This is 2.1, a Netrunner Reboot Project podcast.

Episode 114.

I am all.

Hey, this is Remy.

The title card of this week's episode is Rielle Kit Peddler, the shaper ID, one of the 3 shaper IDs that was released in creation and control, and the flavor text for her is, I was not, I was.

I am not.

I am all.

It's a very new agey type character.

The main reason to use Kit is because the last segment, or next last segment, I guess, in this episode, will be a preconstructed deck analysis of Kit from the reboot project.

We're also going to look at another part of the article about the skills of NetRunner by Elusive from several years ago.

But let's start with an anonymous tip.

Anonymous tip.

Running R&D. This conversation from a couple months ago starts with Lee, who was trying to make the professor work, basically.

And he starts by saying, R&D running is starting to feel like a bad strat.

Keep on running, seems to be a bad strat in general.

The cost is ultra high.

You need cards that replenish after the run up front, which you may get too late.

I'm going to try a few more times, but it really seems like a dead end.

Manta.

You can absolutely nab 5 points early off unprotected R&D, but ones that is well protected.

I don't think you go back unless you have a reason, or are setting up late game R and D lock.

Gammonet.

Running R and D early generally has a habit of making the corpse draws better, and not disrupting the corp.

You'll occasionally steal games if there's an agenda pocket or you have a really strong late game and know the corp is going to try to rush you down.

And building a deck that goes all in on one strat means it's pretty easy for the corp to counter you.

Gabe gets to go all in on HQ because of siphon, shutdown, and sneak door alongside parasites and inside jobs to hit the remote.

But he still plays makers, because the corp usually stabilizes while you are on 6, and makers gets you across the finish line.

Anarch use medium, because their endgame rig is very efficient and they are masters of disrupting remotes and HQ.

And if Despi still gave an MU, Andromedium, that'd be Andromeda with Medium, would probably be possible, but it's too clunky.

I've had games in the past where I use makers to try to information gather and get mad, I get 4 points, and see Jackson is like, that's not info.

The big boy responding to Lee's 1st comment says about it being a bad strategy.

Now, early on it is.

Fried fish, who apparently had just played Lee, you should definitely run an unaiced HQ more often as well.

I had points in HQ many times this morning that stayed safe because there were no HQ runs.

Gaminet, unless you've stolen all the agendas off R&D or they're scoring them, but there's hints in court play as to what's probably in HQ.

In some of our games, I was digging for points because I had a setup remote.

Lee, if I'm not running HQ, it's because I'm trying to devote every single last drop of resources to making R and D runs work out of experimenting.

I'm noticing sneak door has been effective.

Murriu also responding to the original comment about R&D running being a bad strategy.

Apparently he was playing a lot of different people here at this point.

This is because you keep spending $3 to kill an Adonis on top of my deck when you only have $4.

Don't trash things you can't afford to.

Also, the card professor has that forces them to ice HQ is Imp, plus scavenge and test run.

I'm going to keep saying PlayStimHack, or StimGraft.

And you're going to keep playing one influence things that are not that, and running out of money.

How could I have foreseen this, says only professor, to whom this regularly happens?

Lee then said, I want to make money in more natural ways.

The big boy.

Shaper doesn't just make money.

The faction is broken when they can do that.

They always need to invest in some kind of engine.

The professor doesn't have space for an engine, which is why the epic prof tech is just to run 3 Kadi Jones.

Kadi is the floor raiser for bad decks.

She can take any bad, unsound deck and make it better than all the other bad, unsound decks.

Manta.

Akadi is better than mopus.

But what if the scenario calls for spending more than one click per round making money?

I guess clicking for credits is probably fine.

The big boy.

You still have sure gambles, and probably some random stuff.

You're clicking Cadi, running something, drawing, putting stuff on workshop.

I don't know But yeah, you also got to run gambles, casts, probably another card.

Freelance coding contract is decent.

But also play Stim Hack.

FFS.

Oh, that must mean, uh, for goodness sake.

Otherwise you get matthed out.

Muru.

To be honest, I've just been using post-buff Armitage for this, raising the floron, bad decks.

Like, yeah, I could run Kadi, but Kadi wants me to 3 click turn, and Armitage just says, hmm, today I think I will take 8 space bucks and say do something.

Gammonet.

Yeah, I think the Armitage Buff has pushed Kadi out, though when you're against RP or food codes, Kadi's pretty great.

Pacati also does have a psychological effect that can't be overstated.

Muru.

I think N.

Armitage, one Cadi, is reasonable, but 2 plus Cadi just feels bad.

The big boy.

If you have a lot to do, then Kadi is better.

So, I guess it wasn't just about running R and D, but there is some nice points in there about running R and D, as well as about a little bit about economy and shaper, and that seemed particularly relevant, since, well, the next to last segment is going to be about a shaper ID.

Archived Memories.

The skills of NetRunner.

Part 4.

This, again, is a series that Elusive wrote back in, starting in late middle late 2016, and covers a lot of different ideas.

The 1st part, sort of set the stage by talking about variants versus consistency and then laid out a set of skills along that continuum.

Part two.

Discuss the player's state of mind when playing, and part 3 looked at selecting a deck, and different play styles.

I've covered all of those in previous episodes.

Now we're going to do part four, which is called sharpening your sword.

Part 3 was choosing your sword.

Part 2 was the Zen of NetRunner.

Part one was the skills of NetRunner.

All right, welcome back to part 4 of the article series on The Skills of Net Runner.

Now we are all set.

It is time to start discussing how to improve.

This assumes you play matches with opponents in the learning state of mind, concentrating on the match, and focusing your energy on your own actions.

What I want you to do is to start thinking in the types of skill previously described, to make it clear to yourself which decisions you are taking.

Choosing an opponent.

It is important to choose the right opponent for this.

Whether they are aware of it or not, players all fluctuate between mind states similar to what I described in Article 2.

That would be casual, learning, and proving.

Some players rarely leave their preferred one.

You should choose a player who is also interested in the same thing you are, getting better.

If you choose a casual opponent, you will maybe not get good practice out of it if they are not really concentrating on their game.

If you choose a proving opponent, they will try to win at all costs, not helping you learn faster.

What you want is a discussion partner.

And while some prefer discussions during a game, this might spoil the actual game.

But you'll definitely be discussing after the game.

Choosing someone who is willing to spend time doing that will be very helpful, and preferably someone at a similar skill level.

Tech choice.

While you can practice using any deck you want, I believe you'll get more mileage out of choosing some decks over others.

As we've discussed, your goal here is not to win, but to improve the most with the games you play.

The best option for players who want to get better at the 4 skills.

Those would be efficiency, strategy, tactics, and yomi, is to choose a mid-range deck.

Maybe towards either the tactical or strategic side of things, depending on your preference.

Avoid decks that are too off or too extreme towards one end.

Even more important is to choose a deck of a good power level.

You do not want to practice with your home brew, since you will then have a hard time attributing match outcome to your actions over your deck.

To practice, you should choose a good quality weapon that you know works.

This will make it easy for you to start thinking about your own actions rather than questioning your deck.

Scour Net Runner DB for something of your liking, or take some hints from the previous article discussing deck types to find something you like.

You do not need to worry too much about what is the current hotness in the competitive scene.

NetRunner decks are surprisingly time lasting, which continually surprise people who blindly trust the internet consensus.

Choose something you like, and that matches your card pool.

So here I would say that the preconstructed decks would be a nice selection for something like this.

While the meta is important, It becomes much more important to hire in skill you are and is much more important in tournaments.

This will be discussed in the next article.

This is not what we are doing right now.

Before playing.

You will get better practice if you both know each other's strengths and weaknesses.

I'm of the opinion that any deck that plans to win by surprise, while effective once or twice, cannot be counted on at the top tables of a tournament, and will not help you improve as a player either.

Thus, always tell your practice opponent about your deck, hander your deck list, and take your opponent's deck list and return as a reference.

You might even describe your initial strategies to each other.

If your decks have any specific combos or nasty surprises, show them to your opponent.

This will make you both better.

This will make you both make better, more interesting, and more informed decisions, which will help you make you improve faster.

And then see again, preconstructed decks.

Yeah, I've seen this comment before that a deck should not be just based around a trick.

Maybe one of my biggest flaws in playing is I always want to base my deck around a trick.

Anyway.

Controllable and uncontrollable.

Now, what is useful to think of as factors affecting game outcome.

The 2 main classes are things that you control, and things that you don't.

Uncontrollable factors are all factors that you cannot change, things that you will have to accept and cope with.

Thus, it is also pointless to ever concentrate on these factors as reasons for a game loss, while they may be, they are not in your control, and only by concentrating on things in your control, can you improve your win percentage?

Also, some things are uncontrollable in game.

But controllable when entering a tournament, such as your deck, this is important to consider when doing your postgame analysis, and when considering your state of mind.

If you are in a tournament, what is in your deck does not matter, simply because you can no longer change it.

Concentrate on what you can change.

While playing.

Once in game, you should draw your opening hand and formulate your starting strategy.

This is broadly how you plan to win the game.

You should know the opponent's deck, she should know yours.

The initial strategy is important, since it gives you a direction for what you want to do.

If you play a strategic deck, This might be more focused on your own board state.

If you play a tactical deck, this might be focused on a very generic plan until opportunities emerge.

Or it might be focused on disrupting your opponent.

Examples of runner strategy.

I know he has dangerous ice, so I will build my rig to completion before starting to run.

I know his economy is very strong if left untouched, so I will destroy all the campaigns I see and ignore agendas for now.

My combo is required for me to stay effective.

I need to assemble it before I can start running.

Examples of corpse strategy.

I know he will try to deny my economy by trashing my big ice and siphon.

I will try to use small taxing eyes to waste his parasites and make his siphons inefficient.

I know he has a very strong late game.

So I need to take risks early to score a nise mark 2 to have a chance late game.

I know he really needs successful runs for his economy to function, so I will lock down all servers before starting to score.

You will now start evaluating your play.

Remember to concentrate on what you can control and only react to what you cannot.

You're playing to learn, not playing to win.

Some decisions you make are easier to directly evaluate than others.

Efficiency is rarely about your opponent and mostly about you.

To improve at efficiency is one of those for skills.

You usually just have to remember a certain set of rules.

These rules are not absolute, but give a good default mode.

I can give you a couple.

Try not to click for credits.

If you do, make note of what led you there.

If drawing cards, always do it as your 1st action.

Wait to spend resources until you really need to.

An R&D access is worth about 0.4 points on average.

Counter accesses, not your points.

Now, I ran these by the big boy, especially the one about clicking for credits, because I thought that, he said that, one of the things that's different about no signal versus reboot, is that no signal very much is looking for, only getting money off of cards, and reboot is you're going to click for credits more.

The basic action card is more relevant.

So here was the big boy's response to that.

He said, the better you are, the less you take credits, as runner.

Slow corpse take credits all the time.

The better your opponent is, the more you're forced to take credits.

So weirdly, credits are clicked for the most when 2 weak players, or 2 very strong players, are facing off.

And I asked why this was, and he said, when it comes to a stronger player, they apply pressure better and make you do stuff at uncomfortable times.

So.

Generally, then these are good tips, apparently.

Examples of efficient play.

I plan what I want to do during a round.

If that includes drawing cards, I do that 1st to see if my plan changes.

I know I need to stay at 10 credits to play all my economy operations.

I try to do that, and draw cards to prevent clicking for credits.

I keep my breakers in hand until I feel the need to play them, denying my opponent the knowledge that I have them, and making sure my credits are efficiently spent.

While you are both setting up, try to realize your strategy, using good tactical choices.

See if you manage to fulfill it and see if it indeed is effective, or if you want to change your strategy while the game is going on.

Your opponent might change up their plan, or get lucky with card draw, or maybe you see them getting really unlucky and need to adapt to that.

While playing, pay close attention to whether you make efficient plays with your cards.

This is one of the easiest things to pay attention to.

The meat of the game is often in the tactical layer, the actions you take to implement your strategy and to react to your opponent's play.

Some actions will not forward your game plan, but will try to prevent your opponent's plan instead.

This is why it is important that you and your opponent tell each other about your deck and your overall game plan.

This will make the tactical play as you both make more informed, and you will both learn more from the game.

When you make a tactical choice in NetRunner, It is usually an interaction with your opponent.

Typical examples are making a run, installing a specific ice, and deciding whether to resonize or not.

Think about the implications in the terms of strategy.

Consider whether this move is efficient.

Analyze whether you made the right tactical call to do this now, and if you are taking a Yomi decision or a pure efficiency decision.

If you are taking a yomi decision, be prepared for the worst outcome, the blank installed card may be a bluff.

The advanced card might be an aggressive secretary.

Think about all these paths.

Would your opponent want to bluff now or not?

Would they gain by scoring now?

What do you gain by forcing the ice to be res?

Tactical play is often what decides a game of net runner between evenly matched opponents.

Equally often it is Yomi, which you will usually see with common decks when either opponent is behind by enough to warrant the risk, or for specific decks built around it.

After the match.

Whether you won or not is not really that interesting.

Way more interesting is, did your strategy work?

Why did it work?

Concentrate on what you learned during the game, even if it was something simple, like, next time I will not run without my killer.

Now comes the time to ask your opponent the questions that you have about their side of the game.

Did your opponent make an especially good tactical play?

Ask them about it.

Was it chance, or did they anticipate, Yomi, your actions and exploit that with good ice placement?

Often it is useful to ask them how they felt.

When you did certain things.

You will make tactical decisions that you feel are good, but maybe they have another perspective.

Or maybe you ran HQ at just the right time, but missed the 3 agendas.

You should both discuss the decisions during the match that were most difficult for you, and whether they panned out as you hoped.

You will learn a lot from this.

Finally, make a mental note of what kind of mistakes you made during the game.

I have yet to play a game of NetRunner where I could not find a mistake I made or something I could have done better.

You will quickly form an understanding about where you need to improve, whether that be strategy, efficiency, tactics, or yummy.

Just make sure you can pay more attention to that aspect in the future.

What can you improve?

A good way to make mental notes is to identify your 2 or 3 most important mistakes during the match.

They can be related to what your opponent did or they can be purely what you did.

To identify a mistake, and separate it from what could have been a good choice that turned out badly, you need to consider probabilities.

This is where focusing on what you can control really is key.

If you ran R and D with maker's eye when there were a bunch of agendas in there and WIFT, It might still have been a very good move.

NetRunner is a game about probabilities, and to win, you need to make the best decisions you can over time.

This is where focusing on who won is not important, since it is really the quality of your actions that is important long term.

Maybe you ran HQ at just the right moment, and with.

Maybe you snagged the single government takeover from R&D. Discuss this with your opponent if you are unsure, they will likely have another perspective on some things you did.

Maybe they were secretly terrified at a point in the game, but you did not realize that they were vulnerable.

This is where I will introduce this mental scorecard for you to use.

And here there's a little image where on the left side is a column that says top 3 game factors, and then you're supposed to check to what degree they were strategic, tactical yomi efficiency, opponent, or uncontrollable.

Now, this is not something I ever write might down myself, but some players do.

I just tend to make mental notes of my mistakes, and attribute them to roughly where I did a poor decision.

I try to keep this in my head.

After a few matches, you may start to identify some mistakes you keep doing over and over.

Some things you will learn from and adjust to while others may seem to go against your intuitive judgment.

You then know where to focus your efforts.

Or maybe switch to a deck better suited to your brain.

The worst mistake you can make, however, is to start switching decks as soon as you learn, lose a few matches.

In fact, a big reason I was inspired to write this series of articles is that I see players focus way too much on decks and cards as reasons for a game loss. And completely missed the mistakes they themselves make.

This is the surest way of never improving.

There's also a good way of getting frustrated with the game, and thus, a dangerous trap to fall into.

Complexity matters.

The skill curve of playing Nutrunner is one thing, but each deck has its own skill curve as well.

What I call complexity in a previous article.

If you ignore that, you will find yourself switching decks so often that you are playing all of them sub-optimally.

The better a player is, the easier they can afford to switch decks.

This is because a lot of the skills they have carry over to other decks.

This is another reason why playing mid-range decks. Is good for learning.

If you are just starting out, you should find a set of decks that you like, a runner and a corp, choose among popular mid-range decks and use your intuition or go by recommendations from other players in your meta, then stick with them.

Stick with them until you win with them.

You'll get their way faster than any other method.

Summary.

Make sure you are ready for a focused game.

Find an opponent who has the same goal.

Choose the right deck for the job.

If you are new to the game, try to choose a mid-range deck with lots of options, but a decent core strategy.

Play opponents with the same type of deck.

Try to formulate a strategy while you play.

Pay attention to whether your moves are efficient, and whether your tactical moves play to the strategy you have chosen.

If a Yomi situation occurs, make note of the best and worst case scenarios and take that into account when choosing your path.

But make sure you do not get predictable.

After the game, have a short discussion with your opponent.

You will probably find a few things that you agree on decided the game outcome.

Make mental notes of these, especially if you caused or took part in them, hopefully.

Ignore any related to your opponent or other uncontrollable factors, such as order of draws, or lucky accesses.

Happy hunting.

So that, again, is the 4th in the series of articles about the skills of NetRunner, called Sharpening Your Sword, and just lots of nice tips in there about getting better at the game.

Same old thing.

Mopus Kit.

So this will be the segment that talks about runner preconstructed decks, and in this case, it is going to be one of the more basic ones or one of the easiest ones to process, which is mopus kit.

The big boy ranks all of the preconstructed decks on a scale of one to 4 regarding complexity, which I think is the same sort of complexity that Elusive was talking about in the article there.

And Mopus Kit is ranked as a one.

So I can see that because I understand very easily what's going on here.

So here is the deck.

Kit is a 4510 ID, only 10 influence, and the cards in the deck are actually only up to all that remains, which is the 5th pack in the lunar cycle, which means there are no cards here from the 6th pack in the motorcycle, or the entire Sand Sand Cycle, or either the last 2 deluxe boxes, and of course, none from the boosters in any preconstructed deck.

There are 24 events. 3 diesel and 3 quality time for card draw. 3 stim hack, 3 sure gamble, 3 test run, 3 scavenge, which are all economy related, I would say.

More or less.

Three, the maker's eye, one legwork, which are your multi-access tools, and then one tinkering and one vamp, which are specialty tools.

The hardware are 3 R and D interface for more multi-access, and 2 astrolabe for your extra memory, which you will want because you are going to have magnum opus, as we'll get to in a moment.

And also, it's just a nice, cheap console that's kind of good in most decks.

I mean, kind of just good.

The resources are 3 personal workshop, and a utopia shard, which is the one that makes you, you can trash to force the corp to discard 2 cards from HQ.

So kind of like another multi-access card.

And then your ice breakers are, uh, one lady, for your fractor, 2 Gordian blade and a torch, or your decoders, and 2 femme fatale are your century or killers.

There are also 6 other programs in 3 magnum opus and 3 self-modifying code.

And not irrelevantly, but Kit herself is pretty important because, as a reminder, I guess I haven't mentioned this, but you know, right?

That kid's ability is that the 1st ice you encounter each turn, automatically gains code gate, whether it has that pre-printed or not.

So you could always break one piece of ice with a decoder each turn.

Now, as usual, each preconstructed deck has a brief write-up about it, and in this case, it says, get mopus and a decoder out to stop rushes.

Build money and pound multi-access.

Big tip, don't spend money multi-accessing early.

Pressure the remote for as long as you can, and pivot to centrals once they overdefend it.

So the core of the deck is built around getting out a decoder.

And having the money to use it, because you only need those 2 cards, a decoder and magnum opus, combined with kit's ability to get through to get through to any single iced server.

So we have 3 decoders in your 45 card deck, 2 Gordian blade and a torch, but then a lot of ways to go find them and then pay for them.

You've got 3 self modifying code.

With 3 stim hack as nice support. 3 of the classic test run scavenge combo.

We're going to go find the card and then scavenge it back in so it stays at that low cost of just 2 cards, 2 clicks, and 2 credits.

And then a lot of draw, 3 diesel, 3 quality time, to Astrolabe, although you don't have much recursion, with just the 3 scavenge as recursion.

Well, I guess the test runners, some recursion there too.

And then 3 magnum opus to pay for all of this.

And of course, the usual 3 sure gamble and the stim hacks to help pay as well.

So that's about 2 thirds of your deck right there. 29 of the 45 cards that can all work toward getting out magnum opus and a decoder.

I didn't include the 3 personal workshop here because I don't think those are here to help you get out this early 2 card combo because you want to get it out as fast as possible and personal workshop is not fast.

So, but the fact that there are 3 in the deck suggests that you do want them early.

So I think this is just your escape valve, for when you use draw cards that you don't need in the early game, but will want them either in the midgame, like fam or lady, or in the late game, like R&D interface, and as an added bonus, you can offload it onto this card and then save yourself some money by letting it tick down.

So there's about a 30% chance that you will either have a magnum opus or a decoder in your opening hand.

Or rather, more accurately, there's a 30% chance that you will have a magnum opus, and there's a 30% chance that you'll have a decoder, because there's 3 of each, or if you mull again, you can get that up to about 50% chance.

I'm thinking that if you have neither, you probably want to Mulligan.

Unless maybe you do have test run and scavenge, or self-modifying code and STEMAC.

And as far as which decoder, because there's 3 options, like it could have just been 3 Gordian blades, so why is the torch here?

My feeling is a Gordian blade is better if you have to install something normally.

Whereas torch is a great option if you can use one of those combos to cheat it out without having to actually pay for it.

And when I balanced a little of that math off of the big boy, he mentioned that you're probably keeping a lot of non-decoder hands.

They said, gamble, opus, quality time, and 2 other cards is amazing, even with no decoder.

And in addition to the combos I mentioned, he said, sure gamble, plus a draw card that draws you one of those, is also desirable.

Ultimately he said, if you really run through every possible way, you are well over 90% to get Mopus turn one.

And that's your 1st goal.

Decoder is important, but you need the money to pay for it.

So having magnum opus is preferable even to having your decoder.

The analysis will do of this deck, the big boy has a document about, um, archetypes.

And the runner archetype part of it is way different than the core archetype part of it, much more free form, I would say.

Here's what he said when he wrote it up.

Runner decks have many aspects.

I've broken them down into 11 here.

They commit resources in deck construction to each of these based on what the corpse they expect to face are demanding of them.

He then sorts them roughly in order of their relevance to the game. Chronologically.

I'm actually going to review the ratings and he rates each one between 0 and four. Whether it has a particular deck has a non-existent in that aspect, a little, some, a lot, or immense.

So I'm going to discuss each aspect of the mopus kit deck based on which aspect he ranks a for, and then working my way down from there.

So 2 different ones are ranked as 4 remote busting and inevitability.

Remote busting is listed relatively early, Inevitability is the last one he mentions.

Remote busting is the ability to get through early gear checks on remote servers to stop early scores, or thwart the cheap establishment of protected economy assets, and clearly Kit herself excels here, because obviously, well, of course, with the obvious need of a decoder, because the corp will need 2 eyes to secure any remote.

Maybe, right?

Because maybe one of those, like if they have to put them out in a funny order.

You know, maybe the, if they put the, Corb has to really think about their, the way they're positioning their eyes.

It's definitely a cognitive load you're putting on them.

The other one rated a 4 is inevitability, which is the ability to reach where the final few points in the game after running out of gas, or to never run out of gas in the 1st place, in this case, is probably that latter one because magna opus means your economy never runs dry.

So you'll always be able to threaten, given enough time.

Many times in the reboot discord, I've seen discussion around decks or strategies.

And then there's the question somebody will put out there.

What do you do if they just mashed the mopus button?

Which is to say, basically, what's your approach to the runner just saying, gain 8 credits?

Go. So, magnum opus is important.

And on top of the economy, there's also the very heavy R and D pressure from the maker's eye and R and D interface.

To me, the only potentially limiting thing for this deck, as far as inevitability, is the fractor, because it's just one lady, and has limited uses, and the only way to reload it is with scavenge.

So.

Don't use all those scavenges just getting out.

Torch, magnum opus and femme, I guess.

There are 3 aspects that are rated to 3.

R&D locking is one, the ability to stop the court from seeing agendas off the top of R&D, by accessing most or all of the cards they will draw before they can draw them.

And for each of these different uh, axes, the big boy lists example cards.

Here, he lists R and D interface for R and D locking.

But for the inevitability, He said the maker's eye was for inevitability.

I don't want to necessarily read too much into that.

Maybe they're just examples.

But there you go.

Another aspect is asset contesting.

This is also rated to three, the ability to trash assets without crippling their own economy, obviously once again, magnum opus to the rescue.

So this couples well with the remote busting ability.

The ability to get into the remote is one thing, and then to do something on non-agendas there is something else.

Uh, they don't necessarily have to go hand in hand.

They do in this deck because you have the ability to get through the ice with your one decoder, with your decoder and then the ability to trash an asset in there, with magnum opus.

But like other decks, that's not true.

Noise, for example, is rated a 3 for asset contesting, but a 0 for remote busting, and atom is exactly the opposite.

But no other preconstructed deck is rated as highly for both, as Kit.

So I guess that kind of explains why I've been having so much trouble against playing my regular opponent who has been lately playing a, what is basically a fast advanced tenon deck.

Therefore never having a remote.

The other one rated a 3 is economic speed.

The ability to make money quickly in the early to midgame, again, I think the answer is once again magnum opus.

And I think this all feeds into why Kit has a complexity rating of one.

And why in a very early episode, I had magnum episode in a segment called Sure Gamble, which I didn't do very much of, because there's so few times that I get a deck, uh, card is an auto-include.

It's interesting, though, that no other precon uses magnum opus.

I don't know why that's just because the big boy was going for variety, or because opus needs so much support to make it reliable.

You know, the test run scavenge.

Self-modifying code, stim hack, or the big draw cars, maybe because you need all of that, it just eats up your entire deck.

There are a couple of aspects that are ranked a 2 or rated a 2 as well.

So this is now going down to just that there is some of this in the deck, rig assembly is one.

The ability to quickly assemble a serviceable rig that can get into mid-range remotes at a reasonable cost, and as for example, cards listed, here are self-modifying code, and good card draw.

So, you know, that's uh, both of those things are in this deck.

And while you can obviously use your STIM hacks to cheat out a femme.

You could also you also have magnum opus, naturally, and personal workshop.

Really, again, it's just a lot of different tools aimed at the same goal.

Get money, magnum opus, get a decoder, get the rest of your rig.

Maybe it's the fact that the killer is so expensive, and you have to spend so much to get your economic engine up and running that brings this rig assembly rating down to merely some.

The other one rated a 2 is control, the ability to create a board state where the corpse scoring server is useless and to keep it that way as long as possible, either through economic denial, ice destruction, or a super efficient rig.

One of the listed example cards here is vamp, which is there's a one copy in this deck, so clearly it fits in into this aspect.

For it to be useful.

Obviously, you can't have a bunch of res ice on the remote.

And the big tip did say, to stop pressuring the runner once they overdefend the remote.

But there's only one vamp.

There's also the one tinkering, which will make that decoder come back to life for a critical run.

But I think it's just those 2 that are in the control camp.

So it's interesting that just those 2 cards are enough to warrant a middling rating on this aspect.

Especially as HQ sweeping is only rated as a one, likely due to the singleton legwork.

Although I guess the utopia shard, like I said, might be included in that as well.

I think it's the utopia shar that is probably what generates the one rating for disruption as well.

And then the other 2 aspects, early economic pressure and early access pressure both come in with a zero.

Kit does not attack the corpse economy directly in any way, but as far as the other one, the access pressure.

I asked the big boy about that one too.

Like, You can get into an R and D or into an HQ just as easily as you can get into a remote.

And he's like, yeah, but paying money for a single access is on R and D early in the game is bad, which kind of goes back to that R and D discussion from the anonymous tip segment.

So that's to give you 11 aspects of runner decks we've gone through and where the mopus kit deck is stronger.

Let's now take a look at the way that this deck deals with ice.

And here, being a shaper, and everything is pretty straightforward. Use breakers.

It runs 3 decoders, 2 killers, and a fractor, and no other tricks, except the one tinkering.

And of course, kids' ability.

You have to include in this because she so heavily warps the corpse approached ice placement.

And though femme is your killer, obviously femme is also there to provide help in dealing with big eyes, probably especially big barriers, because of his bypassability.

And though there's just the one lady, as I said previously, I think is meant to be reloaded, at least once, and maybe 3 times, with scavenge.

And being shaper, with all that card draw and all those search tools, you can get away with just one copy.

At least that seems to be the theory.

I think probably if I had built this deck and found myself sitting at 45 cards, I would just slot a 2nd copy of lady and run with 46 because one just really doesn't seem like enough.

I guess I just need to get better at the game.

There is also a matchup pacing chart, uh, reminds me of an el long ago episode of The winning agenda.

I talked about who is the beat down, by which they meant basically, who is in the dominant position that needs to is basically in the advantage, in the lead, independent of what the score of the game actually is, which one is the aggressor?

And when writing up this matchup pacing chart between each of the corp and runner decks, the big boy said this.

This is a chart to help you know what your pacing should be in each matchup of the pre-condex.

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

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

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

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

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

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

Standard phases means that the runner has the advantage early.

The corp has the advantage in the midgame, and then the runner regains it in the late game.

This means as the corp, you should defend early, and then try to get to 7 points before the late game.

As the runner, you should try to pressure early, then once your good pressure options are gone, try to reach the late game before the corp can get to seven.

In a standard phases matchup, the size of each of these windows can vary a great deal, but this also depends greatly on the skill level of the players on each size was hard to make broad statements about.

So as far as this deck, in most of the precon matchups, the corp is the aggressor, that supports the 0 ratings for early access and economic pressure, Kit doesn't want to give up time building her powerful rig just to try to get some random accesses.

She has a very strong late game.

The only exceptions to this are with 2 of the glacier decks.

ETF and RP, and the caprice-based Nise division, which all follow the standard phases alignment.

Now, notably, both glaciers rely on protected assets.

And Kit is good at remote busting and asset contesting.

So that's probably where the kit needs to be a little more aggressive in that situation and press the early game runner advantage.

I can't really speak to what's different about Nise Division and why.

Nise division gives that, um, same idea.

Now, finally, in this segment, there's the blog post, because back in the middle of 2016, so just a few months, or most of the next cycle through, um, through the Moonbad cycle, the big boy put together a set of recommended teaching and learning decks.

And I've read through this before, but just as a reminder, I will read through it again.

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

After a player learns the basics, there aren't really any places they can go to find a deck, which is one, fun to play. 2 fairly straightforward to play, 3 fairly powerful, 4 devoid of tech cards specific to a certain metagame, 5 legal with current tournament rules, 6 not a gimmick, or built on a bizarre combo.

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

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

Three, teach the pilot some fundamental skills and techniques that will translate to many top tier decks, 4 are consistent, and keep card variety in one of's to a minimum. 5 are real NetRunner, whatever that means.

These decks are not arbitrary combinations of simple cards, they are well thought out cohesive strategies that just happen to avoid certain aspects of the game that commonly disrupt the learning process.

These decks are not massively underpowered noob decks.

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

You will maybe notice there is no Gintechie deck.

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

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

They're just not great for building fundamentals.

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

And probably at this point a couple years ago, I asked the big boy about whether this is still a direction that he would send people, and he says he thinks the precons serve this purpose now.

And as we saw with the HB fast advanced deck, That is based, more or less, on one of his teaching decks.

And so, too, is the shaper deck.

His teaching kit deck, R, is very similar to this mopus kid deck.

The differences are that there is one fewer, there is no leg work, but an extra stem hack.

There's no tinkering, but an extra vamp.

Rather than to astrolabe.

There's 2 dinosaurus.

And then there is one no utopia shard and one fewer personal workshop.

In order to put in 2 Beth Kilrain Chang, which is a card that we don't have and gives you money.

Um, gives you some kind of bonus at the beginning of your turn depending on how much money the court has.

And then there is one few, there's no, um, There's no torch in the this teaching deck.

Instead, there's that 2nd lady.

Here is the longer write up.

Shapers are tinkerers and explorers.

They run for the thrill of discovery, the intellectual challenge or even just the bragging rights.

Shapers don't much care about disrupting the corp.

They are confident that they can solve any puzzle thrown at them given enough time in the right tools.

A shaper doesn't need a lot of the advanced preparation that a criminal or an anarch might.

They'll just get together what they need on the fly, or even bend to the landscape of the run to suit their strengths.

And here is the write up on playing the deck.

The 1st thing you're going to want to do every game is get magnum opus installed.

Your deck has a few ways to find the magnum if it's not in your starting hand, and you should mulligan any hand that does not have one of those ways or the magnum itself.

You can play self modifying code.

Take 2 credits and then search for the Opus.

You can also use Test Run to go find it.

Click it 3 times, and then reinstall it for good the next turn.

Magnumopa strategies like this typically get off to a slow start.

But that single card will provide you with all of the money you will need for the entire game.

If you ever feel low on money, spend a turn or maybe even two, just taking 8 credits.

Shaper isn't about constant aggression.

It's about saving up for a few really high impact runs.

The corp will be sweating after you've just taken 8 credits for the 3rd turn in a row, wondering what nastiness you could be planning.

Once you have your magnum online, you'll need a way to get into servers.

Because of Kit's ability all this means you need to do is get a Gordian blade installed.

You can do this in all the same ways that worked for the magnum opus.

Once you have your Gordian blade, look for opportunities to hit the corp with the maker's eye, legwork, or R and D interface runs.

What did I say?

Oh, what I meant is not that there was there's actually 21 more leg work and one fewer stem hack.

I had that backwards.

Sorry.

Remember that if a server only has one ice, you can guarantee that you will be able to break it with your Gordian blade.

Because of kids' ability and tricks like tinkering and test run, the corporation is going to need quite a few ice on a remote server before they feel safe advancing an agenda in there.

Eventually the Corp will have 2 eyes on all the servers that you want to attack, and you'll have to get out the rest of your icebreakers.

The only weakness of your rig is sentries, since femme fatale is an excellent tool for dealing with a single ice, but isn't great as a regular breaker.

Two credits for one strength is always quite poor.

If this is a big problem for you, try hosting your femme fatale on a dinosaurus to give it a permanent boost in strength.

If you need dinosaurus memory boost, but don't feel like you need to increase the strength of your femme, putting your trusty Gordian blade on it is never a bad call.

Normally, you can only host a program when you install it, but you can use scavenge to trash an already installed a breaker and bring back that very same breaker at no cost, allowing you to host it on the dino.

This trick can also be used to change the ice targeted by your FEM, or reload the counters on your lady.

Tricks of the trade.

So, interestingly, let me just back up.

Interestingly, he doesn't talk about doing test run scavenge.

Just to get out.

Um, just to get out, say, torch, which is what I want to do, but saving scavenge for other useful things.

Tricks of the trade.

Personal workshop or self-modifying code, plus stem hack.

Personal workshop can store the programs and hardware you can't quite afford, allowing you to install them later at your leisure.

If you're not a fan of waiting, You can play a STIM hack to gain 9 credits for a single run.

And then spend all those credits installing cards off of your workshop.

The run doesn't even have to have another purpose, although it can, if you really want to get a little extra value out of the combo.

Self-modifying code can also be used with STIM Hack to get a program out of your deck at a massive discount.

This can really speed you up when you have to SMC for magnum opus on turn one, since you will not have to take 2 credits first.

Don't worry too much about the brain damage.

You can always host cards on personal workshop to avoid having to discard things you want to save for later.

Test run plus scavenge.

Test run lets you get any program you like installed for free.

But with the drawback of only being able to use it for one turn.

However, if you play scavenge, trashing the program you searched for and bringing back that same program, it will not go back on top of your deck at the end of your turn.

This is a great way to get a magnum opus or femme fatal out on the cheap.

Or torch, like I said.

And that is the 1st of our preconstructed decks for the runner side, mopus kit.

Many of the cards discussed in this week's episode are linked in the show notes, music is from Alexi Action, the website that goes to the reboot project homepage is Netrunner 2.1.com.

Come join the reboot Discord server as well.

That's the best and easiest place to find games, although certainly, you can go online to retaki.fun and play with just anybody.

Although you're not going to just be able to look for a game that there's just not enough people.

They're all at the reboot Discord server.

The Astroscript pilot program this time around is going to continue in the world's android.

Part 5 talking about Mars, actually the 2nd part talking about the largest colony on Mars, Bradbury, with the 2 main segments life and transport.

I am, this is posting on February 10th, so I did miss my January 30th episode.

Again, I don't know if I mentioned this before.

I probably did.

Work has been really crazy this winter, so I've had limited amounts of time.

I do intend to do a February 20th episode as we get into the next booster, style and slander.

But there is no February 30th, and I will be on vacation the last week of the month.

So I expect that the following episode will be March 10th, and then hopefully get back onto my 10th, 20th, 30th routine from there.

So, we'll be out of the winter, and hopefully that'll be a better thing.

Anyway, thanks for listening.

See you next time.

Life and transport.

A scintillating mosaic of all that the red planet has to offer, visitors to Bradbury quickly find themselves in the midst of a crash course in Martian life.

From the claustrophobic maze of tunnels below, to the soaring spires that pierce the great dome, it's easy to lose one's way.

For most residents and visitors to Bradbury, it's rare to be able to see more than 100 meters in any one direction.

Rather, a trellis of orange tinged plascreed walls and exposed ductwork are a frequent site throughout Bradbury's honeycombed cityscape.

It is only when one gets close to the dome scrapers under the great dome that the city opens out to its grand reputation.

Daily life.

Quotidian routines in Bradbury are as diverse as the people who live there.

People and androids labor away in the life support modules deep underground, or stride through the halls of corporate power in the archologies above the Great Dome.

While the districts and domes of the Megopolis intersect, and individuals are free to travel wherever they choose, it is not uncommon for family groups to stay close to the security of home.

Bradbarians have a long memory of tunnel decompressions, atmospheric breaches, or auto lockdowns that have torn families apart.

Work life.

Bradbury's numerous industries range from raw resource extraction to manufacturing to an extensive service sector.

While no formal caste system exists in Bradbury, work in the Megopolis is highly compartmentalized, and workers live within corpse supplied residences.

As such, they are never far from their place of employment, relying on short trips on the transit grid.

Work and home life is often so intertwined that it can be hard to separate the two.

Change in employment almost always means that a family is forced to relocate, an option that many work very hard to avoid, even if it might meet an improvement in their economic circumstances.

Despite the natural tendency for Martians to be suspicious of Earthers, they seem to make an exception for those coming to Mars for physical labor.

Because of the lighter gravity on Mars, the more intensive labor roles are perfect for earthborn workers who come to Mars seeking a new life.

These immigrants are capable of lifting the heaviest loads.

But eventually, their muscle mass and bone structure adapt to their new home.

Such immigrants integrate quickly into life and Bradbury, building relationships and integrating with the communities as their strength degrades.

It is not uncommon to find an earthborn laborer bearing clan tattoos within a year of setting foot on Mars.

Many laborers attempt to maintain their physique by wearing weight suits that simulate the gravitational forces of Earth, or by augmenting themselves with cybernetics or genetic modifications.

Bioroids and clones are a more accepted part of Martian life for those clans and colonies that can afford them.

Eking out a living on the red planet is tough enough, and colonists will take all the help they can get.

Home life.

Visitors from Earth immediately notice that even the most luxurious accommodations on Mars are austere and compact compared to what they are used to.

Habitable space is at a premium, and as such, those living in Bradbury make efficient use of whatever is available.

Corporate apartment complexes often have shared living spaces in which families have their own small sleeping pods, but share common rooms for eating and recreational activities.

This results in very tight knit communities, as coworkers also live together.

And child rearing and family life becomes a collective activity.

Most often this close-knit connection is expressed in clan life.

While not exclusively the case, coworkers are both neighbors and clanmates.

Although the MCA places strict limits on birth rates, in the name of preserving access to limited air and water resources, the clans deliberately disregard these restrictions and raise very large families anyway.

On Mars, assisted fertility technologies are a standard component of the reproductive cycle.

Hazards of radiation from the unbridled solar wind wreaked havoc on the early settler's ability to produce healthy children.

Even though shielding technology in the colonies has improved, reproductive assistance is still an expected part of life, and has been integrated into coming of age rituals.

Upon receiving their full tattoos, every Martian also adds their gametes to a cryogenic preservation system, to guarantee their offspring will be healthy.

The in vitro reproductive techniques are astoundingly successful, and deliberate misuse can result in a high rate of multiple births.

For the clans, these large families are the best way to grow their numbers and guarantee clan safety on a harsh world.

Martian twins, triplets, and even quadruplets, often illegally share a single MCA ID.

If they even have one at all.

Earthers and corporate elites on Mars disparagingly call the large number of children born here, litters.

If a family on Earth could expect to have 2 or 3 children, the equivalent family on Mars might expect 6 to 8 children over the same time span.

Recreation and culture.

Bradbury has numerous opportunities for recreation, but they vary depending on ones, social class, and clan affiliation.

Above ground, casinos, nightclubs, and shopping centers fill the domes, and cater to tourists with ostentatious and campy displays of old-fashioned portrayals of Mars in popular culture.

Green spaces give corporate envoys room to stretch their legs and enjoy a little bit of earth.

Swimming pools are exceptionally rare, and reserved for the elite of the elite.

Low gravity and hollow sport stadium matches are broadcast across the Martian network.

Among the lower classes, however, recreation is often of the homegrown variety, when it happens at all.

Real Martians work such long hours, almost all downtime is spent sleeping or tending to living quarter maintenance.

The children entertain themselves with sports and stories while their parents work.

The Martian variant of football is played virtually anywhere with the slightest open space, and walls and angling bounces are integrated as part of the game.

Bygone narratives set on Mars tell of separate civilizations and cultures, which also have the effect of helping Mars' next generation, develop a distinct identity from Earthers.

Clans discourage the consumption of media produced by NBN or related subsids, however, because they frequently portray life on Mars in simplistic terms.

If you work hard, you'll reap the rewards, is a narrative at oz with the sometimes desperate, tedious, and thankless existence that constitutes clan life.

For adults between jobs or shifts on the frontier, common vices include prostitution, illegal fighting rings, illicit substances, and other underworld activities.

Because clans often control significant areas of their work sites, it is not uncommon to find these activities taking place on company property.

When low paid corporate guards are members of the same clan as the workers, as is often the case, they typically turn a blind eye to such transgressions.

Have you ever heard that Jintechi has nothing on Martians' ability to clone themselves?

It may be a joke, but fertility treatments and G mods are necessary, given the hazards of the open solar wind.

We do our own, though.

Gentecki may have bought out those labs a few years back, but several of the reproductive patents were made public before they moved in, so they're in clan hands now.

Jay's not happy about it and is aggressively buying up everything else, peddling whatever G mods they can convince us to buy.

I'll admit, some of them are pretty decent.

But are you willing to have an advantage if it means giving the copyright on your genes to Genteckie?

Where Wayland seems to be everywhere on Earth, Gentecki is doing its best to have their hand in nearly everything on Mars, even if it doesn't have their logo.

If it's organic, assume Jintechi wants in on it.

I don't know how successful they really are, but they own several colonies outright, including Phobos through agon fusion.

Granted, Gentechi has been wise to distance themselves publicly from their subsidiaries' recent actions, but in the end, proprietary genetics are Gentechi's core.

Agon fusion may be a bit over the top with providing coded seating grains to Phobos, but really Gintecki wants that level of control.

Of all the mega corporations, I say half of the corporate representatives on Mars work for Gintechi, or its subsidiaries, they wield a lot of political power here in certain colonial pockets, so they're an easy villain.

Modes of transportation.

The vast majority of transportation on Mars is some form of public transit, and Bradbury is the site of the biggest domestic vehicle manufactories.

The networks of skyways that are commonplace on Earth are replaced by a multi-layered web of Maglev induct track, on which one or more connected cars float.

For police, emergency services and the elite, hoppers flit back and forth in the tight confines between buildings and domes.

On rare occasions, one can catch glimpses of atmospheric hoppers flying back and forth above the transplants.

Maglev induct track.

Unlike Earth's cities, Bradbury and the other Martian colonies were never designed for individually owned, wheeled vehicles.

The cheapest means of moving large numbers of both people and cargo on Mars is the Maglev Train Network.

With Maglev technology, the trains can match the speed of atmospheric flight on Earth, making commercial air traffic on Mars virtually non-existent.

The types used inside colonies, and across the Martian landscape differ in size and purpose, but the operating principles are essentially the same.

Electromagnets, lined along open guideways or transplas tubes, repel like poled magnets on the train cars themselves, the force of which is strong enough to overcome the weak Martian gravity, and levitate the train cars above the tracks.

Inside Bradbury, the induct track is smaller, allowing the Magalev cars and trains to navigate the colony's maze like design.

The guideway is crisscross each other at multiple levels.

Here, one can see individual pods running alongside larger trains of cars and a gracefully controlled dance.

Each car or pod is gyroscopically stabilized to make sure that the internal cabin always remains level, no matter what angle the track might be.

Several guideway tubes traverse the steep walls of the caldera, connecting the industrial district to the main part of the city.

Outside of Bradbury, there exist multiple induct track networks on Mars owned by competing corps.

Trans Mars, Bradbury Rail Company, and the Red Line have each carved out portions of the Martian landscape for their exclusive use, and incursions on each other's territory is tantamount to a declaration of corporate war.

These rivalries, colloquially known as the rail wars, inevitably involve the clans whose very livelihoods depend on the cargo shipments brought by Maglev.

Air transportation.

Besides rail transportation, atmospheric vehicles are also viable, but are primarily owned and operated by police, emergency military, and the societal elite of Mars, inside of colony domes.

But that doesn't stop mercenary groups and rebels from stealing units.

The many different types of air vehicles on Mars are collectively known by the generic term hopper, short for Skyhopper, though they differ in various ways from their counterparts on Earth.

For conventional use inside a colony dome, hoppers are large, blade protected quadcopters that have immense precision control. Usually built for one or 2 individuals.

When needed, Bradbury Colony police and emergency services have access to larger units capable of moving groups of 10 to 12 individuals into tight spaces.

Like their counterparts on Earth, these hoppers use rechargeable hydrogen fuel cells to power the electromagnetic hover foil rotors and can be easily recharged on hopper pads.

Outside of the dome, what most Martians still refer to as hoppers are actually normal tilt jet aircraft that hypercompress the thin atmosphere for propulsion.

These jets fly faster and are more robust than their indome counterparts, but are far less maneuverable.

Instead of flitting from charging pad charging pad.

These hoppers rely on more conventional chemical fuel, like meta for combustion.

When compared to earth-based aircraft, Mars built atmospheric hoppers are blocky and wingless, as aerodynamic lift can only truly work at dangerously fast speeds.

Corporations house small fleets of these craft for work outside the city, where maintenance workers require access otherwise unreachable by the transportation networks.

Or executives need to risk travel for important business.

Military hoppers are similar to their corporate counterparts, but are both heavily armed and armored.

Visual camouflage patterns tend to be variations on the oxide surface and amber sky.

Ground vehicles.

Wheeled and tracked vehicles exist on Mars, but they are almost exclusively used for heavy industry and resource extraction, along with some military applications.

These vehicles are universally built for operation in the raw Martian atmosphere, even if they are sometimes employed under the dome.

In Bradbury, wheeled vehicles are rare, but are most often found in the industrial district on the floor of the caldera, as well as in the quarries and glacier mining operations on the northwest slopes of Pavonus Mons.

Some of the most impressive of these specimens are Martian designed haul trucks that work the glacier mines.

These enormous 6 axle vehicles use electric traction motors to handle high mass loads over 400 metric tons.

Those visiting from Earth might find these vehicles the most recognizable, but even then, familiarity is quickly obscured by thick plating, gnarled piping, and Martian dust.

Even more alien looking, walkers and crawlers are extreme, all terrain vehicles capable of providing a stable platform on even the roughest of ground.

The trade-off is that they are much slower than other ground vehicles.

These are most likely to be found in the 1st stage construction of Maglev induct track, or in the unorganized territory. As they are capable of going anywhere.