This is 2.one, a Net Runner Reboot Project podcast.

Episode 116 Remuda Triangle.

Hey, this is Remy.

The title card of this week's episode is Trojan Stable, a new anarch card far from style and slander, which is the reboot booster that we're in the middle of discussing here.

It's Trojan stable because it's like a bunch of Trojan horses, you see, a Trojan horse is a real thing, but also, from mythology, but also, you know, it's a computer thing.

Anyway, the flavor text on this, uh, hearkens back to the hoard.

And one member of the horde, 2 x tiger says, my drive is such a mess.

This is the 3rd time this month I've lost track of one of my Trojans.

Another member of the horde, nevermore, says, sounds like a real remuda triangle.

A remuda, or remuda, is the herd of horses, from which those to be used for the day are chosen, so, uh, nice little nice little word play there.

On the creation of this card.

So that's one of the cards we'll be discussing one of the original cards for the reboot project that comes in style and slander.

Uh, if you're when you're hearing this, you're going to know like, hey, hasn't it been like a month, since the last episode, rather than the 10 days that you promised?

Yeah, you're right.

That is true.

Um, I found, I found it very challenging.

Um, getting back into a normal routine.

My work schedule changed and that really threw a monkey wrench into my typical routine.

Uh, man, all the month of March.

I was fighting my my allergies, I have seasonal allergies.

And it was just not a good time.

Anyway, I'm here now.

And I'm gonna stop making any promises for the future.

Um, I really pushed hard to make sure I stuck to a regular schedule as I was working my way through the card pool.

But now that I've gotten into the boosters, in all honesty, that that drive forward has been kind of, I don't feel the same drive, because I'm close to the end of the pool.

And these episodes are taking a lot more time than I would have thought of because of wanting to bring, uh, perspectives and wanting to share, uh, because like a huge chunk of the episode when talking about these original cars is sharing the comments from the booster section.

So, it's some ideas on how to use these cards because these are all brand new cards to me, and I haven't had a chance to use a lot of them.

So I figure why not listen to the experts when they're talking about them?

So, But it leads to being a difficult, a long episode to compile.

Hopefully the next one will be a little quicker.

The next one will not be a repack review episode.

So hopefully I can get that one out, and it won't be another month.

Anonymous tip.

Just a weird little combo.

As part of the conversation surrounding one of the cards.

In fact, Um, Trojan stable.

Uh, the, there was this, this conversation that came at discussing another combo, I thought it was just nice.

We were nice to be worth sharing.

Gaslight starts off by saying, I think Trojan is very, very situational, like noise only, perhaps.

And the big boy said, I think your frantic deck can slot it, help you not whiff on frantic.

So frantic coding was imported in the 2nd booster, Mind and Mayhem, is an anarch event.

We talked about it.

At this point, a couple months ago.

It cost two.

You look at the top 10 cards of your stack, and then if any of those cards are programs, you can install one of them, just one of them though.

But you lower the install cost by six. And trash the rest of the cards.

HuginRonin says, frantic coding is one of those cards where I'm still not sure that I understand how to use it correctly.

The big boy says, you pay 2 credits, and then install a program from your top 10 at 5 cost less.

I wonder if that was changed at some point.

Because I took it off of the site and it says 6.

The gas light says, Paige Piper finally has a use.

The big boy is like, yeah, that's the combo.

Because Nutrunner rules are weird.

If you have page out, then you don't have to trash the other 9 cards, they get shuffled in and the game loses track of them.

Hugin Ronin, then.

In absence of page, I assume it's just the old play for the laughs, deja vu, and 3 cloneship, which most anarchs do anyway.

The big boys like, or just have redundancy.

The stuff you can't afford to lose generally is programs, which is what this finds, frantic coding, again.

Klerik.

In anarch, in particular, you sometimes are sad about losing net ready eyes.

But if you play déja vu and really need it, you generally have options.

Might be another reason to have 2 though.

But yeah, my main advice is just ignore that frantic coding trashes.

It's rarely a big problem.

HuginRonin.

Yes, but 10 is a lot of cards.

And there's a good risk that you will hit multiple programs you'd like to install.

To which Klerik said, usually this is a good thing.

It's only bad if you, for example, hit all copies of both yog and mimic and can't recur them.

The classic thought experiment is to pretend it put the other cards on the bottom rather than trashing them.

In the absence of tutors and drawing your deck, is generally better than that.

And HuginRonin.

I mean, I guess anybody that plays Max is already used to that.

So I don't think I shared that last time.

Again, my memory is a little bit unreliable when it comes to, uh, the previous previous time I recorded an episode.

But It's just an interesting little weird interaction with Paige Piper and frantic coding to do an end run around trashing all of those cards.

Satellite uplink.

Style and slander, on the runner side.

Well, once again, this was released, this booster, the 3rd booster for reboot, was released in mid January of 2024, a little over 2 years ago.

And each of the 1st 5 boosters has 30 cards.

And they're split roughly 5050.

Now, in this case, it's skewed more in the corp favor.

There are 18 corp cards, only 12 runner cards.

And of those 1st 5 in boosters 2 through 5.

The factions are unbalanced, a lot like a deluxe expansion.

So in this booster, the unbalanced, the featured faction is criminal.

Of the 12 runner cards, 8 of them are criminal, whereas only 2 go to anarch and 2 go to shaper, there are none that are neutral.

And 9 of those runner cards are original to reboot.

Only 3 are imported from cycles after data and destiny, one for each faction.

Two of them are buffed, one is left unchanged.

Let's talk about those 3 imports first.

Of the buffed cards, anarch gets respiracites, which originally was released in the red sand cycle, the 7th of the 8 FFG cycles, it is cybernetic hardware, with an install cost of 0 and 3 influence.

So when you install it, you suffer a meat damage.

The 1st time each turn, you have 0 cards and grip in your hand.

Draw, well it used to be one.

Now you draw two, and then you put a power counter on it, when there are three or more power counters on it, you trash it.

So, this is going to be like a little mini Earth rise hotel for a few turns.

At the cost of some damage.

The imported criminal card is Exclusive Party, which originally came in the Mumbad cycle.

That's the 5th cycle, the one right after Data and Destiny.

It's an event that costs 0 and is one influence.

You draw one card, And then you gain a credit for each copy of exclusive party in your heap.

Now it's worth remembering that.

Your the event does not go directly to the heap.

Like the event goes into this nebulous, active space.

At least this is what I recall.

I didn't check the rules on this, but I'm pretty sure this is right.

It goes into this sort of active space while you're resolving it, and then when it has finished being resolved, it goes into your heap.

So the 1st time you play it, this is the original text, by the way, the 1st time you played it, It wouldn't actually do anything except replace itself.

It wouldn't be until the 2nd time you played it, that you would get a credit for the 1st one being in your heap.

The change is that now it always gains one credit.

And then a credit per copy. Of itself in your heap.

So at least it'll be worth a credit the 1st time.

We'll discuss the economics of it later.

It's also one of the limit 6 per deck cards that came in Mumbai.

You can have 6 copies of this card in your deck.

The unchanged card is from Shaper, and it looks like it is spelled UBAX, but I guess technically is pronounced UBA.

Anyways, originally from terminal directive, the campaign expansion.

It's a console, with an install cost of 5 and 3 influence.

It gives you just one memory unit, but when your turn begins, you can draw one card.

So that's pretty cool early in the game, you're just drawing a card every turn.

It's very strong.

That's why it's 5 and 5 to install.

The artwork here from Andreas Sephiratos.

In the at a glance Reddit review for these cards, each of them was considered good for their own faction.

All right, let's look at the original cards now.

For anarch, the one original card is Trojan stable.

That's our title card, of course.

It's a virus program with an install cost of 6 and 2 influence.

You put 3 virus counters on it when you install it, and then when your turn begins, you remove one of those, and gain 3 credits.

So go ahead and skip ahead and do the shaper card by itself too, and then we'll do all the criminal cards together.

The shaper card is reverse engineering, a run event that costs one and is 3 influence.

You make a run on R&D. Then, When the run ends, if it was successful, Search your stack for a piece of hardware, and install it, reducing the cost by one for each card you accessed from R&D. So that's nice, because it costs one, and then you're always going to reduce it by at least one, even if you don't have any kind of multi-access that you're using.

So, it's almost like you're getting that program, you're playing the event for 0 and getting the program for its original cost.

Or rather the hardware for its original cost.

So uh, And you could get it even cheaper if, uh, you know, you do have an R and D interface out there.

Or if you are, the new criminal ID, Dionysus Bagbiter, Lux Larcenist, a 4515 ID with a link.

And here are the 3 abilities.

The 1st of them is a negative.

You cannot install jobs or connections. 2nd ability.

Whenever you access from HQ or R&D, access one additional card.

The 3rd ability, whenever you steal an agenda, lose all credits.

So I guess 2 of those are quite negative.

The other one, though, having it all, so that's how you compensate, I guess, for having an always on HQ interface and R&D interface.

So what tools does he have to counterbalance those negatives?

The console is Elysium, with an install cost of 2 and 3 influence, it gives you 2 memory.

And X recurring credits where X is half the number of agenda points you have, rounded down.

And these recurring credits can be used during runs.

So, free money every turn, once you have some points.

That's a nice way to offset losing all your credits.

ZDNet Access is a virtual resource with an installed cost of 2 and 2 influence, you place 15 credits on it when you install it, when there are none left there, you trash it.

For a click, you can take 3 credits, which you can only do once per turn and only after making a successful run on a central server.

But otherwise, it kind of sounds a lot like Armitage code busting.

Except that Armitage code busting is a job.

This is a virtual resource.

So here's how you're compensating for.

For that, not no access to that card.

Stolen contacts is an event with a cost of one in one influence.

Here's a new, a new ability.

Now, of course, we talked about this when it was originally released, but we haven't, not in talking about it in the main portion of the cardpool.

You create 3 copies of easy mark, and add them to your grip.

That was just occurring to me that I don't know if I included.

Yeah, well, just in case I didn't include a comment on this anywhere else.

When you create these 3 copies.

Which, of course, is much easier to do in a digital version of the game, right?

When they are, when they are, they leave your hand.

They're removed from the game.

So stolen contacts can be recurred, but these easy marks cannot be recurred.

They're just one use and then they sort of evaporate into the ether.

The 3 breakers that are designed to go with Dionysus, or he's often shorted to just DIO, which I always read as Dio, but I guess it should be Dio.

I don't want to say Dio.

I'll probably say Dio, but his name is actually not Dionysius.

It's Dionysus.

It's from my Greek mythology, right?

Anyway, his 1st breaker is game on, a fractor with an install cost of 6, a strength of one and 3 influence, for 0 credits, break a barrier subroutine.

For 2 credits, get +3 strength.

But when a successful run in which you use this card to break a subroutine ends, lose 2 credits.

The decoder is Marun, an install cost of 3, strength of 2, 3 influence.

For one credit, you can break a code gate subroutine, then for one credit, you gain 2 strength, and has that same negative text.

When a successful run is used and in which you use this car to break a subroutine ends, here you lose 3 credits.

They all used to be two.

This is a nerf that happened, uh, later on.

The killer is lamis, with an install cost of 2 and a strength of one and 3 influence.

For one credit, you can break up to 2 century subroutines.

For one credit, you gain one strength, and the you lose 2 credits, at the end of a run, when you use it.

Sharpshooter.

The new icebreaker options in style and slander.

Well, uh, just finished talking about those three.

Gameon, Mauran, and Lamis, a fractor, the decoder, the killer.

On the whole, If you ignore the downside, these breakers are quite efficient, so that downside is very relative.

Let's start by talking about Gameon, the fractor.

Now, it has that same very tempting text that Yog does, right?

0 credits break a subroutine.

And you can boost it.

Now, of course, it starts at a much lower strength than Yog.

So there are only a few cases where you can actually get through for free, like wraparound or ice waller, next silver.

It is more expensive than corrodor, for the just a handful of strength 2 barriers that exist.

But otherwise, it is either just as good as or better than corrodor on everything else, every other barrier, and the higher the strength, the ice, the bigger, the more better than corrodor it is, because of that boost rate of 2 credits for 3 strength.

So by the time you get up to the likes of the high strength multi-sub barriers of curtain wall and Heimdal 2 and Wotan, game on is breaking for about half the cost of corrodor.

That's great.

But we can't completely ignore the downsides.

And there are 2 that are quite significant.

The 1st of them is the very high install cost, 6 to install is a huge cost for a breaker.

Actually that's equivalent to Yog, right?

Yog is also 6 to install.

Um, Garot is 6 to install.

It means that you have to break a lot of ice walls for one credit less.

Or, I guess, just one Wotan to compensate for that much higher initial outlay compared to corrodor.

And it's just hard.

I mean, It is not, A, an arithmetic progression.

As far as difficulty level.

When you tack on a higher cost for an install for something, right?

It's more, I'm not going to say it's a geometric progression.

Or certainly not a logarithmic progression, but I wouldn't say that if something costs one to install.

Well, let's, you're going to say it out with two.

If it costs 2 to install, that it is, well, 6 to its tall, it's just 4 more.

I wouldn't say it's necessarily even twice as big of a ding.

I think it's a lot more than that.

So that 6 cost is significant, especially for a guy who is constantly running short on money like Dionysus.

The 2nd significant downside is going to be the same one for each of these breakers that have the subtype ritzy.

That's the credit loss at the end of the run.

What that does is adds a flat tax to each time you use it.

Well, assuming you're only using it once. Is this flat 2 credit tax.

And basically in most cases, I'm not going to go through every, the entire cost to break profile for every, um, barrier.

But most of the time that just wipes out the advantage that you have over corrodor.

It puts them basically back on an even footing.

So then, you're not really benefiting so much more.

It's not like it's, well, this is better than corrodor.

Basically, you're breaking for the same as corrodor, except you had to pay a bunch to get out, out the front, to get it installed in the 1st place.

There are a few exceptions, notably, Eli.

Valdemar, next silver, high than Ashigaru, which have multi-subs, and barriers that are strength 6 or more.

In those cases, it's still going to be better than corrodor, because of the boost rate and the fact that you're not paying multiple credits to break because of the 0 credit break rate.

On the other hand, If the corp stacks barriers, Then you can get the same advantage that snowball gets, because the tax comes in when you break at least one subroutine, right?

So you don't pay 2 credits for each ice you break.

It's just 2 at the end.

So all of this suggests that getting credit perfect on your runs, going down to exactly 0 at the end.

Or, I guess, making sure that you steal an agenda at the end of it, is a pretty big benefit.

Especially if you're using more than one of these ritzy breakers in a given run, because while stacked barriers will only cost you 2 credits at the end, if you have to break a barrier and a, uh, sentry with these Red Sea breakers, well, now you're looking at 4 credits at the end.

We could also compare game on to the criminals, centrals only, fractor, breach.

Now, breach has a slightly higher strength.

It's strength too, or as game on is strength one.

Has a similar boost rate, breaches a little bit better, 2 credits for +4 strength.

But since you have to pay to break the subroutine with breach and you don't with a game on, the brake costs actually line up to be very similar for most ice.

Uh, even especially so if you factor in that 2 credit use tax.

Of course, there are other significant differences.

Again, breach is only 2 to install, game on a six.

But then again, breach only works on centrals, and game on can work on remotes.

Let's talk about Maran.

It's considered the best of the bunch, at least if you use the metric of which one received a nerve.

This is the one that cost you 3 credits at the end of a run.

And it's kind of easy to see why.

Once again, if you ignore the end of run penalty, it's just better than Gordian blade.

And it costs one less to install.

Because they have the same strength.

Modern installs for 3, Gordian blade for 4.

And then it boosts for +2 strength for one credit.

So it's just better.

So for code gates of strength 4 and 5, Maron is going to cost you one less than Gordian blade.

For the 6s and 7s, it's 2 less.

But then you've got that 3 credit tax at the end of the run that's going to counterbalance that.

That's where you can see that the difference from going from 2 credits to 3 for that tax, that one extra credit just wipes away all the extra value.

And probably then some.

Once again, we could make an interesting comparison to the criminal central breaker, passport here, especially on the higher end.

It's only a credit more to use Maran even with the tax.

And before the Nerf, of course, that means they were even, which, of course, made Maran a lot better, when you made yourself poor, or were going down to 0 anyway after stealing an agenda.

Because that's making it 3 credits cheaper or 2 credits cheaper in a lot of places.

So how does lamis shake out?

It's the killer, and that's supposed to be a criminal's strong suit.

It was quite cheap to install, being 2 credits, although its strength is pretty low and only one.

But that ability to break 2 subroutines for just one credit is particularly useful for a killer because well over half of all centuries have more than one subroutine.

And as we found to be true with corrodor and Gordian blade, it's basically on par with garrot up and down the spectrum against centuries.

Sometimes it costs one more to break, sometimes it's one less, very frequently is the same.

And it's pretty remarkable.

That this is the case. Just by reducing the strength of compared to garrot by one and letting you break 2 subs for one credit instead of just one.

Like that's how.

That's how it's offset.

Of course, once again, there are notable differences, as usual, you have the ritzy tax at the end of the run.

But then again, in this case, Garot's the expensive one to install, 6 compared to the install cost of uh, 2 for llamas.

And...

Then it also takes up Garot does 2 memory.

So it's going to take a couple of tax payments by llamis before garot is actually more efficient overall, and especially out of Dio, Dionysus, who wants to run low to the ground money wise.

This is this is all pretty significant.

And again, you have a comparison.

Why are we going to make the comparison to alias, which is the central breaker, the central killer.

And if anything, their brake rates are even closer than Garat and llamis, except in the strength 5 centuries, because that's a sweet spot for aliases plus 3 strength boost, and then a sour spot, interestingly, for the llamis's advantage of having one credit for 2 subroutines, because strength 5 is, interestingly, the century range that has the most. Different ice that have just one subroutine.

I think a lot of that's because of the zodiac ice, largely hits the strength 5.

So those are your 3 breakers for Dionysus.

Uh interesting, interesting stuff.

Lucky Find.

New economy options in style and slander.

We'll go back to our title card, Trojan Stable, the Lone, Original Anarch Card. And in his review, Fluffy One gave it this concise analysis.

I mean, he said more than this too, but he called it orange cash.

Well, let's see how true that is.

For 6 credits, to install and a click to install, but it's an economy cards.

We're not going to worry about that click.

You install this virus with 3 counters on it.

Each of the next 3 turns, one gets removed.

So still not like cash in that way.

Because cash, you just take them off whatever you want.

But one gets removed and gives you 3 credits.

So 3 turns after installing it, you have, essentially, you've clicked to install and you've gained 9 credits, but you spent 6.

So you've clicked for 3 credits.

On its own, that's not very impressive.

That's basically just easy mark, except that you have to have 6 credits up front to pay for it and wait 3 turns to get your money.

And it takes up 2 memory.

Now, interesting aside, it was originally only 5 credits to play, when it was released, so it was sure gamble value instead, which is quite a bit better, but apparently that was still too good.

Because it starts to really, to really sing a little more when you combo it with some other card.

Now, it's an anarch virus.

So there's a good chance you have some other cards to combo it with.

A couple of the most obvious ones to me are grimoire and Aesop's pawnshop.

Grimoire gives you an extra counter on it when you install it.

And not for nothing also gives you the memory you need to run it.

Which means in this case, you're not just clicking for 3 credits, but then you're clicking for six.

Though Grimoire just playing grimoire, makes it twice as good.

That is really, really good.

Now, obviously, not if it's the only virus you're running with a grimoire, but that's not going to be true, right?

And then very similarly, with Aesop's pawn shop, you're selling it off at the beginning of the next turn for an extra 3 credits, which means you basically clicked for six.

And again, you're not, you were running Aesop just to take care of this one virus.

So it's just an extra synergy.

If you're using Aesop or if you're using grimoire, I think you want to be using Trojan stable.

So in these situations, it's not that dissimilar from daily casts, which is clicking for 5 credits, which is gained across 4 turns, it's 5 credits because you installed it for 3 and you gain 8.

So right, you're clicking for five.

You gain it dripping over 4 turns.

And That's exactly what's happening with the Trojan stable.

You're installing it.

For 6 gaining 12, so you're clicking for 6 and you're gaining it across 4 turns.

It is, I would say, a little more delicate than daily casts, daily casts can be deleted by the corp if you're tagged, but Trojan stable can be purged.

And that's may be worth doing, if it's only going to cost you your 3 credits as the corp to hit to a res cyberdex virus suite and do a purge to cost the make it so the runner can't get six.

Now, there's a couple other notes here about capitalizing on this card.

It doesn't trash itself when it empties.

So if you have some way to throw more virus counters on there, you can turn out some more money.

I can't actually think of any cards that do that.

Directly, just add more virus counters to a card that doesn't have any.

But you do have scavenge you could use.

It doesn't really work with too many other viruses.

I mean, where he works with Imp, but it doesn't work with too many others, but it would work well here, to scavenge and then have another use of it.

But if you can get to it before it runs out of virus counters, There are at least a couple of other cards.

Surge is one.

A virus breeding ground is another, that can help you to put more value.

They're not quite at the same rate as grimoire in Aesop.

Although Serge is 0 to play.

And adds 2 counters.

So, in that case, it's like you're clicking twice, to gain to net 12 credits.

So I guess that is the same rate, but it's a 2 card combo at that point.

Or, yeah, yeah, just 2 cards.

Of course, grimoire, Aesop or 2 card combos too.

Now, the rest of the Econ cards we're going to look at, like most of the rest of the cards in this pack are for criminal.

Elysium is Dionysus' own special console.

It gives 2 memory for 2 credits.

That's a great rate.

It's the same rate of cyber solutions mem chip, and one less than grimoire.

But the real claim to fame here is the recurring credits it generates for use on runs, recurring credits that don't go away.

When DO steals an agenda, and also helping to function better on low money.

Once you have 2 agenda points stolen, you get one free credit every turn.

That's pretty great.

But once you have 4 points, you get two, and at 6, you get a whopping 3 free bucks every turn.

I like that again.

How?

How it gets stronger as the game goes on.

It's a pretty good investment for an initial install cost of just two.

As I said when running through it, ZDNet Access is a virtual resource that functions a lot like Armitage code busting because it lets you click for money, and DO specifically can't use job resources.

So this fills that gap for him.

Now, of course, there are some differences.

And so bear with me as I read a lot of numbers.

Armitage is one to install.

ZD net is two.

Armitage pays out 16.

ZDNet pays out 15.

So Arminage nets, 15 ZDNet nets, 13.

But ZDNet gets you that money faster in 6 total clicks, right?

They click to install and 5 clicks to hit it.

Because it's giving you a rate of 3 credits per click, because Armitage takes 9 total clicks.

Click to install and 8 clicks to hit it.

It's giving you 2 crowded per click.

So overall, Well, the payout for ZDNet is 2 credits less than Armitage, the rate per click, is actually better.

Armitage nests you 15 credits on 9 clicks as one and 2 thirds credits per click. One.67.

ZD net access is 13 credits for 6 clicks.

That's 2 and a 6th credits.

Per click, 2.17 credits per click.

That's a half a credit more per click.

That's a lot.

And sticking to the theme that we're seeing with a lot of these cards, stolen contacts is, again, clicking for 3 credits of gain.

Introducing this new mechanism to the game, stolen contact creates 3 copies of single use, easy marks.

Of course, easy mark is 0 credits to play, and you gain 3 credits. You've clicked for 3 credits.

Of course, in this case, you have to pay a credit and a click for stolen contacts.

But if you play those, Play your stolen contacts, content, I say it, stolen contacts.

Play that, and then play all your easy marks.

You've clicked 4 times, and you've netted 8 credits.

Sounds like magnum opus or Armitage code busting, I guess.

And then, in a way, it's actually better than just playing 3 copies of EasyMark because you don't have to draw them first.

You just, they just appear and you get to play them.

In that case, it's a lot more like day job.

Because day job is 4 clicks, and you net 9 credits.

Very similar.

But way more flexible, of course.

And to this point, I'd like to just lift the entire review for this card, posted by David Graber.

He says, I love this whole create 3 copies of something, and add them to your grip cycle, because a card is coming for the other factions too.

While all are flexible by construction.

Make tokens that earn credits is the most generic and humble effect among them.

If you immediately play out all 3 token cards you've just fake drawn, it's like a less profitable rebooted day job.

He then reframes it, rephrases it as a quadruple event, as an additional cost to play this event, spend, click, click, click, gain. 9 credits.

But it's also a modal that can be split up across one to 4 clicks, however you wish, like 1st 2 now, the last one later.

So he reframes it as a triple event, as an additional cost to play this event, spend, click, click, gain 6 credits, create one copy of EasyMark and add it to your grip.

It's effectively the same as doing that.

Also, this cycle immediately gives you one extra hit point.

With regard to damage, then just taking the basic click to draw action, like a diesel.

Even if you don't care much about the cards you're drawing or don't have the clicks left to play them, for example, if you start your last click with just this and another card in hand, You'll end your turn with 4 cards in hand, enough to survive a scorched earth, enough to keep your, say, leg work, 75% safe from a single net damage instead of 50%, or so on.

Generally speaking, filling your hand with multiple weak cards, easy mark, of a single card, stolen contacts, can become a less not weak effect.

However, if you don't play the tokens out soon enough, like as a pseudo triple event, it will tax your max hand size.

Unlike a click-based Econ resource.

Possibly making you discard a token.

And then he says compare like a faster telework contract.

Telework contract is an NSG card.

That is a shaper resource installs for one when you install, let you load 9 credits onto it, when it's empty, you trash it, and then you click and take 3 credits from it only once per turn.

And then he reframes EasyMark as a similar card, a criminal resource that you install for one.

And when you install it, you load 9 credits onto it, and when it is empty, you trash it, and you click, take 3 credits from this resource, but your maximum hand size is decreased by one for every 3 credits hosted.

So it's essentially, that's another way the card has been constructed.

Then a couple of final comments he makes.

Logistically, such token cards can work better, even offline, in a so-called LCG, than a TCG, since a seller can just put several copies of the token cards in the box you buy or into a supplemental product.

And works better yet for a custom modded card game than an official or monetized one, since you can just print out 9 extra easy marks on non-card stock paper and stick them in clear sleeves.

PS.

Phonologically, I like how both the card and its tokens start with the same syllables and stress, stolen, easy.

So it was a nice review.

Appreciated that.

It talks about the flexibility, and it particularly noting its ability to serve as hit points is a useful one.

And then briefly, exclusive party. Which does not adhere to this format of click to gain 3 credits, this imported card, a limit 6 per deck card, on its 1st play, replaces itself, and gives you one credit.

Which is not great.

It's a similar, it's, it's, at the cost of 0 essentially getting 2 things.

And very rarely are you playing infiltration. For example, to gain 2 credits.

The 2nd time you play it, It gives you 2 credits while still replacing itself.

At this point, it is like easy mark value, because except you've swapped the 3rd credit from easy mark for drawing a card.

Now the 3rd one you play.

Gives you 3 credits and a card.

So now we're looking at sure gamble type value or Which one is it?

Is it process automation?

There's 3 credits in a card.

Build script, I think is 2 credits and 2 cards.

So basically on the 3rd one is like a process automation, and then it just gets better.

So you're really hoping for a long game, right?

To get the most value.

You really want to dig into those 4th and 5th.

The 3rd copy's good, but the 4th and 5th and 6th copies are really where the, the big bang for your buck is.

And once you can get that far, in a deck that wants to go long.

It's pretty good.

Connect the dots.

Let's talk about the original cards here in style and slander.

And it makes the most sense, I think, to start with Dionysus Bagbiter, the criminal ID, that has the built-in, HQ and RND interface.

You lose all your credits, though, when you steal agendas, and there are no jobs or connections that you can install with him.

And we're going to take these comments here from the booster pack spoilers channel at the time.

Uh, shortly before the release of the booster.

So nobody that's making these comments that actually played with the cards, all a lot of theory crafting.

Well, I guess not nobody, because the big boy designed them, and his, uh, development team consisted of Klerik, Gaslight, and zailey.

So they had played at least some with the cards.

So starting off with Gammanet.

His comment is, he's kind of the Nasir Krim.

HuginRonin asks, my question here is, how do we work around losing the money?

Gamina says, recurring credits.

Stealth.

Ghost runner is pretty amazing here.

Rabbit hole, nexus stealth.

The big boy.

He has cards coming that both help him make the most of being low money, and also help him bounce back from zero.

So.

Not all of the criminal cards had been revealed at this point.

But Gamina says, but is blocked down of the 2 best crim back from 0 cards, Armitage, and bank job.

Big boy says, forgetting about easy, Mark.

Klerik.

My thinking with a free RDI plus HQI is that it's better for an aggressive build than one with a big efficient rig.

But the losing credits part is cool with stealth for sure, so I don't know.

The big boy, you're going to have a barrier problem.

Gaslight.

Black cat, finally, wee woo.

zailey.

I didn't try black cat, but it's interesting.

Klerik.

But to be honest, I don't know if anyone tested stealth out of this ID, but it sounds nifty.

Or at least I didn't.

HuginRonin.

And definitely fit the bill of a desperado user. 63 available resources.

He's pretty good with gang sign, no?

The big boy, kinda.

Losing all your money when the corpse scores isn't great.

You do actually need real money to do stuff.

Gaslight.

Just slot film critic and wait for the corp to play cerebral static.

Easy game.

APOC Dio.

Don't need money if there's no ice.

Svenjamin.

Cannot install his brother.

Ha.

Gaslight, uncle.

We've decided. Canonically.

Also arbitrarily, I might add.

The big boy, Dio is a useless nephew, blows any money he gets on a good time.

He runs for the money, but not to get rich just to go party.

HuginRonin.

Thomas Haas best friend.

zailey.

This is actually the lawful crossover, LOL.

It's spicy and realistic.

I don't know.

Make it real, make it real.

Dio and Thomas partying.

They both don't care.

HuginRonin.

And given that it can be a bit like Nasir.

Does Krim have anything to offer before the other spoilers, in the way of patching up creds, ways to spend at instant speed?

Svenjamin.

A workshop?

Going to use up all his influence, though, that'd be personal workshop.

Hugin Ronin, on the trail, moment of truth, lose money, get money.

Klerik.

Yeah, you can order your triggers as you like, so on steel, you're going to lose your creds, and you're going to gain 7.

In all likelihood you want to do it in that order.

Gob Lynn Mode.

Hey, another runner that dies to midseasons.

HuginRonin.

Sorry, did you mean punitive counterstrike?

Gob Lynn Mode.

Nah, this guy plays Plas Creed 100.

The big boy.

He's very good at functioning on low money.

So he can handle tags well if he can dodge the dying part.

Gob Lynn Mode.

Do you play 2 class with this?

Can imagine the games you don't draw it.

You just lose by default against Wayland.

The big boy.

Yeah, that's not crazy.

Or you could splash reverse engineering, and then cry when you access an agenda and lose all your money so you can't install the blast greet.

Hugin Ronin.

I was thinking Psych Mike.

Till I saw it wouldn't work.

Gob Lynn Mode, would be cool nonetheless, but for influence.

I think he may be referring to reverse engineering there.

Meryu.

The 1st thing that comes to mind, of course, is moneyless breaking via stealth, and you just save influence on your RDI, HQI, and install costs.

But then you fail to recoup that cost because you lose all that saved money when you steal an agenda.

And now you can't break Eli anymore, and you lose.

Also, I get you can't install film critic, but was letting us have bank job to get back up just too good?

Hmm.

Security testing is a job too, isn't it?

This is even worse than I thought it was.

You could.

Import data leak reversal and try to deck them?

Every idea I have for salvaging this is better out of Andromeda.

The big boy.

There are new cards to substitute.

The ID asks a lot of questions that the other cards answer.

Mur you.

Like, I'd unironically rather be Ian Sterling.

Link is nice, but I can get that without downside text.

And I realize that free HQI plus RDI is excellent.

I do.

But when you get your accounts closed, whenever you use them successfully, it's somewhat less enticing.

The big boy.

If I showed the other cards first, I think it would be more confusing.

HuginRonin.

I personally like this being a good reason to use on the trail.

Meryu.

On the trail is itself a good reason to use on the trail.

I don't want to play bad cards to make my good cards better.

What if, hear me out.

I was Andromeda, and had 20 credits, and played on the trail, and then resolved its effect and stole an agenda.

And I had 30 credits.

The big boy.

To be clear, if you removed either downside from this card, it would clearly be the best criminal ID.

You need a way to get value from spending money as you get it, sort of like Nasir.

One way to think about it.

Is the support cards are, no, sorry, one way to think about it is the support cards are super strong, but are worse than existing options.

If you have a lot of money.

So you make a whole style around, get money, go see cards, repeat.

Feels very impulse by, which is the thematic goal of the ID.

And they do it without any boring, if you have less than X credits nonsense.

This ID is kind of like Echo, Echo Membo.

And that the big support stuff is all in faction, so you can kind of go crazy with influence.

I'm super proud of these crim cards because they're all very simple designs that fit into a really unique way to play.

So, I don't know this mentioned by anybody else, but to me, I look at Dionysus here, Dio.

And functionally.

It's sort of like a mini faction ID. In that you've got this card that needs specific support cards, which he gets right here in this pack.

And then, uh, you can use your influence on whatever else.

He doesn't get as much influence as the mini faction ID because he's not in a mini faction.

He still has all the criminal tools, but a lot of those criminal tools he can't use.

Right?

So, That's interesting to me.

That it functions kind of like a manufacture.

Anyway, in the booster bracket, which as you recall, perhaps, I don't know, it's been months since I 1st explained it, I suppose.

The booster bracket was something that was run late in 2024 that looked at the 1st 4 boosters and all of the new cards from them and pitted them against each other in a tournament.

And what I did was I went back and normalized, why, I took the number one, the game that finished, the card that finished best.

And again, sorry.

I'm explaining this poorly.

The car that finished 1st got 100 points and the car that it beat, all the any card that it beat, it got a percentage of those points related to the percentage of votes that it got.

And then I did relative calculations the same way, you know, the, so if like the, the 1st card, number one card gets 100 points.

The number 2 card, whatever card it beat in the final, or any point along the line, honestly.

If it beat that card 10 to 8, then the runner-up card will get 80 points.

And then I'd go and see, well, what did that number 2 card beat?

And then they would get a percentage of its 80 points.

And then I sorted them all.

But the big boy specifically said when he started the tournament, it's not about.

What card is best?

It's about what cards you like.

So it doesn't necessarily reflect, again, best.

So, in the booster bracket.

Dionys's bagbiter is the card that won.

So it came in at number one.

But if you look at the tier lists, It's not like it got all S tier ratings, gaslight and Gob Lynn Mode both gave it a B, fluffy one gave it an A, a Gammanet, kind of didn't sword hit, didn't sort it.

It kind of almost treated it like a manufaction.

There are only 7 deck lists posted for Dionysus, at least.

Yes, only 7 that were posted.

So now I'm going to move on and we're going to talk about the 3 breakers for him, those ritzy breakers, Gameon, the fractor, Maron, the decoder, and llamis, the killer.

Gemma starts by asking.

If I end the run with one credit, do I get to keep the credit?

I only ask, because sometimes a NetRunner's got to be the exact numbers mentioned, so because I can't lose two.

I don't lose one Other times you'd do as much as able.

So, figured I'd check.

Klerik.

Yeah, had it said, if able, you wouldn't have lost the money, that's true.

So, I guess that means.

You do lose the money.

Even if you only have one left, you still lose the 2 or 3 to the uh, to the ritzy breakers.

Gammonut.

Lemus costs 5 asterisk to break architect, the big boy, or three.

The goal is to never actually lose the money.

The ID and breakers are all about accessing with 0 or close to it.

R2 Devo.

These with some stealth mixed in, could be very good for him.

The big boy, why do you need stealth?

R2 Devo.

For the big centuries.

The big boy.

What big sentries?

R.J.

Devo?

Fair.

The big boy. There's basically no such thing You can click Ichy.

Gammanet.

Archer.

The big boy.

Lemis is actually good versus Archer. 7 is pretty reasonable.

Gammanet, 7 to 9 is many dollars.

The big boy.

It's not going to be nine.

That's what you'll realize about them when you play with them.

R2 Devo, but it could be two, but Switchblade.

The big boy, after you install 3 cards.

Klerik.

You do also have the option of just running elsewhere.

Especially when your ID has both HQ and R and D pressure on it.

The big boy, you can be half as efficient if you get to see twice as many cards.

R2 Devo.

He's gotta invest somehow.

Silencer is also good with FEM.

Gammanet.

Breaking Eli for 2 and Heimdal for 4 is pretty great.

It's even on rate if it's just your only breaker.

That would explain why the one ring costs 6 to install.

The artwork for game on is a ring.

The big, big boy.

It also spanks Valdemar and Next Dice.

Gammanet.

What do I spend all this extra crib influence on?

The big boy.

Stim Hack is good with these breakers.

And being broke.

I think I know the best stuff, but I'll let people find it.

Gammanet.

The one ring seems to be potentially good enough to just play in a normal crib.

The big boy, 6 is hard, but yeah, it's possible.

Gammanet.

It's just barrier yog, the big boy.

Strength one is a lot less than three.

Gamina, true, but a small price to pay when I break Heimdahl for 4 and skate through Valdemar and Silver, next silver.

Big boy, yeah, it's good.

Although you could already basically do this with walrus, which does other stuff too.

Gob Lynn Mode.

Yesterday.

Yo, this ID loses all money when you steal.

Today, yo, this ID D loses all money once you run.

How does this deal with NAPD?

Fetal, herrings, et cetera.

Oh, it's when the run ends.

Still.

Gamminet.

Obviously, this is a vamp ID.

Run early, run often, then transition into vamp.

Gob Lynn Mode.

This doesn't make the money to vamp like Mopus does, in my opinion.

Or you play this with Mopus.

What a meme.

The big boy.

You literally just see cards, and it's really hard to stop.

If your R&D is Tollbooth Eli, they can click for 4, and see 2 cards every other turn, basically.

And they'll do better than click for four.

And they'll see more than 2 cards.

Eowashi.

What I like is that it kind of forces the corp to focus on central's turned one, like both of them.

The big boy.

Yeah, if they go like install RDI, C 3 cards, steal something, losing $one, it's a huge disaster.

RDI is a 9 of 10 card, I think, like, on a rating scale.

He would rate it 9 out of 10. Which I don't think is where he originally rated it a couple of years before.

I've come around to thinking it's maybe better than medium.

HuginRonin.

Fundamentally, it doesn't take MU from you.

It's harder to remove, and it's harder for the corp to interact with.

So yeah, I can see that.

The big boy.

Also, you have to use medium 3 times, unpurged, before you've seen the same number of cards.

The biggest thing is that it does nothing the 1st run.

The medium is incredible.

And game ending for decks can destroy defenses, but if you're just paying money to break ice, RDI is going to do more.

If you want a machine, but turns money into accesses, then Dio is for you.

Medium is more powerful than RDI, but RDI is more universally strong, and the gap between their power is smaller than I used to think.

Meryu says, elaborate.

The big boy says, I just won so many games with RDI being insane.

Then asks Meryu.

You like these breakers?

You can break next silver now.

Meryu.

Yeah.

The fractor looks like something an average crim deck would be perfectly happy to run, especially stealth.

Sure, it's expensive to install, but it says you don't lose to Eli, Heindal, Valdemar, Silver, whatever, whatever anymore.

And unlike walrus, it's one MU.

The big boy.

Yeah, the balance plan for ring is basically increased the install cost if it's too good.

Of these 3 breakers, as I've mentioned before, Maran, the decoder, did get a nerf.

So these were originally released in January of 2024.

And originally it read, lose 2 credits, if you use it, just like the rest of them, but it was nerfed to lose 3 credits in, Not the most reason, the 2nd May 2025 patch.

After the 5th booster came out.

And the comment the big boy made at that time was, Maran is proving quite strong in non-Dionysus criminals, and as aesthetically unpleasing as it may be to break its symmetry with a game on, and Lammas, this is the best way to nerf the wine glass, without hurting Dionysus much himself, that being the artwork, on Maran.

Uh, in the booster bracket, Marvin actually finished the lowest.

At number 69 after a play-in round loss to project cam, CAMB is all in capitals.

Lammas came in number 55 after a play-in round loss to repurpose, and game on came in number 52 after a suite 16 loss to sniper.

Fluffy one rates all of these a B, and um, the others did not rate them.

Gammanet gave game on a B. I'm not sure where the others didn't rate them.

Anyway, the decoder Maran shows up in 11 deck lists, 7 of them are Dio, but also won Geist, Ken, Fisk, and Alila, the Leila, I guess, was the, what zailey used to sort of over tweak, overbuild Maran.

Uh, Lammas shows up in 10 deck lists, only 5 of the Dio, so that means that some people are using a different killer.

Uh, but also 3 Fisk and an Andromeda and a Geist.

And then game on the fractor shows up in just seven.

Again, 5 of the DO lists, uh, one Andromeda and one Fisk.

So I mentioned earlier, there are only 7 Dionysus lists.

All of them took the decoder, but not all of them took the other two.

So another tool for Dionysus is his console that's Elysium, which gives 2 memory, um, and then your number of points divided by 2 recurring credits for using on runs.

HuginRonin.

I mean, this doesn't give creds until you have 2 points, and then it doesn't give many.

I don't know that it does much The 2 MU for 3 creds is good.

That was the original cost.

I guess I'll just mention that now.

Ah, let me scroll down to that comment.

It was buffed just about 6 months later to install only 2.

And The comment the big boy made at the time was the criminal package and style and slander has been playing out well.

But Elysium is feeling a bit underwhelming, particularly when drawn early.

It just feels bad to pay 3 for a blank console just because you will need it eventually.

This cost reduction makes this less painful.

This is also the same point that box E got its buff to go down to a cost of install cost.

I think of just one.

Okay, so but anyway, all these comments are based around the fact that it costs 3 to install.

Gammanet.

Poor shaper.

No 2 MU 3 credit console.

Only chaos theory.

Klerik.

Cyber Solutions mem chip has entered the chat.

Eowashi.

Yeah, true.

The chips were the real consoles all along.

The big boy.

And keep in mind, the money can be used for anything during a run, including trashing stuff.

Paying for NAPD or red herrings, et cetera.

Gammanet.

But I want 3 credits to MU with upside.

The big boy.

Subproc.

That'd be subsidized processor.

Meryu.

You can get 3 credits, 3 MU with upside.

The Andy stealth deck with cyber solutions can in fact just play sub-proc and crowdfunding in order to not be using the precon pool.

It's funny when you open subproc, and then install 3 cloaks in a refractor for 0 credits.

The big boy.

Unironically, I think cyber solutions is better.

You basically don't need 7 MU, and you ideally install your chip after your full MU already.

Meryu, most matchups don't need the 7th MU, yeah.

But if you install it at 3 programs, it's the same, but gives you an extra option, you can choose whether or not to exercise.

And if you install it at 2 or less, it's straight up better, thanks to the discount.

The big boy.

Yeah.

It might be better.

I've actually thought about whether Akamatsu should be zero.

And cyber solutions should be one.

MU is so bad.

Meryu, it was certainly a moment.

When I realized, wait a minute, subproc is still better than cyber solutions, even if I don't install the extra data sucker.

The big boy.

Yeah.

Those chip changes are probably happening.

The real cost is putting them in your deck and influence anyway.

Although, here we are, I think, 2 years later and they haven't happened.

Meryu.

And sub-proc will still be better, because it condenses the deck slot cost.

HuginRonin.

Was Elysium that strong if the recurring credits were half rounded up?

I think the console gets carried by how efficient the breakers are, but you still come out big negative, I feel like.

Gaslight.

It definitely relies on early steals.

But consider how strong bad publicity is.

HuginRonin.

I mean, besides Val, it's not like you can be giving the court BP willy-nilly.

Gaslight.

That's why it's difficult to give BP.

Because free creds every run is strong.

Aowashi.

Elysium doesn't look bad, but I don't know if I'd played outside the new ID.

Gaslight.

Pretty hard to justify over desperado, but if you need the MU, it's valuable.

Good for self, in my opinion.

Aowashi.

Yeah, but stealth struggles with early steals, I feel, unless you draw a god hand.

Gaslight.

Stealth being about the inevitability.

You don't really need the creds early in stealth.

Gammanet.

I don't know where you play the new console.

Hyperaggressive really likes.

Hyperaggressive really likes Despy.

I guess a gabe like deck, you get extra MU and can use Vamp as a finisher.

Gaslight.

It's gas for Dio when he's poor.

Stealth, it's free money.

Honestly, it's probably busted in stealth.

Two more influence for buffed stealth decks.

Gammanet, though generic recurring credits don't mean a ton to stealth.

Gaslight lets you save your stealth creds for where it matters. I.e. Switchblade.

Gammanet.

I've never known stealth to dabble much in multi-threader or cyber feeder.

Gob Lynn Mode.

In that case, you might just play any other generic money card, I figure.

Isn't stealth more like shaper in the sense of once I install half my deck I've won?

Wonder if Stealth Haley is a thing.

Gaslight.

Yeah.

And I think this plays into that better than desperado.

HuginRonin.

I don't know.

Stealth Haley might be as good as any Haley list.

Meryu.

I suppose a blue console did have to make 1000000000 credits in order to be better than actual literal desperado some amount of the time.

In the booster bracket, it came in way down, way, way, way down at number 80.

There are only 83 cards in the bracket, and had a 1st round loss to Gameon.

So I guess that's just, uh, you know, a function of it, lost a game on, uh, game on, lost pretty bad to sniper, but Snipe is more of a comment, a commentary on sniper being really good.

That's part of the problem with figuring things this way.

If you have one great card.

Just blasting everything else, it makes everything else look comparatively weaker, like it would have done better against a different matchup.

But anyway, in the tier lists, uh, Gaslight and fluffy one and Gob Lynn Mode, all rated a B, a Gammanet again puts it in, it's like in the manufacturing list.

And it shows up in all 7 of the DO lists, plus a Gabe and an atom.

All right, let's take a look at the another, not the final, for some reason, I have these in the wrong order, another of the criminal tools, ZD net access, which is the criminal resources like Armitage, but a little more limited in how you use it.

Meryu said.

So your plan for bagbiter is to just hammer easy marks as often as needed.

The big boy.

Yeah, go to 0 and then gain 3, 6, 9, so you can do it again.

That eventually your console gets really good at about the time when stuff gets expensive.

Meryu.

And we aren't allowed to install Armitage and security bus testing because?

The big boy.

Dio doesn't do that kind of work.

He's too much of a snob.

Won't get a real job.

Meryu.

If that's your actual justification, then buff HQI because it has a dog.

Not much commentary on this one.

It came in at number 79 in the booster bracket after a play-in round lost cloudburst.

And in the commentary on the booster bracket, so that's several months later.

This is after people had a chance to play with the cards.

HuginRonin said, I feel like this card is one that people try to make work, and they always come away disappointed by it.

Meryu, we have day job at home.

Dunch 97.

I like this card, and in the decks where I play it, it works.

DO apex.

Meryu.

I forgot this was virtual when making apex, didn't play this, and probably wouldn't have either unless it went to one influence.

In my opinion, 2 influence is dead on arrival for Apex.

It's ranked pretty low in our tier lists, gaslight and fluffy one give it a C Gob Lynn Mode a D, and it does not show up in every DO deck list, only 5 of them, but also one, Gabe.

All right, let's talk about uh, stolen contacts.

Scrolling, scrolling.

Yeah, this is the last one.

The last original one we have to talk about. Is the criminal event, of course, that creates 3 easy marks.

Gamma says, LOL, comet Ken, get hype.

Or comet Dio.

Take his comet unless you play another event, so you could play stolen contacts and then immediately play one of those easy marks.

Aowashi.

Oh, he says, add this to Rateki as an alt, please.

Somebody said, what do you do when you're playing in person and somebody, I think maybe gaslight said, uh, just draw up, make up your own.

And he drew like an a very rough sketch of kind of what easy mark looks like.

It's pretty hilariously bad though.

Aowashi goes on to say.

Just realize there's one influence.

And you can face down the easy marks with Apex.

Oh boy, we cooking.

Good replacement for day job.

Leave your job for life of crime.

svenjamin.

I really like the design.

Also doubles as a poor man's plascrete.

woody 23.

So I'll need 9 more proxied copies of EasyMark, 3 in the deck +3 per copy of this event.

Klerik.

In principle, you could be same old thinging and levying and whatnot to get a ton of copies, but in practice, 3 extra copies is going to go a long way.

Even if you need to make some proxies on the spot, though.

Note that you never have to shuffle a created copy into your deck or anything.

So it shouldn't actually cause any trouble.

Just make sure to use dice to handle net damage and such.

I was initially, somewhat, against doing this card creation mechanic, but I came around because it does some cool stuff that is hard to do well otherwise.

As was mentioned above.

Comet should really like this.

In the booster bracket, it came in at number 42, after a 2nd round loss to sniper, so here's another criminal car, the sniper sniped, Gammanet in that booster bracket asks, why is the other card getting votes?

Sniper still great in current form.

This is after a couple of the nurse, but I don't think all of them.

Maybe all of them.

Just finally not broken, maybe.

The big boy.

Contacts is one of my favorite cards.

It just feels really good to play.

Day job you pay for on installments.

Gammanet.

It's just liberated accounts for poor people who are tagged.

The big boy.

It's more money and less time, though.

Liberated is one credit better, but only after the last click invested.

Gammanet.

Isn't liberated 10 bucks in 5 clicks, while this is 8 bucks in four?

The big boy.

Uh, yeah.

So 8 and 4 is 9 and 5 because you can take one credit with the last click, right?

So in 5 clicks, it's one credit less.

And liberated is 6 in four, versus 8 in four, which is behind by two, before it's ahead by one.

Gammanet.

Also, stolen has comets energies, which improve the math.

It is a very good card.

Meryu.

Stolen contacts is for soaking net damage.

Forget snare, flare, snare fair, blah, blah, blah, snare, flare, pile, my hand is always full.

In the tier lists, Gob Lynn Mode gives it a C, but the other 3 give it an A, and it shows up in 11 deck deck lists, 6 of the DO lists, 2 gable lists, including the reconstructed, one E and one can, and a chaos theory.

Okay, that just leaves the other two cards, the shaper and the anarch.

The shape or card is reverse engineering, the run event to tutor hardware.

Meryu starts by saying desperado.

Oh, hey, I can cut the extra copies of sub-proc now.

That's useful.

This makes deck space for itself.

Also works with patron. Because patron decks weren't doing good enough.

Therefore, Shaper needed a way to search desperado.

Gaslight.

Yes, I do think it's a cool, and perhaps even necessary addition.

I just can't play the stupid thing.

Meryu, why can't you play it?

Akiko has no influence for extra desperadoes and gets to sigh for a discount.

The big boy.

He's joking.

He just never draws it until the end of the game.

Klerik.

It's a curse.

HuginRonin.

Another Haley event I won't know how to use.

And yes, I'm searching up replicator because I'm a degenerate.

So this car did not get any nerfs or buffs, but it was meant to help a Kiko Nise, which was imported in the 1st booster.

So in the patch 3 weeks after release, Akiko got her buff down to deck size of 40.

In the booster bracket, this came in at number 46, after a 1st round loss to Kampala City Grid, in the tier lists, Gammanet and Fluffy one give it an A, gas lighted B, Goblin Modus, C, and it shows up in 8 deck lists on retekie DB, 2 of them, for Kit, including the reconstructed deck by Fluffy one, 2 of them for Kate, including that reconstructed deck, one for Sonia, an ID we haven't seen yet, one for Nasir, one for Akiko, and one for Val.

That is a wide, a wide range of IDs right there.

And so the final card is Trojan Stable, our title card, the anarch virus that drips you 3 credits per turn.

Gaminez says, that's actually interesting design.

Noise really likes that.

I think.

But also generic grimoire anarch making 7 and 4 turns is pretty sick.

Also worth noting that this was originally five.

And I got nerf to six.

I guess I should talk about that again.

Always doing these out of order.

Uh, no, you know I'll talk about that at the end.

Let's just note in advance that it was originally cost five.

Also salvage into femme, or yog, or itself.

The big boy.

It combos with basically every card.

Peddler it out at the end of the corpse turn is the best.

Gammanet, Grimoire Valencia.

Grimoire CT.

Meryu, more like Haley.

The big boy, also frantic coating.

Gammanet, also not a terrible target for retrieval run.

Aowashi.

Do you think this is worth purging with 4 counters?

Net loss of 5 instead of 7 gain.

Seeing how good Cyberdeck Sandbox is, I'd probably say yes.

That is a 2nd set null signal card, a 42 neutral agenda, agenda that purges on score, and then the 1st time each turn you purge, you gain 4 credits.

The big boy.

Yeah.

That's why you need other synergies too.

Cyberfeeder, Scherazade, Aesop, Scavenge, et cetera.

Eugen Ronin.

Hive mind, the big boy, hive mind doesn't really work, unless you want to remove your hive mind counter for 3 bucks.

HuginRonin.

Surge is also pretty good on this.

Meryu, when you install this card, the court purges virus counters.

If they do it with CVS, you then immediately lose the game.

This is like only good with a bunch of support.

It's so bad without the support.

But with this support, it's good, probably.

To influence.

Hmm.

You have the pawn shop, the scavenge, the end of turn clone chip, and you can justify grimoire if you're on Imp.

Also, I refuse to shut up about patron nerve agent shaper.

Also, you only need one grimoire now because of silly event.

Don't let them score the new 53, I guess.

The big boy.

Now, this card was for cost version one, and I immediately knew it was too good in noise.

I think it's still good at 5 Just takes more work.

HuginRonin.

It takes 2 turns to break even though.

That is a lot of work.

Gammanet.

So does daily casts.

HuginRonin.

Fair, but my main metric for economy options is barrier to entry. 5 is humongous for runner econ, which is why I don't quite trust it.

It was worse than a sure gamble.

The floor is worse, and the ceiling is much higher, which is fine.

But it probably just won't do much for me.

If I'm paying 5 for a 2 MU program for Econ, I'd rather it be mopus.

Meryu.

That's why you install it at the end of their turn.

Not having to click the thing is good.

Scavenge, resetting it after they purge is good.

If your opponent isn't on CVS and you have the support, this is totally reasonable.

If they are, and you don't, you will cry.

The big boy.

Also, forcing a CVS when nothing else has counters on it has value that CVS might have blown you out mid-run later.

Like there could be a deck that has support for this, but minimal other viruses, and then it's really sick.

It is definitely soft to Breaker Bay Grid CVS, but that's true of the best cards in the game, so hardly disqualifying.

Klerik.

I think this is slightly below par in a vacuum, but good with some support, which is a great place to be for an Econ card, in my opinion, especially when, as was mentioned, there are so many kinds of support.

In the booster bracket, it came in number 24 after a play-in-round loss to Gish Gallup, but it did receive a Nerf.

Uh, It was related to the Nerf for progenitor.

This happened in October of 2024.

So I think that was right before the booster bracket.

So progenitor was has always been able to host a virus, but it was changed to host only a one MU virus.

Trojan is 2 MU.

And the comment here from the big boy.

This may come as a shock to many, since I went out of my way to never discuss this deck openly, but progenitor Trojan stable noise is extremely strong.

My goal for noise is to be a relevant metagame force while never sniffing the absolute top tier, and the progenitor horses build might be the best runner in the game if left as is.

We brainstormed a lot of potential remedies, increasing Trojan's cost, making it unable to be hosted on cards, but ultimately, this is the change that is the least disruptive to its usage in other decks, which are healthy and fun.

The only collateral damage from this change is HiveMind, which, to be honest, has been a day one watch list card like Fisk Investment seminar, Marcus Batty and Keegan Lane anyway, since when it works, it leads to some pretty disgusting combo decks.

So I'm not too shook up about it.

This also leaves us open to design more fat viruses in the future, without having to worry about progenitor breaking them.

In the review of progenitor by fluffy one, he said.

Today's review, progenitor, a card on which the community's evaluation recently went from meh to OP best deck in the game.

Changes, MU of hosted programs cannot exceed one.

zailey made a broken deck for this with Trojans, with this for Trojan staple, spam.

And so the Trojan, so that's one way the Trojan stable was sideways nerfed.

But then it still got a nerve.

Just about 6 months later, the early May 2025 NERF, when it was finally made an install six.

The comment the big boy had at the time, Trojan is still quite strong in noise and exile.

I like the decisions and play patterns it creates, but the numbers are a little too good.

So again, one credit is a lot for an Econ card.

In the tier lists, uh, these are recent, which take into account all of the nerves, fluffy one still gives it an A, gaslight and gammanet a B, Gob Lynn Mode AC.

And it only shows up in 6 deck deck lists, and they're all noise decks, including the reconstructed one by Fluffy one.

I think the one that is the deck that zailey used was the one that's called the face that launched a 1000 ships.

All right, well, that brings an end to this episode.

And if you have any comments or questions, feel free to reach out to me.

The best places on the discord, but I'll see it on Reddit or board game geek as well.

Many of the cards mentioned here will be included in the links in the show notes.

You can go to reteki.fun to play games, and if you join the Discord, well, then you can more easily find games.

And the Astroscript pilot program this time around will continue on in our discussion about Mars from the worlds of Android Book.

Thanks for listening.

See you next time.

Districts and government.

While many Earthers still use the term colony when describing Bradbury, it has long since transcended that label.

Native Martians would be hard pressed to characterize the Megopolis as anything less than an Earth city on Mars.

Especially considering that its official governmental body was chartered by the earth based UN.

In addition to boasting the largest population by far of any Martian settlement, Bradbury houses the largest resource extraction and manufacturing industries, at the same time that it hosts official planetary government, and all of the attendant service sector jobs.

From the maintenance shafts high in the archaologies of the Great Dome, to the deepest of lava tubes.

Bradbury's warren like structure is so extensive that those born and raised in the Megopolis could still find themselves in places they never knew existed.

Districts.

Like any city on Earth, Bradbury is divided up into many different districts, both formal and informal.

Some are segregated by industry, while others are known for the cultures of their unassimilated immigrant populations.

They range from any one of the city's dozens of domes, to underground sectors jealously controlled by individual clans.

Some of the most well-known landmarks in all of Bradbury include the Great Dome, the Therm, and the Daedalus Complex.

The Great Dome.

The Great Dome is the largest single piece of infrastructure in Bradbury, and the symbol of the city's corporate wealth.

As one of the newer structures in the Megopolis, it is located on the southeast side of the city, near the rim of the Pavanas Caldera.

Expanding on the methods used to build transplas domes on Mars, the great domes, architects and engineers designed a dodecagonal structure, with an enormous central archology tower, serving as the central pillar of the dome.

More than 300 stories tall, the Kondi Tower, provides the suspension network that supports the transplas lattice.

In all, the Great Dome is some 5 kilometers across, and covers an area of almost 19 square kilometers, more than the area of any other single dome on Mars.

The Great Dome is home to Bradbury's corporate and government elite.

While the central Kondi Tower houses the Senate Chambers and the offices of the Martian Colonial Authority.

Similarly, most of the embassies from both Earth and other colonies on Mars are hosted here.

Of all the places on Mars, the central regions of the Great Dome feel the most earth like.

Free flowing fountains, trees, and carefully manicured gardens help cement the perception that the MCA exists as a puppet of Earth.

In truth, these symbols of excess are purely financed by corporations as a way to encourage earth-based investors.

But to Martians who are barely making a living, they continue to be a source of friction.

Not surprisingly, security in the Great Dome is very tight, even if the Bradbury colony police have gone to great lengths to remain behind the scenes.

Across the street from the Mahendra Building, the Kandi Tower stood tall and elegant.

From street level, the spire at the top seen on the verge of piercing the protective bubble that enclosed the colony.

As the geographic center of the colony, it anchored the municipal and business centers in concentric streets for 20 blocks.

The therm.

Considered to be the beating heart of Bradbury, the geothermal energy capture and conversion installation, or the therm, as the locals call it, is a fantastically complex operation centered in the northeast corner of Pavanus Monz's central caldera, just south of the city's main structure.

As part of the industrial district.

The therm functions as the lifeblood of the entire colony.

It provides the heat, energy, and gases essential for the survival of every living thing in the Megopolis.

The therm contains hundreds of heat wells that not only bring heat and electrical power into Bradbury's ecosystem, but also important gases, such as carbon dioxide, sulfur dioxide, and some concentrations of water vapor.

Ice, mine from the Pavonus Glacier, is also used to increase the concentration of water, in Bradbury's atmosphere, and, as such, the infrastructure of the therm, is also the means through which the colony is supplied, with liquid water.

One of the earliest industrial centers in Bradbury, the therm evolved from the initial geothermal power efforts dating back to the 1st pioneers that settled on Pavanus Monz.

As a dormant volcano, heat and gases were relatively closer to the surface, making it easier and far more efficient than importing and building fusion or fission reactors in those early days.

These gases also provided an excellent source for pressurizing the colony's dome.

Although nuclear and solar power exist today in Bradbury.

They have not replaced the original systems.

As a district, the term is an industrial looking area on the floor of the main caldera, some 4 kilometers below the bulk of Bradbury itself.

Unlike some sections of Bradbury, the district does not exist under a dome, but rather through a series of lava tubes and carved tunnels, deep in the caldera itself.

Here, the geothermal power generators and gas processing plants hum away.

Only the therm's spaghetti like network of pipes, valves and pressure stations can be found above the surface, snaking its way upward to deliver precious cargo to critical points in the city's infrastructure.

Those who live and work here know the importance of what they do, and they resent anything that might smack of condescension from politicians or corporate bureaucrats.

Clan Kabiri is the largest and strongest of the clans working at the therm, and as a result, they have considerable clout with Bradbury's governing council.

This frequently puts them at odds with the larger and more influential clan Picus.

Unlike virtually every other workforce in Bradbury, however, laborers from the Therm can be found anywhere in Bradbury.

While the bulk of them work and live close to the district's center, It is common to see the characteristically cybered clan Kabiri workers, performing maintenance and inspections throughout the Megopolis.

Bamboo Dome.

The bamboo dome, named after its primary biomass crop, is the colloquial term for the principal agricultural complex in Bradbury.

If the therm is the beating heart, the bamboo dome is the colony's lungs.

The early settlers relied upon the geothermal energy to drive powerful magenta colored lamps to simulate sunlight for agricultural areas in the lava tube network.

As the colony grew and developed eventually these areas were moved to the dome structures on the surface, but the weaker sunlight still means that the plants must be supplemented by locally generated light.

To help combat this problem, the bamboo dome was designed and built, with convex dome panels that help focus the weaker Martian sunlight.

Located in the northeast quadrant of Bradbury, it was built close to the rim of the upper Patera, to take as much advantage of the Martian sunlight as possible.

Bamboo is used as the primary biomass because it grows so quickly.

Other staple food and economic crops can also be found here, but they are all secondarily used to convert carbon dioxide into breathable oxygen.

Carbon dioxide and other gases are pumped here from both the atmospheric recycling system, as well as the processing plans in the therm, to allow the biomass to do its work.

Clan Picus tends to this and all other hydroponic and life support systems in the city.

But since the bamboo dome and the therm are core parts of the city's life support system, Clan Picus and Clan Kabri, sometimes lock horns with one another over the control of this essential part of Bradbury's life.

Daedalus complex.

Still under primary construction, the Dedalus complex is the foundation for an impending space elevator, similar to the beanstalk on Earth.

Numerous Magalev guideways run southward from Bradbury's main structure flanking the western edge of Pavanus Monza's main caldera.

The complex was selected for the same reasons why the beanstalk was built on Volcan Cayambe in New Angeles.

Work on the space elevator itself has not started primarily because of an ongoing legal dispute over proprietary technologies claimed by the Whaland consortium.

But the construction of the complex was begun. Many years ago.

Station one.

Built into the flank of Pavanus Mons, some 60 kilometers northwest of the Megopolis's main structure, station one is the primary hub of the Bradbury Railway Company, and, to a certain extent, Mars' entire Maglev network.

Station one is far enough away from Bradbury that it requires its own geothermal and atmospheric generation which the railroad entirely owns and operates.

Home to nearly a 1000 people, it is not only the central transportation hub, but the main manufactory base for anything that runs on the BRC's Maglev network.

Poseidon equipments headquarters are located there.

In addition to some Omnicorp and Haas bioroid plants.

Anyone traveling to or from Bradbury from any point on Mars inevitably comes through station one, as does much of the cargo from the Gulliver Starport.

While the passenger station is large, it is a tiny fraction of the network.

Maglev induct track resembles the large, sprawling rail yards of 20th century Earth.

The station itself is housed under a tightly controlled pressure lock system to ensure the integrity of the passenger's atmosphere.

Still, accidents and sabotage have been known to happen, which is why virtually every passenger wears an enviro suit while traveling.

Bradbury's 3rd largest clan wields the most influence here.

Members of clan Aeneas are often found not only managing and running the Bradbury Railway Company, but also building many of the units that float on the induct track guideways for Poseidon equipment.

Despite being members of the smallest of the 3 major clans in Bradbury, they can sometimes wield influence greater than their numbers suggest.

Often Kabiri or Picus needs the support of Aeneas against the other, which allows the clan's cunning leadership to exact valuable concessions.

Gulliver Colony. And the outlying notes.

Gulliver Colony is located some 300 kilometers west of Bradbury, built in the shelter of a smaller crater in Ulysses Tholus.

The colony is still considered as part of Greater Bradbury in terms of its administration and governance.

As the largest of what are officially Bradbury's outlying nodes, it serves as an alternate star port to the Megopolis.

Gulliver's star port can be found on the southeast side, and it consists of a honeycomb of smaller agricultural and industrial domes that resemble an open dome.

More enclosed buildings huddle along the northwestern walls of a large hexagonal Plazcrete pad.

The main Maglev station exits directly out of the Starport buildings, stretching 300 kilometers eastward toward Provanis Mons.

For some, Gulliver is attractive because it is less busy.

For others trying to maintain a low profile, it is a way to get planet side without attracting unwanted attention.

See this graph?

This is Whalen's profits during the war.

Up, up, up.

Notice the spike at the beginning here, where hostilities break out.

And then again after, when reconstruction contracts were awarded.

Whaland profits off the war, Whaland profits off the piece.

Now they're doing it again.

Here's a graph of Whalen's profits again.

Notice it's the exact same shape as the early part of that other graph?

Okay, here's some other numbers.

This is the sum of all Argus, infinity designs, and Scorpios' sales to Mars.

Here's what the Mars colonial chorus buying.

Notice that it's almost exactly half the total.

Who's buying the other half?

I'll tell you.

The other side.

The Wayland consortium is just doing what any inhuman corporate entity is driven to do, seek profit with no consideration for human suffering.

From their point of view, it's more profitable for Mars to break out into a planet wide war every 15 or 20 years so they can sell weapons to both sides and sign reconstruction contracts to the winners.

Guarantee you, when this war ends, they'll start the cycle all over again.

Government.

Bradbury's official and unofficial bodies of government are constantly vying with one another for power and prestige.

The Martian colonial authority, and the clans, frequently clash over the best interests of the city, and Mars at large.

The Martian colonial authority.

The Martian colonial authorities mandate is to realize a peaceful and prosperous Mars.

It is a difficult task for competing priorities and subterfuge between Martian colonies and clans, not to mention the machinations of corporate interests, seem to keep the MCA in a constant state of crisis.

Most of the MCA's offices and legislative buildings can be found under the Great Dome, clustered around and located in the central spire known as the Kondi Tower.

The MCA has a single chamber called the Martian Colonial Senate.

All major colonies in the organized territory are eligible to send 2 voting representatives to the Senate, to deliberate on issues that concern the city of Bradbury, and Mars as a whole.

What this means in practice is that the MCA can exclude whichever colonies it deems to be illegitimate, including those that disagree with MCA politics.

For those colonies that are franchised. Representation is uneven.

Each recognized settlement can independently determine how its senators are selected.

This would, in theory, allow for variable styles of representation.

Yet, many Martian colonies are financed, owned, and governed by corporations, meaning the corpse, can handpick delegates to represent colonies where their influence is great, such as Demeter colony, solely owned by Gintechi subsidiary, agin fusion, or endurance, where Has Bioid holds a majority share on the colony's governing board.

In special cases, colony governors and executives can convene in an emergency body called the Security Commission to resolve crises quickly, when the Senate cannot or will not convene or act.

That the clans have no official role in the Senate, despite their enormous role in daily Martian life, plays a huge role in the ongoing civil war.

The Martian colonial authority is a relatively young organization, and it displays many of the faults, one would associate with a governing body that lacks a strong political culture or a history of legal precedence.

Compounding these issues of inexperience are they sometimes contradictory bureaucratic styles, it has been forced to adopt by UN resolutions.

Finally, good old corruption and cronyism mean that the MCA is a wildly inconsistent government body that has only a loose relationship with the rule of law.

Municipal government.

Because it is host to the Martian Colonial Senate and headquarters of the MCA, Bradbury has no city government independent of those bodies.

In theory, Bradbury democratically elects its 2 senators and so has a voice on the Senate, but in practice, the MCA's citizenship requirements are so complex that only a small fraction of mainly pro Earth, Bradberryans are able to vote.

When the MCA can be bothered to address Bradbury's concerns at all, it is typically to appoint a new governor.

Invariably an earthborn bureaucrat.

Often, one who receives an appointment while still en route to Mars.

Increase Bradbury colonial police crackdowns on unruly portions of the city.

Or increase the local taxes.

Or at least that's how it seems to the disenfranchised lower classes.

Compounding the apparent disinterest of the legislative branch is an underdeveloped, overworked, and some say corrupt, judicial system at work in Bradbury and throughout colonial territory.

The Martian frontier is so young that several colonies are just now convening their 1st formal courts, and others have recently overhauled their system in the wake of the war, and the creation of the MCA.

From the point of view of the colonists, The judiciary created from above by the MCA is inadequate in many cases.

It takes too long, for one thing, and its judgments feel arbitrary and capricious, or even slanted in favor of corporate and earth backed interests.

Unlike the courts.

Martian clans evolved organically, from communities living and working together.

And in many cases, they can and do serve the role of the people's judiciary.

Clan justice is rough.

With punishments ranging from a fine, to forced labor, to flogging, to banishment, often a death sentence on Mars.

But never including imprisonment.

Incarceration is simply not worth the life support resources.

Either the criminal can reform, and reintegrate with society, or he is ejected from the community.

Several clans wield great influence in Bradbury itself, even if they have no pull with the Senate.

Still, many Mars born Bradbarians put more faith in the clan councils and clan justice than in the MCA, and the harder the MCA struggles to limit clan power, the more angry Martians they send into the waiting arms of the separatists.

The MCA likes to pretend that it completely controls the colonies, and that the separatists are limited to the unorganized territory.

But the truth of the matter is that if there is another Martian war, its 1st shots will, as likely as not, be fired in Bradbury.

No matter where you are on Mars, you can't turn on a vid without it running through NBN.

They may try to dress it up with Martian names, but in the end, it's all the same.

The only way you'll really get the whole truth is if you find one of the better pirate broadcasters, and it isn't easy, with the conspiracy nuts muddying the waters.

Most of them are Martian runners, who try to piggyback their own system on NBN's hardware because, well, they're the only game out there.

The mega corporation isn't above frying the brain of those who ride the signal and tell us what's really going on in the outer colonies.

Sure, NBN is an advocate for free speech when it suits them.

They can afford to be a lot more draconian out here.

Civil rights exist.

But as many colonies were corporation founded, they're more guidelines.

Public relations and message control is far more important than accountability.

NBN may be happy to report on the failings of Wayland, Gintechi or HB, but full disclosure laws are weak.

I know of at least 2 pirate media outfits that are former NBN people who got sick of the double standard.