

This is 2.1, a Netrunner Reboot Project podcast.

Episode 115.

You won't believe number 38.

Hey, this is Remy.

The title card of this week's episode is the new ID from the 3rd reboot booster.

Style and slander is the name of the booster.

The ID for NBN is Sizzler, igniting the discourse.

It's basically supposed to be like a gossip magazine.

It's referenced actually on one of the old fantasy flight cards, paparazzi.

From, that must be from, Old Hollywood?

Is from the San San Cycle anyway.

And the flavor text is simply, you won't believe number 38.

So we'll be getting into the corpse side of style and slander with this episode.

Next episode will be the runner side.

But before doing that, Here's an anonymous tip.

Anonymous tip.

Rushing.

So after, it was revealed that ultraviolet clearance would be imported into the reboot card pool in style and slander.

This is a, we'll talk about it a little bit.

It a transaction operation.

The big boy says, I can imagine a deck that uses buffed IQ, goes low cards early because the deck is almost all installables, and then plays ultraviolet clearance, because you draw a bunch of cards with it.

Hugin Ronan asked, what's the ID?

And the big boy said, ETF, and HuginRonin.

Ah, of course.

The bane of my jank.

And the big boy says, ETF gives you money to pay for your jank cards.

HuginRonin.

The ID is an important part of what makes the play experience different from other things.

But if it has to be ETF, then so be it, although I'll be limited to spending my influence on what?

The classic fast advance aid, ETF already limiting on 2 fronts.

The big boy.

If you're going fast, you either want Sand Sand City grid or red herrings.

Hugin Ronin.

Don't you want IQ as a slow-ish ice?

The big boy.

No, it's best use is when you apply pressure.

So they run it early when you're low on cards.

Then later when you transition to late game, it's huge.

Hugin Ronan, doesn't a rush deck not want to transition to late game?

The big boy.

The only deck that scores 7 off the rush is Grendel.

Gaslight, and next, kinda.

The big boy, generally, you rush to 2 or 3 scores, and then turtle up, and then finish the game with never advance or fast advance.

Gaslight.

Precon next has no good late game plan.

The big boy.

Well, ideally with next, you score efficiency committee, and then you can turtle and win with that.

Bugen Ronan.

Man, I need to check the Corp deck building guide again.

The big boy.

Yeah, remember that Rush isn't a wind condition.

A runner has to be asleep to let you just blow your way to 7 before they do anything.

But Rush is a way to get enough points that you activate your real wind con, whether that's forcing them to run into sea scorch, taking never advanced baits, or running centrals in a panic to find agendas before you fast advance them.

So that's where you put yourself up on like 4 or 5 points so that any installed card can be a threat, right?

HuginRonin.

What's the difference between rush never advance and mid-range never advance?

The big boy.

Mid-range, you defend centrals, and establish Econ before scoring.

With Rush, you're giving up accesses and going low money to score faster and then defending later.

Bugen Ronan.

Doesn't Krim just blow rush up?

The big boy.

Sometimes.

Russia's plan against Krim is to have ice that makes them stumble.

For example, maybe they special order corrodor to take your 1st score attempt, but now you have roto turrets and archers, and they can't afford to run face down ice for a while, and you use that to score.

But generally, as Corp, your goal is to not match runner speed.

So if your rush, and the runner is super aggressive like Gabe, you have to play slower.

HuginRonin.

Playing ultraviolet clearance does, in fact, not feel very rushy.

The big boy.

Imagine your turn one as hedge fund, install, install, and then turn to you ultraviolet clearance.

That's pretty fast.

Meryu.

It feels kind of magical Christmas land.

I keep not opening, hedge, good ice. Good ice.

So I just thought that was a nice little bit of information about The strategy with rushing.

I have definitely always thought that rush is rush to seven.

I've never thought of it in that term, so that's just a little wrinkle, a little detail that I can tuck away, hopefully to improve my own flag.

Celebrity Gift, style and slander, the corpse side.

This 3rd booster for reboot was released January 16th, 2024, so just a little over 2 years ago.

And as I've said before, each of the 1st 5 boosters has 30 cards, and they're roughly split 50-50.

In this case, it's a very rough split because there are 18 corp cars, and only 12 runner cards.

In each of the 1st 5 boosters, but the first, the factions are unbalanced, a lot like a deluxe expansion, although they don't give nothing.

He didn't give nothing to the other, un non-featured factions.

So in this case, you have 8 NBN cards. 2 for HB, 2 for Jinteki, 2 for Whaland, a neutral, and then 3 special agendas, which we will talk about for sure.

Additionally, it's a mix of imports and original cards, although the mix is definitely skewed much more toward original, 14 of the cards are original, whereas only 4 are imported from later cycles, and of those, 2 received buffs, and 2 did not.

Let's talk about those cards first.

Weyland received bailiff, which was originally reached in the release in the Mumbad cycle, that's the 5th cycle, is a barrier with a res cost of 2 and originally a strength of 0, Now its strength is also 2, its 2 influence, and whenever the runner breaks a subroutine on bailiff, the corp gains a credit.

That subroutine says, and the run.

Now, artwork here from Andreas Saphiritos.

Also, the neutral card.

Is buffed?

That's long-term investment, which originally came in terminal directive, the campaign expansion, is an asset whose res cost has been reduced from 2 to one, the trash cost is 4.

When your turn begins, you place 2 credits on it, and then if there are at least 8 credits, it gains the ability, click, take any number of credits from long-term investment, and then it does not trash the card.

The 2 unchanged cards are one for Has Bioid, which is ultraviolet clearance, which just talked about it.

Now, it's in the same format, as green level clearance and blue level clearance.

I think there later was a violet level clearance.

Don't have that one.

I think NSG maybe even came out with a red level clearance.

This should be ultraviolet level clearance.

There's a black level clearance too.

That was, I think, maybe also in terminal directive, although I think that one was an asset.

Why isn't it ultraviolet level clearance?

That's what it should be.

It upsets me.

But that's not what it's called.

That's not what FFG called it, and reboot did not correct the name.

It is a triple operation.

It is a transaction.

The cost is 6.

It's also for influence.

You gain 10 credits and draw 4 cards, and then you may also install a card.

Artwork from Andreas Staffiratos.

The other imported card is for NBN, so Jinteki did not get one.

Self-growth program.

This originally came in the final cycle, Katara, the 8th cycle.

It's a gray ops operation that costs 0 and is 3 influence, but you can only play it if the runner is tagged.

You simply install or rather add 2 installed runner cards back to their grip.

In the at a glance Reddit review, they said that ultraviolet clearance was good for HB, and bailiff was good for Weyland, even when it had a strength of zero.

Self-growth program was Qatar and that was not covered in that Reddit thread.

Let's move on to the originals.

Hasbioid gets one original card.

It is choral retrofitting, a 42 agenda.

When you score it, you gain a credit for each res bioroid.

Then, when your turn begins, it gains this ability.

Gain click.

If the runner spent or lost click, during a run last turn.

Gintecki's 2 cards are both original.

Cuadoka, a sentry with a res cost of three, a strength of six.

It's also 3 influence.

As an additional cost to resit, you have to forfeit an agenda.

It has 4 subroutines, the corp may draw a card, one net damage to one net damage, that's 2 of those, and an end the run sub.

Also recycling plant, an asset with a res cost of one and a trash cost of three, it's 2 influence.

When your turn begins, you may trash a card from HQ.

If you do, gain a credit and draw a card.

Here are all of the new NBN cards.

There are one, two, three, four, five, six, seven.

Didn't I say there were 8 08 total NBN cards?

Okay, yeah. One of them was imported.

I got my I got my fax straight here.

Don't worry about it.

First up, we'll do the ID.

Sizzler, igniting the discourse.

It's a 4515 ID for NBN.

Whenever you score an agenda.

If it does not share a name with any other agenda in your score area, gain a credit, and remove a bad publicity.

Smear campaign. Is a 32 agenda, when you score it, the runner loses a credit for each card in their grip, and then you take a bad publicity.

Gish gallop. Is a 31 agenda.

If it's installed when your turn begins, you may score it.

Plausible deniability is a 53 agenda.

Once per game, when the runner accesses a card from a central, or accesses a central server, you may, oh, I'm sorry, accesses this card from a central server, you may pay 2 credits, and if you do, it cannot be stolen, this turn.

It is limit one per deck.

Notice this turn, not just this run.

Retrospective is an operation that costs 4 and costs also 3 influence.

You gain 7 credits plus an additional credit per differently named agenda in your score area.

Due diligence is also an operation that costs one, it is also 3 influence, and you can only play it if the runner is tagged.

You can search R&D for a gray ops operation, and play it.

Anklebiter is, I think, No, they are not the only ice, but one of only 2 ice, right?

Nope, Qodoka.

I should stop trying to say things on the fly.

Ankle biter is an illicit sentry for NBN.

The res cost is five.

Its strength is four.

It is for influence.

It has 2 subroutines.

The 1st is, add an installed runner card to their grip, and the 2nd is end the run.

Those are your new NBN cards.

Weyland gets a new card also, CDO portfolio, an asset with a res cost of one, a trash cost of 3 and 2 influence, when your turn begins.

Take a credit from CDO portfolio, if able.

Otherwise, place a credit on it, and you may draw one card.

That just leaves us with the 3 special agendas.

They are called collaboration agendas, and each of them has features 2 factions.

So they can, this card can be imported into either of those 2 factions.

So the 1st one is power grid reroute.

It is a Haas Bioroid and Weyland, 53 agenda.

When you score it, you trash all installed hardware, or all virtual resources.

The 2nd one is psychomagnetic pulse, a Hasbioroid engine techie, 53 agenda.

But it still can't be played in custom biotics because it is a Haas bioid card.

When you score it, you implement the following I split, you choose mechanism.

So there are 4 options.

The runner the corpse splits them into 2 groups, and the runner chooses one of those groups.

The 4 options are, the runner trashes, one installed program, The runner suffers one brain damage, the runner suffers 2 net damage, or the runner has -2 clicks on their next turn.

And the 3rd collaboration agenda is adaptive net brains.

For Jintekie and Weyland.

It is a 42 agenda, but the advancement requirement is one less, if another installed card has 4 advancement tokens on it.

When the runner makes a run, you may move an advancement from one installed card to another.

So you'll note that none of those 3 were the NBN collaboration agendas, which means there are 3 such agendas still in the future from this point in the release cycle.

Server diagnostics.

New ice options in style and slander.

Weyland has always had Archer.

HB received Enforcer one.0 late in the Sand Sand Cycle.

And now, Jinteki has Cuadoka.

Will NBN get one?

Hmm?

According to a Reddit thread.

Qdoka.

And here it's the version, so there's some spelling issues here.

The version that on this Reddit thread is spelled KYU D-O-K-A. Reboot adds an extra U. But I was speaking with, uh, my 2.one, Group mate.

Uh, and he's Jared, and he said, he knows Japanese.

And he said that, technically speaking, there should probably be either you do it the way this Reddit thread did at Kudoka.

Or more accurately, there should be 2 extra use in there, or like, there should be a long, Like a bar above the 1st U, because that should be a doubled syllable.

As it is spelled in reboot, KYUU.

But that there should also be the same thing over the O. So there should be an extra U. It should be cuadoka.

He said it should be 5 syllables.

Q, uh, dooka.

Anyway.

And this reddit thread kudoka is the term for someone who practices kudo, which is the Japanese art of archery.

And that's apparently different from conventional archery.

So this literally is agent techie.

Archer.

It is also completely, and unequivocally, an analog, and the run ice.

It actually has exactly the same braking profile as Archer, because they're both 6 to Res, and they both have 4 subroutines, and for both of them, one of them is in the run.

So immediately, Kyodoka is among the most expensive ice in the game to get through.

Garot needs 8 to break everything or 5 just to get the end the run.

Ferry needs 4 to break it.

FM needs 4 to bypass it.

Even sniper needs 7 to break all of them and 4 just to sneak past.

Here, shriek actually shines because it only needs six.

Unlike with Archer.

It is, I think, quite relevant that only one of the subs must be broken.

So if you compare the 1st subroutines, Archer gives the corp 2 credits, while Kudoka gives the corp the option to draw a card.

In my book, those are not equal.

I think you'd rather have 2 credits, wouldn't you?

But drawing a card can be useful, especially if it's on HQ and maybe you don't draw an agenda.

Now, the middle 2 subs are certainly different because trashing 2 programs, as Archer does, is often backbreaking.

Whereas taking to net damage is often just, Inconvenient.

I mean, it's certainly possible to construct ways, especially if you're in PE to make sure that that extra 2 net damage is potentially deadly.

Maybe you have a house of knives counter, and then you've got a neural EMP that you can follow up with.

But I'm also not totally familiar with the PE build that wants a big taxing ice, since the PE I'm more familiar with is the Cambridge PE.

And it really leans into jetech ice being pretty porous.

Also, again, comparing to Archer, the res cost is one less.

I think that's also a clear indication that the card is just not quite as good as Archer.

And that's okay.

We don't need to have, um, necessarily all that many faction defining cards and the reboot boosters.

I don't think that's the big boys intent.

The 2nd ice we'll discuss here is ankle biter.

It's another illicit ice.

As a reminder, illicit ice are those that give a bad publicity when they arrest.

Most of these came in the spin cycle, where each faction, including neutral, received a sentry.

Fenris, for HB, Shinobi, for Jintechi, which is another big brutal century.

Muckraker, for NBN, swarm for Weyland, and the neutral grim.

The one off checkpoint, for some reason a code gate, was in order and chaos, and that's it.

So now ankle biter joins these as the 7th illicit ice.

Like Cuidoka, it's an end the run, sentry, which is still something that's fairly uncommon in the card pool, less than a 5th, of all centuries have an end the run subroutine.

Obviously, ankle biter is not as taxing as Kewadoka, having one fewer subroutine and to less strength.

Then again, it doesn't cost an agenda.

Either, although it does give a bad publicity.

It actually has the same braking profile as another of the Illicidice, Fenris, the reboot adjustment Defenris, was to give it an extra 2 strength, so that it now has 4, which pushes it out of automatic mimic range.

The same thing was actually done for Muckraker, and the same is true of ankle biter.

Both ankle biter and Fenris and the run.

For the other sub, ankle biter returns an installed runner card to the hand while Fenris deals a brain damage, and Fenris is also one less to rest.

Obviously returning a card to the hand is not nearly so powerful as a program, trash.

But it is also more widely applicable because you can hit hardware or resources too.

In any case, Garat can get through either for 4 or 3, if you're willing to let a card be bounced, which you're probably not, which puts it into the low end of analog and the run ice.

And into on the bubble range, on the 2nd encounter.

Thanks to the bad publicity, giving you the runner an extra credit to work with.

Bailiff, our 3rd and final ice here is interesting because it's yet another Weyland barrier.

I mean, just when you think Weyland doesn't need any more barriers, they get another barrier.

Weyland's barrier options are like a Swiss army knife.

So many different choices, right?

In the original printing, bailiff's strength was zero.

And now its strength is 2.

For corrodor, that is not a functional difference, because it's binary and the run either way.

But there are several other factors that will have to spend a little more to get through it, Int notably has to spend a lot more.

And the added strength does make it less of an appealing target for parasite.

And it also appeals to my sense, of barrier cost strength balance, which is typically one to one.

So that it still sits so that it sits alongside Himitsu Bako, cost-wise.

And just as the puzzle box, has an extra ability for that extra cost.

Well, so does bailiff, because it'll feed you money, which could actually become pretty lucrative, if it's in the right place, a la something like pop-up window.

Though as Gob Lynn Mode pointed out when this card was spoiled, they aren't exactly the same thing.

Gob Lynn Mode said.

Read the original NRDB entry for this, 3 reviews, all comparing to pop-up window.

Am I missing something?

Like, it's fundamentally different if you have to find a breaker to get past it.

And it makes quite the difference to res this for 0 or 2.

And pop-up gives you the money on face check, like the 2 are just different.

Could be a 3 credit difference on the 1st encounter.

Gammanet.

They both are a cheap gear check that pays you back.

You're paying 2 extra for a hard end the run, but the stuff like Amakua, or Faust, is mostly the same.

The big boy.

Yeah, it's closer to ice wall than to pop up.

It costs one more, but it's way better on archives versus security testing.

Also better as a 2nd remote ice in Gagarin.

Protecting your root or public support or whatever.

I think Icewall still sees lots of play because of the trick of light factor.

In a desperado heavy meta, bailiff is better.

Otherwise, I think you'd generally rather pay one less upfront.

That would be paying for ice wall rather than bailiff.

Restructure.

New economy options and style and slander.

So, of the 18 corp cards in this booster.

We're going to cover 7 of them, in this segment on economy, although they're not all Econ cards, to the same degree.

Long term investment, is the most straightforward option we have, assuming no runner interaction, you install it, for a click.

Resit the next turn for one credit.

Let it gain 2 credits on that turn, and each of your next 3 turns, at which point it has 8, then click it, and take 8 credits.

So if you install it on turn one.

You can take the money as early as turn five.

And it's a pretty good payout.

We're going to ignore the install cost, or the install click, rather, because every Econ card needs to spend a click to be used.

But spending a click to use it, and a credit to resit, you gain 8 credits.

So 2 things to gain 8 is a net of 6.

It's actually better than restructure.

And then if you wait another 4 turns, You can click it again, and we'll have a net of 13.

I don't know in what world that's allowed to happen, because naturally the runner can interact because long-term investment is an asset, not an operation.

So I think it's better to compare it to the campaigns.

Looking again at that one use rate of a 6 credit net gain.

It actually falls short when you compare it to Adonna's campaign, because over the same number of turns, Adonna's will net you 8 credits.

Now, Adonna's can afford to be better because it's less to trash, and requires a bigger upfront investment.

But they actually are equal if you let long-term investment tick for one extra turn.

To match it, or I guess you could let it tick for more turns too.

Take more.

Or if you allow it to reload it, although maybe the runner doesn't let all that happen.

Pad campaign, has the same trash rate, the approximate same cost to pay out, although it's 2 credits for the res rather than a, credit for the res and a click, to use it, but still 2 things.

But it needs twice as many turns to net 6 credits, and it's giving you that money all along.

Whereas long-term investment is just sitting there asking the runner to trash it.

Now, here are some comments from NetRunner DB from 2017 when it was originally released in Terminal Directive.

Bear in mind, it has been buffed from needing 2 credits to Resit to one credit, and not all of these comments are directly econ related, but I didn't feel the need to open up an entire different segment just to cover some of these small details.

A review from Wild M says this card isn't bad if you start thinking about how you can manipulate the runner.

Instead of what it gives you.

If you put this out, the runner is probably going to run at 3 turns from now, or sooner.

Put it behind a protected or trapped remote, and take advantage of that.

Reveal a new expensive thread and make them pick between the two.

Make sure you can follow up on the threat, though.

Nothing is worse than having 8 credits with nothing to spend them on.

Also, if you're already rich, the runner isn't going to care.

Granted, if you're NBN and want to force a run, just use Daily Business Show.

And if you're Whaland, you can use, I don't know, capital investors or something nastier, and Jinteki has Sundo, and HB has Adonna's campaign.

Okay, yeah, this card isn't great.

Many better things will force a run.

But not many put the runner on a clock that builds over time.

All of the examples I mentioned stay at the same threat level or decrease in threat with time.

Capstone replied.

The problem with this card is that Rex campaign does the same thing, arguably better, and that card didn't see any play.

Wild M said true. 4 versus 6 credit gain, I guess, for an extra turn of waiting.

Yikes.

A different review from Sylv.

The big problem with long-term investment is about the time you can actually take credits off it, it will have twice as much credits on it as it's trash cost.

Even if you do immediately emptied upon hitting 8, the previous runner's turn, it will have 6 on it, making it an obvious target for the runner.

So you need to protect your investment, or use it to somehow lure the runner into something like a price sack.

Which was an ambush upgrade that can hit the runner for a tag and a meat damage.

Compared to the plain old pad campaigns, a long-term investment is much more risky, since it has a payout, which also costs a click, one every 4 turns.

While pad campaigns pay every turn.

So if the runner trashes a pad campaign, that only affects non-accrued income.

On the bright side, long-term investments do generate twice as much income as pat campaigns.

So you can see in many ways, there's not a direct comparison, right?

And that's the kind of thing that is interesting with these various economic options is that they are, They do some things a little better and some things a little worse.

And so that's kind of the whole point of going broad, rather than just going deep in the sense of like it gets better and better and better.

From the spoiler channel, the discussion in advance of the style and slander release, the big boy referred to this as pad campaign for the bold.

Eawashi said, long-term investment is more a bait than Econ, and Gamina said, yeah, it behaves more like Rex campaign.

So this is the 2nd reference to Rex campaign.

And that really is the more obvious comparison than Adonis or pad.

Now, since you probably haven't played with Rex campaign, here's a reminder on what it does.

It is an HB advertisement asset from the 2nd cycle.

You place 3 power counters on it.

It ticks down each turn.

Then, when it uses up the last one, you trash it to either remove a bad publicity, or gain credits.

Originally, Rex campaign was res one, trash three, gain five.

But LTI was res 2, trash 4, gain 8.

Now, Rex's, Res one, trash, 3, gain, 7.

LTI is also res one, trash 4, and effectively gain 7, since you have to click for it.

So they're very similar.

Now, some differences.

Rex can optionally negate bad publicity.

It's an advertisement, which matters for some things.

But long-term investment doesn't go away.

Um, and it isn't faction bound, like Rex campaign is.

So even here with 2 things that are functionally somewhat similar, especially in reboot.

There are still some differences.

It's an opportunity for other corpse to use Rex campaign, kind of.

Agamnet said, also, mathematically, isn't this worse than Adonis?

We've established that yes, that's true.

Meryu responded, it's okay for a neutral card for Gagarin or any age to be worse than a faction card for ETF.

But also this can theoretically gain more than Adonis, if you wait long enough.

Gammanet.

Yeah, though launch campaign gets very similar numbers and is more aggressive.

Meryu.

To be honest, I'm less interested in the actual numbers, and more in the psychological effect this has on the runner, specifically playing mid-season deck against non-imp deck.

Even if it's worse, they want to trash it. Eventually they feel like they have to.

The big boy.

I mean, the total dream case, that's actually realistic, is that you get to unload at 8 and they have to go trash it before you unload at 8 again.

Klerik.

I think this leads to fun dynamics where the runner takes advantage of being able to postpone trashing at a couple of turns, but then the corp can use the fact that the runner owes them a trash to fork them by presenting some other threat.

The numbers also hit this sweet spot where it's kind of close to many things, and not totally obvious to me which ones it beats out.

All right.

Well, that's one of the 7 cards I'm talking about in this segment. Moving on.

Retrospective.

It's also a fairly simple Econ card to process.

It has echoes of sweeps week to me and that the economic benefit is not fixed.

Obviously, it's different because you, as the Corp, have much more control over its payout, rather than with sweeps week, where you are dependent on the runner's hand size.

And it's also different in that it gets more powerful as the game goes on.

Which actually gives it more of a Euro game feel to me, as a reminder, retrospective, is an NBN operation that costs 4 to play, and then pays out 7 +one per different agenda, technically differently named agenda, in your score area, not the runner's score area.

And Yeah, so that's that's like very common in a Euro game for things to, like, cards that are good early in the game, not to be good or abilities, not to be as good later.

They need to be sort of upgraded over the course of the game so that they can keep pace with your ability to generate more money, for example.

And that's similar here.

It sort of gets upgraded by your scored agendas.

So, before scoring any agendas.

This is basically beanstalk royalties, except that it costs 4 to play it instead of zero.

That is not great.

But it's not unusable either.

Now, after you score your 1st agenda, it becomes a hedge fund that costs one less to play.

That's pretty good.

And then no matter what your agenda suite is, it never gets any worse than that.

Now, in some, it might not get any better, which is why you're probably not importing it into something like building a better world mid-range for Weyland because that only has 4 different types of agendas.

Especially since it's a whopping 3 influence and not a transaction.

Although even then, many decks run varied agenda suites.

But is that worth 3 influence?

Maybe it is though.

Once you get that 2nd agenda, scored, in many decks, because at that point, in the mid to late game, is now an IPO that costs half to play, or a restructure that costs 6 less.

Is that worth 3 influence?

Maybe.

I think especially maybe in a PE deck, if you're doing lots of one pointers, since it goes completely bonkers, when the 3rd different agenda has been scored, at which point it's netting used 6 credit, which credits which no other card does.

Clearly, the new ID, Sizzler, is the most obvious place for this, especially since it costs no influence there, and you're wanting to have different agendas to pick up your ideability.

And in an all one pointer's deck that's trying to score out.

If those actually exist, You could theoretically be on 6 points, and this could be worth 9 credits to play.

That's pretty crazy.

Ultraviolet clearance is one of only 2 triple operations FFG ever printed.

The other one was called Success, which is a Weyland card from the 7th cycle that let you forfeit an agenda to place a bunch of advancements on a card.

And it was designed to with an ID from that cycle that did more or less the same thing.

The cost of ultraviolet clearance. Is 6 to play, along with your extra 2 clicks.

And then you generate 10 credits and 4 cards and an install if you want.

That's a lot of stuff.

It's certainly a great hand refiller.

And with the installability, even if you have 3 cards in your hand, after your mandatory draw, you play this, to go down to two, draw 4, which takes you up to 6, and then install one of those, to finish at 5 without having to discard anything.

And then it also nets you for credits.

So it's netting you 4 credits and 4 cards for your 3 clicks.

Which highlights there's more of a draw card than it is an Econ card.

That obviously is also an Econ card.

Another way to think of it is you play a hedge fund.

For one click. Though you need to have a credit more than usual to do it.

Play anonymous tip for your 2nd click, though you get one extra card, and then install a card for your 3rd click.

That's basically what you're doing here.

From that perspective, all you're really doing is different from that is drawing an extra card.

But then rather than needing 2 specific cards in your deck, and in your hand at the same time, it's all nicely packaged into one.

Weyland's CDO portfolio. Much like ultraviolet clearance is only part econ, in that it's a pad campaign, but only pays out every other turn, swapping out the credit gain for a card draw on the non-credit gain turns.

Is one last trash, then pad campaign.

Not that that's relevant to this segment, but it's also one less to res.

It also doesn't pay for itself until 2 turns in unless the card you draw is hedge fund.

But again, it's only part econ.

So you're, you're, it's just a nice thing to generate some money and also get some extra card draw in there.

And now, a few cards that have economic benefits without really being econ cards.

I've already discussed a bailiff as an ice, and how it's not really like a pop-up window, but it is inescapably true, that it does give you a credit every time it's broken.

So against a corridor, it's just the same for the runner as an ice wall.

But after the 1st time it's broken, it will have paid for the res difference already, which might happen on a face check.

And then it will keep dripping you money for the rest of the game.

If you put it on a server that the runner wants to keep running, like, for example, as the big boy said, archives against somebody with security testing.

Chronal retrofitting, as a reminder, is the HB42 that gains you a credit per res bioroid when it's scored.

And then there's also the ongoing ability that potentially gain a click if the runner spends, or loses a click, during a run on the previous turn.

Now, to advance and score a 42 normally, costs 4 credits and 4 clicks, well, and the install.

So 8 things, or I guess 9, if you include the install.

In a bioroid heavy deck, maybe you have a few ice rest and can recoup some of the cost of scoring the agenda.

Actually, pretty much any HB deck, you probably have a couple Eli on the board.

Maybe in a glacier deck, you would have an ash in the server.

It's a bioroid.

But this isn't really an Econ card.

Because it's not gaining you money.

It makes you money.

It's more like a tempo, it's potentially not a tempo negative way.

Or as tempo negative as a typical 42 is.

And in a fairly similar way, Sizzler is not so much an economic ID as it is one that helps to slightly offset the tempo loss of scoring an agenda.

I mean, it is only one credit.

Well, it was originally two, but it was pretty quickly changed to one.

Obviously, it also incentivizes running different agendas, and using bad publicity, the removal of which is also economic in nature, but not helping you so much as, You stop helping the runner so much.

Next level clearance.

This is the big segment.

We're going to cover all the original cards in style and slander.

And include comments primarily from when the cards were originally spoiled in the booster pack, spoilers, channel of the reboot discord.

Not every card gets the same number of comments.

Sometimes it's just a few.

Sometimes there's a lot.

Sometimes a whole huge conversation spins out that has nothing to do with the card, that happens with Sizzler, it started talking about Andromeda in the middle of it for some reason.

So I'm not including all of that.

I just, including some comments here that I think helped to talk about ways to use these cards or ways to think about these cards.

That's kind of the call.

And they're sorted based on their performances in the booster bracket, which was run.

Um, after the 4th pack, I think.

So like in the fall of 2024.

And that was just a sort of popularity contest, what people, the votes weren't supposed to be for which one is better.

Um, but that's what I'm going to use too. The performance relative to other, uh, cards that they face in those brackets.

So as with the last segment, We're going to start with retrospective, the NBN operation that gives you a net gain of 3 credits, +one for each different agenda.

HuginRonin said, that's an expensive beanstalk royalties.

The big boy.

Or is it a cheap IPO?

Being able to score your 3rd agenda, and then bounce back with a gain 6 is pretty huge.

HuginRonin.

I mean, 0 scores gain 3, worse beanstock.

One score, gain four, better hedge fund. 2 scores gain 5 giga IPO.

Big boy.

Cards that scale are a big thing for me, since they reduce early game variants.

See, that's what I'm talking about.

Being like a Euro game.

Euro games are all about, minimizing variants.

You don't really want this in your opener.

But it's not blank if you do have it.

And whether to play it or hold it is a cool decision.

I like stuff like this and Valdemar, whether at their worst, on turn one.

In the booster bracket, though, it came in next to last at number 82, after a play-in round loss to the horde.

However, in the tier lists, from gaslight, Gammanet, fluffy one and Gob Lynn Mode, which are just from last fall, Fluffy one rated an S tier card.

Gaslight and Gaminet, and A, Gob Lynn Mode gave it a B. That's, I think, his largest, or maybe C, B and C or his largest tiers.

But then again, in deck list, it only shows up in four, 2 of them for sizzler, and 2 of them for new Angela's soul, one of which is fluffy ones reconstructed deck.

The collaboration agendas are largely grouped together, so I'll cover those all 3 together.

First one, power grid reroute is the HB Weyland 53 agenda to trash hardware or virtual resources.

The big boy says, the effect is strong against almost all decks, mediocre versus some.

If you trash one RDI, it's a huge impact on the game.

I think you guys are underrating.

Every time I scored this, it was insane.

It's not about OMG boardwipe, it's mainly just that trashing a console and an RDI is almost the average use case, and that's super good.

And I think 653 decks, that's, Decks around only 53 agendas, are healthy if they don't get a bunch of defensive ones.

They're actually lower variants than 9 or 11 agenda decks.

How do you feel about character assassination?

Meryu.

It would be really annoying if it was in a faction that didn't have breaking news to trash key resources.

In NBN, it's something you already had to be aware of, so character assassination is just a way for decks that don't want to be on 21s to have access to the same effect.

Weyland and HB were not blowing up your console and RDI before now.

This is why I don't like it.

Hardware in particular has always been supposed to be really hard for corpse to get rid of.

That's part of why medium is allowed to be better than RDI.

The big boy.

They could in the color pie, power grid overload, Taurus, enforcer one. Lab dog.

It's just that those cards aren't that good.

Meryu, which means that for all practical intents and purposes they didn't exist.

The big boy, and neither is this one, a card that's very good.

It's a soft 53.

Meryu you.

I can tell, this is another in that line, is just going to be really annoying whenever the corp does score it.

The big boy, yeah.

And this kind of won't exist either, but it's a way to give some more bite to some tier 3 stuff, like stronger together.

Meryu.

Buff stronger together by releasing Fairchild 2 instead.

Fairchild 2 is so much cooler than this.

And outside of stronger together, it's yog bait.

The big boy.

If there's a tier one, 53 deck with 3 of these, I will be disturbed.

Yeah.

But if your Andy sucker gets owned by this out of stronger together, I think that's awesome.

I would never print this effect on a 4 too.

That would be game ruining.

Murr you.

Yeah, exactly.

The easier to access this, the worse off we are.

The big boy.

Yeah, so this basically goes in stronger together, and punitive counterstrike, Jank, which are not very good, but some people really enjoy them.

Generally, the way corps are allowed to break rules of engagement are tags, Traces after successful runs, or stolen agendas, or on subroutines.

Advanced cards, including agendas.

I think flirting with the edges of what's allowed is fun and exciting.

But when you blow past it with 247, et cetera, it feels violating.

Gammanet.

This just reminded me, Media Blitz is a card.

For fun with restructured data pool or man ups.

The big boy.

Yeah, that's a good example of where you break the rules, but it's weird and goofy enough that it feels okay.

My dream for this new 53 is it's in none of the top decks.

But someone shows up to attorney with a janky deck and scores it on stream and just absolutely blast someone.

Gaslight.

I think you can run it in HB Glacier if you want.

The big boy.

Yeah, Ikawa gets stolen anyway, right?

Alternatively, you can do 8 agendas, and you get one influence back from your global food initiative.

Originally, it was, when released in January 16th of 2024, hardware and all virtual resources.

But 3 weeks later, there was a post-release uh, adjustment.

What's the term for that?

When the developer adjusts something.

Wow.

Patch notes.

Yes, a patch.

It was nerfed to either hardware or virtual resources.

In the booster bracket, it landed at number 67 after a play-in round loss to a card that I didn't note which card it lost to.

In the tier lists, it mostly it was ranked to C.

Although Gamina gave it a B. And for deck lists, it showed up in Ugan Ronan's Gungarian deck.

Also one ETF and 2 different jankuary decks, both an iris capital and a custom biotics deck.

The 2nd collaboration agenda we'll discuss here is adaptive net brains.

This is the Jinteki Weyland for 2 agenda that becomes a 32.

If another card has 4 advancements on it.

It also lets you move an advancement token when a run happens.

Ugan Ronan says.

Oh, snap, this is really good with Weyland Ice.

Does it work with space ice?

This is super good with changelings.

Makes me super excited about Weyland Eye.

Superb.

So, not a surprise that he put it in his Gungarian deck, right?

Gas light.

Remoteless dirdlers rejoice.

The big fun, the big boy.

It's fun with space ice, morphies, ambushes, anglerfish, tenon, countless goofy things.

Gaslight.

You can now viably annoy everyone with impunity.

Meryu.

Someone really wants us to play Trick of Light.

Gammanet, long live motion.

Gaslight.

Step one, motion cerebral, step two, FA all day.

Bugen Ronan.

I'm loving the dedication to bringing up Jenkin this set.

The big boy.

The NBN cards are nasty competitive cars, so had to make up for it elsewhere.

Fluffy one.

Tennin and because we built it, players rejoice.

Woody 23.

I'm going to love this card.

I love because we built it.

Klerik.

I kind of want to play this card in a fairly plain building a better world with space ice.

I don't know if another 3-2 is what they want the most, but if you want to finish with a trick of light anyway, maybe advancing a wormhole isn't the worst thing ever.

So I'm imagining you play a 3x each of Atlas, posted bounty, and this, alongside 2 hostile takeover, then score this as your 2nd 32, and finish off by trick of lighting a regular 32.

The big draw is you get to play wormhole in the fashion with a real dearth of code gates.

Aawashi.

Another Titan 32 with firmware?

Klerik, in principle, but you could kind of already just play posted bounty.

I don't know what deck wants 93 to firmware as well as hostile.

Aowashi.

Yeah, I was thinking instead of hostile, because usually you run Oaktown or something, right?

Having all your agendas fast advancable might be worth it.

Klerik, yeah, it could be you can play this in Titan.

I wouldn't want to cut hostile, though, I think, but maybe 632s. 3 of this, and too hostile makes sense there too.

HuginRonin.

I mean hostel in this don't benefit from the counter usually.

Gob Lynn Mode.

Atlas is all that matters.

He brings a link here where somebody made a faction list, a community voted faction list, says this is a community tier list, not a faction list, tier list.

Of all cards that have ever existed, Atlas is Weyland's number two, even with all the band stuff.

Now, all of that talk you heard about advancing wormhole, for example, and you were like, maybe like me as I was just reading it, I was like, wait a 2nd.

You got to put an extra advancement on wormhole then.

Well, originally the card only needed 3 advancements.

The other card only needed three.

And then on the 1st post-release patch, 3 weeks later, that was nerfed to 4, at which point the big boy said.

This is a small change to give runners that were able to attack early, more of an opportunity to steal net brains before the corp has the board state required to fast advance it out.

In the booster bracket that came in way down at number 77, after a 1st round loss to Caterpillar Monarch, although mostly was rated B's by our judges, Gaslight gave it a C, shows up in 45 deck lists on Ritechi DB, 2 of them are, because we built it, 2 of them are tenon, and one is a Titan deck.

The 3rd of our Collaboration agendas is Psychomagnetic Pulse, which is the HB Jintekie 53 agenda that gives you 4 options.

The corpse splits between them and the runner chooses, and the big boy says, bifrost, that one.

Ugan Ronan.

Ah, I love I cut you, choose.

Again, a bit complicated on the 53.

The big boy, you are allowed to split it 31, by the way.

So if they only have one program and can't afford to lose it, they only have one card in hand, you can split 31 and make them take the three.

Mur you.

I love factor fiction.

I don't care that this is bad.

Gaslight.

Does runner choose resolution order?

Gammanet?

My 1st guess is resolves top to bottom.

Big boy's like, yes.

Gaslight.

Eat it, I've had worse.

Aowashi.

Oh, whoa, HB Gentechi agenda.

What about the lore, TM?

Also, can custom biotics play this?

Big Boy says, it cannot.

It's a Jintechi card.

Aowashi, yeah.

It's just the whole setting is based on them hating each other.

Klerik.

I imagine the corpse is just plain large enough that some of their divisions happen to have overlapping interests and won't really care that some of their other divisions don't care.

Like Jedtech has does bioweapons and HB does military hardware, surely the execs in charge of that could get behind some joint project.

Even if they'd probably not tell the people competing over bioids and clones.

Aowashi.

They go to Argos or Scorpius 1st probably, but yeah, you could justify it.

The big boy.

The pulse is a side effect of them fighting.

Gaslight.

Yet the influence system allows you to slot normally outside of custom biotics.

Aowashi.

Ludo narrative dissonance strikes again.

But yeah, it's funny because red and purple have pretty good synergies in the game.

Gaslight.

Clearly, custom biotics is the only division that is actually restricted from interacting with their rival, which is like pretty normal for the corporate world.

Let's see, Totsun Heni Yukimi says, I'm liking these collaboration agendas.

The group as you like on psychomagnetic pulse is quite inspired.

The big boy.

That's all of them for this pack.

The future packs will still have one every now and then, the NBN ones, specifically.

Then Totsus and Heni Yukimi said, any chance we'll see any non-agenda collaboration cards, and the big boy said, there's no plan for any right now.

It's cleanest with agendas.

Aowashi.

I'm guessing it's less useful on regular cards, since they already have influence.

But this one also came in pretty low at number 72 after a play-in round loss too, caterpillar and monarch.

So it took down 2 of these collaboration agendas, and it is mostly ranked Cs, although Gaminet gives it a B, but there is no deck list on Ritechi DB with psychomagnetic pulse in it.

Come on.

Come on.

Somebody.

If somebody's listening here, an hour into this episode.

Go make one, and then tell me about it, and I will play it, I promise, and I'll report back.

Due diligence is the NBN operation that searches for and plays a gray ops.

And the big boy said, Meryu's gonna hate this one.

Gaslight says ultimate tag punish.

Meryu instead said, I have waited 10,000 years for subliminal messaging support.

But I don't hate this.

What I dislike about tag decks is that often you have just have to hope they don't have it.

Now you can reasonably expect that they do, in fact, have it.

The big boy.

I think this helps the bad tag decks more than the best ones.

Which Meryu, you said, very much so, yes.

The big boy.

The world is yours can only really fit one of these, and they have to cut a real card, ice or Econ to run it.

Janky making news with random selection of punishment is the real beneficiary, or sync.

Gaslight.

Yeah, this benefits diverse punishment.

The big boy.

One big brother, one closed account, one self-growth program suite.

Who knows?

This also lets us print more situational but powerful tag punishment in the future and have it be playable, and selectively give the gray ops tag or not.

Aowashi.

That's cool.

You get less punished for running a toolbox type tag punish.

Time to check how many of them are not gray ops.

Somebody actually posted a list, I think, of all the gray ops operations.

I'm not going to read them off.

There are quite a few.

HuginRonin.

This search is exchange of information too.

How good is it to have bad times?

Klerik, I very much doubt it's good, but I admit to not having considered it for long.

Against Krim, with only desperado, it's decent, but versus Andy Sucker, you eat a data sucker only, I think, and she can hold spares.

Then versus anarch and shaper is probably meh.

It's not nothing, but you could be bouncing their most expensive cards or zeroing out their creds.

Meryu.

You can also, you know, bounce the MU hardware, which is like bad times, except clearly superior.

Gammanet.

Not a double makes me feel concerned.

Consulting visit was cracked for a number of reasons.

But I trust you and the play testers enough, especially since, if I recall correctly, gaslight is one.

Gas light says, yes, truly I can lose with anything.

Aowashi.

Also, consulting visit had no restriction other than being a double.

The big boy says, consulting visits main toxicity issue is that it could both find the tagging card, or the punishment card.

This requires you to already do the hard part, the tagging.

zailey says, Yellow Tudor is strong, but the best thing you can do with it is play 4 big brothers in your deck, basically.

The weird multi-punished decks aren't going to be better than the world is yours with 3 breaking news, which isn't getting that much margin on this card.

Gaslight.

I think sync can benefit.

And Fluffy one, in his review, says goes in every non-kill NBN tag deck.

So it's not a surprise that It shows up in 9 deck lists, 5 of them are the world as yours, including the reconstructed deck, the fluffy one did.

Also a couple of soul, a sink, and a sizzler, so all NBN.

But it finished at number 71 in the booster bracket after a play-in round loss to walrus.

And its ratings are kind of all over the place.

Fluffy one gave it an S tier, gamma A tier, gaslight, B, Gob Lynn Mode just forgot to rank it, apparently.

Smear campaign. Is an NBN 32 agenda to make the runner lose money for cards. They have in hand.

Aowashi says another 3 too.

Rebranding team is 6 feet under.

Big boy, not every deck can handle taking a bad publicity.

NBN is basically going to get endless upside plus downside 3-2s.

Part of their color pie now.

Aowashi.

I'm going to try my reality 3D deck again.

Broadcast Square is legit when your deck is bad publicity loaded.

Problem is draw order.

Gamma Net.

Expose exists in reboot, right?

Tech startup is your friend?

I think this wants to be in a jammy, making news sink.

The world is yours.

Funnily enough, this card likes mental health clinic.

There might be a turtle backs NEH deck in here somewhere.

Gob Lynn Mode.

This works best in kill, right?

Gammanet.

Because tech startup, getting your squares or expose, and shotgunning those to eat 3 credits, since no one usually draws up versus yellow unless they're looking for something.

So yeah, actually butcher shop.

Or just mid-seasons making news or something.

Oogen Ronan.

Would you say Seoul was already running enough 32s that this slots in as well?

Gob Lynn Mode.

I guess so.

My train of thought is that this card wants to punish large hands, and shouldn't care too much about the bad publicity.

In the booster bracket, it came in at number 63, after a 1st round loss to stolen contacts, but is ranked mostly straight B's, by our judges, although fluffy one gives it an A, and it lands in 2 deck lists, both sizzler, one of them from zailey, one of them from the big boy.

Ankle Miter is the next card we will cover, the NBN illicit and the run century that uninstalls a card.

The big boy starts off by saying the NBN cards are going to look like they have nothing to do with each other, and then the ID ties it all together with a bow.

I guess another way I could be covering this segment would be to do it in the order that the reveals happened.

That way, maybe the conversation would make more sense.

Maybe I'll do that next time.

HuginRonin.

He's a good fella.

I think the obvious comparison is Fenris, although this is much more taxing on influence, and plays the Econ war instead of the damage war.

I would assume 4 strength sentries have to be good enough for this to merit inclusion.

Gaslight.

Four strength sentries are kind of reboots thing.

Klerik.

I think tanking one Fenris sub is no big deal, except versus Gentecki or Echo, whereas this one is usually good from the 1st fire, mainly though I think Fenrisk is to be cheaper, because it's arguably in a faction which struggles most to use the sub.

Aowashi.

I wonder if the end the run century is worth the bad publicity.

Gob Lynn Mode.

That NBN ID better read whenever you take bad publicity, don't.

Watch me play witness tampering in yellow.

Only one influence, let's go.

Aowashi, broadcast square, but you gotta find it, I guess.

Gob Lynn Mode.

Broadcast Square might be doable, but we'll wait for the wet for the rest.

Aowashi.

Square is good because it doesn't require upkeep, and the numbers are vary in your favor.

Gob Lynn Mode.

Remember, you playing you with 3D, yeah.

Gaslight.

Play 3D, face an imp, feel sad.

Life cycle of NBN.

The big boy.

It's fine.

Then they can't use imp on your herrings agenda.

Gob Lynn Mode.

Really wonder if this sees play, considering we already have Muckraker, which everyone plays.

Gaslight.

It's amazing how much better non-conditional subs are sometimes.

Gob Lynn Mode.

Oh, I thought Muckraaker is also unconditional.

Whoops.

The big boy.

No, muckraker, you pay six.

The big boy.

Also continuing.

You guys have any idea how good a hard end the run for strength sentry is?

If you hit this with self-modifying code out only, how exactly are you breaking it?

Gaslight.

Atman 4 with your delicious bad publicity.

Big boy, yeah?

You can SMC for Atman 4 and break it for 12 credits.

Good luck with that.

Gaslight.

Yeah.

You don't even get the BP that run, do you?

Thanks a lot, Lucas.

Ayawashi.

Yeah, but NewsHound costs 3 and no bad publicity.

Sure, it's conditional, but like.

It's not hard to keep up.

Now, is Newhound too good?

Yeah, probably.

I played it in my, the world is yours, and the end the run was almost always on, LOL.

Oogen Ronan.

I mean, newshound is pretty good.

The big boy.

Yeah, very much. 4th best dice in the game.

Murriu.

Very.

That's the entire point of Seoul.

The big boy.

Yeah.

Now everyone can have it.

They just get bad pub.

Also, this face check is way more relevant for most decks.

Against a deck with no other damage, I'd rather take a brain than get my desperado bounced turned to.

Clearly, you're playing this in a pretty fast deck, whether they don't have the time to recoup the cost of the bounced card with bad publicity.

Like if you're gear checking with this to score character assassination.

They might just never come back enough to use the BP well.

HuginRonin.

Wouldn't you rather have Vulcan?

In Hospyroid.

Klerik.

The hard end the run on Fenris is very nice.

Vulcan gives in the option of just going to 0 hand size and ignoring it.

Not sure it's worth the BP, but ice inherently is a punisher mechanic.

So adding even more punisher on top of that makes it weak, fast.

Aowashi.

Depends on the numbers.

Fairchild 3 is the ultimate punisher ice, but all the options suck.

But yeah, Vulcan is very matchup dependent, I feel.

Sometimes I hate running into it.

Sometimes I don't care.

Meryu you.

No, like the concept of an ice is that you play a card they can deal with in a couple different ways and hope they don't, or more realistically hope they can't choose the ideal one.

Klerik.

Yeah, that was what I had in mind, but I'd agree that the subs on Fairchild 3 all very much give the runner options on how to deal with them.

And then he posts a link to allow me to break the ice.

An article on this.

I think I'd notice that ice is inherently punisher and that the runner chooses whether to break it or not, but the observation that there's always the 3rd option of just not running there from now on is a good one.

Murriu.

Wotan moment.

The way is shut.

Klerik, are you sure I could?

No.

Okay, but what?

No.

However, this finish at number 60 in the booster bracket, after a 1st round loss to anglerfish, although it is rated straight B's, in the tier lists by our judges, lands in 4 deck lists does ankle biter, one sink, one, the world is yours by zailey, and our 2 sizzler lists by the big boy, and zailey.

Okay, we're halfway through.

The new cards.

Let's move on to Qodoka, the Gentechi Archer.

Gamina says cute.

It doesn't have the same weight Archer does.

It feels similar to Enforcer.

I almost wish it didn't end the run, but then it'll be like all of Jinteki's other eyes.

So the end to run is kind of needed.

Big boy.

Weakness of Archer is it feels horrible to rez against a naked face check.

This feels great.

Gaslight.

Only 2 damage?

Every Jinteki player sends cortex lock.

Aowashi.

Red Archer isn't real and it can't hurt you.

I kind of wish it was 3 net.

Gammanet.

Doing 2, then one, or one, then 2 would have been spicy.

But in RP or tenon, this is still probably good as is.

Gob Lynn Mode.

Geez, you really want us to play PE, eh?

First thicket, now this.

Aowashi.

Honestly, I'd still run Sarugi, probably.

Gammanet.

Sarugi's parasite weakness sucks.

Gob Lynn Mode again.

Who deals with a 6 strength sentry, yo?

It even ETRs.

This is so ugly.

Aowashi, but like Jintechi doesn't have hostile takeover.

How do you res this?

Gob Lynn Mode, clone retirement, empty house of knives.

Gammanet.

I could maybe see trading a 2 pointer for this if you really need the ETR, but...

But Archer, you can have a 2 pointer four.

Every corporate town I'd possibly give away a 2 pointer four.

Even enforcer, I can see giving up a 2 pointer.

This, only if it flatlines.

But 6th strength is still, hmm.

Aowashi.

Honestly, you can tank the 2 net, then use a single D4 counter, unlike Archer.

Gob Lynn Mode.

That's why the card is red, would be bad anywhere else, yes.

Not saying this card is elite bonkers or whatever; just a really cool addition to the net damage gintechy stuff.

Gammanet.

In P, usually I'll throw down mimic or even femme, and just run without a care in the world.

The big boy.

I have a deck that's good with this in it, and it's not PE.

There are some creative places you can put it that are good.

But I'm sure it's solid in PE too.

Gammanet.

It could be kind of funny in mem vaults.

Yeah, you can't get the flat line, but pressure that hand.

In a remote list tenon on retirements, this could be very good.

Aowashi.

But yeah, I feel like you need a solid wind con to come back from an agenda sacking in Gentechi.

House of Knives is probably the best, but the timing can be awkward.

Gaslight.

Any ID on this is probably on clone retirement.

Aowashi, but why?

It's worse than a blank 21.

Gaslight.

In PE, it gets you nets, and also hilariously dunks on Val.

In fact, play public support in PE.

Don't let your memes be dreams.

HuginRonin.

Honestly, I'd almost rather this was for influence, so Waylon had no business importing it.

Gaslight.

Why would Weyland ever do that?

HuginRonin?

I don't know, is even more aggressive than Archer, although Weyland is the I'll kill you from 0 to 100 faction.

I mean, as a PE enthusiast.

I'm definitely going to try this.

Gaslight.

There's a 22 influence Weyland ID.

So no number of influence pips makes it unslottable.

I can't see a scenario where Weyland wants this over Archer.

Gammanet. 2 net from 5 cards does make you die to one scorch, so there is a place, but killing 2 programs just appeals more to me.

V slice. 2 net from 5 cards on last click, at which point you say, I deserved this.

The big boy.

Funny that d 4 is better versus this.

That's David, unless D4 is your only program, and then is worse.

I guess 3 counter D 4 is probably better versus this, but one and 2 counter are worse.

Meryu.

What if Archer was worse, but also somehow more annoying?

The big boy.

Archer is the 3rd best ice in the game.

Worse than archer is far from damning.

Meryu.

I know this, and I hate it because it says net damage.

Fluffy one.

Would you be happier if it read brain?

The big boy.

Net damage on ice is the coolest.

In the booster bracket, it came in at number 50, after a 2nd round loss to project Oscarea, and the tier list is mostly straight B's, although gaslight.

Gave it an A, and there shows up in 5 deck lists on Ritechi DB, 3 of them are RP, Including 2 different january decks.

One is PE and one is tenon.

Next up, we'll do CDO portfolio, the Whaland asset that drips cards and then money on alternating turns.

Hugin Ronan.

Let's go, half a pad.

Gagarin rises.

I think the card draw might be excellent with building a better world even.

Meryu.

Wow.

Doesn't even advance my ice walls.

Asset decks did need some help though, I suppose, after the turtle backs and team sponsorship nerfs.

Gammanet.

Weird.

Assets do need the draw, but 2 influences steep for near pad style decks.

That would be the, uh, DRTNEH type decks.

Maybe it plays better than it looks.

Klerik.

Yeah, I think the influence probably makes it Gagarin only.

Putting it in a random building a better world is an interesting idea, though.

I don't think it's worthwhile over just playing a transaction, but maybe.

Like, it's not a bad card in the deck.

The alternatives just seem to beat it out.

Gob Lynn Mode.

Interesting asset where having multiples is probably just bad.

Meryu.

The draw is optional, so having 3 out has no downside.

It seems very clearly a Gagarin support card.

Klerik.

I think you'd probably wish the 3rd one was just a pad though.

Aowashi, really simple, cool card.

Makes me want to take it for a spin to see how it plays in practice.

In the booster bracket, a CDO portfolio did go out in the 1st round to Molotov Blaze, but that's still good enough for number 44, overall.

That's right out in the middle of the pack.

And in the tier lists, pretty good ratings here too.

Gaslight and gamina, both given an A. Fluffy one in Gob Lynn Mode, both give it a B, and it shows up in 2 deck lists on Ritechi DB one is HuginRonin's Gungarin, and the other is an iris build from zailey.

Recycling plant is the Jinteki asset that lets you trash a card from your hand, in order to draw a card and gain a credit.

Gob Lynn Mode starts off with hey, some IG stuff.

Aowashi, hey this is pretty neat.

Meryu, cool.

No notes.

The big boy.

I think with this, you can actually play IG as like a normal value ability.

Meryu, yeah, that's the hope.

Also long-term investment helps there.

Oh, yeah.

So, That'd be good.

Right?

Long-term investment can be super strong in an IG deck where it costs way more than just 4 to trash.

Nice.

HuginRonin.

The flavor is very nice and the effect is very, well, effective.

It breaks even on one turn, and synergizes with stuff like thistle.

R2 Devo, also more political dealings synergy that I love so much.

Fluffy one says, yes, IG exits silhouette cybernetics division tier.

In the booster bracket after a 2nd round loss to Gish Gallop, recycling plant came in at number 29, and is ranked straight B's by the judges, only shows up in one deck list on the DB, though, and industrial genomics by Gaslight.

Chronol Retrofitting is the 42 HB agenda that lets you gain acrylic per bioroid on score, and then gain a click when the runner loses a click, but originally, That gain money ability was not on it, and it was a 3-one.

So a lot of this conversation has to do with that.

Aowashi starting off by saying, that's a 3-one?

Would expect this on a 2 or 3 pointer.

Also, I played this as a custom ID before, and it's pretty good.

Gob Lynn Mode, sick card. 31 feels right to me.

Aowashi.

Yeah, I guess this has no support in reboot besides bioroid and some face plants.

The big boy makes clicking through stuff really rough.

Also, competition for this slot was not great.

Klerik.

Yeah, another HB 31 will be cool.

Aowashi.

To be honest, all of them are build around, more or less.

Klerik.

Bifrost is for sure, and all the others, I forget.

Aowashi.

There's self-destruct chips.

Klerik, pet project exists and is totally fine, I guess.

Aowashi, the bad one that scores itself.

Klerik.

Oh yeah, LOL research grant.

Ahashi, that guy's research is so wonky, he's never getting any funds.

Meryu.

You can't make me put a 31 in my deck.

I don't care how many clicks it gains.

Aowashi.

Yeah, to be honest, between 32s and 21s, 31s need to be god tier to see play.

This might do in the right deck, though.

Klerik.

Clicks gained one, instead of one, three?

I think this is probably good.

In a sense, the real text is the runner can't spend clicks during runs, but that's good text.

The big boy.

HB doesn't have 2 ones.

Blank H blank HB21 would be a broken card.

Aowashi, 20, that gets you a point is good, too.

The big boy.

That card is kind of bad and fast advance, though, giving them one extra turn to see cards can really wreck you.

Aowashi.

Hopefully this gives stronger together a boost.

Strength starts to matter when no click.

The big boy.

If we're being real, the main stronger together issue is atman.

They just atman 5 and you're in big trouble.

It breaks all your best ice.

Valdemar is basically all you have left.

Klerik.

Surprise corporate troubleshooter.

The big boy, then they click it.

Klerik, except well clicks, LOL.

Yeah, it's a hard life.

Maybe you can play touring.

Aowashi.

I mean, you're the one who put Victor at 4 strength.

Meryu.

Victor getting broken for 2 is still better than Victor getting broken for 0?

Aowashi.

Are Ichi and Eli really the only good bioroids?

I think you can play Marcus with this agenda.

It's beefy, if not clicked.

Gammanet.

Marcus and Heimdal one really good with this.

Bioroid Memfaults.

Now, as I said originally, it was a 31.

Just 3 weeks later, it was changed to a 42, nerfed to a 42, although it gained that credit gain ability, and here's a long comment from the big boy about this change.

Chrono retrofitting has taught me a valuable lesson about HB agenda balance.

One, which I should have already understood, given my nerf to accelerated beta test.

HB cannot have 3 advancement agendas with significant snowballing abilities.

Because of the strength and ease with which HB can present never advanced threats in the early game, and how difficult it is for most runners to contest even 50% of these threats.

The worst case scenario for the runner ignoring an early HB remote cannot be significantly more than 2 scored agenda points.

A chrontal retrofitting scored in the early turns of the game is absolutely devastating for most runners, particularly the most interactive one.

Supercharging your bioroids and click loss effects feels great, but more like something you should have to work to achieve in the mid-game.

Or that the runner should have more of an opportunity to contest.

Since this makes Chrono more difficult and more expensive to score, I wanted to give it another effect to make it feel worth the work, but not one that makes it any stronger to score early, hence tying the credit gain to something that scales over time.

In the booster bracket, it was ranked number 25 after a 2nd round loss to 4 the laughs.

As a widespread of ratings from the judges, Gammanet giving it an A, Gaslight, and Fluffy Wannabe, and Gob Lynn Mode to C, and only shows up in one deck list just recently posted back in January for January, a stronger together desk, deck, by fluffy one.

Next up is Gish Gallup, an NBN 31 agenda that you can score automatically if it's never advanced.

Gaslight, slot your architects, Gamnet.

Now that's spicy.

Taking NA to new levels.

All sorts of score so you get Sizzler and team sponsorship.

LMAO, beginning of turn, score this, trigger sponsorship, install Astro Advanced 3 times, score Astro.

Aowashi.

Agenda that gives 3 clicks and credits on score is pretty good, not gonna lie.

The big boy.

Yeah, it has to be good because the NBN one pointer slot is really competitive.

Gaslight, unsiphonable point.

R2 Devo.

The agenda research grant wishes it was.

Maybe harpsichord is the way to go.

zailey.

Janky Harp is getting a lot of bust this pack.

Meryu.

If this breaks anything, I reserve the right to complain about 0 advancement agendas.

Klerik.

Is there anything you're concerned about?

In HB, I'd worry, but NBN already had breaking news for when you need a one need a one pointer to round out your suite.

And the average deck can't play a 1000000000 one pointers.

Meryu.

Not immediately.

It just reminds me a little too much of, and then she goes on the list, 3 agendas that came from Borealis, the 2nd NSG cycle.

Freedom of information, a 42 NBN agenda, that has a less one less requirement per tag, one less advancement per tag.

Ontological dependence, a 42 HB agenda that's one less advancement per brain damage, core damage.

And blood in the water, an x 2 gentechi agenda where x is equal to the cards in the runner's grip, even though it avoids their biggest sin.

Klerik.

The 0 advancement is concerning, yeah.

But I think the one point saves it.

In the booster bracket, it finished at number 18, after a sweet 16 loss too.

Again, a card I did not notate.

And also a spread here, the same spread here we saw for the last one.

Gammanet gave it an A, Gas light and fluffy one B, Gob Lynn Mode to C.

It does show up in 4 deck lists, 2 versions of dedicated response team near EarthHub, including Fluffy Ones recon, one Sizzler, the zailey deck, and one harpsichord, as R2 Devo promised.

Two to go.

Next is plausible deniability, the NBN 53 that you can pay to keep from being stolen.

The big boy says, what's the Meryu verdict?

Does this make you lose?

Or help you not lose?

Meryu you says, oh, hey, you fixed the future perfect.

The big boy.

Yeah, I wanted it to feel good to access early, but not hey, I won good, like Ikawa does.

Meryu.

Yeah, this is basically yellow the future perfect, except how it isn't.

The big boy.

See this turn 2 and you drain 2 bucks, and now they have a thing you can steal.

It's no RNG, the future perfect.

Gammanet, which makes it much more playable.

Doesn't help NBN's film critic problem.

I forget how timing works.

Can I force them to pay the 2, then host on critic?

Big boy.

No, film critic is a trigger on access, so they don't pay 2 if you critic it, but with Imp, you can make them pay 2 and then trash it.

Notice it protects itself the whole turn, not just that run.

Gaslight.

Any 53 that is feasible is a big boost to exchange of information.

And the booster bracket, had a 1st round loss to Sizzler, and came in at number 12.

This is one that the big boy ranks S tier, as does Gaminet, Gaslight and Fluffy one give it an A, Gob Lynn Mode a B. It shows up in 8 deck lists.

The 2 sizzler decks from zailey and the big boy, two, the world is yours decks, both of them from zailey, one of them that won the spring champs 2 years ago, one NEH deck, and a soul deck from Gammanet, Gammanet, one spark from zailey again, and a sync deck.

And we'll round out on Sizzler:

The NBN ID that gains a little bit of money, but mainly cancels out a bad publicity when you're scoring differently named agendas.

Now, originally, it was gained 2 credits.

Just 3 weeks later in that 1st patch, it was nerfed to gain one.

And the big boy said about this.

I'm really happy that people seem to be enjoying Sizzler.

And I think the overall design has been a home run.

However, I think it's a little stronger than I'd like it to be.

In particular, scoring 21 agendas for break even credits to remove a bad publicity feels a bit too easy.

And doing that should at least cost some tempo.

Could at least cost some tempo.

Sizzler is a tiny bit richer than necessary right now, and this change should get it feeling just right.

Gob Lynn Mode looks awesome.

Someone explained me the name, please.

Klerik.

It's taken from paparazzi.

Flavor text there says, yeah, we know right where she is.

Just pull up Sizzler.

I imagine it as like a trashy news page.

You might actually believe number 38.

That doesn't mean it's true.

Gob Lynn Mode.

Makes sense that it deals with bad pub then.

The big boy.

Keep people distracted with clickbait headlines so they forget about the last time when you totally made everything up.

HuginRonin, old Hollywood grid support.

Let's go.

It's a cute ID.

Any particular reasons it's a 15er and not 17?

Besides the fact that you always get 2 credits from the 1st score.

Gaslight.

I think if you ever play standard, that'd be the NSG game.

You'd see the power level of not losing tempo on scoring.

HuginRonin.

I assume with smear campaign you get the BP and immediately remove it?

Klerik, yeah, you get to order your own triggers, so you will nearly always prefer to get the BP and remove it, although if you really want to, you can keep it.

Gob Lynn Mode.

Not much bad pub stuff to include.

I only really see grim.

Bugen Ronan. Profiteering is absolutely great here.

If only for the fact that 31s are a bit wonky right now, but score profiteering and get 7 credits as a hedge fund, return on investment, with a lower barrier to entry, and more clicks.

The big boy.

Yeah, the 2 new cards are the biggest payoff, but there's a few other good things too.

Not to mention grim is pretty good in NBN.

Meryu, you know what I want to see out of NBN?

An asset that I can protect that will pay me enough to Res Tollbooth.

The big boy, just res pad campaigns until they can't trash them.

That's been working for me.

Meryu you.

Yeah, but I want to res 3 toll booths.

The big boy.

Yeah, with pads you can do that.

Pad is more money than Adonis.

Klerik, infinity creds.

The big boy, my NEH Rez's booths and flares.

Gob Lynn Mode, but 3D could be 2 times infinity.

In reality 3D, is from data and destiny, an illicit asset whose res cost is 0, and the trash cost used to be 6, then was bumped to 8.

They was dropped back to 7 after the release of Sizzler, which lets you gain a credit at the start of your turn or 2 if the runner is tagged.

The big boy.

3D is super nice.

Eight trash is crazy, and randomly hoses siphon anarch.

Big Boy also said people played both tag and non-tag versions of this ID.

HuginRonin, and totally depends on the rest of the support, but I can see that, although non-tag big bad publicity playoffs are not as evidently good.

Klerik.

I think the new sentry, Andor Grimm's, that would be ankle biter.

Alongside reality 3D are nearly there already.

Then there are several good agendas.

The big boy.

Yeah, you don't want to take so much, you can't actually remove most of it.

Klerik, yeah, there's a bit of a balancing act.

With profiteering, I could see it, though.

Meryu.

Are we getting an asset that will pay for my toll booths?

The big boy?

You had the asset all along.

Meryu, Reality 3D, that I can't rez until I have an agenda to score, is not going to pay for the booth of scoring the agenda.

Nobody lets me have pad campaign for 20 turns.

Everyone is on Imp and or Whiz, except me.

You would think this would dissuade me from stuffing expensive assets in my deck, but no.

Svenjamin. 3 priority rex and you can res 6 toll booth for free, just math.

The big boy, 2 ones.

Also, card is coming, and probably here he meant Gish Gallup.

Then after the Nerf, Meryu you said, this set of patch notes is interesting.

Some of the nerves felt really necessary to me, except commercial bankers group, but all of them were nerves to things I do not particularly love.

Sizzlers to credits, is in this weird limbo, whereas both super good and basically irrelevant at the same time. 6 credits a game is nothing compared to ETF, but losing no tempo on the score of a 21 with bad publicity removal upside is pretty obnoxious.

The big boy.

Yeah, we think the card pool is really close to perfect, to be honest, and I wanted to ship the chrono change ASAP.

So the rest are just safe, small changes.

Meryu.

It's funny seeing Sizzler going from 2 to one because when I 1st played with it, I was like, wow, this is worthless.

And it still feels poor to me.

But ultimately, you just make your 1000000000s from cards that say BP on them.

And the runner either has imp or doesn't.

Sizzler is like, I don't think it's bad or bad for the game.

It's just, I will win before you can get set up personified.

Yellow Grendel.

And that kind of isn't really fun to play against, but it's not doing anything especially unfair, and its existence is important overall.

We just have 2 Grendels now.

The big boy.

I think it's a little less yolo than Grendel.

Like if you play it versus Andy.

I don't think you concede sec test grifter.

So it's closer to Core Weyland in speed, to Core Weyland than to Grendel, where you put some junk on central's 1st, and then make a remote and rush stuff.

And marry you.

Yeah, I just see a lot of turn ones being like agenda in remote, gear check remote, money operation, do something about.

Obviously, that doesn't fly against siphon, but against slower runners.

You just make them have it.

And it's turned one, so they don't have it.

In the booster bracket, Sizzler came in at number two.

After a suite 16 loss to the eventual winner, and the tier list is given mostly bees, although Fluffy one gives it an A, and yet, for deck lists, on Ratechi DB, there are only two, the one from the big boy, and the one from zaileye.

That's it.

Come on.

There need to be more things up there.

Post your deck lists.

Or don't.

You know, that's up to you.

But either way, that's the end of what I have to say about the corpse side of style and slander.

And many of the cards, if I can resurrect them as I sort through here and create the show notes, will be mentioned in the show notes, so that you can remind yourself what they do when I didn't make it clear.

You can go on to the reboot discord server, of course.

That'd be the best place to find games, and you can play games on Riteke.net.

You can reach out to me and contact me on, uh, Discord is the best place, but I even have the 2.one channel right there on Discord if you want to comment.

You can also comment where I post this at board game geek or on Reddit as well.

And the website that redirects for the reboot project homepage is NetRunner 2.one.com.

We will do an Astroscript pilot program as we continue the section about Mars.

This one, the main heading is building a colony.

Thanks for listening.

See you next time.

Building a colony.

Earthers who have never been to Mars might imagine enormous bubbles, or geodesic domes, enveloping entire cities.

Such large domes are impractical for most Martian settlements, however.

They are an expensive, luxury, that exposes their dwellers to tremendous danger.

Bradbury is one of the main exceptions, and its domes are a testament to its wealth and prestige.

Here, domes are built using similar principles for building suspension bridges, but instead of the load being a bridge deck, thick cables, suspend an extensive tessellation of transplas panels that serves as the surface of the dome.

These panels are arranged in hexagonal pattern, which resembles a typical geodesic design flattened out.

Outside, each structure resembles an enormous transparent hexagonal tent, with 6 tall spires piercing the dome surface, and complex webs of interleaving cables hanging above the exterior.

Only the largest colonies sport a collection of multiple hexagonal dome structures, which are often arranged in a honeycombed pattern next to each other.

Bradbury boasts the largest of this style dome on Mars.

The politics of gravity.

The difference between weight and mass on Mars, compared to Earth, anyway, means that Martian engineers and construction workers commonly work in the metric unit of Newtons.

An object measuring 100 kilograms on Earth would also be 100 kilograms on Mars, since mass does not change.

However, the same object would weigh 981 Newtons on Earth, but in Mars' lighter gravity, it would weigh 371 Newtons.

The distinction is more a way for Martians to distance themselves from Earth than anything else, but it does help guard against confusion.

In everyday use, Martians tend to use kilograms, but they are careful to use it as a measure of mass.

Anyone who says, I weigh 75 kilograms, would be instantly pegged as an earther, an outsider.

Visitors and new immigrants wishing to fit in quickly learn to say, I, mass, 75 kilograms.

The strings of industry.

Brad Barry's economic strength comes as much from its heavy industries as resource extraction and manufacturing.

Large mega corporations oversee many smaller operations that extract resources from the vicinity, import materials from across Mars, and manufacture products for local use, and for export to other colonies.

Plus Crete and Vanistel.

The early builders drew from the materials on hand, innovating new approaches to processing and refining that had been taken for granted for centuries.

Construction materials, primarily Plascrete and Vanistel, are locally sourced from the iron rich Martian Regolith, and the volcano itself.

Because of the radically different environment, fashioning such resources for use on Mars, requires a much different approach than that on Earth.

Reflecting the planet, nearly all the Plascrete structures in Bradbury bear a pink to reddish brown tone, rather than the warm grays of Earthport concrete.

Building without wood.

Organic-based building materials are vanishingly rare on Mars.

Whatever would exist is horrifically expensive, given that any quantity of it has to be either imported from Earth or grown locally.

The latter option is rarely used for construction because trees are far more valuable in the production of oxygen.

Only when a tree needs to be trimmed, or is dyed, is the wood harvested for decorative use, fetching prices comparable to gold.

Resource extraction.

Because of its location, Bradbury has numerous primary resources immediately available for the Megopolis to exploit, including glacier mining for water, geothermal power, and numerous minerals.

This makes up as much of a 3rd of the city's economy, and some would argue that this portion is much higher, since Bradbury's manufacturing base would not exist, without its primary resources.

Glacier and water mining.

Much of the industrial infrastructure on the western side of the colony is devoted to bringing essential water into the colony's system.

Buried under the regolith on the northwest flank of Pavanus Mons lies an enormous glacier that made settlement on the volcano possible.

It is the primary source for water, but it also has other resources to offer Bradbury.

Water and carbon dioxide ice is strip mined from this glacier to provide the basic foundation for almost every facet of life.

Geothermal power.

The natural geothermal energy from deep within Pavonis Mons supplies Bradbury with most of its power.

The volcanic system also furnishes the colony with valuable gases used in industry, as well as the city's atmosphere and life support.

Many spaghetti like networks of pipes, laced through the tunnels of Bradbury, directing their high pressure cargo from geothermal and gas wells deep below the mountain, through the therm in the industrial district.

The heat and natural pressure of the wind also spin heavy turbines in the therm, supplementing the city's electrical needs.

Iron mining.

The regolith of Mars is dense with hematite and magnetite, both of which are iron laced rocks.

Mines exist all over Mars, and Bradbury is no exception.

Used in a variety of applications, magnetite is the primary mineral extracted from the caldera of Provenus Mans.

Rock and silica quarries.

The Martian service is also valuable for providing sources for silicate minerals, and other resources for construction in Bradbury and other colonies.

Numerous surface-based quarries can be found on the northwestern slopes of Pavanus Mons surrounding the Pavanus Glacier.

The Vales Aquifer.

Bradbury's fierce appetite for water sources has brought it into direct conflict with Robinson colony over the use of the Vallis aquifer as an additional supply, located 400 kilometers east of Bradbury in the cliffs above the Vallis Marinaris.

The aquifer is claimed by Robinson, but the land above it, currently occupied by Bradbury, militia forces, under the guise of the Mars Colonial Corps.

The MCC is supposedly exploring the viability of this precious resource.

But Robinson sees the incursion as retribution for political disagreements of the Senate.

Manufacturing.

Bradbury's many manufactories are the most developed of their kind on Mars, and in some cases, the only domestic source.

Smelting vanistel.

Martians have become particularly adept at making vanadium alloyed steels, because vanadonite was surprisingly plentiful on Mars.

The planet's lighter gravity also played a role in smelting a type of alloy simply impossible to produce on Earth, called Vana steel or V steel.

It is used in virtually all forms of construction on Mars.

Making use of a sizable amount of geothermal power.

The industrial district has several large vanistel smelting facilities that extract iron from locally mined magnetite and imported hematite, which is then combined with carbon and vanadium, to form vanistel used in dome and building construction, maglev induct track, pods, and hoppers.

Plastic and Plascrete production.

Another Martian success story was the colonists' ability to develop a non-petroleum-based plastic industry.

Martian plastics are silica. Rather than carbon based, and to create the necessary polymers from non-petroleum sources, requires gases and heat from Bradbury's geothermal resources.

The industrial district not only sees heavy steel industries, but also much newer plastics and plascrete production for use in manufacturing.

Building prefabrication.

Building outside of the safety of a colonial dome can be dangerous work, and one of the major industries in Bradbury is the pre-assembly of building materials.

These are often exported to other colonies, and developments, where constructing safe shelters quickly is a matter of survival.

Transportation construction.

Bradbury is not only the primary hub of the Maglev induct track network, but also the headquarters for the Bradbury Railway Company.

Bradbury serves as the central construction and repair shop for the railway, not only for the tracks, tubes, and guideways, but also the pods and trains that run on them.