nice.

Now process automation is quite a lot better, being one extra credit.

But I will talk about that some more in the economy segment.

So, That's all I have to say about that there.

As far as the original cards.

Let's look at the anarchy suite.

The 1st is the hoard, defiant de San Francisco's, a 5015 ID, the 1st time each turn, there's a 50-15.

I think it was 5012.

Yeah, I don't know, but it is 5015.

The 1st time each turn you make a successful run on HQ or R&D, you put a power counter on it, and then you resolve an effect, depending on how many power counters are now on it.

Each of these effects is tied into one of those user names that has the number one through 6 in it.

So if you now have one counter, And this successful run will be is considered successful right before you access, or yeah, right before you access, so it's not at the very end of the run, not after a successful run concludes.

So the 1st one is you gain 2 credits.

If you have the 2nd time you do this or the 2nd turn, you do this, you draw a card.

The 3rd time, you take a net damage.

But gain a click.

The 4th time you force the corp to lose a credit.

To me that one feels like the weakest.

Because maybe it's just because the corpse I'm always playing are always rich.

The 5th time you trash the next card you access this run.

And that's mandatory.

You have to trash it.

The 6th time, you can pick any of those 1st 5 and then you remove all power counters from it, and you get to start over again.

The next card is pineapple.

Here, the A and pain is replaced by the number 4 and the E and Apple is replaced by the number three.

So it's often referred to as P4 shorthand in the same way that David is often referred to as D4.

There's a unique hardware with an install cost of zero, 3 influence.

When the corp rez is a piece of ice with a res cost of 3 or less, a res cost?

Man, I need to pay closer attention.

Yes.

Okay.

Or maybe I just need to stop doubting myself.

So a res cost of 3 or less during a run on a central.

Trash pineapple. Suffer a brain damage, trash that ice, and jack out.

So sort of an instant parasite at the cost of a brain damage.

Stim graft. Is unique cybernetic hardware, with an install cost of 2 and one influence, you put 6 power counters on it when it's installed.

The ability is that you spend a click.

You make a run.

It then stem graft gains a credit for each hosted power counter.

When the run ends, suffer one brain damage, remove one power counter, and remove all credits from StimGraft.

Now, it says those hosted credits could only be spent during runs.

I don't know what else you would spend them.

They're only going to be there during a runs.

That seems pretty obvious to me, but I guess you have to spell these things out.

Glee, our title card, is the console, is got an install cost of two, which 3 influence, gives you a memory unit, and whenever a corp card is trashed during a run on a central, whenever, not just the 1st time.

But it is just a central, gain a credit.

So that includes trashing ice, that, with, you know, parasite data sucker, that, or pineapple, that includes anything you trash, paid to trash out of HQ or R&D, or any installed upgrades.

Termite.

Or I guess if you're in the middle of running and you pop, uh, utopia shard.

That would also be trashing, I think.

Yeah.

Termite is a virus program with an install cost of one and one influence.

The 1st time you access a card from R and D, each run, you must trash it at no cost.

But then it is trashed if the corp purges.

So lamprey is very similar in trashing on a purge.

Um, Lamprey, of course, will dock the corp credit on every time you run HQ.

Here, you're trashing stuff out of.

It's kind of like a recurable limited imp in that way.

For the laughs is a run event that costs one and is 3 influence.

You make a run on HQ, you can trash the 1st card you access at no cost.

Then when the corp scores, you can pull this out of your heap and put it back in your hand.

So this is very similar to Demolition Run, but it costs one instead of zero.

It's limited only to HQ, rather than being either HQ or R&D. And most importantly, it recurs.

Those are UR 6.

Did I cover six?

Yeah, that's 6 anarchy card.

The one new criminal card is walrus, a fracture with an install cost of 4, a strength of 3, takes up 2 memory units.

It's also 4 influence.

You put 2 power counters on it when you install it, and those power counters can use to break a destroyer or an AP subroutine.

As far as its normal functions as a fractor, for 3 credits, you can break any number of barrier subroutines, and then it boosts one strength for one credit.

The new shaper card is future proofing, a run event that costs two, is 2 influence.

You make a run on HQ or R&D. When the run ends, if it is successful, flip future proofing and install it, ignoring all costs, and then put 7 credits on it, and the backside of future proofing is epiphany, where there is a number 4 in place of a numeral 4 instead of the A in epiphany.

It is a program with an install cost of two, which you won't pay. And to influence.

Use hosted credits to install and use icebreakers.

So long as that program you install doesn't replace epiphany.

The mini faction cards, Apex gets repurpose, an event that costs 0 and is one influence, but as an additional cost to play it, you have to trash 3 of your installed cards, but then you draw 7 cards.

They did put badeau code on this for the flavor text, and it reads, your time was badly spent.

Adam gains synaptic remodulator, unique cybernetic hardware with an install cost of 0, 3 influence.

When you install it, though, you suffer a meat damage.

Whenever a successful run ends, gain one credit for every click lost or spent during that run.

And Sonny gets cloudburst.

An event that costs one and is too influence, search your stack for a cloudbreaker and install it, paying all costs.

Then you attach cloudburst to it as a condition counter that says, host icebreaker has +one strength.

The source.

Let's talk about the Nerf to pad tap.

Again, this is a card that you gain a credit when the Corp gains money off a card, any card.

Hedge fund, Adonis, Pad Campaign, ETF.

The big boy's comment here, the the Nerf is, it costs you one to install rather than zero.

Pad tap is a cool hybrid econ and denial tool that presents an interesting choice to the corp.

But at 0 cost, it was too efficient.

This change makes the math better match the power level of reboot.

I've talked a lot of times about bad cards getting buffed, buffed to 0 credits so that they can become playable or more playable.

It rarely makes them strong though.

So this is actually the flip side of that.

Sometimes there's a good card that is too good at 0 credits, and so takes a nerve to make it a little bit weaker.

He has said before that he doesn't want something to do too much work.

From zero.

Because if you completely wiped out, You should have to go get some money before you get a very powerful effect.

Pad tap came out in the last cycle of fantasy flight.

And in fact, a very last data pack. Has actually spent a lot of time being banned by null signal, so I wanted to share a couple of those comments too, because they give us a little more insight into what this card is doing.

So it was originally released in May of 2018, the last data pack right before rain and reverie.

In September of 2020, NSG bandits saying, while not everyone agrees that criminals are significantly ahead of the other runner factions at the moment, we feel that the above changes to the corpse side, other things being banned, will primarily benefit criminal decks, widening their lead over other runners.

We therefore felt it was appropriate to curb criminal decks slightly, by selecting a card that finds its way into nearly all criminal decks.

PadTap provides a check to the corpse in the early to midgame, forcing them to either commit to a tempo hit by trashing it, or provide runners with ongoing Econ.

PadTap has also pushed a few cards such as pop-up window and corporate sales team out of the game, where without it, there might still be a place for them.

We believe that removing it will slightly reduce the ability of criminals, to suppress the corpse economy in the early game.

It was then made legal again a year later, in October of 2021, right before worlds of that year, they said at the time, to help a broader range of runners keep up with the fastest corp strategies.

Then it was banned again, a year after that in September of 2022.

Say at the time they said they were trying to tackle the steady rise of drip economy.

They also banned Risecki at that time, along with Pad Tap, because they said, as with their low influence cost, they saw play in all factions.

Rizecki is a shaper program that literally just gives you a credit of return.

Which seems crazy strong to me.

This one, it'll gives you credit every turn too, but only if the court does something.

So then it spent the next 3 years, 2.5 years banned before finally being rotated out with all of the rest of the fantasy flight games in just April of last year, 2025.

I'll have a lot of comments from the booster pack spoilers and discussion channel from June and July of 2023 when this Mind and Mayhem pack was originally announced, mainly more in the last section.

But here, when Pad Tap was announced, Bioken weighed in 1st saying, wait, no.

What?

Why?

The big boy says, I was worried too, but it's been fine so far.

The cost change is a huge deal.

Bioken's like, well, more like reboot booster card slots are so scarce, and one of them just got taken up by Pad Tap.

Big Boy said.

It's actually pretty fun.

You hated that much, huh?

Also, reboot slots aren't that scarce.

There's 10 instead of more this time that's 10 being imported because we're running out of stuff that's worth saving.

Bioken's like, yeah, I didn't think Pad Tap was on that list.

The big boy.

I think the 0 cost was a huge problem.

When you nerf Econ cards by one.

It changes the math a lot.

Like I think 3 cost Risecki is probably not playable in reboot.

Again, that was, originally, 2 cost shaper program, when your turn begins, gain a credit, legal for the 1st 3 years of existence, but it's been banned for the last 3 years.

Big Boy goes on.

Like if you compare this to compromised employee, which is reasonable, but not played outside some fringe decks, I think they pay out a similar amount of money.

Then Bioker's like, oh, I forgot you nerfed fall guide to 3 influence.

Big boy, did you have some nasty deck in mind?

Bioken.

If they're all one influence, I can see it being splashed in non-shape arena in particular.

The big boy.

Reina influence is so tight.

You already want clone chips and stuff.

I think unless you're on drip Econ, or our ETF, as the corp.

You should just not trash it.

Like if your Econ is IPO, et cetera.

Just let them gain 6 throughout the game.

It's like a super slow daily casts.

In between that conversation and the next one, Goblin mode just dropped in to say, I think Pad Tap is cool.

Lots of decisions involved when playing it.

Then Muru woke up and saw it and said, are you serious?

And when the big boy says the cost change is a huge deal, she's like, yeah, it needed to cost two.

Big boy.

At two, it's clearly bad and not worth doing.

When I was tracking the money it was making by the end of each game, it was feeling totally reasonable.

Zale said, yeah, it's fine.

It feels like a slots problem too.

At one, it's not that insane.

Cleric then said, we haven't been too proud to control Z entire cards when they prove problematic, should worse comes to worst.

Worse come to worst.

To which Murray was like, okay, fair.

The big boy.

So one way to see it, is if taps trash ability was 2 credits, instead of 3, it feels much less oppressive.

And I think this nerf is actually a bigger nerf than that, since it's almost as much worse. In the trash case, but way worse in the not trash case.

Sharpshooter.

Let's talk about all the new icebreaker options in mind and mayhem.

Oh, there's only one.

So that's a pretty stark contrast to the corpse side of the pack, but I got 6 ice.

The runners only get one icebreaker, but it is an icebreaker with a lot going on.

It's walrus, a fracture for criminals.

So let's start by looking at his basic breaking ability.

Its strength is three.

It boosts for one, so far so great.

But then it's 3 credits to break all subroutines.

And it takes 2 memory.

Let's let's talk about the break all part.

So there are already 2 other fractors in the pool that have the brake all text, Morningstar, that breaks everything for one credit, and Sonny's Sherman that breaks them all for two.

The problem with Morningstar, of course, is that even though its strength is 5, it can't be boosted, which actually isn't a horrific problem, in and of itself, because there's only 6 to 8 barriers, depending on how you count, that have a strength higher than 5, asteroid belt, Heimdal one, Heimdal 2, Hadrian's wall curtain wall, and Wotan.

And then sometimes it'll be Quolek.

And also Orion, although you can, it has a couple other subtypes.

So I think more problematic for Morningstar is that it's got this massive 7 credit install cost.

And I've talked before that breaking all subroutines as a decoder, it's not a big deal because there's only a couple code cases that have more than one.

It's not quite as unimpressive for a fractor as it is for a decoder, but there aren't so many barriers that have more than one subroutine.

Some of the smaller ones that do are Galahad.

Next silver, Valdemar one.0, Spiderweb, Tyrant.

There's a good one, monarch, Eli, and then half the 5 strength barriers, Marcus Wall of Thorn's Thicket and Pachinko, if you're tagged, and most of the 6 plus strength ones too.

But you're pretty sad to have to install Morningstar: 7 credits.

Just to pay your one credit, to get past ice wall.

Still, if you can work around those restrictions, a morning start is probably going to be more economical for you than Sherman, which is breaking most dice for either 4 or 6 credits.

A handful, just for two.

And then a couple need eight.

Now, often that's just one or 2 more than corridor.

So again, it's not terrible.

But the times that the boost and the break all line up to beat out corridor are very few.

Far between, you got monarch, hive and ashigaru, the Heim dolls, and then the big ones, Orion, Wotan, and Curtain Wall.

So walrus break all helps in a lot of those same situations, +one or 2 more, because it's got a higher strength, like blockade.

And then there are only a handful of barriers with more than 3 subs so that you're actually going to save over paying just doing your pay one to break one.

High the Ashigaro again because they have flexible game state dependent numbers of subroutines.

Wotan's always got four.

HB's next silver and Voldemar eventually also can get over three.

So let's talk about that break rate.

Three credits is a lot to break one subroutine, which, as I just said, is which you'll be doing a majority of the time.

Even when you're breaking two, is still the equivalent of a credit and a half per subroutine.

And then there's just those few situations I just mentioned where it can drop below one credit per sub.

But that cost is offset somewhat, because its strength is still higher than corridor.

Its strength is three.

It used to be originally four.

Um, but since last spring, has been nerfed back down to three, and at four, obviously, it was a lot better.

So because of the higher strength, typically, you're only paying maybe one more on the mid-range ice, sometimes not, intending to pay one or 2 less on the really big stuff, but the little gear check stuff.

Well, ice wall is 3 credits to break.

It's always wraparound, so is wall of statics, so is Himitsubako and so on, and you're paying 4 to install walrus.

So to break an ice wall, If you're morning star, you've got to pay eight, 7 to install one to break.

But if you're walrus, you still need to pay 7. 4 to install and 3 to break.

Meanwhile, corridor is only going to cost you three, two to install one to break.

I guess it could still be worse.

You could be paying 6 credits to install it, like Leviathan, which also is spending 3 credits to break subroutines.

So, Why would you do that?

Why would you pay for walrus?

Well, maybe you're rich.

Maybe you want to save influence.

And honestly, aside from just the tiniest of gear checks like wraparound an ice wall, it is still better than Aurora, which was criminals previous.

Other option.

To install Aurora and break ice wall is only 5 credits.

But otherwise, walrus matches or beats Aurora on every barrier of strength 2 or higher.

But probably, is because you want the really noteworthy ability on the card.

And the reason why I think it's saddled with taking up that 2nd memory, the power counters.

So in somewhat the same way that playing garrot is roughly the equivalent of stapling a mimic and a ninja together, because they take up the same MU, they're basically the same brake rates for the range of centuries.

They originally were the same cost, but they take up fewer deck slots, or Gerot takes a fewer deck slots and suspense lens, you'll spend less influence, blah, blah, blah.

Playing walrus is kind of like stapling a slightly better aurora to a limited sharpshooter, or a limited deus X, the side of a limited ferry.

It's kind of an ungainly comparison, I guess.

So, but basically, it has all of these these other functions.

So it's limited in the sense that sharpshooter and Deus X can break any number of subroutines on their ice.

They'll get you through anything of that type once.

Maybe with walrus, you'll just avoid the damage and deal with the others.

And is limited compared to fairy because it doesn't work on all centuries, but of the 60 dedicated centuries, in a full reboot card pool.

So I'm not talking about Orion or Rainbow.

Only 27.

Don't have some form of AP or destroyer subtype.

And half of those are an NBN.

So most of the centuries you're looking at coming out of HB Gentechi and Wayland are going to have A Pier Destroyer on them.

That's probably why you're running ferry in the 1st place, is to deal with those things.

Well, now you can one run walrus.

And for one install.

You can go after.

Both barriers, and any kind of nasty sentry that rears its ugly head.

So, walrus is a little bit of a jack of all tradesmaster of none, that saves you on influence, and or installation, plus deck slots.

Lucky Find.

New economy options in Mind and Mayhem.

So there are several of these.

Actually, six, so that's a lot of extra economy, packaged in here, and just about everybody.

Well, maybe not the many factions, but all the major factions got something.

Let's start here.

If you would consider Stim Hack to be an Econ card.

It is, right?

Is one of the best.

Then Stimgraft, of course, is equally an Econ card, even if it doesn't give you unlimited or super flexible credits.

So STEMHAT gives you 9 free credits.

I have an asterisk next to the word free here in my notes. 9 free credits to use on one run, and STIM Hack, STIM graft rather gives you a diminishing number of free credits to use.

Of course, they're not free because you've got to take a brain damage.

So the STEMGraft hardware is 2 to install, gives you 6 the 1st time you use it.

So effectively, you're spending 2 clicks in a brain damage to get 4 credits, which is not good.

On your 2nd use, you'll be getting 5 credits from it to use on a run.

So you've got 3 clicks and 2 brain damage for 9 net credits, which is still not great.

It's like you've played 3 easy marks.

Except you've also taken brain damage.

And we can keep going.

The 3rd use, which is a 4 credits, means you've spent 4 clicks and 3 brain damage for 13 credits, which is the best rate you're going to see, a little over 3 credits per click, and then the right tails off.

And you'll never take that 6th counter off the card unless you're desperately going for the game winner, or have played, say, public sympathy. Or origami.

But I think that's maybe not the most accurate way to look at the value in this card.

I think what you do is install it one term when you have a spare click and a couple spare credits, and then you don't really factor that sunk cost in when you're using it, because the real value is in having a burst of 6 credits to use.

Maybe you're installing stuff with self-modifying code.

Maybe you're breaking ice, maybe you're trashing assets, they're beating an ashtrays, you know, all the normal stem hack stuff.

And so in much the same way that the burst of credits from liberated account is valuable.

That's true here too.

And obviously, to this point, I've ignored entirely that you're also making runs this whole time.

So really, even on that 1st use, it's not really 2 clicks and a brain damage for 4 credits is more like one click to install it.

And a brain damage for 4 credits.

And then one click to make a run.

See that suddenly makes it look a lot better, economically speaking, because it's like a sure gamble that takes a brain damage.

Like you're going to be making these runs anyway.

By the time you're up to the 3rd use, you spent your one click to install, taken 3 brain damage and you've netted 13 credits.

And you've also made 3 runs to spend that money, which is actually a pretty crazy amount of money.

The most obvious downside here is the brain damage, but I think it's interesting.

Another sort of downside is that the power curve starts out so high.

You get a lot of money the 1st time you use it, but are you going to be able to extract the full value out of that in the early game, if you're not using it with self-modifying code or personal workshop.

So I think it more wants to appear in the middle of the game when the corp has given you things to spend your money on.

I don't know I've ever really mentioned this, but I think I'm pretty confident saying that the value of one credit on turn one is higher than the value of one credit on turn 20.

Which means it's a little bit weaker than it seems because you're more likely to play later in the game.

That is Stemgraft.

Let's talk about the console glee.

Just looking at the text for glee isn't all that exciting. +one MU.

Gain one credit when trashing a card on a central during a run.

Now, this isn't really a segment for talking about non-econ things.

I guess I could have generated a whole segment just to talk about the console, but it's worth pointing out, that the MU is nice, especially for anarchs who might want to break your suite, and data sucker, and medium, or some other toy, and not want to pay to import it from shaper, or pay the same amount as glee or dice and mem chip, but get a link instead of the credit gain.

Well, let's talk here about the money ability.

Fluffy one in his review calls this orange desperado.

Which, yes, it's definitely similar.

Obviously is nothing like as good as desperado, although it is one less to install and does give you an MU still, so that helps.

But anarchs have so many ways to trash things.

From the obvious parasite, though this does need to happen during a run, to get you the money, so you need to use it with data sucker, to all the events, like demolition run or for the laughs, to all the identities, like wizard who's basically using this to convert his recurring credits into real credits, or Eddie Kim or the hoard, there's clear synergy here.

Plus, is not limited to once per turn.

Or even once per run.

It's every time, during a run on the central, so you can stack effects.

Though I'm going to say that using wanton destruction would only give you one credit.

While trashing, say, 2 cards out of R and D, paying the trash cost would give you 2 credits.

Plus, anarchs tend to run pretty close to the ground, economy wise.

So getting little drips of one credit to offset the cost of their parasite or event or the trash cost of something, that's going to do a lot of good.

That's glee.

Talked about pad tap already.

Let's talk about the value of it here.

Partly it's anti-economy for the Corp, or Econ denial, if you prefer.

Spending a click and a credit, to make the corpse spend a click in 3 credits, that's a decent exchange for you.

It's like a net 2 credits for you.

If the corp lets you keep it though.

How much money can you really expect to make?

Well, if they're ETF, a lot.

So they're probably not going to let you keep it.

So let's look at a non-economic court by D like RP.

For example, the RP Glacier Precon, there are 13 economy cards. 3 each of Mental Health Clinic and Sundo.

Those are your assets, 3 each of celebrity gift and hedge fund, plus a restructure for your operations.

Let's say that the corpse sees half of those cards.

A number I've plucked out of thin air.

In which case you'd expect that they'd see 3 of the assets in 3 or 4 of the operations.

Are they not going to play, restructured just because you get a credit?

Seems unlikely to me.

So when they play those operations, they're 3 or 4 operations, you're going to get 3 or 4 credits, if you've played Pad Tab very early.

Are they not going to play their assets?

That's a different consideration.

Because something like sundew is a lot weaker if they're only netting one more than you each turn.

So maybe if they want to play sundew, they want to go kill your pad tab.

But even if you can get those 4 uses out of it.

It's just as good as sure gamble.

And then if they have drip econ and let you keep it, it kind of goes crazy.

The Shaper option is future proofing.

So if you can guarantee a successful run on HQ or R&D, future proofing, turns into epiphany, will net you 5 credits. 2 to play, 7 to spend, plus you get a run included.

So that's a lot like dirty laundry.

Except dirty laundry only that's you, 3 credits.

Though obviously you can use that on any server, and the money that it gives you is real money rather than epiphany's money sitting on a car that you can only use.

Sitting on a relatively fragile program, that you can only use on icebreakers and installing other ice installing icebreakers.

So, yeah, I think it's worth it to get a couple more credits out of the deal since there's all those limitations.

Originally, it was just one credit more than dirty laundry.

And it got buffed.

Obviously, it's extra good if you're running prepaid voice pad or R Ken Tenma.

Or both.

I think there's another similarity to daily casts.

Is there a shout out in the flavor text on epiphany because there's a comment there from smoke?

Which is also a click to net 5 credits.

Though, in that case, you don't get the run.

But on the other hand, it does give you real money rather than pretend money.

Adam's synaptic remodulator is a nice little tool, almost certainly primarily for him, to help with always be running.

As a reminder, always be running as one of Adam's directives, it forces you to run with your 1st click each turn, but then it also gives you the ability to click, click to break a subroutine.

Now, one way to deal with the problem of always be running is to kill it with Dr. Lovegood or independent thinking.

Another way is to use a different directive.

A fantasy flight provided a different one later on.

Reboot is not going to.

Because the big boy wants you to deal with it.

He'd rather you not kill it.

So here instead, you get paid 2 credits for using the always be running ability, which seems pretty good, because you're not losing tempo, like you would have otherwise.

I'll point out there have been 5 deck lists for Adam published since this card was released, and every single one includes at least one copy of synaptic remodulator.

And the neutral card process automation is the last piece of the cycle that I discussed when, back in episode 108, talking quite a bit about build script, where you've got easy mark, process automation, build script, diesel.

Each of those gave you 4 things, or rather 3 things.

EasyMark gave you 3 credits.

Process automation gave you 2 credits and a card.

Bill Script gave you one credit and 2 cards, diesel gave you, 0 credits, and 3 cards.

Now, originally, as I said in 108, I talked about why build script was bad.

A lot of that also holds true for process automation, and is mainly because of costing a neutral influence.

But now that it's 3 credits in a card.

It's basically an easy mark that replaces itself.

Which means if you were splashing for easy mark, there is absolutely no reason to do that anymore, because this is simply better.

And honestly, it's right there with sure gamble for value, because sure gamble gives you 4 credits.

This gives you 3 credits in a card, and in some ways, that's better.

In fact, it's quite a bit better than sure gamble, because it swaps out a credit for a card, a card is often better, and you can play it from broke rather than needing five.

So, now it really warns that influence.

I think personally I like it better than build script.

I guess depends on the deck.

Do you need money, money, or do you need cards more?

In Sunny, I have, I have both.

Connect the dots.

Let's talk about the original runner cards in Mind and Mayhem, informed by the comments that were made at the time they were originally spoiled.

We're going to incorporate.

Uh, booster bracket results.

And so on.

So the order I've decided to sort these in this time around. Is by how they finished in the booster bracket.

Not which round they finished in, but the number of points they scored.

Um, based on the formula I've discussed before, which is the card that won gets 100 points.

The card that any cards it defeated get a percentage of 100 points equivalent to the percentage of votes they got.

So, if the card that won gets 100 points.

And it defeats a card 10 to 9 in votes.

Then the card defeated would get 90 points. And so on.

And according to that math, glee is the 1st card we will discuss, which, as Fluffy one put it, is basically anarchy desperado.

Goblin mode said, 3 credit wanton sounds pretty nice.

Or is that only one trigger?

So this is the thing I just said, it's only one trigger.

No cleric says you get 3 triggers.

Big boy says, yeah, wanton gains three.

Okay, so I got that part wrong.

Cleric says you could even do personal workshop and noise.

Big Boy says Bogget also triggers it, as does human rights riot.

And Gamma is like, oh, wow, glee with noise can refund all your viruses just got a clone chip or pedal them in.

But it came in number 76 out of 83 cards in the booster bracket and a play-in round loss to future proofing.

It has been buffed.

Originally, it was an install cost of three.

But just last month, it was buff to be an install cost of two.

And the big boy said at the time for a value over time console, glee almost never gets chosen over vigil, or grimmoire.

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

In the tier lists, which, I think, predate that, actually, predate that buff.

Gaslight and goblin mode ranked at a C, put it in the C tier, but Gammonet and Fluffy one said A tier.

There are 6 deck lists using glee on Ritechi DB.

Again, like I said, last time, there's only about 300 some published out of maybe close to 400, out of close to 4000 that have actually been built.

But not published.

A lot of publishing done on Ritechie DB.

All of those decks are anarch.

Four of them are Eddie Kim, one is wizard and one is the horde.

Our next one is going to be future proofing, and epiphany.

That's the shape or run event that's kind of like dirty laundry.

Beokan's like, wait, you can sell epiphany to Aesop's.

The big boy says it works with prepaid voice pad, Aesop's, even Haley.

So it's a goofy gamble, but if you have synergy with either runs or any of that stuff, it really sings.

Bioken, I like that it incentivizes HQIce.

Losing 2 credits if this fails is quite a tempo hit.

Medium stakes job.

Zale.

New shape or Econ.

Cool.

I feel like it's good in a Kiko where you are influenced starved and wants some HQ pressure.

Is really too big brain for me so far.

It works with everything, but it's definitely convinced me to be a shaper player.

Goblin mode.

I find in reg lists, this is just dirty laundry copies 4 through 6.

Not sure if that's necessary, but Aesop sure loves this.

Cleric, kinda, but the MU cost and icebreaker only condition is an annoyance.

Also not being able to go on archives, means when it's dead, it's really dead.

But the numbers are very nice.

Gaslight.

I'm not sure how we can ever be that dead, assuming you have the MU.

If you're set up, it just funds your future runs.

Cleric, sure I may have overstated the case a little.

You just can't get hit.

Archives with it turn one after the court plays 2 ice turn one.

So now you have to play the breakers you'd want to install with this before you get to use it.

But yeah, not dead.

I think I used to push for this to give one credit more, which shows you where my head's at.

Goblin mode.

I don't think you need to make the numbers so big that it's good in any list.

This definitely has its use case and doesn't look like binder fodder, which is a win in my book.

And it's useful enough that people can use this as a one of in any shape or list so they can get a feeling for it.

Ougen Ronan asked, can you install epiphany on Scheherazade when it flips?

Goblin mode, future proof says you install it, so yeah, it should work.

Uge Ronin says neat.

There's the 7th credit.

The big boy.

We tested it at 7 credits, and it was very clearly too good.

However, in the booster bracket, it came in at number 66, losing in the 1st round 2 for the laughs.

So we'll hear from that one later, obviously.

And originally, like I said, it was 6 credits and now it is seven.

That was buffed back in May of last year.

The big boy said, a number of people have experimented with a future proofing, and have reported cutting it due to feeling too narrow or awkward.

In testing, it came with 7 credits instead of 6 and felt quite strong.

So hopefully, this buff makes it an interesting option.

After that buff, a tier list were run and gaslight and gaminet, both ranked it as a B, Fluffy and goblin mode gave it a C.

It does show up in 10 deck lists, all of them shaper, uh, 4 chaos theory, 4 cates, a professor and a seer, plus the reconstructed, or that includes rather the reconstructed, prepaid gate.

Number 3 of 11 is Synaptic Remodulator, the atom Econ hardware for losing clicks.

Before spoiling it, the big boy said, the goal for Adam is not to make new directives, but to give him cars that promote the upsize of his current ones so that you feel better about having or keeping them.

Ougen Ronan, I do feel that being limited to the same 3 directives really hinders deck construction, though.

Big Boy problem is that opting out of always be running makes for a really boring deck, usually.

We want people to embrace ABR.

Then, after the spoil, Bioken says, now the only question is, how many copies?

Hugen Ronan?

It's a unique.

So I usually run 2 copies just to make it easier to get it, 3 if it's essential to the deck, but that's just me.

I'm assuming the only runner car that allows for click spending during runs is always be running.

Cleric, to my knowledge, yes.

But Adam starts the game with it installed, so a card which combos with it is a pretty is a big priority.

Goblin mode.

Wanton?

Big boy.

Yes, that one works too.

Hugen Ronan.

Gain 2 to 5 credits is pretty nifty.

Then, on the other side, it's every single click tax thing and then bioroids.

Bioken, the ultimate counter to hourglass.

The big boy, strong box bros and shambles.

Beoken.

I assume it doesn't work with additional costs to initiate runs, like planned assault in Ruhr Valley, the big boy.

That's right.

Something to note is you gain the money after the run ends.

Beoken, and unfortunately it has to be successful.

Big boy, yeah, but at 0 cost, it doesn't take a lot of triggers to be worth it.

Beoken.

Problem is if you don't draw out early, it's kind of dead.

Big boy.

Yeah, I think you got to play 3 and you have a 40 card deck.

Ougen Ronan.

But does this see play outside of Adam, maybe in anarchy with wanton?

But I wouldn't bet on it.

Big boy.

I don't think so.

Gaslight.

I think you definitely run 3 x on atom. Having it early is important.

Beoken.

The meat damage is problematic.

Potentially snipes a one x breaker, and makes turn one running HQ awkward without a run event, because you end the turn with 3 cards and can't fire safety first.

The big boy.

But if you're going to double click turn one, you weren't firing safety 1st anyway.

Bjoken.

Yeah, true.

In most cases.

Thing is, there's this card called public sympathy.

It's the best turn one last click card for Adam, except that this hardware now competes with it.

The big boy, yeah, this thing pays you so much, though. Game changer.

Beoken.

It doesn't exactly pay you the way desperado does.

It simply offsets the horrendous cost of ABR.

To be fair, it's now viable for breaking chunky single sub eyes like boosted firewall, but it does make the early game clunkier.

The big boy is more like bad pub for ABR.

It doesn't make you money, but it makes a powerful, expensive thing cheaper.

Beoken.

I'll have to play with it to figure it out.

But I expect the gains from the new card will be outshadowed by the new barriers.

Monarch and Wayland thingamy eat atom for breakfast, or at least stop the HQ hemorrhaging.

Gaslight.

Monarch plus cyberwalls.

The big boy. 2 clicks and 2 damage, easy game.

Beoken, 2 damage snipes your cybernetic.

Well, big boy.

You should probably have installed it by then.

Bjoken.

Yeah, so the new car disincentivizes running HQ turn one.

For a stronger long-term plan.

The big boy, you can just play it anyway.

Beoken.

You have to run, turn one, click one.

The big boy, turn one, run, and click and play it, turn two, run, and click, and play a thing, trigger safety.

Beoken, I don't know.

Like having raw clicks is important even with a rig mid to late game.

Against NBN, you got to clear tags against kill, you got to draw.

I'm not sure those matchups improve with this card.

The big boy.

How many times do you use ABR in a game as it is?

Beoken?

2 or three?

Then I hammer it.

He means use independent thinking to get rid of it.

The big boy.

Yeah, so then it's still good.

And you can hammer it too.

Bioken, one of which is turn one typically, so that doesn't pay out.

And it's dead in multiples, and I risk losing my singleton breakers to meet.

The big boy.

Yeah, you might have to change the buildup a bit.

I promise, this thing is really good.

Bjoken.

I think this card improves your matchups against decks without a secondary wind con against kill and tag, you're losing.

In the booster bracket, it came in at number 61 and a play-in-round losing to Stimgraft.

As is true with all of the mini faction cards, gaslight, gaminet and goblin mode, simply put them in their own tier.

Uh, they, like the, maybe an unranked tier or a D tier.

So I'm not going to include where they rank any of these cards, but Fluffy one gave it a B. Cloudburst.

Is up next, that's the sunny breaker search tool that gives a free personal touch right on top of it.

When talking in advance about the upcoming manufaction cars, the big boy said, Sonny has influence issues.

She needs a lot of stuff, so she's getting her own version of effects she usually has to import.

And then when spoiling the card, he said, tired of splashing, self-modifying code and sunny.

Gammonet.

That seems very strong.

Though all her breakers being one strength mean only really the code gate breaker benefits thanks to enigma, but getting 2 strength zoo, that's spicy, also possibly fun tech and Geist.

Ougen Ronin, 3 strength creeper for a 2 cost mimic.

Cleric, admittedly, a 2 per sub mimic, maybe a slot E3 or something, I don't know.

It's a lot of trouble.

Beoken.

Emerging creativity, but sunny.

Emergent creativity, a final cycle search card for atom.

Gaminet, and you can install Nexus from the deck.

In the booster bracket, it came in at number 57, losing in the 1st round to recycling plant, Fluffy one ranked it an A, gave it a tier list of an A, and it definitely is a car that goes into probably every sunny deck you want to play.

It's in 4 deck lists on the DB.

All of them are sunny decks.

Termite is up next.

This is your anarch virus.

It's like a repeatable imp.

Goblin mode.

Pretty wild with human rights riot and the new ID.

One influence probably interesting for shapers to dig faster through R&D on successive runs.

Cleric, yeah, it punishes an open R and D in a way kind of similar to medium.

Although obviously significantly weaker.

It's also sad if you do hate an agenda.

Goblin mode.

Not sure about reboot timing.

Would an accessed snare fire.

The big boy.

Yes, this is the same timing as Imp.

Notice that the hoard ability is immediately on access, though, so that one trumps everything.

Mur you.

I kind of dislike this to be honest.

Maybe it'll grow on me.

I suppose it's more fun for noise than a 2nd medium would be, but as the corp, this doesn't scream purge me now, the way lamprey does.

Gammonet.

If R and D is vulnerable, it is mill 4 every turn.

Cleric.

I think if you have a Jackson on the table, and they have no other reason to hit R&D, I'd be happy letting them spend their turn milling for.

Even with no jacks, I don't know, I still might.

But I think to make this good, you want to have data sucker or desperado or some other thing, making the court want to ice R and D. Goblin mode, like termite alone is just a bad card.

Instead of accessing the card, you trash it, which costs you even more time, you want some kind of engine with that.

Cleric.

The one thing to be said for it is you do get to peek at more stuff in R and D. So early game when there's likely no ice there, maybe it's all right, if you're not planning on setting up a bunch.

Goblin mode, but then it's just an expensive maker's eye, I think.

The big boy, but it sticks around.

Goblin mode, so you can keep on not accessing cards?

Not sure.

Have to see it in action.

A.K. A.k.a. Getting absolutely bodied by it.

The big boy, if you let them see for every turn, you are gonna lose.

Cleric.

I think it's not inconceivable to slam this alongside desperado early, then eventually it dies and it's whatever.

The big boy.

We had to nerf this card a lot, so it's in a pretty tame place right now.

But I think it is better than it looks.

Originally, it worked on HQ also.

It was very good, LOL.

Dan.

I think I like termite as a low influence keyhole alternative for a Kiko, maybe for Gabe, too.

In the booster bracket, termite came in at number 49, losing in a 1st round tiebreaker loss to Q Doka.

Gaslight ranks at a B, fluffy and goblin mode at C, Gaminet gives it a D. It's in 5 tech deck lists.

Technically, it's 6.

I am not carefully counting Munkookie's 500 plus card professor deck.

Of those five, 4 of them are noise, and the other one is an apex deck from Aowashi.

Also and includes the reconstructed noise deck.

Repurpose is the next one.

This is the Apex Draw event, again, in advance of the release when the big boy was saying, here's what I want to do with each of the mini factions, he said, Apex has consistency and Econ problem, so he's getting cards to help with that.

Upon being spoiled, gammon has like, ooh, potentially fun Haley card.

I don't know what you do after you've drawn your whole deck.

Given you could just quality time, which is 2 less cards, but easier to play.

V slice.

Levy?

One influence draw 7 is spicy.

Beoken.

I mean, let's be real.

This doesn't solve Apex's major problem.

It'll be interesting to see what other builds can use this.

Haley is a good call.

Zalie said, it's fun though, in the classic shell, fixes your Faust Nerf problem where you can't Faust to APOC.

Beoken.

How does that work?

I don't even know what the canonical apex deck looks like.

Zale, there was the siphons one, which doesn't work now, really, and maybe never, but there is also the apoc combo one with hyperdrivers, so you can beat stuff like enigma.

Beoken. Isn't that real clunky?

Since hyperdrivers and endless hunger take up 3 MUE, Zale.

Yeah, but it's playable.

You can hold it in hand with one of your 3 extra clicks, or preinstall Faust and hit the repurpose, like is workable, and kind of hilarious.

Hugen Ronan.

Mine is cutlery, since prey is also an ice trasher.

I do feel that in the apex field of things, I'd rather have more stuff too trash than stuff trashing things, but it is very good at refilling the hand.

In the booster bracket, it came in at number 43, in fact, for a 1st round loss to refragmenter, Fluffy one ranked at a C, but in the C tier, despite the references to maybe using it in Haley, or, yeah, Haley.

The all the 4 all 4 deck lists that do use it are apex.

Let's now have a conversation about the horde, which is the goofy, not goofy.

It's not goofy.

It's just got a lot going on with it, the anarch ID.

Beokin started by saying, we now have Hoshiko at home.

As a reference to Hoshiko Shiro, which is a 1st cycle, null signal card, an anarch ID 4515 that flips.

When your turn ends, if you access to card this turn, you gain 2 credits and flip it.

On the flip side when your turn begins, you draw a card and lose a credit, and then if you didn't access any cards, at the end of the turn, you flip it back.

The big boy says, the fact that it has to be one of the 2 main servers is the key difference.

Beoken.

Rules question.

If the corpse scores helium 3.

Does it effectively blank this ID for the rest of the game?

The big boy.

If you time it right, I suppose it does.

We'll let helium 3 have this win.

It needed it.

I actually almost lost a game as this ID to a net damage deck because the 3rd ability was going to kill me.

It's really fun to plan around what trigger is coming up, like trying to I've had worse yourself with three, trying to trigger human rights riot with five.

Beoken.

Does this override agenda stealing?

The big boy.

It trashes it, and you gotta go get it.

The horde knows only chaos.

This ID plays totally differently than any existing anarch ID, because for it to be better than the generic ones like Val, you've got to be pretty aggressive.

Beoken.

I wonder if they're so close, it doesn't matter which one you pick.

Big boy.

It matters a ton.

Sometimes with value, you don't run at all, early game.

If you do that with this ID, you're wasting it.

Beoken.

Vow can contest remote assets, this one less so.

The big boy.

Yeah, this has a hard time with assets.

I mean, you can say Val and Wiz are kind of similar too.

This has always been a thing for anarchic IDs.

I think this is more different from vowel than whiz is as far as how you build and play.

Also, you'll see, there are going to be lots of ways to build around ability five.

Getting 2 back-to-back guaranteed trashes if you want it is going to be a thing.

Sneak door is a funny idea.

Beoken. 12 influence, though, and 50 cards.

Yeah, there's 12 influence comment again.

Why are we talking about 12 influence?

It has 15.

Maybe the original spoiled card said 12.

The big boy, I had to resist meming hard with this one.

Oh, maybe a...

Oh, I didn't look that up.

Do they buff it?

Let me look that up.

Okay, yeah, I saw the one buff, but I missed the other one.

I'll come back around to that.

The big boy says, I had to resist meiming hard with this one and making it 66 cards.

That's just a little too many cards.

The theme for anarchy in this pack, aside from Stimgraft, which is basically meant to be imported, is early game aggression, built around disruption effects, since right now anarchy is the slow faction.

Ougen Ronan.

This pack extends to the prior one, in my opinion, because we got 2 super good hoard cards.

Big boy, yeah, the number one community asked for me for this pack was to make something to help use human rights riot.

People loved that card but couldn't quite make it work.

Hugen Ronan.

I guess that's something from before my time even. Is a fair assertion.

It's one thing when we get cars that didn't work before, that would be fantasy flight times, and still don't quite make the cut.

Very different when it's an original card. Expectations are higher.

But so far it's been great.

And I love disruptive cards.

Got to be one of my favorite themes, just below cards which force the opponent to make a hard choice.

Just not armed intimidation, killing them no matter what takes the fun out of it.

Human rights riot is, if I remember correctly, when you trash from centrals, they trash one from their hand at random and you get one credit.

Big boy's like, yeah.

Ougen Ronan goes on.

By the way, why is Horrid 5012.

Do large decks need to have small influence counts or is something else at play?

The big boy.

It's just a weaker stat line because the ability is really good.

And apparently I said, making a deck bigger makes a deck weaker, it's less consistent.

Making the influence lower, makes a deck weaker, since you can't import better options from out of faction or because there are out of faction cards that work strongly with the identity.

Doing both suggests that the ability is quite strong.

Muru, I dislike Horde having the same stat line as Val.

The big boy.

There's only so many stat lines.

Murray, you.

Yeah, but we already have prominent anarchs at 45, 12, and 5012.

I'll build a deck to try and do a cool thing and then end up grumbling about how it's better with more money and switching to whiz or whatever.

The big boy.

I think you'll find this ID does some really unique things.

The trashing ability is going to start looking really good when you see more stuff.

Muru, turn one, click one, run HQ, make them res.

Yes.

Val doesn't do that.

The big boy.

So yeah, it's good in the 1st couple turns.

And then it has some really strong disruption that whiz and valve don't have.

In the booster bracket it came in at number 32.

After a 1st round loss to curator, and yes, there were 2 changes.

I knew about the 1st, the 2nd one.

The 1st one came about in October of 2023, so just 3 months later.

And that's where it was, the influence was bumped from 12 to 15 and here was the comment at the time.

I was a bit cautious with the hoard on release, since the ID does some very powerful things and is difficult to evaluate.

I've been surprised that most players have had the impression that it's a little on the weak side, compared to Valencia and Wizard, the other anarch IDs that don't ask much from you in deck building.

Going up to a normal influence value means either one more clone chip, or some more copies of cards like Earth Rise Hotel, Career Fare, or build script.

This gives you just, this gives you just one more reason to pick the hoard over another low maintenance identity.

And then the other buff was in what the 1st ability does, which for the longest time only gained one credit, and then in May of last year, 2 years after release, it changed to gain 2.

And at that point, the big boy says, the horde is taking some collateral damage from the human rights riot nerve, and already feels a little slow for an ID that's meant to be aggressive, getting one extra credit in the 1st couple turns should help offset this.

So both of those buffs were in place when the tier lists were dropped.

Fluffy one ranked at an A, gaslight and gammon at a B, goblin modus C.

Just a few cards left here, Stingraft is the next one.

This is the anarch hardware that's basically repeatable mini stim hacks.

Mango pies 314, in fact, says reusable stim hack.

Kind of.

R2 Devo.

Cool.

Could be very nice with heartbeat.

Mango pies. Sort of hung up on this idea now, represents so much free money if you can get reliable heartbeat fuel.

Zale.

Yeah, maybe heartbeat anarch is playable.

Gaminet, Box E stock looking up.

Dan, run three-ish times and then install the next graft.

This is kind of a sick Kate import.

Zale.

Yeah, Kate.

I'm running one and one stim hack with Levy, and then you also play titanium ribs.

Then Dan.

I mean, I guess we could do the moderate, reasonable version.

Zale continuing.

I tried three.

There is a sweet spot, though.

It's very fun, feels insane when you get set up.

Dan.

I gotta have something to actually spend those credits on if they're not a glacier.

But I kind of want to see what the play origami and push the button version looks like.

Gamnet.

This actually might be sick in stem shop decks, that would be stem hack with personal workshop.

Since you'll get free installs and usually have somewhere to dump the credits.

Downside is, you already have so many run events.

Dan.

Yeah, there's kind of a, what wants this, what wants this, but not stem hack, or what wants the effect so bad it wants both.

Muru.

Oddly, the professor seems more excited about this than the seer.

Noteworthy that the credit sitting on the card mean that Nasir does not lose them.

When he encounters ice.

Dan.

I can kind of see this being good as a one of glacier hedge and reg anarch or crim, Cadi Jones for your brains.

Bugen Ronan.

Also hold up.

Isn't this a super good apex card?

With the caveat being that the runs are normal runs.

You can even trash it afterwards.

Murray you.

You can heartbeat the damage, yes.

Unlike the other cards named stem, which say it cannot be prevented.

Ougen Ronin.

The idea of a virtual entity being addicted to drugs is very absurd and funny to me.

Muru.

Apex being able to stem hack never did make sense anyway.

Cleric, hey, who knows where Apex really lives.

And when Apex stem hacks, it's feeding it to the guy with the BMI to overclock it.

I don't know, I won't push it.

Some interactions are pretty weird.

A gas light.

Stem Hack Apex, Stem Graft Apex seemed fun, and really still not as strong as just playing it in shaper, but time will tell.

Ougen Ronan.

It's not about where graft is strongest.

It's about making apex functional.

Gaslight.

Apocalypse kind of necessitates the Apex B fiddly.

Ougen Ronin, so that you can catch people off guard.

I think that's not worth an entire manufacture being that inconsistent.

Gaslight.

It's just kind of a busted card otherwise.

Easily, easily splashable APOC in standard, that's null signals standard. Format. Kind of shows that.

Hugen Ronan.

I mean, it's a good haymaker with a hefty price.

It does get better with asset heavy metas.

Gaslight.

I think that's the idea of the design, but hasn't been the practical reality.

Apoc decks and practice aren't generally thinking, I'm in a tight spot, better APOC and hope for the best.

When do I blow the corp out of the game?

Ougen Ronan.

Yeah, it has everything to do with the fact that the Corp always has more to lose than you do.

It basically nukes the board to turn one.

Or worse, really, puts you on a timing and possibly economic advantage.

But if that warrants Apex being mediocre, I think is best to change APOC for a better design.

Cleric, Apex has a lot of support for a deck which can't APOC too.

Chopbot plus wasteland.

Admittedly, a lot of the pieces never made it to reboot, for example, reaver; trash effects on the corp turn, but you can push that deck a lot because its engine dies if it apox.

And the conversation continues from there, but I will cut it off there.

So, Stimgraft finished number 26 in the booster bracket after a 1st round loss to echo mem vaults.

In the tier lists, despite all of this talk about how good it is and how it goes basically everywhere, Gaslight and Gaminet gave it only a B, fluffy, fluffy one and goblin mode, only a C.

As far as deck lists where it has ended up that have been posted on Ritech EDB.

There are eight, which is kind of a lot.

Five of them are Shaper, 2 Nasirs, 2 Cates, and a Sonia, we haven't seen Sonia yet, obviously, and 3 of them are apex.

Next up, another anarch hardware.

Or the other one we have left, pineapple, which is the one that trashes ice when the corp reses it.

Muru starts with, how dare you?

Eli one. Is the platonic ideal of ice.

The big boy.

This is especially good versus the small face check punishers, like shadow, caduceus, neurocatana, turnpike, etc.

Murrayu, next is in enough pain as it is.

OMG, this ends the encounter on Rez.

You nerfed the foundry.

The big boy, yo, we nerfed this thing so much, LOL.

I think originally it was 4 cost eyes and worked on remotes, but it got changed to 3 cost eyes pretty fast, because trashing archangel and data raven is way too good.

Gammonet.

Also, massive nonbo with Xanadu, but worked with Reina, I think.

Muru.

Wow, I totally missed the stealth rook nerf.

Gammonet, also really funny with Akitaro or over-advanced brain trusts.

In the booster bracket, Pineapple came in at number 8.

And after a 2nd round loss to Sizzler, an ID we haven't seen yet, and it has been changed since that booster bracket, since it did really well.

Originally, it was in one to install, and just last month, or, yeah, just last month, it was buff to cost zero.

And at the time, uh, here was the big boy's comment, P4's effect was a lot stronger when it was printed, because next ice was extremely common.

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

And kind of surprisingly, it's not super well regarded by our judges panel.

Gammonet does give it an A, but gaslight and fluffy want to see and goblin mode a D. Also is only on 3 published deck lists, 2 out of the hoard, and one for max.

Two more to go.

Walrus, the criminal fractor.

That's mixed up with little Deus X and sharpshooter and ferry on the side.

Gammonet.

So it randomly breaks Ichi once, which is pretty great.

Three credits for Eli is good.

Heimdahl for five, if I recall correctly?

Four for Wall of Thorns, if I remember Wall of Thorns.

Now, I should say, originally it was a strength four.

So 3 for Eli was true when it was strength 4.

Now it would be 4 for Eli, just like corridor.

I think the probably the cost he's giving for Heimdal and Wall of Thorns are based on that based on boosting it.

It's got to be based on boosting it to strength and then using counters, maybe.

No, I guess it is a based on money because the big boys comment was can also break thorns with the counters if you want to save money.

Beoken, 3 to break ice wall is real bad, +4 to install.

Gammonet.

It really hates gear checks.

Beoken, and the 2MU hurts for desperado builds.

The big boy.

It's not good in the currently popular crims, but I promise the card is good.

It's been impressive when people have played it.

Beoken.

I don't know.

You can't really run it with sneak door either.

MU is scarce in crim.

The big boy.

Yeah, but you can run walrus, sniper, Gordian blade, or whatever.

Cleric.

It's kind of sad to run sniper without data sucker.

Gammonet.

Ian support, Ian tier one, Ian tier zero.

The big boy.

Yeah, Ian is a deck that plays it.

The crib breakers are supposed to be wonky and have baggage, but this one is good at what it does, which is break biggish barriers and have a built-in ferry.

Beoken.

Why do you need a built-in ferry when you have ferry at home?

The big boy.

It's slot efficient, and special order efficient.

Gammet, less cards to play.

Also, randomly, this fairy breaks Victor.

Cleric, if you're on this sniper build in a sense, every run event is a ferry, but this one you don't have to pre-play.

I haven't tried this card, so I don't know if it works out, but it's tempting to try.

Beoken.

I guess at the end of the day, can't complain about Krim finally getting another fracture.

Aurora is pretty much the only other unconditional fractor.

Gammonet.

This seems about as efficient as breech.

I don't know if that's true.

I didn't check the central breakers.

Muru then says, That 2 MU is really restrictive with desperado at zero.

I would be fine with playing this over corrodor, if not for that.

I am perfectly happy to play a base 4 strength fractor, but like, if I'm spending 2 MU is Morningstar.

Goblin mode, I think at one MU, it would overshadow Aurora, though, no one plays that either, I think.

Murriu says, Aurora is no good.

Breach is not good enough to replace corrodor, when I'm already using my central breaker slot on passport, which is good, to cover for Yap's Gaps in Yog, which is broken.

Goblin mode.

So what list does walrus want?

Some crim without data suckers, I guess?

And how do you deal with low strength barriers?

I'm not paying 3 for ice wall.

And what is that hypothetical crim supposed to do with the saved influence?

Cleric.

Could always do it in Geist, Mr. Zero MU Man.

Muru, parasite dunks on tiny barriers just fine.

Zale.

Yeah, I just don't play fairy with walrus and sniper.

Just don't play fairy with walrus and sniper.

Also, you can just slot a corrodor as well.

Kinda cracked for those gear checkers.

Gas light.

Yeah, works as a backup fractor.

Cleric.

I think being good versus big ice, bad versus small ice, lends itself well to a slow deck like Ian.

In the booster bracket.

This came in at number five.

And still not the highest ranked one we've got to go through.

It's been made it all the way to the top 8, where it lost to Dionysus Bagbiter and upcoming identity.

In the booster bracket comments, Gamma Net said, without scouting around, this from the very 1st round. Without scouting around too much, this is such a contender for 1st for me.

I think this one has so many elegant design choices.

I know Gaslight says he hates it, but I found myself searching this over corridor a lot when playing Ken Tenma and Andromeda, and I'm sure there's a way to jam this in shaper, but it's hard.

Fluffy one.

Shaper has lady though, so for influence is hard.

This is like crim lady.

Gammonet, kinda, except this excels where lady flounders.

Also, the ability to be a Deus X or sharpshooter is so valuable.

Now all of those comments were made.

Before it was nerfed, because it was originally, as I said, strength four.

But it was nerfed not that long ago, just last spring, May of 2025, the late May Nerf, when it was dropped back to strength 3, and the big boy said this at the time.

Walrus was meant to give slow criminals, like Leila, and some Kentenma builds, a breaker that better fits their strategy, and was meant to have a unique braking profile, strong against bigger barriers, and weak at making repeated runs through smaller ones.

Now that these decks have gotten a lot of help.

Which I guess we'll see here in the near future, and people have figured out how to build them better, the efficiency of walrus against mid-range barriers, particularly Eli, has become needless power.

So after that, nerve going through, in the tier lists, gaslight and goblin mode rank it AC, Gammonet still gives it an A, and Fluffy one puts it all the way up into S tier, and it does land in a bunch of deck lists, 18 on Ratechi DB, mostly criminal, although there is a professor in there, and of those criminal, mostly can, although most of the other IDs see at least a deck or 2 as well.

And we finally come to for the laughs, the anarch run event that's basically a recurable but limited demolition run.

The Oken.

Okay, wow.

Anarchs have immense HQ pressure now.

Murray you.

Yeah, this thing is the nuts.

Gammonet.

Like double ice HQ medium dig me is fine.

Cleric, cries in demo run.

Murryu.

I'm putting 3 of this in every anarchy, and you will ice HQ or die.

Who needs to import siphon?

Beoken.

I feel like this will probably feel more oppressive than siphon.

Cleric.

Generally, when people play the HQ deck, I kind of accept I'm playing my cards as I draw them and it works fair enough.

This seems more efficient, but oppressive sounds like overselling it, I think.

Muru.

That's the thing.

This isn't the HQ deck.

This is a way for every other deck to force you to ice HQ.

The HQ deck already has imp, nerve agent, blah, blah.

Bugen Ronin.

Question is, if I play this, then hit an operation with Kim, what happens?

Do I get another trash, or do both effects overlap?

Murray, you get nothing, you lose.

Good day, sir.

Kim is mandatory, and this is 1st card only, so if you hit an ice 1st and then an operation with your nerve agent, you're laughing.

But if you hit an operation 1st and an I 2nd, you're crying.

Hugen Ronin.

Hemorrhage crying in a corner.

Boken.

Imagine if hemorrhage was random trash rather than corp trash.

Cleric.

Maybe hemorrhage is okay if you're aiming to keep them at 0 cards anyway, so there's no real choice.

For the laughs, trashing a card and triggering human rights riot, spend a hemorrhage counter.

Beoken.

RooBoom, indeed.

There aren't any corp tech cards for for the laughs and human rights riot, right?

At least with siphon, you can Chrissy him up.

Cleric.

I guess there is hostile infrastructure.

But nothing all that strong.

Maybe this is your time to build IG industrial genomics and crush the meta.

Gaminet, C source, Krono's project.

Beoken.

Existing anarchs are already strapped for slots.

The big boy.

This is the issue.

I thought the same things about this card, but it actually rots in your hand a lot, like they're pressuring, and it's for to get into HQ, and you're like, this isn't helping me.

Generally versus anarchy, they're playing fast and making you contest stuff.

And if you're trashing HQ stuff, in exchange for them scoring, they're fine with it.

And like, if you're playing yog, they're holding some dead cards anyway.

This card is a bit like Lamprey, where when you pound them with it, it feels great.

But sometimes it's not helping you at all.

Still in the booster bracket, it made it all the way into the finals. Where it lost, but not by much.

The final tally was 11 to 9, which grants it 82 points and 4th place overall in the finishing.

After all of that, there was a Nerf 2 for the laughs were originally.

It allowed you, you refers you would draw a card and then make a run, so it replaces itself and then make a run.

And the nerve from late in May of last year, just changes it to make a run.

It's all coming together, the big boy said at the time, for trash everything anarchy.

Trashing cards from HQ is a great way to counter anarchy's weakness to operations in a color pie fitting and run encouraging way.

But spamming for the laughs for value trashes at all stages of the game has proven to be too easy and efficient.

Removing the card draw takes away some of this efficiency, without weakening its level of disruption.

However, in the tier lists, it does not perform well for a card that finished, you know, in the finals and 4th overall in the booster bracket, a D from gaslight and Cs from the other three.

And in the deck lists page, though there are 14 that include this in their deck, mostly anarchy with a couple of ken, and a wide variety of anarchy lists.

Only one has been posted since the nerve.

So, I don't know.

It seems to me like taking away the draw one card isn't that crazy of a nerf, but, mm, maybe it is.

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

And when I say that, I mean, in the RSS feed.

I always meant to put that RSS feed into a doc, but man, that's a lot of work, and I never have gotten around to doing that.

But they are all, not all, but there are a lot of them in there.

So if you're listening to this on a podcast app like in, well, the Apple Podcast app or Spotify, something like that.

You should be able to go in and look at the show notes there and see a bunch of the links to these cards, where you just tap the link and you can see which card somebody's referring to randomly.

I don't do all of them, but a lot of them.

Music is from Alexi Action, the website that redirects you to the reboot project homepage, [Netrunner 2.one.com](https://netrunner2.one.com).

Of course, we have the reboot Discord server.

You can play online at retechie.fun.

Reach out to contact me.

Best places on the Discord, although I can also see you on board game geek or Reddit.

In the Astroscript pilot program, we'll continue with our discussion of Mars and the Worlds of Android book.

This time, go moving on to talk about the largest colony there, Bradbury.

Thanks for listening.

See you next time.

Bradbury.

Perched atop the gentle slopes of the enormous Pavonas Mons is Bradbury, the largest city on Mars.

It is a microcosm of Martian life, a hive of political intrigue, a bright center of culture, and an industrial powerhouse that wields tremendous influence on both Earth and Mars.

Here, one can see and experience the finest Mars has to offer.

Those in the upper echelons of power have worked very hard to cultivate Bradbury's image as a cultural center worthy of investment.

A perception that is jealously protected by those who benefit from the economic engine the colony has become.

Of course, there is far more to the story.

Bradbury is more complex and diverse than even Heinlein, and rivals some of the smaller mega cities on Earth.

Visitors who stray away from the Great Dome can quickly discover the drudgery of a confined colonial existence.

Workers can go months at a time without seeing the auburn skies.

Rank and file Martians contend with tight, cramped living spaces. Inadequate income. And a lack of social mobility.

This often leads to a plague of social ills including addiction, crime, and political unrest, all of which can be found in Bradbury's underbelly.

But, for those who have come to adopt this city as their new home, they would not have it any other way.

Pavonus Mons.

Latin for Peacock Mountain, Pavonus Mons is the central peak of the Tharsis Montes, on the high volcanic plain in Mars' western hemisphere.

Formed as a shield volcano in low gravity, the mountain slopes average a very shallow 4 degree grade.

Despite the fact that it is the smallest of the 4 major peaks in the region, it still stands some 14,000 meters above the planet's mean surface level, and 7000 meters above the surrounding Tharsis region.

As a comparison, Pivonus Mans stands more than 5000 meters higher than Mount Everest on Earth.

The central dormant volcano was chosen as a site for what would become Bradbury colony for its proximity to the equator, in the eventual hope that it could support a space elevator.

It was also chosen for its altitude, and the protection that it was able to offer the early colonists.

The Patera, a depressed area just below the peak of the mountain, is largely immune to the dangerous dust storms that have been known to consume the red planet.

Finally, existing water and geothermal resources, also insured a safe supply of oxygen.

The center of the universe.

Bradbury is often disparaged by the residents of other colonies as the quote, center of the universe, unquote.

It is a criticism that has merit, as Bradbury is the largest city on Mars, the primary hub of the Maglev transportation network, and the seat of the Martian colonial authority.

As such, Bradbury's residence and media seem either apathetic or oblivious to anything going on beyond the bounds of Pavonus Mons or Tharsis.

However, the reality is that Martians tend to be dome centric no matter which colony they live in.

Bradbury's perceived arrogance is simply on display for the whole planet to see.

Still, if one is coming to Mars to do business, the vast majority of interplanetary traffic comes through Bradbury, or one of its outlying star ports.

The impending construction of a space elevator at the Dedalus complex would further cement, the largest colony's central role as a conduit for people and goods on and off world.

Whether they like it or not, Bradbury is indeed the proverbial center of the universe for Martians and visitors alike.

Walking on 2 planets.

Despite its enormous size and its firm role in Martian politics, passing through Bradbury can be like walking on both Earth and Mars, and at the same time, neither.

The biggest city on Mars has far more in common with any Martian colony, dome, or node city, than it does with any of its counterparts on Earth.

Still, this Megopolis has numerous amenities and resources that would be familiar to visitors from Earth, but alien to any native Martian.

The most glaring example is the 6 fountain pools found near the Kondi Tower in the Great Dome.

What would be considered normal on Earth is seen as a waste of precious resources by water conscious Martians.

Such issues might be considered petty, but they are still a major source of friction.

Where Earthers take the air they breathe for granted, paying it scant attention.

Martians, like lunar colonists, are so conscious of their processed atmosphere that they can smell and taste subtle changes, changes that can be a matter of life and death.

Consequently, Bradbury's cosmopolitan nature is both a blessing and a curse.

It maintains vital links to Earth.

Yet those connections and commonalities alienate the city's leaders, from the very people they are trying to govern.

History.

Bradbury evolved out of the original colony established on the upper Pattera of Pavanus Mons, a shallow crater at the volcano's summit, just north of the much deeper Caldera.

The 1st settlers took advantage of the labyrinth of lava tubes is a ready-made network of shelters to keep themselves safe from the hazardous solar radiation, brutal wind, and punishing cold.

Safely sealed and pressurized by tapping into the natural, high-pressured geothermal gases deep inside the dormant volcano.

Colonists were able to move beyond their shelters as oxygen levels were brought up to human norms, to begin building in these natural structures.

Even today, the lava tubes of Pavanus Mons serve as the backbone of Bradbury's overall infrastructure, even as artificial structures appear to dominate the exterior.

Early settlement.

The legends of the 1st colonists that came to Mars tell of hardship and struggle, countered by ingenuity and tenacity.

The slopes of Pavonis Mans were selected early on, along with Arsiamans to the south, as exploration points.

The Tharsis Montes shield volcanoes proved to be ideal canadas for the 1st colonists, as they not only had potential energy resources, with deeply buried geothermal power, but contained frozen water in subsurface glaciers near their respective peaks.

Most importantly, they had lava tubes, similar to those found in Earth's shield volcanoes.

In the lighter Martian gravity, this cave network was considerably larger than anything on Earth, stretching for 10s to 100s of kilometers in any direction, and delving 10 to 100s of meters deep below the surface.

It was an ideal choice for the 1st colonists for shelter and production.

First, robotic construction crews were sent to an ideal site to lay the initial groundwork.

By the time the 1st colonists arrived, a small section of caves were ready to be pressurized, and then adapted to human standards.

Yet the early colonists constantly struggled with the atmospheric balance and food production.

During this time, Martians became known for their ingenious means of harnessing the inherent energy of the red planet, and adapting to the grueling circumstances.

Today, native Martians are famous for their ability to detect subtle changes in atmospheric composition, including variations in oxygen and nitrogen levels.

That talent is said to have originated back when it was a matter of survival for the 1st settlers.

And it has since been further enhanced using genetic modification.

Expansion.

The original colonists were few in number, but their population slowly grew.

As those pioneers scrambled to build their new home, the Olympus, the largest colonial ship of its day, would bring over a 1000 new colonists to the slopes of Pavonis Mons.

Upon their arrival, the lava tube network was quickly expanded and reinforced, and the newly dubbed colony of Bradbury began to grow exponentially.

Eventually, colonial ships were arriving once per month, and each new crop of colonists swelled their ranks.

The corpse sponsored massive investment and development, which allowed Bradbury's population to explode.

With dramatic growth, however, came the realities of life in such cramped quarters.

These new Martians had to find ways to resolve their differences and govern themselves or risk destroying themselves from within.

A series of unofficial agreements decided by quorum would become the de facto political structure.

The colonists organized themselves by role.

And the 1st clans were formed.

Of course, the realities of the hostile environment outside remained a constant concern.

During this period, at least 2 major disasters, saw the accidental depressurization of several sections of the network resulting in the deaths of 100s of colonists.

This led to additional safeguards and design considerations that would allow sections of the settlement to be isolated quickly, in case of catastrophic depressurization.

Even today, this danger is never far from Bradbury and mines.

And it was one of the main reasons for local opposition to the Great Dome.

From tunnels, to domes.

As Bradbury expanded, they built structures beyond the lava tube network, especially on the surface.

Advances in engineering created a viable model for a hexagonal transplas dome design that could provide the needed shelter for building on the Martian surface.

These designs proliferated, and several colonies began to use them, but none so aggressively as Bradbury.

A visitor could be forgiven, for thinking that the majority of Bradbury exists above ground, for all the buildings and domes and the patter of Pavanus Mons.

Today, the Megopolis' mass and population is nearly equally divided, between the domes and underground warrens.

The transformation from a city of tunnels to the domes on the surface also marked a major societal transformation.

No longer, where the residents of Bradbury simply colonists struggling to survive on the harsh environment of Mars.

Rather, these were Martians, seeking to make life better for themselves and their descendants.

Megopolis.

Today, Bradbury is home to several million people housed under dozens of domes, or throughout 100s of kilometers of lava tubes.

It is the economic and political center of Mars, and it represents both the best and worst that the planet has to offer.

Following the official end of the colony wars 15 years ago.

Bradbury became the seat of the Martian colonial authority as a direct result of the Treaty of Heinlein.

The Colonial Senate is housed in the Kondi Tower at the center of the Great Dome, with the major institutional buildings surrounding it.

While it seems much of Mars exists in a perpetual state of civil war, Bradbury is considered a safe haven.

It is well protected by the forces of the Mars Colonial Corps, and the clan militia forces, comprising the Bradbury United Division.

No major attack has been successfully launched inside the main part of the city since the end of the World's War.

Still, intrigue, deception, and the cat and mouse games of spycraft not only dominate the glittering halls of the Great Dome, but reach down into the very bowels of the therm.

If and when Martian terrorists target the MCA in earnest, it will be Bradbury's domes.

They breach.

The legend of Vasante Smith.

Martians have a strong oral tradition that transcends anything you might find on the net, or broadcast by NBN, call it a lack of trust for conventional media.

They tell their own stories of the 1st settlers, and the hardships they faced all by word of mouth.

The most iconic of these early settlers is Vasanti Smith, a woman who was part of the original expeditionary team that came to Pavonis Mons decades ago.

It was through her efforts that the 1st tunnels were explored and made habitable, overcoming incalculable odds.

Well, records show that Smith was a geochemist.

The stories portray her as an insatiable explorer, fascinated by the serpentine tunnels of the mountain, expanding and exploring the most dangerous tunnels, and finding new resources.

She was the one who discovered a tunnel system connected to the Pavanus Glacier.

Passed down through generations, This has evolved into a tale where she drew water from the Martian rock.

For Martians, the Vasanti Smith has become symbolic of the miracle of Martian survival, and her mysterious disappearance, while exploring deeper into the mountainside, only added to her mystique.

Her last words, a promise to return, made her a figure of legend, and, in some cases, a religious idol, so much so that the leader of crimson dust claims to be Visante Smith returned.

True or not, her iconic status is firmly entrenched in Martian society.

Excerpt from The Origin of Martian Legends, a lecture by Dr. Phileas Craig.