

This is 2.1, a Netrunner Reboot Project podcast.

Episode 118.

Admire with Your Eyes.

Hey, this is Remy.

The title card of this week's episode is Curator, a new piece of ice that comes in the fourth booster for reboot, and the flavor text simply says, admire with your eyes, not with your hands.

That does sound like something a curator of a museum might say, right?

In this episode, we're going to get into the, as I said, the 4th booster pack for reboot, which is called equity and eternity, and do a full deep dive on the corpse side.

So this is all going to be corp focused portion of the pack.

But I do have, at the top, we're going to do a little bit of breaking news and an anonymous tip before we get into the deep dive on the pack.

So, let's get going.

Breaking news.

Spring championships for reboot.

As you are aware if you are following this in real time, it's been a couple of months since the last episode.

I'll try not to be overly apologetic for that.

The simple fact is, my time is only allowing me a certain amount of time, and these episodes are taking a little longer to put together.

Probably they're being overly comprehensive.

Maybe they could be done more quickly and simply.

But here's where my mind is right now, and so here's what I'm doing.

But it was just a couple of weeks after the last episode was posted back in mid-June that, with the spring championships, were held.

It was a relatively small group, this time around, I wasn't able to participate, unfortunately, due to timing.

The final ended up being between Dunsch, who was on Chaos Theory and Argus, and V Slice, running noise and building a better world, Weyland, and V Slice, once again, came out on top.

Now, back in January, the big boy ran a league called Experiments versus Precons.

And here was the concept of that league as he expressed it at the time.

Every player will be assigned an experiment deck.

These decks are a mix of new, underexplored ideas, forgotten reboot decks that haven't seen play in a while, old FFG era decks that haven't gotten their due testing yet in reboot, or somewhat janky ideas that probably aren't that good but are intriguing, and not obviously bad.

I've built 14 of these, so we can support that many players.

Each round you will play your experiment deck versus a reboot preconstructed deck and vice versa.

This means you may play corp runner twice in a round if you and your opponent got experiments of different sides.

Scoring will work like any other league, and we can do a cut at the end if people want.

So after that league ran, the big boy posted the 4 of these experiment decks that generated winning records.

And I'll uh, I'll provide links as usual in the show notes.

One was called fat stacks. Which he called 3 dark pools and some punitives.

There was gen alpha.

An echo fast advance that uses crunch time to spam next ice.

Third was remember the region rule, a tagging sizzler that uses all incidental tag punishment.

And beautiful forecast is the 4th one, which he just called vamp, keyhole sunny.

So, going back to the championship V-Slices winning corp deck was, in fact, that 1st one, Fat Stacks, which is building a better world, that's the core set Weyland ID, with just 7 agendas, all 3 pointers, and 3 punitive counter strikes, with a public support.

So that you can get that extra point if you end up scoring out.

It had lots of operation economy, 3 beanstalk royalties, 3 hedge fund, 3 restructure, and a natural monopoly, +3 green level clearance and a lateral growth.

And an ice suite comprising some chunky Weyland barriers, 3 caduceus, the aforementioned 3 dark pool, and then a few other things.

Some of those cards we haven't really covered in detail, a few of those were covering in detail in this episode.

Meanwhile, the noise deck that the slice used, he said, was a derivative of zailey's winter 2024 world's deck that went 2 and 2 in the Swiss.

She called it the unprogenitor, which has a Crypsis Faust David breaker suite, supplemented by Data sucker and parasite, of course, as well as some cyber feeders, the wildcakes engine for draw, and Econ generated by Aesop, with Cash, Gorman Drip, Scheherazade, and Trojan stable.

You can actually view a stream of the tournament, including the finals from Gob Lynn mode, and I'll provide a link for that in the show notes as well.

Much more recently, very close to when I'm recording this.

There has been some interest generated for an LCG style league to start back up.

It's been a couple of years since one of those was run.

On the Discord, in or through the Discord on reboot.

Not the right words, not the right prepositions.

You understand what I'm getting at, though.

And so there's some interest with that.

Starting probably with the core set, and then month by month adding in a few packs at a time.

So, I'll definitely be bringing updates on that as we go along because it's like an accelerated version of what this podcast has been doing, what I have been doing over the last few years myself, I was only adding in one pack per month.

This will be a little faster than that, like I said, an accelerated version of it.

But if you're interested in, in this approach might be a great time to jump in and check out the reboot changes to the early FFG card pool.

Anonymous tip.

Code Gates.

So let's talk about some code case.

This is gonna be a recurring theme in this episode.

It starts with a comment that I made, apparently on Christmas Eve, last year, when I said last week, Gammanet said this in the booster pack channel, so I must have been researching an earlier episode, Like ETF, I only get 4 code gate slots, and there's so many cool code gates.

Unquote.

Since the design of an ice suite still currently over my head a bit, could someone unpack this observation?

That was my question.

Orion came back with a fairly basic response.

I'll go ahead and share it.

Because this is the anonymous tip segment.

It's meant to be something useful for anybody.

A lot of ETF decks are fast advanced decks that only use like 12 to 14 ice because they don't intend their ice to keep out a late game runner, and they need to run a lot of operations to execute and pay for their fast advanced strategies.

Uh, I would suggest.

Oh yeah, okay.

So he says they need just enough ice to maybe jam out one or 2 early agendas, plus avoid dying on centrals.

Yeah, so I think it's not so much not keeping out a late game runner.

It's more about, you don't need to build a full-fledged scoring server because you're fast advancing.

But yeah, for the 1st one or two, maybe you're not fast advancing those.

Continuing with Orion's response.

In general, it's good to run a mix of the 3 ice subtypes because the 1st significant ice of each type, you res, not ones that can just be easily paid through, like pup, will probably force the runner to find and install a breaker, which is a big value hit for you.

You might need 2 of a type sometimes to force the breaker if the runner can afford to leave one of your servers alone or has a limited way to bypass those ice.

With 4 code gates, you expect to see about 2 if you look at half your deck.

Also, stacking many code gauge tend tends to be worse than stacking ice of other types, because a lot of decoders are very efficient to use repeatedly.

Yog .0 breaks for free, so only code gates above 3 strength have any impact against it.

Gordian blade retains its strength all runs, but has a minor boost against stacked gates.

That's a nice, a nice concise response.

Nothing there I didn't already know.

But I guess the thing, the observation about you only maybe want a couple.

And so you get through half your deck, you see a couple.

Manta.

I don't see any reason why a glacier deck would need to stick to a strict formula about ice type percentages, but for more FA, fast advance, or rush strategies, it makes sense.

If your strategy is to gear check the runner, you're going to need to optimize your subtypes in order to consistently do that.

If you're just taxing them, I don't see the issue so long as you aren't dying to Yag or Atman.

That's a good point with Gordian, but I can't remember the last time Gordian's persistent strength mattered whatsoever.

Orion.

Yeah, the persistent strength is not that big a deal.

V slice.

You may be underestimating the core having to play around Gordian.

For example, as soon as you know they're on Gordian, you can't do a Hudson Turing server, You rarely get the benefit, but you forced the corp to make choices they didn't want to make.

Gammanet.

It comes up a lot versus NBN.

If they have a central code gate, if they have a central code gate, Archangel has no teeth.

Gaslight, guardian sucks, costs as much as yog to break enigma.

Play yog.

Gammanet.

That's a lot of MU and running for my opus deck.

Gaslight, green.

Carried by orange cards.

It's a reference to shaper and anarch, of course.

Orion.

But overall, I think decoders tend toward being expensive to install and cheap to use compared to fractors or killers.

So even if you split the code gates over multiple servers, there's more gear check value and less tax value, comparing yog to corridor and mimic, Gordian to pipeline and Inti, Moha to Raga and Devesha, which are coming in the 5th pack, et cetera.

Mako's decoder is probably her best breaker too, and passport is the best of the blue central breakers, in my opinion.

Meanwhile, Meryu responds to my initial question, much more concisely.

Yog.

Gammanet says, In the pool are 3 huge factors.

The 2 most common decoders are Yog and Gordian, both of which can take huge advantage of code gates, so you don't want to get flooded with them.

And if your code gate doesn't get owned by Yag, it costs a fortune.

The 3rd factor is Kit.

Ever play a game versus kit, and you get code gate flooded?

It's not fun.

Gob Lynn mode.

Yeah, Kit and Gordian both say don't go hard on code gates.

Yog is another argument, but not the main one, in my opinion.

Flack maniac weighs in.

Yeah, I usually try to play few code gates for yog reasons, even in slow decks.

Code gates are vulnerable.

Usually it's barriers are the most reliable, except if you get got by Otman or Morningstar.

Since the good ones tend to cluster up near where Atman will be.

Gammanet.

Yeah, usually you choose from the barrier pile, or the sentry pile, as your main tax, is y 3x IQ is a common ETF ice suite.

It taxes Gordian, long as it's not stacked, and Yag has issues with it repeatedly.

But some games you resit multiple times for five, and that's bad.

Stacked barriers only lose to atman, usually like flax said, check your strength suite.

Or the occasional rogue battering ram.

And most barriers you want to run lots of are expensive or porous.

Like blue sun often cries if you shut down a single one.

A single one, emergency shutdown, and Gabe walking through my Heimdahl ones stealing an agenda and shutting it down hurts.

And with sniper in the pool, if you aren't playing Archer or Ichi 2, you run the risk of a server getting devoured.

But at least it's one credit per subroutine now.

A Gob Lynn mode.

Komainu is bay.

Gammanet, loves some comaino, till he gets paired, or they just siphon through him.

He does attract femme tokens, which can be good or bad.

Flack maniac.

I'll feed comayunu into parasite all day.

I mean, they have to pay through it 1st unless they're an instant speed parasite shaper, and it's only 4 credits.

Munkuki.

Only 4 credits is about 4 times worse than the things I'm happy getting parasided.

Gammanet.

Yeah, let pop up do his job.

He gives me a buck, then dies from my other eyes.

So, there's just a little bit of a conversation about code gates and including the index and a discussion about some different code gates and, you know, I just thought it was interesting.

So I shared it.

Celebrity Gift.

Equity and eternity, the corpse side.

Here is the comment about this booster from the main site for the reboot project.

Equity and Eternity is the 4th reboot project booster pack.

It was released in August of 2024.

The emphasis of this pack is Shaper and Weyland.

The shaper cards expand on their theme of effects and programs that interact with the heap, or which require recursion to use effectively.

The Weyland cards are more diverse, with a generalist, but innovative, identity, and cards that support many existing Weyland strategies.

Now, in advance of doing the spoilers, he usually gives a little set of teasers, little one-liners.

FFG would do this back in the day, too.

And so here were the teasers that had to do with the corpse side.

A rebooted upgrade that no one will predict.

A nasty new flatline tool, a card with the number 25 on it in the text box.

The most expensive operation yet.

Two new collaboration agendas, Weyland Code Gate, a 3-2, in a faction we said would never get another one.

And then he added on as there was a lot of comments about the upgrade, he said, when I said no one will predict the upgrade, I meant it.

We'll even have everyone make an official guess in spoiler season, and you will all guess wrong.

Even though the site says it was released in August, it was actually released September 4th of 2024, and as is true for each of the 1st 5 boosters, there are 30 cards, split roughly 50-50, or exactly 50-50, in this case, between Corp and Runner.

In the second, third, 4th, and 5th boosters, the factions are unbalanced, much like a deluxe expansion.

So like, uh, it said on the reboot main site, Weyland and Shaper are the focus.

So in this deck, in this pack, we have 8 Weyland cards, 2 for HB, 2 for Gintechi, just one for NBN.

Well, sort of, because 2 of NBN's collaboration agendas are also included, and just 2 cards are imported from...

Other.

Cycles of these one is buffed, and one is left unchanged.

So that leaves 13 cards, original to reboot.

The imported cars are one for Whaland and one for Has BioRoy.

Let's talk about them first.

The buffed Whaland card is Rasmin Bridger, which was originally released in the Proteus expansion, which was the 1st and only expansion for not the FFG game, but the original CCG by Wizards of the Coast.

The base set was referred to as version one. And then Proteus, which was released just 5 months later, was called Version, 2.one.

So, it's a Sisop upgrade, whose res cost was originally 4 and has been reduced all the way down to 0.

The trash cost is two, and it is one influence.

And of course, it was not in a faction in the CCG.

The ability is whenever the runner passes a piece of ice protecting this server, they must pay one credit or end the run.

And imported unchanged for Has Bioroid is Fairchild 2.0.

Originally released in the flashpoint cycle.

This is the 1st card.

Actually, we've seen imported from flashpoint for the corpse.

Uh, yeah, just for the corpse, the runners got one.

Nope.

I don't know what the runners got.

First one for the corpse, though.

The, of course, it's 2 clicks to break 2 subs, but there are 3 subs.

One says the runner must pay 2 credits or trash an installed runner card.

And then the 2nd ones as the same thing.

And the 3rd one says do one brain damage, artwork by Ligas Milch Colna.

And in the Reddit at a glance review thread, this was included as a card that was good for HB.

Well, what about the originals?

Let's run those down.

First, the other Haas bioid card is curator, our title card, a code gate, a res cost of one, a strength of one, and one influence.

When it's encountered, the asset trash costs in that server are given +2 for the remainder of the run.

And the subroutine says runner loses click, if able, otherwise, end the run.

Jinteki has 2 cards.

One of them is Carrington Flair, a gray ops operation that costs 7 is 5 influence, and you can only play if the runner made a run during their last turn.

Do 2 net damage.

And then you remove the operation from the game instead of trashing it, and it's limit one per deck.

So, it's interesting to compare and contrast the difference between doing one net damage on demand and doing two.

Because literally, this is just a double neural EMP.

But that card costs one and this one costs seven.

You can have 3 copies of that one, but only one copy of this and this one removes itself from the game.

So.

Sometimes just increasing a number by one makes a card incredibly strong.

The other NBN card is Tanuki, a sentry with a res cost of 3 and a strength of 5, it's 2 influence, and its subroutine says resolve a subroutine on another piece of res AP ice.

I don't think it has to say another.

It could just say A, because this is not APIs.

NBN's sole solo card is engagement metrics, an advertisement asset with a res cost of 3 and a trash cost of 3 is also 3 influence.

You put 8 credits on it when it's rest, and then when there are none left, you trash it and at the end of the turn, the runner takes a tag.

Then when your turn begins, you take 2 credits.

The Weyland card start with the identity, a flip card, Iris capital, trading tomorrow, a 4512 ID.

It says when this game begins, install, and rez a flipped copy of this identity.

Although there's only one option for the reverse side, and that option is consolidation.

It is an upgrade that does not have a res or trash cost or influence cost.

It cannot be accessed, d-res, trashed, or uninstalled.

It is meant to be a permanent part of the corpse board.

There's no way to get rid of it.

It can host up to 2 assets, as long as they are not ambush or executive assets, and then it reduces the rest cost of those assets by one.

In the full reboot card pool, there are currently 94 assets.

Of these 14 are ambush, including, for example, project June bug, snare, and news team, among others, obviously, and 10 are executive, which includes all your 5 influence assets, like Director Haas and the board, also Jackson Howard and Thomas Haas.

And the rules text for this, that's part of listed there on Reteki DB, says, you may install consolidation in a new remote server, or in the root of R&D, HQ, or archives.

You make this choice after seeing the runner's identity.

But before drawing your opening hand.

Patent acquisition is another flip card.

This one starts as an agenda, a 31 agenda, that when you score it, you flip it, install it, and res it, ignoring all costs, because yes, it is an ice on the backside, called injunction.

I'm sorry, the flip side.

Which is a barrier with a res cost of 4 and a strength of 4, and it has 5 influence.

But I think that's just because they had to put something there in the influence circles in their; uh, you know, the frame that they're using to make the artwork, because there's no way you could actually import this, is an agenda.

Has, uh, has a click ability where you flip it and add it to your score area, and then 2 subroutines that both say end the run.

And in the booster pack spoilers and discussion channel, the big boy said, some rules notes on this, since I know people will ask, if the runner trashes this while it's ice, it goes into archives as an agenda and can be stolen, because when something is trashed, it always flips when it goes in.

However, if they try to slow parasite it, you can of course click to escape it to your score area.

If it gets d-res, it stays installed and can be re-res for 4 like any flip ice.

If it gets returned to HQ, via Leila or Blue Sun, for example, it turns back into an agenda.

The onscore ability is mandatory, but if you score this as your 7th point, you will win the game. Before it turns into an ice.

Next up is project CAMB, all in capital letters.

It's a public 32 agenda that cannot be advanced. Unless you have at least 5 scored agenda points, but when your turn ends, if the agenda is installed, you gain a credit and place an advancement counter on it.

And then if it has at least three, you remove a bad publicity.

And the CAMB stands for come at me, bro.

Double down is a terminal, transaction, current operation, which costs one has 4 influence when you score an agenda, you trash it.

For each advancement counter on that agenda, the runner loses one credit, and you gain one credit.

And here's some more rules text.

You cannot score agendas after ending your action phase, so double down cannot be triggered on the same turn it is played.

Talk about that more in a bit.

Natural monopoly, a very simple card, a transaction operation that costs 14, is 5 influence and limit one per deck, but you gain 20 credits.

Rate hike is an operation that costs 0 is 3 influence.

The runner chooses a number, you may pay that many credits.

If you do, you search R and D for a card.

You don't reveal it, add it to HQ, and then shuffle R&D. If you do not pay that many credits, the runner loses that many credits.

And once again, some rules text, the runner can choose a number greater than the number of credits they have.

If the corp chooses not to pay, the runner will then lose all their credits.

And Dark Pool is the last Weyland card.

It is the code gate, the res cost of 3, a strength of 2 and 4 influence.

It's +one strength for each 10 credits in the corpse credit pool.

So if the Corp has 10 credits at strength 3, if the Corp has 20 credits, it is strength 4, etc.

One subroutine says search R and D for a transaction operation and play it, paying all costs, the other subroutine says end the run, if the corp has, at least, 20 credits.

And then our 2 collaboration agendas, one for Has bioroid and NBN, Project Oscarea, a 42 agenda, whenever an agenda is scored, including this one, you choose a server, and whenever a run on the most recently chosen server begins, the runner must spend click, or lose 3 credits.

And then Gintechi and NBN get oddly specific horoscope.

Another 42 agenda, when you score it, you name a card, and as an additional cost to play or install that card, the runner must spend 3 credits.

And then the runner also plays the rest of the game with their grip revealed.

That just leaves a Weyland NBN collaboration agenda that we have not seen yet.

Matrix Analyzer.

The buffed cards in equity and eternity.

Well, there's just the one, Rasmin Bridger. Whose res cost has been reduced from 4 to 0 and has gone from being neutral, I guess you'd call it, although the CCG did not have factions, to being in Weyland.

I wanted to include this information from the booster, these conversation from the booster pack spoilers and discussion channel, which, of course, takes up a lot of the next level clearance segment, but I'm not going to cover this there because it's not an original card.

So, Meryu starts with, oh, that's wonderful, and almost worthless in standard Gagarin.

Can't let the clown car get out of hand.

Gammanet.

So he's on caprice window, and on average makes the server cost 2 to 3 more.

God, he's Akitaro all over again.

He slots everywhere, but he's card 51 or 52.

HuginRonin.

So this kind of staples a pop-up tax on all of your eyes.

And then he posts a picture of the original card.

Originally the text read, after the runner passes each piece of ice on this fort, runner must pay one bit as an icon there, but it meant bit in, uh, in the original game, credit now, or end the run, and the original flavor text was from Aaron Devlin, the Wu-Tec C-O-O, who said, 50 for the shotgun wire, 20 to get past the filter, even the Hellhound wanted to cool 300.

That place is worse than a 3rd world bureaucracy.

We should seriously rethink our merger proposal.

Hugin Ronin says, this fort, LOL.

Any particular reason you've changed the flavor text?

The new flavor text, which is pretty great.

Don't lecture me about old dogs.

Old tricks suffice.

Klerik, mainly it references a bunch of stuff not in the Android setting, so I figured it didn't really fit.

Also, I figured with it being a super old reboot that it'd be fun if Rasmin has just been there forever.

Hoogan Ronin says, ONR art looks so fried, the big boy.

It's adorable.

Hugin Ronin.

It's what people come to expect of cyberpunk settings.

Klerik, I wouldn't be too hopeful about more.

FFG, unfortunately, took most of the good ones.

Then there are lots of variations on kind of the same card, but it would be cool if something made sense.

And then I said, I think it's interesting that this card has such a basic effect.

I wonder why FFG never picked it up.

The big boy.

I randomly came across some ONR cards and put them in my in real life cube, but they're kind of broken.

R2 Devo.

The agendas were bonkers, the big boy.

Yeah, vanilla 44, LOL.

R2 Devo, and the ones that lower each other's advancement requirement.

The kill cards are also busted and crazy, so many funky designs.

Posts a picture of full body conversion, cybernetics hardware that costs 0 to install and prevents all meat damage, but for each bit the court pays when meat damage is done, one point of meat damage is not prevented by this card.

Gas light says.

Now, that's kind of clever.

Just extends the Econ lead necessary for scorches.

And then R2 Devo again.

Why not reboot this weird thing?

Bizarre encryption scheme, an upgrade that res cost of 0 trash cost of one, the runner does not score any agendas on a run during which bizarre encryption scheme is accessed.

Return that agenda to the fort instead.

Runner scores the agenda at the start of his or or her next turn, if neither you nor runner has scored it by then.

This does not affect any future any further runs.

And Murryu says, we did.

It's called red herrings.

Or old Hollywood grid.

Gaslight.

Fort equals HQ?

Fried fish says, I think Ford equals server in ONR.

Someone can correct me if I'm wrong though.

And uh, no, that's absolutely correct.

Ford is the word for server.

R2 Devo.

Actually, red herrings is a direct reprint.

They didn't even change the templating.

Look at this nuts art for OG personal workshop, which I can't actually show here.

Well, maybe I could put in the show notes, but it was for the shell traders was the name of it, the shell traders.

And honestly, I mean, it just looks like early computer generated clip art, to be honest.

Gaslight says.

The 90s were definitely a time.

Anyway, the Gammones comment there about making the server cost 2 or 3 credits more.

Right, that's probably sufficient to see why the res cost is reduced to zero.

Um, I've never played the original Net Runner or even seen it in person.

I don't know Maybe all the original Netrunner glacier decks were like really, really deep with ice.

But from what I know of this game, spending 4 credits, to make the runner spend 4 credits.

Say 2 credits for passing 2 I's and then 2 credits to trash it.

That's not a very good exchange.

Server diagnostics.

New ice options in equity and eternity.

Curator, which, as Kleriks said in our interview in episode 100, was something that he came up with the concept for, is one of the smallest code gates in the game.

Now, naturally, most code gates tend to be strength 4 or more, thanks to the existence of yag, only about a quarter of them are strength 3 or less.

Now, Curator carves out an interesting little niche for itself.

It's the same res cost as quandary, but it doesn't have the same definite end the run that quandary does.

On the other hand, it doesn't die immediately to parasite either.

It's a mix of enigmas subs, but not necessarily in a good way, because often you'd rather end the run than just cost the runner a click.

On the other hand, is way cheaper to res, just one for curator compared to 3 for enigma.

So, if its subroutine was the only thing on it, then maybe it would have a spot?

But the more relevant text is it's when encountered ability.

Adding +2 to the trash cost of assets, and it is only assets, not upgrades.

After encountering curator, means that there is a built-in tax on the card.

I'm assuming, of course, there's an asset in the server.

So, rather than being only a one credit tax, making it a binary taxing ice.

It will often be a 3 credit tax.

Which is the break cost for a standard breaker on, for example, data bike, or lotus field, which cost 4 and 5, respectively, to res, as opposed to curators, mere one.

And it even taxes yog, right?

Because Yog can't wipe out that +2 to the asset cost.

Which is quite an accomplishment.

It is a little combo-y, yes, since you do need an asset, but it's some nice sort of distributed protection.

One other note is that it kind of reminds me of pop-up window a little bit, and that pop-up is always going to give the corp a credit, and usually cost the runner a credit.

That's a 2 credit swing, and this will, it doesn't give the corporate credit, but it often costs the runner 2 credits, and that's also a 2 credit swing.

Meanwhile, Fairchild 2.0 does not tax yog at all, but it is quite a good yog forcer.

So 1st I want to examine it from the breaking perspective.

It's uncommon among code gates, because it has multiple subroutines.

The vast majority have only one.

And it's effectively unique among small code gates that are strength 3 or less for having this.

Salvage can get there, but Who's playing salvage?

What this means is that it's a great leveler against decoders, since apart from Yog, none of them handle it well.

A plurality of decoders, break it for four.

Even torch and cyber cyber need three, and then, of course, there are few that need more, of course.

So I think this places it solidly into the low end of analog taxing ice, similar, at least in this way, to the way Eli is, for barriers.

But of course, with Eli, you typically only have 3 options upon encounter.

You pay to break it.

If you're using corrodor, it's 4.

You click to break it, which is 2 clicks.

Or you eat the subroutines, and they just end the run, aha, not so, with Fairchild too, since it is taxing ice, and not end the run ice.

I mean, technically Eli is also taxing in a way, but uh, there's no end the run on Fairchild, right?

And it's such a variety of taxes.

There's the brain damage subroutine, of course, is quite straightforward.

But the other 2 are pay 2 credits, or trash an installed card.

I'll mention here, that, of course, there may be situations where you have an installed car that you will prefer to trash rather than pay the 2 credits, but I really think that's fairly uncommon.

Since you've already spent a click, and its install cost to install that card.

And that's likely to be more than 2 credits or have an ability that you don't want to lose, like, say, clone chip.

So, A naked face check.

On your 3rd or 4th click is probably going to cost you 4 credits and a brain damage, which is actually not that much more than just paying through it most of the time, right?

Since many breakers break it for four.

I mean, sure, brain damage is an annoyance, but just one is not the end of the world.

But what about a face check on your 1st or 2nd click?

Well, now you have the option of spending clicks to break a couple of these subs.

But of course, if you spend any clicks, you have to spend 2, and you will almost certainly not be able to spend 4 outside of some all nighter or hyperdriver situation, so you're still going to eat one of these subs.

Subroutines, that is, not submarine sandwiches.

So here's another way to pay the tax. 2 clicks, and 2 credits, or 2 clicks, and a brain damage, or the much, much more rare 2 clicks and an installed card.

Of course, then there are the times that it gets really nasty.

If you don't have clicks or credits to spend, but you do have installed cards.

That could get very messy indeed.

But then, there are the rare and beautiful times when you don't have clicks, or installed cards.

And you effectively blank the 1st 2 subs and can skate on through with just brain damage.

I mean, I guess this could happen, though probably not on a face check, because why is the Corp spending 4 credits just to hit you with a brain damage?

And late in the game, is this the only ice on the server?

Or maybe it's the innermost ice and you're on a do or die run?

So, okay, it's kind of hard to imagine the situation where that happens, but when it does, amazing.

In almost all other situations, it's just a very solid taxing ice, with just the one glaring weakness.

Yog.

Well, how about another code gate?

This time for Weyland.

Dark pool is part ice, part econ, and I'll talk about that econ aspect in the next segment.

It joins architect and errand boy as ice that more help the corp than hurt the runner.

Although I guess that part's a little debatable when you're talking about architect.

I would argue, and have, that both of those cards should have been code gates.

So naturally, I'm happy to see that this is a code gate.

Although I guess if you buy into the argument that helping the corp is hurting the runner, then maybe you think that this should be a sentry.

Fun fact, at base, Dark Pool has exactly the same brake profile as enigma.

Now, they obviously do not serve the same purpose, plus once the end the run subroutine actually kicks in, they aren't the same anymore.

Would you spend one credit with Gordian blade to keep the corp from getting a free transaction?

Think so.

But this force your yog, though.

Hmm.

I wonder.

Also neat.

The moment the end the run subroutine appears, when the corp has 20 credits, Yog needs help to get through.

But because the end the run subroutine often won't appear, I presume, I don't have stats on how often even Whalen gets up to 20 or more credits, very often this is just the one e-con sub.

Here's a rules question.

If the subroutine's fire, and the 1st subroutine gets you 2 20 credits, does the 2nd subroutine also fire?

So Mancuki answered my question like this.

The 2nd sub always gets to fire.

It only does anything if the corp has 20 credits at the time it fires, but it fires for no effect if the corp is poor.

Very nice.

That makes perfect logical sense.

I have more to say about Weyland code gates, but I think that fits better in a different segment.

So for right now, let me go on to Tanuki.

Another in the long line of gintechi combo ice.

Though I must admit, I'm a little surprised to see combo ice show up in the reboot boosters.

Now, as I've been talking about ice going way back to the early episodes.

I'm typically sorting them into one of 4 buckets.

End the run, or taxing, and binary or analog.

So you've got end the run binary and the run analog, taxing binary taxing analog.

But there are a few that don't really seem to fit into those categories because they don't really do anything on their own.

Some of them are often referred to as positional ice, but I think a broader term that seems to encompass all of them is combo eyes, by which I mean that for them to do anything, they must be used in combination with another ice.

To this point on my spreadsheet, that I post in the, every, with every episode in the show notes, that has all of the ice, sorted by, uh, end the run in taxing and also, you know, color coded by, anyway, it's always in there.

I've identified 10 combo eyes in the card pool.

Here they are, sorted by cost to break.

From cheapest to most expensive.

Howler, Whirlpool, Chum, Wendigo, Bullfrog, Sensei, TLDR, Builder, Marker, and Inazuma.

Now, I suppose arguably mine layer, could be included in that, although it doesn't do anything at all on the run you're actually using it on.

And you could also argue very easily for wormhole and Ravana.

Though, for whatever reason, I didn't sort those 2 that way when I cover them originally.

Maybe I just figure that the combo was so easy.

It wasn't worth thinking of it that way.

Like wormhole, like they grab it from anywhere else on the board.

Anyway, I think it's safe to say that these cards are considered to be not very good, generally speaking, with the potential exceptions of chum, and maybe in Azuma.

Hence, my comment about being surprised to see combo ice show up.

Yet as I record this, a couple years after equity and eternity was released.

There are more published decks on Ratechi DB that include Tanuki than basically all the other combo eyes combined.

So what does this card get right?

First off, it's a sentry.

This alone makes it unique, as most of the other comboizer code gates, with a couple traps sprinkled in.

Kitsune is another one, right?

That should be considered a combo ice, but it combos off something in your hand.

So I guess I'm thinking that was easier, that's easier to do.

It's not the precise ice placement issue.

Anyway, secondly, once you meet the conditions of having a combo piece in place, it's fairly expensive to deal with, costing garotte 4 to break.

Though this is also true of, say, TLDR and marker, both of which cost Gordian Blade 5.

But again, there's a difference between being a code gate and being a sentry.

Thirdly, and this is the point that kind of undercuts a bit of what I've been talking about here, because it specifically targets subroutines on other APIs, it isn't nearly so limited in scope.

Think about a lot of the combo ice, like Howler Chum, Wendigo Bullfrog, even TLDR, Marker, and Sensei.

These cause something to happen on the next ice.

Which is a problem that can be neatly evaded by jacking out.

Whirlpool is very different, requires a lot more specific setup.

Inazuma is also different and requires not quite as much specific setup.

Meanwhile, Tanuki makes a subroutine on another ice fire during its encounter.

So if the runner was avoiding a different server because of an ice they couldn't break, there, well, Tanuki says they can deal with part of that ice here.

And Honestly, this is also how Ravana and wormhole work.

Now, from that perspective, is actually Ravana, that's more limited, because there are only 18 bioroids in the reboot card pool, whereas there are 30 AP ice that we haven't seen one of those yet.

So I guess I'm of 2 minds about this categorization.

I said off the top, Tanuki was a combo wise.

On the one hand, these 3 ice, Tanuki, Ravana, and wormhole do rely on other ice to function.

They can't work on their own.

They don't do anything on their own.

But on the other hand, there's no positional aspect to them.

And making them work, doesn't require any additional spending from the corp during this encounter or run.

But just does something bad to the runner.

I mean...

The more I think about it, the more Tanuki does just feel like a Genteki version of Ravana.

So I guess I should either consider all 3 to be combo ice or none of them.

Bah.

Anyway, the 4th thing that Tanuki gets right is it deals AP ice damage to the runner without actually being AP ice itself.

So rescue cards like walrus and Deus X don't help.

And our last one is injunction, which is a very different kind of ice.

In his review fluffy one, calls it super good ice.

It qualifies for his review series because its strength was originally.

Five, originally five?

Hmm So why is it super good ice?

Because it's Eli.

But without Eli's weakness.

Eli one. 0, of course, is a 4 strength barrier with 2 in the run subroutines.

So is injunction.

But injunction isn't a bioroid, so there's no click, click, as an alternate way to get through it.

The big boy has said in the past that you don't really want to pay 4 credits, say, with corrodor, over and over again to get through Eli.

Well, here you don't have a choice.

So rather than being analog, taxing, like Eli is, injunction is just straight analog and the run.

Now, for the privilege of having this great barrier, the res cost is 4 instead of Eli's 3.

And you have to score a 31 agenda first.

It is a pretty nice reward for scoring a 31 though.

To have one of the best barriers in the game until you're ready to click and score it.

Restructure.

New economy options in equity and eternity.

Natural monopoly is probably the simplest one to talk about.

This fits nicely into a deck that's like, I wish I could have one more restructure.

Obviously, that's going to be a Weyland deck because you're not spending 5 influence on a limit one per deck card just to get an extra credit.

I mean, probably not even every Weyland deck necessarily wants it.

I am a little sad that it apparently wasn't good enough, if you retained the formula of have 5 credits more, to get an extra credit.

Right?

Like, I mean, we have beanstalk royalties, have 0 gain 3, hedge fund, have 5, gain 4, restructure, have 10, gain 5, and now natural monopoly have 14.

Gain six.

So I asked on the discord, is natural monopoly so much worse if it costs 15.

It hurts me to see the classic cost structure of beanstalk hedge restructure, that is, play cost of 0510, disrupted by this one that costs 14.

And the big boy says, actually, yes.

We tested it at 15.

You know, I said, I mean, obviously, one credit more is worse, but the difference between being at 14 and being at 15 never feels significant to me, certainly not like the difference between 4 and 5.

So is that just me being bad at evaluating game states?

Or does the significant difference show up in some other way that I'm just not seeing?

Or I guess a better question would have been, why is it so much worse at 15.

The big boy says.

It's not so much worse.

But when testing, when testing it, I found I had to click up to 15 a bit more than was fun.

Meanwhile, Gaslight said, Building a better world can get to 14 from hedge beanstalk.

So that's interesting.

That's an interesting little detail.

So that you could have a turn where you're building a better world, and you start on 5.

And you play hedge fund to go to 10, Beanstalk to go to 14.

And then you're at 14 to play natural monopoly to jump all the way to 20.

So you can go from 5 to 20 in a turn.

Engagement metrics is also fairly simple.

It's an Adonis campaign, style of asset, where you place money on it when res, and then gain money over a few turns.

Now, the math I'm going to go through here.

Is that getting the full value from Adonis campaign is essentially clicking for 8 credits.

Now, you could argue, and I have, that this is a net gain of 7 credits, since you could have clicked for a credit rather than clicking to install Adonis campaign, right?

So you could gain 8 from Adonis, you could gain one from clicking for a credit.

That's a net gain of seven.

But, in the sense of thinking of daily casts, there was just, there was a time, a couple years ago, probably at this point where the big boy had mentioned that playing daily casts is like clicking for five.

And that was just a way I hadn't thought about it.

And so now that's the way I want to think about it. Is what Donna's campaign is like clicking for 8, although of course it pays out over multiple turns.

Eve campaign is like clicking for 12, but at a much slower payout, which makes it less flexible because it really needs to stick in one place for a much longer time.

Launch campaign is like, well, like daily casts for the runner, launch campaign is like clicking for five, it's a smaller Adonis in just almost every way.

Now, there are other economy assets that aren't like this because rather than tick down for a limited number of turns, they tick forever, like pad campaign or sundo.

Or they require extra effort to get that ticking going, like marked accounts or private contracts.

So, engagement metrics fit right in here with Adonna's Eve and launch.

Like launch campaign, it will net you 5 credits, though over 4 turns.

In fact, its structure is just like daily casts in that it costs 3 to res, and you place 8 on it, and you take off 2 each turn.

Launch campaign, it costs wonder res, and you put 6 on it and take off 2 each turn.

So from that perspective.

And if that's all it did, it would be strictly worse than launch campaign, because it costs more to get started.

And it takes, uh, see, yeah, it takes longer to get your payoff.

However, it does cost one more than launch campaign to trash.

It costs 3 like Adonis.

But even that doesn't justify the extra res cost and slower payoff.

So the extra value comes from the other ability, the tag that it gives the runner.

Either the runner can pay into your server to trash this, which denies you the money and avoids the tag, or if that seems too expensive, they have to take a 3 click turn after you finish it off and then spend 2 credits anyway.

So you're taxing them coming or going.

Now, in fluffy ones review, he suggests not playing it in a deck without tag punishment, but the big boy responded, the best deck I have this in right now.

I don't know when right now it was.

It might have been a year ago, actually has no tag punishment at all, but has Breaker Bay grid.

The tag is just value.

Since it's a glacier deck against which most runners won't float the tag, they need their econ resources and stuff like ice carver.

So just to unpack that a little bit.

So Breaker Bay grid, of course, is the one that's going to reduce the res cost all the way down to zero.

So now you're getting a lot more money than just 5 off of it.

Are you getting a full eight?

The tag is just slowing the runner down, costing them an extra click in 2 credits, because it's not about, like, there's, because there's always tag punishment, right?

You always have the ability to trash resources.

And a lot of runners like their resources.

So they don't want them trash, they're going to take the time to remove the tag.

All right, double down is a little more indirect.

As a reminder, it is the transaction that is terminal.

So when you play it, your turn ends.

It's also a current.

It costs one, and then you gain X credits, and the runner loses X credits, when an agenda is scored, where X is the number of advancement tokens on the agenda.

So it's worth noting, 1st off, that when a terminal operation says end your action phase, that means you are done.

As a brief reminder, of how the timing structure of the corpse turn works.

The corpse turn is divided into 3 phases, draw, action, and discard.

Near the beginning of the draw phase in step one. Is a paid ability window.

The corp can always rez non-ice cards in a paid ability window, and an opportunity to score agendas.

Right before, when your turn begins, conditional triggers happen.

At the beginning of the action phase, step 2.one is a paid ability and score agendas window, after each click, which is step 2.2, or I guess technically you could say step 2.2.one, 2.2.2.3, is also a paid ability score agendas window.

Crucially, though, once you enter the discard phase, there is no longer an opportunity to score agendas, there is a paid ability window at step 3.2 before, when your turn ends, conditionals happen, but this one specifically does not allow you to score agendas.

Instead, it's just like all the payability windows on the runner's turn.

Only paid ability window.

What this means for our purposes.

Here is that after you finish resolving double down, which, in this case, simply means playing the card and paying its cost, you end your action phase.

So there isn't the normal space after you spend a click to score an agenda.

And then there isn't time to do so in the discard phase, either.

So there's no way to play this card, and then immediately reap its benefits by scoring an agenda.

At minimum, this card will have to survive an entire runner turn before it can trigger.

Okay.

So that is all kind of not the point of this segment.

The point of this segment is talking about economy.

And the economy of this card is Interesting.

And not entirely straightforward.

Essentially, you get a refund on the money invested in scoring the agenda.

And siphon, now siphon is not the right word, but eliminate that much money from the runner, as opposed to a card like hedge fund that just gives you money.

On a classic 32 agenda.

It is roughly equivalent to a restructure, if you think about it in a certain way, in terms of your credit pool, relative to the runners.

So here's my math on this.

It's one credit to play the card.

Then, when you score your 32, you will gain 3, So that's a net of 2, and cause the runner to lose 3, So that's going to be a total delta of 5 credits, right?

If you go up 2 and they go down 3, that's a difference of 5.

And similarly, when you play restructure, you go up 5, and the runner, of course, doesn't change at all.

That's a difference of 5 between your credit pools.

Okay, that's the logic I'm using here.

Now, of course, it's probably going to be a never advanced situation or a bluff.

So it's kind of funny that this is happening in Weyland on a Weyland card, which doesn't typically do the bluff thing.

It's a different kind of pressure on the runner, for sure.

Actually, there's a broad similarity with engagement metrics here in the combo of monetary benefit for the corp and monetary cost for the runner, right?

Because engagement metrics, when it's giving you money, and then it's taking money away from the runner in the form of a tag, or the clearing of a tag.

Probably you're not using this on a 21, Although I guess you could in the right situation, one where maybe you're low-ish on money, and that extra one credit you're going to get.

Or 0 if you'd clicked for a credit instead of playing this card, is enough to keep you afloat to score the next agenda, or maybe we're costing the runner 2 credits is enough to benefit you somewhere else.

So in that scenario, we're looking at a beanstalk royalty's amount of separation from the runner, because you go up one credit and they go down to, for a delta of three.

You go up one because you're getting 2 credits back, but again, you spent one to play the Double down.

Of course, if you can string together, multiple agendas off of just one version of this card, then you're starting to make some better cash.

And if you can figure out a way to score a 53 with this active.

That's going to be pretty impressive, because in that scenario, you're going to net a solid for credit gain, which is just as good as a hedge fund, and cost the runner 5 credits.

That's a delta of nine, which is better than Adonis campaign.

Whereas, uh, If you do a 42, that's just a geradonis level.

And again, not for nothing, but it doesn't go away when you score.

In general, though, I can't really comment on how good this actually is, because its use case seems sort of above my head, like, I just can't seem to wrap my head around the way to play this in a way that's going to actually be worth all the finagling to get the money out of it.

Now, is it called double down?

Because maybe you've already installed, say, Oaktown renovation or project CAMB, and you're like, yeah, let's double down on this brazen attempt to score money right in the runner's face.

Or hey, do Hollywood renovation and Oaktown renovation work at the same time?

That would be so much money.

Actually, don't do that.

That's almost certainly bad.

So let's circle back to Dark Pool.

Now when I was making the outline for this episode, I wrote for this card.

Econ kind of like pop-up is Econ.

Huh.

I wonder what that means.

Oh.

Well, It's money on a card, I guess.

I suppose you could view Caduceus almost in the same light.

It looks very impressive.

Being able to play a transaction operation without a click.

But there are a lot of little wrinkles that make this be not quite as good as that.

Let's imagine a baseline scenario of being able to play a hedge fund on the runner's turn when this subroutine fires.

On 1st blush, you might think, hey, free for credits.

But is it?

Well, you do have to res the card on initial encounter, which is cutting 3 credits directly out of your profit.

And you did have to pay the click to install it.

And is it the 1st layer of ice?

Let's say yes, which means that you're not saving on the click to play the card either.

So, That actually isn't all that great, it seems.

I mean, if all you do is grab a beanstalk, it basically just offsets the cost of the ice, which isn't nothing.

But also isn't super great if the main purpose here is to play a free transaction.

So the 1st firing is a bit of a wash.

But here's the thing.

Will it fire again?

Is the runner going to plow through this and just let you get free money?

Now that there's a real savings of not having to spend the click and having on-demand Econ?

Only if they really want what's behind the ice enough to let it happen while they don't have even a pretty basic decoder.

So it's not really like pop-up then.

It kind of just has a funny looking end the run subroutine on it for a lot of the game, I think, because.

It says the Corp gets a bunch of money when you run through this.

The runner's probably going to be like, yeah, I'm just not going to do that.

So they're going to treat it like it in the run.

Market Research.

Let's talk some more about code gates.

Let's start by talking about the fair children.

That is not really the correct word.

Fairchild. Or the multiple Fairchilds.

There were in the original uh, FFG cardpool.

And there was the, I think it was the 6th cycle that these cards all came out.

You got a Fairchild one. A Fairchild 2.0, a Fairchild 3.0, and then a unique, big Fairchild. Along the lines of, uh, Susano Onomi Koto or Woten.

But what is Fairchild?

The Wikipedia entry on Freya, says, in Norse mythology, Freya, old Norse for the lady, is a goddess associated with love, beauty, fertility, war, gold, and Seder, S-E-I-D-R, Seder, magic for seeing and influencing the future.

Interestingly, there was an ID called Sader Laboratories for HB in Terminal Directive, so that must have come from here too.

There are numerous names for these different gods, for like Freya, for example.

One of them is Vanadis, or Vanadis, the Dis of the Vanir.

Right.

Helpful, I know, the female god of a named trio of god, the other being, the Vannier is one trio, the Esir is the other trio.

Vanadis is where you get the element, vanadium from.

But I couldn't discover Fairchild as being one of those other names.

I don't know where that came from.

Maybe from another mythology, maybe Celtic, where the fair is like fairy.

So you got that magic connection, or maybe there's simply somebody named Fairchild.

I didn't look it.

Any other like, names of things.

I think wasn't there a personal computer, a computer, some computing thing that was called Fairchild. Popping into my head right now and I'm not researching it.

So, I'm not sure.

Anyway, back in episode 68.

I was talking about The art on these Fairchild cards, which was done by Ligas Milch Colna, and she posted the full size versions of them.

I'll provide links for that again here, to the art on her own deviant art page, while also describing what like the, um, The art brief was, what was that she was supposed to be basing it on.

So what she said was, The Fairchild series drawn for the Android Nutrunner game by Fantasy Flight Games explores the various aspects of Freya in cyberspace, not a sentence I'd ever expected to write.

The 1st one, which would be Fairchild one.

The witch focuses on the turbulent mysticism that often accompanies matters of youth.

Also the 1st one where I smacked into the complexities of depicting amber in cyberspace, because of Brisinghamen, which is Freya's necklace.

The 2nd one, the wife focuses on the nurturing aspect of the goddess.

She is loving, but also perfectly capable of making one reconsider their life choices.

The 3rd one, the warrior aspect, she wields a shield and a one handed spear, choosing half of the slain who die gloriously in battle to take them to her hall to prepare for Ragnarok.

The final one depicts Freya's manifestation in cyberspace in her completed form, framed by the 3 aspects shown in previous cards.

So there's the artwork for the card.

So what are these cards?

They are a series of bioroids, released in consecutive packs, as I said, in the flashpoint cycle, the 6th cycle, well, not consecutive packs.

They came out in packs, 12, 3, and 5.

Fairchild one.

Is res one, strength 2, has 2 subroutines that say runner must pay one credit or trash an installed card.

And the flavor text says, I foresee the end of all things.

Remember, that's the witch.

Fairchild 2.0 is res 4, goes from one to four, strength 3, has 2 subroutines the runner must pay 2 credits, or trash an installed card, and one that says to a brain damage.

Flavor here to threaten my treasures is to incur my wrath.

That's supposed to be the wife.

Fairchild 3.0 is res 6, so we've gone from one to 4 to 6.

Strength 5 goes from 2 to 3 to 5, has 2 subroutines that say the runner must pay 3 credits or trash and installed card, and a subroutine that says do a brain damage or end the run, and I believe that's the corpse choice.

And the flavor here, in battle, I take half the slain.

So we talked about that.

That the warrior aspect.

And then the final one, which again is Wotan like, you can't click it, it's unique.

Is Res 9.

Strength 8.

So our res costs have gone from one to 4 to 6 to 9, the strength from 2 to 3 to 5 to 8, and it has 4 subroutines, and the run unless the runner pays 4 credits, and the run unless runner pays 4 credits, and the run unless runner trashes an installed card, and the run unless runner suffers one brain damage.

So you can see that they've, there's the same ideas there.

They distributed them.

In the Reddit at a glance reviews for these cards, both 3 and the final one were considered great for HB.

Fluffy one called the 3rd one, one of the most OP ice ever.

And the final version, ridiculously nasty, if you can res it.

Shortly before, it was revealed that Fairchild 2.0 was being rebooted, in the balance discussion channel, we had this conversation.

Meryu.

Fairchild, too, will get put in a booster pack after I stop paying attention, and not before.

And then I asked, what do you like so much about Fairchild too?

I'm not familiar as much with that part of the card pool.

Gaslight. 3 taxing sub code gate is pretty raw.

Can't fully break it with clicks.

And I said, it's so much better than one, 3 or four.

Gas lies out.

It's not better than 3.

It's way better than one.

And four, too expensive.

Meryu.

It's super awesome when your opponent's decoder is not named yog, and cool early when their decoder is their face.

Fairchild 3 is the best one, but unfortunately is a bit too unreasonable against runners who break with face.

Fairchild 4 might as well say 4X and the run.

No one ever clicks her.

Gaslight says you cannot clicker.

It's basically the same as Wotan.

Meryu.

Fairchild one is Yagura with extra steps.

Gaslight.

It is important that nasty face check code gates be yogable.

Hourglass notwithstanding.

Klerik.

Yeah, I kind of wish Fairchild Prime had slightly more reasonable subs, so it sometimes actually made sense to pay through them.

Doesn't have to be often.

It just is more fun when text isn't essentially irrelevant.

Gammanet.

I always took Fairchild one as pup, but Yagobo.

Hourglass is a nasty face check once.

Then usually becomes very exploitable.

The big boy.

Fairchild one sucks because it's pup, but it dies to Yog, which is a huge drawback.

And pup is fine, but not amazing or anything.

Fairchild 3 is broken, one of the best ice of all time.

Fairchild 4 is super expensive, although might be good in reboot.

In general, you got to be careful printing massive code gates and massive HB ice in general because they increase accelerated beta test variants a lot.

Fairchild 2 is a fine ice to reboot.

Hypothetically, because it's quite good value for cost, but at the drawback of dying to yog.

Meryu says, hypothetically, the big boy, yeah.

Meryu, Fairchild 2 spoiler only when I am asleep.

The big boy, Murr, you're going to be furious when I drop some other eyes.

But of course, the import was Fairchild too.

So here are the next level clearance segment type comments that I won't do for this because it's not a new card.

Gammanet said, yeah, stronger together, now tier one.

5.5.

Meryu, you did wait until I wasn't paying attention.

Gammanet.

The Yagobil code gate slot is spicy in HB now, like magnet demands Yog be installed now, but no face check.

This is a face check, but can be parasited, and enigma is kind of the middle ground.

Gob Lynn mode.

It looks terrifying to everything that doesn't run Yog.

Hugin Ronin.

I mean, for to break Gordian, for to break with Gordian, is your typical, this is a good rate for the Corp.

The big boy. 4 to break at 4 cost with face check value is extremely good.

Gob Lynn mode.

Compared to enigma, which often costs just one.

I don't know Fluffy one.

Enigma is only ever one to break if you run last click.

Gob Lynn mode, which you can safely do versus HB.

This seems a little strong and too versatile to me.

I can see it getting nerfed, so it's only viable and stronger together and maybe cybernetics division.

The big boy.

At 5 cost is clearly bad.

Gob Lynn mode. Agreed.

If all the ETF Gob Lynns, no offense, start to put this into their decks and do well, we'll see.

The big boy is way worse than magnet versus Andy and Reg Anarch.

If people run one of each, that's kind of the goal.

Meryu, run 2 of each.

Get destroyed by yog.

Gob Lynn mode.

Early face checks might feel cheesy.

It's also a very valid Ravana target.

The big boy.

Compare to magnet versus security testing.

Fairchild 2 is like a credit or 2 better on the check, worse if their hand is bad and they just take a brain.

But then you're down to when yog comes down.

Gob Lynn mode.

The guaranteed brain is kind of ugly, however.

The big boy. Is clickable.

Fluffy one.

Maybe now people will respect late turn HB.

Is, stronger together, playable now?

The big boy.

Try it.

Gob Lynn mode.

Yeah, I'm not saying this is a 3 of, or even a 2 of, but it makes the whole faction better, which seems much in the strongest faction.

The big boy.

I think the other factions all got way higher impact stuff this pack.

Meryu, you keep assuming my opponents will take the brain on ice just because it's correct, yet this is not what they do.

The big boy.

Well, they got to learn.

I routinely take 5 brains from Heimdal one.

Meryu.

SMH.

I thought that was smack my head.

I guess it's shaking my head.

Poser, not taking 5 brains from Stam Herc.

That'd be Stimach, of course.

Okay, and so Fairchild is an HB code gate or a set of HB code gates, of course.

Uh, let's talk about some Weyland code gates.

Going way back to a 2015 Reddit thread, I found this comment.

Weyland ice are often huge barriers or terrifying sentries, and Weyland has several ways to get them out and rest at a discount, but at the cost of not surprising the runner.

Their near total lack of code gates helps highlight their straightforward, no frills theme.

But it means they're constantly outsourcing to find toll booths or lotus fields.

So actually, Whalen didn't get a code gate at all until the 5th pack of the 1st cycle. In a similar way to that, that, originally, criminal didn't have a decoder, right?

And then the code gate it got was salvage.

That's a terrible card.

The 2nd code gate Weyland got was IRS halfway through the spin cycle.

Now, in the lunar cycle, it got the morph ice.

And then in order in chaos came the cosmic ice, plus checkpoint.

So by the end of the reboot portion of the FFG card pool, they had 6 code gates.

Oh, if you include a rye and that makes seven, I guess you could also include lichen because it changes to a code gate, and that would make eight.

Now, FFG went on to release 5 more in the 2nd half of the card pool.

NSG has added another six.

Now reboot has added one.

Well, and then there's the latest booster where there's another one.

So, but 6 real code gates by the time you get to data and destiny.

Meanwhile, Jintechi had 12.

HB had 10.

And true, NBN only had seven, but 3 of those are actively good, or great, Tollbooth, pop-up window, archangel, whereas Whalen just had...

Wormhole.

Which isn't bad, but it's not what you'd call great.

Here's a conversation from the balance discussion thread on the uh, reboot, Discord on March of 2024.

Ewashi asks, can we have whortem?

Whoredom was an advanceable code gate out of terminal directive for Weyland, Res 4, strength 4, has a subroutine that says the corp gains one credit and a subroutine that says, and the run.

But, if you have advanced it 3 times or more, then, it cannot be broken by AIs, and the subroutines change to the corp gains 4 credits, and grab 2 cards out of R and D, then end the run.

Seems pretty strong.

The big boy says never.

I will never print a Whaland ETR code gate.

HuginRonin responds with Orion.

Big boy.

Orion doesn't count.

Come on.

Ewashi.

A wormhole kind of counts.

Big boy.

Okay.

I won't print one that costs less than 9.

How's that?

Now I should mention, this is March of 2024, so about 6 months before Dark Pool. Was printed.

HuginRonin.

Can Whalen get some code gates that don't suck, though?

The big boy?

Nope, use influence.

Meryu.

Why is Weyland having code gates, worse than enigma and quandary, an existential threat?

The big boy.

If you let Weyland get good ice for 0 influence, they start running stuff like mid-seasons and biotic.

Meryu.

Enigma.

Um, is no good?

Is that what she's saying?

I mean, I guess enigma is good, and that's something they get to run.

The big boy says, spend influence for Lotus or Booth.

Meryu would if I could, busy importing cards that win the game instead of cars that slow losing it.

So, this is why Fluffy one in his review calls Darkpool.

The best code gate after wormhole Weyland is allowed to have.

So I also might as well put in the comments from the booster pack spoilers channel here, since it seems relevant.

HuginRonin, what would be your justification in this maintaining Weyland faction identity?

It seems quite strong.

The big boy, because it's not a remote gear check, you can't go score behind this early.

HuginRonin.

Fair, but I feel like ETR code gates are hard to come by in general.

The big boy.

Every other faction has a very good one, Lotus field, Tollbooth, Magnet and IQ.

Fried fish.

This also is going to take a bit to actually end the run.

The big boy.

Yeah. 25 is a lot.

So, side note, originally it was 25 credits to trigger that threshold.

That was a change.

Hugin Ronin.

Sure, but having awful code gates is part of Weyland's identity, no?

The big boy.

They can have good ones.

They just can't be straightforward scoring ice.

C wormhole.

You can mess up indexing by getting GLC, green level clearance, Meryu, or mess up Yog by getting fat wallet, which is the point.

And then, more recently, from just about a year ago, I found this conversation, Tuplarke asks, Dark Pool seems bad.

Am I sleeping?

I guess what I'm really curious about is what sort of matchup do you see Darkpool being very good in?

The big boy.

People think it's bad because it's bad against slow runners.

And that's most of what people play casually.

It's one of the best early game eyes you can see against an aggressive runner.

No one is ever pre-installing a decoder versus Weyland.

In testing, it didn't have the strength scaling ability and instead was just strength for.

And it was impossible to play against as an attacking runner.

But yeah, if everyone you face is shaper, it's not going to perform.

zailey.

In testing, it was quite strong.

To the point of frustration.

The big boy, yeah.

I think an issue people have, ironically, the opposite of the issue FFG thought people had, is that when they get new cards, they try to build decks for them, or brew new things around them.

And then find the cards weak, because fundamentally the things they're building around are really destined to be one X role players in some established deck.

And that's what Darkpool is.

You play one copy in your mid-range Whalen deck, if there's a decent amount of aggro.

And then it's good.

Gaslight.

I think the problem with Dark Pool is seeing it early too.

The face check is just not rewarding enough for the corp versus light caduceus.

I agree that its current form is better for the game than its testing version.

It's a card that kinda has to be fiddly.

It's worse as a run through threat than, say, architect.

Half the time in building a better world.

I'd rather just see enigma, if there's no decoder on the board.

Monkooky.

I'm not sure it does much versus Crim either. Siphon into Dark Pool is runner neutral at worst.

It doesn't protect agendas, and Krim isn't face checking R and D early.

Taco Net.

Oh, Taco Net.

I copy that from a point when Gammanet had changed his name to Taco Net.

The other night was like the perfect dark pool moment.

Gaslight rested on 19.

So I was forced to use a self-modifying code into Gordian blade and break it, which sucked, but it didn't translate into much tempo.

If he was on 18, I probably let it fire.

Given the long and short of that game was Mopus versus Blue Sun.

The big boy, yeah, pool is useless versus mopus.

But so is Shadow, and that card is good.

Monkooky.

I just feel like Darkpool doesn't do enough on face check.

You're paying 4 bucks, and probably getting 5 or 6 if you're in base Whaland, or just 4 if you're broke and sad, compare shadow, which is 2 for 2, and also cost the runner 2 to 3 credits to beat the trace, if I recall correctly.

And most of the time, Darkpool is real trash if you don't land the face check.

Most of the time, it's 4 credits for a 0 to one credit tax.

Gammanet.

I've seen plenty of face checks that would have been play beanstalk.

Actually, there is just a bit more about Dark Pool, but I will go ahead and Put that in the next thing.

Next level clearance.

Original corp cards in equity and eternity.

Okay, so just a little more about Dark Bull first.

Gammanet, this is going back again to the booster pack spoilers channel, where most of this is going to be coming from, says, could I use this to search ultraviolet or blue level clearance and just add it to HQ?

Inherently text implied no.

Murryu.

No, it doesn't add to HQ.

You can't play BLC, UVC, since you don't have clicks, so you'd have to pick something else or fail to find.

And HuginRonin.

From what it says, it's search and play, so no search only.

Also, this gets to have the architect don't let it fire last click effect, since you can lateral growth and agenda into the open and score it on your turn.

This is so dumb.

Play dark pool on the remote.

Put agenda in there and advance it a bunch.

When the runner goes into the remote, fire dark pool, play back channels, trash the agenda, profit.

So in the booster bracket, which was uh, uh, it was a tournament setup, right?

That was run right after the release of the 4th pack.

That's when it was begun.

So I'm not going to be having booster bracket comments for the 5th booster.

But the 4th booster was still there.

They were at that time, 83 original booster cards.

He did, the big boy organized it, just randomly put the cards into the bracket.

You know, there was no sorting done.

And then, Did a play-in round to get reduce the number to 64 and then just a typical tournament after that.

And then I have generated a sorted list based on how well each card did in the voting compared to the cards that won.

So, as I've explained before, I'll go ahead and explain again.

The card that won the whole thing, which was, I think, uh, Dionysus, Got a 100 points.

Any car that it beat, like let's say, 10 to five. Then the car that a beat gets 50 points because it had 50% of the point total of Dionysus.

And you can trickle through all the cars, then those cards beat and so on and taking percentages of their totals, and you come up with a list.

It's not a definitive list by any stretch.

And it wasn't even supposed to be a competition where it was like, which of these cards are the best?

That's not what the point was.

The point was, which of these cars do you like?

Which of these cars are you excited about?

Which of these cars do you think are interesting?

So people were voting on different axes.

Anyway, in the booster bracket, it came in at number 70 out of 83 after a 1st round lost Kolek.

It was beaten 13 to 2 by Quolek.

Now, there have been 2 changes to it.

Originally, that 2nd sub was end the run, if you had 25 credits or more, and that received a buff in May of 2025, May 3rd, the early May Buff.

So like 6 months afterwards, to 20 credits instead.

And at the time, the big boy says, Darkpool is a hard card to balance, since Weyland code gate with face check value is dangerous design space.

Nevertheless, I've heard the complaints that it feels too weak, so I'm making this change to make it a little stronger without buffing its early game power.

It then got a 2nd buff in just the most recent patch update at the end of 2025.

So originally it was a res cost of 4 and has now been buffed to a res cost of 3 and all of the comments that I have made about it are based on it being a res cost of three.

There were some comments I've grabbed from others that were based on it being a Res Costa 4, uh, like, for example, in the last segment where somebody said, you reserve for 4 and it costs the runners for, right?

So now you rise it for 3 And it cost the runner four. Something like that.

At the time when he buffed the res costs.

He said, dark pool isn't getting a lot of hate, probably more than it deserves.

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

But Darkpool is so narrow that it can afford to be a little better, so I guess that res cost bump.

In the tier lists that have been created last fall by Gaslight and Gammanet and Fluffy one and Gob Lynn Mode, and then I found, belatedly, that zailey did a partial tier list, and then, of course, the big boy did all of his corp S tier cards.

In those tier lists, Gaslight Gammanet Gob Lynn mode all gave this card a C, Fluffy one gave it a B, and it shows up in 5 deck lists on Reteki DB.

Two of them are fluffy ones reconstructed decks, which are precon with booster cars added.

So both building a better world, mid-range and blue sun glacier.

And then there's also a blue sun, another blue sun, rather, an iris, and then fat stacks, which was the only 4 win deck from the big boys experiments league, and the one that V Slice went on to pilot to the spring championships a couple of months ago.

Okay, so that's one of our 13 new cards in equity and eternity.

Number 2 is Carrington Flair.

And by the way, the sequence I'm going through here is just this time around, just the order in which they were revealed in the booster pack spoilers channel.

Carrington Flair is the Gintechi operation that does 2 net damage.

HuginRonin posted about the Carrington event, that's where the flavor of it is, the most intense geomagnetic storm in recorded history, back in 1859, that said, recorded, created strong auroral displays that were reported globally and caused sparking and even fires and telegraph stations.

Most likely the result of a coronal mass ejection from the sun.

But anyway, Meryu says, what an atrocious design.

Why are you making the game worse on purpose?

Big boy, ducks.

Meryu.

Yeah, it's like the perfect storm.

It does literally nothing, except when it wins.

Again, Meryu, not A. A noted not fan of Jintechi PE in particular.

Hugin Ronin.

How do we justify the obscenely high cost?

I understand dealing too damage is pretty strong, particularly when combined with neural, but, oh my goodness, does 7 feel like too much?

The big boy.

Meryu, care to explain why this costs seven?

Meryu.

It says flatline the runner.

HuginRonin.

I get why it costs 7 because it's unhealthy.

Meryu.

Also, it makes siphon matter more for non-snare reasons.

Can't neural into cheese operation anymore, et cetera.

Eugen Ronin, which makes me sad because honestly, that's just a slot wasted, then floats tags from site and against a siphon against Jinteki gets due diligence.

Meryu.

I do appreciate that the difference between do one damage, and do 2 damage is 7 credits, 5 influence, limit one per deck, FU.

The big boy.

I found that when I played this in normal PE builds, I did not have the 7 when I needed it, so you'll have to run more money to make use of this.

Maria.

On the other hand, you could totally stick this in RP, to punish people for ignoring your Komainu or whatever.

I see you have tanked the Tsurugi.

Guess whose problem that isn't.

The big boy.

In draft, if you fail to get the last piece of your C scorch combo, you can finish them off with this sucker.

Meryu, it's going to be incredibly frustrating to play against this thing.

But it definitely could have been worse.

You're gonna get killed by this.

This is the, surely they don't have it.

It's limit one, and none of the cards I accessed were it, dies.

Woody 23.

Yeah, I'm a little scared of it, but of course, PE is poor a lot, so it's not too bad.

And it's limit one per deck.

Do I cut a neural to slot it?

Gammanet.

Just got a slot flare with due diligence into cybernetics division.

Who needs Jackson anyway?

The big boy, how you going to tag him?

Klerik.

In fairness, this is also scorched.

Maybe also plain old neural if you just squint.

I do admit scorched creates a subgame in a way this doesn't, though.

The big boy.

Value flair when they're on 3 cards, when they're on 3 cards left to make fetal unstealable, install advance flair.

Got them.

Gammanet.

I guess, realistically, I don't need due diligence if I just play the future is now.

Klerik, just draw it.

Easy.

Slot 3X corpse shuffle and find the thing.

Oh, I know what you do.

Cerebral cast.

Got him.

What's an influence limit?

Gammanet.

LOL.

Put it in ETF.

I just need one SSCG.

San San City grid now.

They'll definitely have to clear those tags.

And this totally isn't just worse than 2 closed accounts.

It's early, and I've convinced myself this needs tags.

It doesn't.

So just surprise, stop stim hacking me in ETF.

Fluffy one.

Profiteering, laughing all the way to the bank with this.

This has also got a Chronos protocol, who was already on 3 Neural.

Random kills be a thing.

Gammanet.

Chronos, pick the best card and get a random one free, all for the low low price of 7 bucks.

Fluffy one.

I meant it makes it easier to get kills.

Gammanet.

Research station stonks and Ginteki going up.

Fluffy one, or cybernetics court in that HB deck you're building, LOL.

Gammanet.

I think about court a lot, pretending to be CI is fun, but like criminals exist, and I don't want to ice it.

Fluffy one, just ice it, and you will not get flooded.

Gammanet, LOL.

Play CI and realize how wrong that is.

Fluffy one.

You aren't on all those clearances, though.

You could have more non-agenda filler.

CI won't stop drawing more cards that is good for them.

But I am the person who's played CI and reboot 2 times because it takes more sleeves than Woody owns.

I decked myself against gaslight the other day.

And the other time was a spin 7 point combo deck that I messed up and lost.

Gammanet.

I've tinkered with it a bit.

I'm not a good CI player, though Zeli and fried fish have made some scary sea eyes.

Fluffy one.

What Zaly deck isn't scary.

That was a much more sort of scattered, scatter shot sort of conversation that I normally see in here.

Just like different crazy ideas bouncing off the walls.

In the booster bracket it landed in, the lower half, number 54, after a play in rent, play in round loss to reverse engineering.

But in the tier list, Gaslight gives it an S. Gammanet gives it an S. Gob Lynn mode gives it an A, and he is a notoriously hard grader on these things.

zailey also gave it an A, and a fluffy one gave it a B. It shows up in 7 deck lists, mostly in PE, including the 2025 Winter Champs winner, and the reconstructed deck.

Plus, there's an RP in there from Jankuary.

Back in 2025.

Our 3rd original is Project Come at Me, bro.

C-AM-B, a Weyland public 32 agenda with scoring restrictions and bad publicity removal.

HuginRonin said, What a quirky, quirky little thing.

It's incredibly risky, like, how do you even keep the runner from just getting it 3 turns in a row.

Has to be defensive upgrades.

The big boy.

It's easier to defend something that you don't need clicks to score.

You have 3 clicks and an extra credit to defend at each turn.

Totsu, Totsu Senheni Yukimi said, and whatever credits weren't spent advancing it.

Klerik.

Yeah, it's hard to overstate how good getting stuff upfront is on an agenda.

Oaktown is generally gain 4 creds on a 42, but it turns out getting it ahead of time makes it one of Weyland's best agendas.

That said, I think this isn't ultra strong, but without it having to sit around for 3 turns, it'd be insane, so it should be good in the right deck.

Gammanet.

Yeah, shipment from Sand Sand and Weyland time.

Klerik.

On a card that can be advanced. Unfortunately.

The big boy.

Yeah, doesn't work.

Gavinet.

Ah.

I hadn't reviewed the text of shipment of sand sand, shipment from sand versus efficiency committee versus this card.

At a glance, this has the same condition as efficiency committee.

But shipping from Sand Sand efficiency committee works.

So is it also intended not to work with Trick of Light or Hollywood renovation?

Fluffy one?

Motion, gammonite, gammonite, motion the public agenda.

Motion put quandary in front isn't bad though.

Should this agenda's text be, if you have fewer than 5 agenda points, this card cannot be advanced except through its own ability.

The big boy.

The intent is it works with none of that stuff.

If it's a clearer, it can say, cannot be advanced.

If you're trying to cheat the condition on the card that kind of defeats the point anyway.

You could just run some other 3 to.

Gammanet.

But I want to expunge my bad pub immediately.

And not play witness tampering.

The big boy.

The point is the economic value of the free counters.

If you're paying for the counters anyway, what's the point?

Gammanet, getting to play 932s in a Sand Sand Whalen deck, Klerik.

I believe it should work with none of those.

Yeah.

The reason it does not is that shipment from Sand Sand says, place 2 advancement counters on a car that can be advanced, while the agenda says it cannot be advanced.

The reason regular efficiency committee plus shipment from Sand Sand combo works is that whatever you are targeting can still be advanced.

Efficiency committee just prevents you from doing so, this turn.

Luckily, advancing is distinct from placing advancement counters, which is why Shipping from Sand Sand has that clause, so you can still play, Shipping from Sand Sand.

That's really hard to keep saying over and over again, by the way.

That's why they abbreviated SFSS, but like saying SFSS overall, over and over again is not very meaningful either.

I guess implicitly, Klerik continues.

There's a distinction between cards being in an advanceable state, And for example, Haas arcology AI disabling this when res.

And players being able to take the advancing action.

Efficiency committee shuts off the ladder, while shipment from sand sand checks for the former.

It is unfortunate that the same language is used for both, though.

Gammanet.

I take it as agendas implicitly are advanceable, and as you said, efficiency committee removes the action from the basic action card.

And how I currently interpret the text is that you cannot advance the agenda, but it's still advancable.

Klerik.

The intent is that the agenda agenda is not advanceable in general, and that that effect is disabled when you have 5 points.

A little like how Haas arcology AI is, in general, not advanceable.

But while unres, it is.

Gammanet.

Then I think it should say, this card cannot be advanced unless you have 5 or more points.

But that's because, and they're about Hazarcology, that's because assets inherently are not advanceable.

Klerik.

To me, that reads quite similarly to what's already on there.

But I'd have no objection to it.

I'm not sure there is much in the way of precedent.

The big boy.

Yeah, this is better.

I agree it's not necessary, but we can do it if it's clearer.

Klerik, maybe it is necessary, not actually sure.

Gammanet.

If efficiency committee shipping from sand sand wasn't a thing, it wouldn't matter, but as it is, it feels like I should be able to ship it from sand sand it.

Klerik.

Either way, if anyone wants to chime in to do so, otherwise Gammanet's version is the one we'll go with.

Murdu.

Yeah, this is necessary, or rather would be if cards working the way the designer said so wasn't the norm for NetRunner.

But I doubt you want to be pestered on Twitter for rulings.

All right, so that was all in the wording of the card.

Then there's some additional things that surround the extra rules text that's listed on Reteki DB.

Fluffy one asks.

Do you have a window to score it after your turn ends?

Or do you have to start your turn with it at three?

Gob Lynn mode.

There is no score window after end of turn.

Gammanet, you do not, so it has to sit on table for 3 full runner turns, or only 2 with sand sand, but then you don't clear any bad pub.

Fluffy one.

What ID, besides the new one, do you think this sees play out of, Gagarin?

Definitely not Argus, Blue Sun, probably loves this, anything that would slow roll Oaktown, Gob Lynn mode.

Blue Sun ones an Adonis.

Gammanet, potentially as the last agenda and a 3 atlas 3 hostile food, 3 posted, one x, spread.

Gob Lynn mode.

Kind of has to be something that doesn't use as remote often, and has something better to do with its clicks than advancing.

Fluffy one.

Sounds like midgame blue sun to me.

I hardly use Adonis more than 2 times anyway.

Gammanet.

Or maybe a mid-seasons, Weyland?

Fluffy one, LOL.

The big boy has expressed disapproval of that before.

If you give Weyland good code gates, they import toxic stuff like mids.

The big boy.

By the way, if you score a hostel, while this is on two, then it will immediately remove the BP.

Fluffy one.

So now I can actually play hostel out of gag and not lose, and thus archer.

The big boy.

I just play 3 public support.

Gammanet.

Just play 3 witness tampering, or that asset that traces, or expose, or that expose.

I think it's exposed.

Fluffy one.

I already have a ton of must trash \$4 assets, though, and I'm never able to land support.

Gammanet.

Turtle backs gag with tech startups and one exposé.

Fluffy one.

Ew.

Each expose is an architect, you aren't on, or a daily business show.

I am the person who tried to put a money in, though, for influence.

Gammanet.

Oh, I thought expose was one influence.

Rip, fluffy one.

Witness tampering better anyway. 2 trash cost.

Yuck.

Gammanet, broadcast square, 3 influence baby, the fluffy one.

Fluffy one, Lizzy Mills.

Gammanet, bam.

Lizzy Mills, Turtle, Gegarin with hostels.

Ugin Ronin.

This is not very good in Kegarin, no, at least not the brand I use, but that's a weird one anyway.

I like this card a lot because it feels like it's going to have to look for its spot in a new place.

Woody 23.

It looks like a combination between public support pad campaign in Oaktown.

Goes with the new ID?

The big boy.

I think it does play well with the new ID, but other decks can play it too.

Woody 23 like Blue Sun or Building a Better World?

Big boy, yeah.

In the booster bracket, almost right in the middle, just a little below the middle at number 48.

It lost in the 1st round to patent acquisition and injunction, but in the tier lists, it doesn't do so well, gaslight ranks it way down in a D, both Gammanet and Gob Lynn modus C, although Fluffy one gives it a B, and we only see it in 3 deck lists on Reteki DB, a zailey, building a better world, an iris from Fluffy one, and a because we built it, from Neos.

The 4th card we'll discuss here is engagement metrics, the NBN advertisement asset that's like a smaller Adonis, or a similar launch campaign that leaves a tag behind.

Dunsch 97 says interesting.

Yellow Maryland, mashed up with Adonis campaign, and a small extra.

Maryland campaign, a, I think, terminal directive card.

That, uh, keeps finding itself again.

Like it goes away and then it comes right back, basically.

Or goes back into your deck anyway.

Anyway, the big boy says, something to do with your data raven server while you get ready to score.

HuginRonin.

This doesn't make the cut in NEH, since it's too easy to trash, right?

Dunge.

For me, it's a cut in NEH, as it's too cheap to trash, and I can't really protect it.

Hugin Ronin.

Also, the delayed tag is such a quirky little thing.

Meryu.

I was thinking it's a thing they have to go trash that costs you a credit. Is like pad, sort of.

Klerik.

It's a little better than launch campaign in slower decks, I think.

You need pretty sweet ice for a don-ish to be good.

I like that, Adonish.

Gammanet.

Finally, an excuse to play Breaker Bay and Spark.

Woody 23.

Now Spark is liberated from bondage, screw you, launch campaign.

The big boy.

You'd probably run both.

Launch is one of your best cards.

Much, much later, actually just very late last year, so about a year and a half after these previous comments, in the general channel, I think Orion asked the question, what is the point of the tag on engagement metrics?

It triggers at the end of the corp turn?

So can't the runner normally remove it immediately before it affects anything?

Just a tax?

The big boy.

Yep, it's just a tax.

But keep in mind, the turn it finishes is usually the turn you put an agenda in there.

So now they have to remove a tag on the same turn they can test, which is annoying.

It landed in the booster bracket at number 33 after a 1st round loss to human rights riot, there has been a change to the card.

It was originally a trash cost of two, and then it was buffed to a trash cost of 3 just about a month later, and here's what the big boy said at that time.

Engagement metrics is quite potent. But also very slow, making it a bit easier to protect in the early game should help decks experimenting with it defend their centrals more easily, while it takes away.

And that change?

Well, you know what?

These tier lists.

Yeah, these tier lists are current, so that change was been very effective, because while Fluffy one in Gob Lynn mode ranked at a B tier, gaslight says it is a tier, and gammonite, zailey, and the big boy, all put it at S tier.

It is in 4 decks on Reteki DB, 2 of them are spark decks, 2 of them are out of Sizzler, the booster ID, both of those from the big boy.

The 5th card, we'll discuss, is curator, the small HB code gate that makes assets more expensive to trash.

Dunsch says, like this one.

Maybe I build a new NEH, or import it into my RP.

Gammanet.

The next design, I think, kind of likes this.

It's not bad on a big bioroid server since it demands a decoder or eats a click.

Though magnet fills the install a decoder now role very well.

Meryu, this feels less like an HB card and more like an asset spam import card, though.

The big boy.

You ever need to ice a campaign, but then want to make a new server to score in?

Klerik.

Definitely looks good in asset spam too, though.

Slam it in front of your dedicated response team.

Except it's not a DRT.

It's a TGTBT.

Meryu.

Yeah, but I don't really want to draw this outside of that scenario, methinks.

It's okay against security testing before they find Yog, but then it isn't.

The big boy, similar to Turing.

Meryu, I could just play another touring is the issue there.

The big boy, but costs nothing and has face check value.

Mario.

Yeah.

Like, I'll try out one of this, but it will not shock me at all when it gets cut, and that one pip very much points to use this in the asset deck that would play more pop-up windows if it could.

Big boy.

You can put this on team sponsorship.

Meryu, yeah?

Asset deck.

The big boy.

Yeah, you can do that in HB.

Gammanet.

ABT Spam Deck Dream.

That'd be, of course, accelerated beta test.

So assuming they're on yog, it is a 2 credit tax when playing the install cards in the remote game. 3 credits for everyone else, which is a 3 credit tax, which a 3 credit tax is pretty decent, though you need an asset to jam, not just upgrades.

Also on R&D versus big digger, it makes clearing cards harder, Jackson might get to live.

Daily Business Show ETF would really like this card.

The big boy.

If you get the exchange one time.

They lose click, and then pay 2 extra to trash, and then sit another thing and they leave it.

That's big value for one.

We have very few one cost ice and reboot.

Gammanet.

Also, this is good on the boss Haas server.

The big boy, yeah, nice director ice.

Meryu, resistor.

The big boy.

No joke.

HB Fast Advance would play resistor if it was in faction, I think.

They'd 100% play ice wall, maybe even three.

Meryu, give influence back.

I want wraparound.

The big boy.

Nice try.

Fluffy one.

I was just thinking the other day that we needed an HB asset deck.

HuginRonin.

But yeah, I'm in the HB Asset Band.

The issue is that people will still play that out of ETF.

Gammanet.

ETF is so good for assets though.

In the booster bracket, Curator came in at number 28 after a 2nd round loss to smashing spree, which we will hear about next time, right?

At the runner side card.

In the tier lists, fluffy one and Gob Lynn mode rated a bracket of B, gaslight and gamma, give it an A. It shows up in 4 deck lists on Reteki DB, 2 are versions of the old red coats, or I guess, food coats, one that Murryu played in a champs, a worlds, I guess, you'd call it, and the other out of stronger together by fluffy one, also a custom biotics by fluffy one, and the DRTNEH reconstructed deck, which was also by fluffy one.

So for ranking it a B, it's funny that Fluffy one is the one who has used it the most.

All right.

Card number six.

Iris capital and consolidation.

This, of course, is the Weyland Flip ID that can host assets.

The big boy.

This is probably the most mechanically radical card in the pack.

The shape or ID is more radical in the insane line of text to put on a card sense.

Klerik.

Reboot finally fulfills its secret goal of ensuring every corp faction has a flip ID.

Meryu.

Okay, so the idea is World's Plaza.

The big boy, but you can put this in a new remote.

Or in any central, you choose at GameStart.

You can protect your pad campaigns with HQ Ice.

Meryu, why would I put this on not archives?

I can protect my pad campaigns with Shock and CVS.

The big boy.

You can do that.

Meryu.

Of course, HQ and R&D is also fine.

Spreads ice less thin.

Is there some reason to make this a remote, I'm forgetting, off the grid or something?

The big boy, if they're a slow deck, you can rush and protect assets with the same ice.

Gob Lynn mode.

Yeah, I just wonder what significance the 5 influence have.

Agendas don't have influence either.

The big boy.

Yeah, just card templating.

Meryu, the 1st identity card to show up in the 5 influence search instead of the 0 influence search.

Now, it's a non-ambush non-executive that can be assets that can be hosted.

So where you goes on to say, time to go check what the most annoying possible thing to put here is, I've built decks around this concept before, but they had to be built around nutty econ generators that were too good to exist.

The big boy.

Ambush is so you can't protect scores with June bug, et cetera.

Executive is way funnier.

Meryu, boss Haas.

The big boy.

It's because of the board actually.

You make a mega remote with Caprice, and put the board and your scores in it, and they can't win on central.

It was very broken.

Meryu.

Yeah, that was my plan before I read the non-executive part.

Archives upgrade, host bankers, 3 shocks, and a CVS.

Be right back, putting World's Plaza on my World's Plaza ID.

Gammanet.

Expo grid on centrals.

Let's go.

Underway mill.

Let's go.

San Sands integrid on centrals.

I don't know if that works.

San San integrid should not work.

Does Sandsan even work on the remote?

Our hosted card considered installed in the corresponding server.

The big boy, just play IG.

They are, but this only hosts assets, not upgrades.

Fluffy one.

Put World's Plaza on this.

Can the runner access hosted stuff?

The big boy.

Yeah.

Gammanet.

This isn't a region, so I can slam Sand Sand City grid on HQ, then use the ID to host.

Encryption protocol on the other branch.

Alternatively, turtle backs on HQ and go wide.

Big boy.

Sand sand on HQ does nothing.

You can't put agendas there.

Gammanet.

Consolidation says assets.

I can't read.

I just assumed it was World's Plaza.

Gob Lynn mode.

Plaza also says assets.

Gammanet.

Huh.

I've never been able to read.

But it's an asset, so this could be a pad, agenda, and daily business show in the remote.

LOL.

Install advanced advanced Grendel on HQ.

Milange and public support on HQ.

The big boy.

Endless possibilities.

Gammanet, World's Plaza on HQ.

Install advanced advanced Ronin on HQ is hilarious.

Gob Lynn mode.

Be right back, putting stim hack into every deck.

Gammanet.

My 1st thought is make this deck play a lot of Hudson.

Blacklist on HQ could actually be really nasty.

Arcology, Has Arcology, AI on HQ. 2 dedicated response teams on HQ.

Levy University, an Amazon Industrial Zone, and something to pay off building the Tower of Babel on HQ.

Go all tracers, play primary transition, transition dish, primary transmission dish, Shiloh City Grid, and dedicated response team.

Dedicated technician team finally could have their time to shine.

You probably just stick the root in HQ.

The big boy.

In the remote, you can score project come at me, bro, while you click Milange, gain 8 a turn while you score.

Gammanet.

The remote has public support, Sandsan, and Milange.

Meryu, the root behind caprice, more like.

Gammanet, Milange, and come at me, bro, behind Caprice.

Milange Pad Expo Grid, and Oaktown, behind Caprice.

Two server diagnostics, Expo Grid, Oaktown, behind Caprice.

Maybe this is the whole old Hollywood combo deck.

Hugin Ronin.

Wake up, new Corp Damon Tree just dropped.

Waylon didn't need a 2nd remoteless ID, did it?

Meryu.

But this time they can't crash the root demon to make me lose everything.

Hugin Ronin.

I mean, if you put World's Plaza.

I hate that behind caprice is immediately what people turn to.

And I will assume it's the leading reason why this idea is ID is 12 influence.

The big boy.

There's a lot of things you can do.

Caprice is definitely one of them.

But I don't think it's close to the only option.

You can play it as a scorch deck too, I'm pretty sure.

HuginRonin.

I mean, you can play every Weyland as a scorch deck, that ain't saying much.

Gammanet.

I didn't start with Caprice.

My 1st thought was Haasarcology AI to be remoteless, then double dedicated response team on HQ, then turtle backs and CDU on HQ.

HuginRonin.

But you know, when the dust settles, the caprice is going to be very present in the conversation.

And that makes my skin crawl.

Gammanet.

I mean, how else are you securing the remote?

Hugin Ronin, by building a normal remote with a single caprice and an agenda in it.

Gammanet.

Then what's my ID doing?

I thought you wanted to get away from Caprice.

BHuginRonin, I do.

Every new identity that goes well with Caprice is going to make me sear more, not less.

You can't help but notice that we're not getting a single Whaland asset in this pack.

The big boy.

Yeah, I decided it would encourage more creativity to not print A, this is what you do with Iris asset.

HuginRonin.

I think that's valid design, although beyond the caprice combo, it's hard to conceptualize anything cool to do with asset combination, so I guess building iris centers around how to take advantage of the fact that your ice on centrals are serving double duty.

Because right now it's complicated to think beyond.

Aha, go remoteless.

The big boy.

You can play drip assets without folding to security testing or wizard.

I think you guys are assuming this goes on central's.

I don't think that's close to always true.

Making it your scoring server is also very good.

HuginRonin.

This is a set solution for a set problem though.

Not much in the way of opening ways of play.

The big boy.

I think you clearly put it on HQ versus Andy, but otherwise, stuff is way less clear.

HuginRonin.

Like, you don't have money to import campaigns necessarily, but it's very nice that you can have a campaign ticking and an agenda well kept in the same remote.

The big boy.

You have capital investors.

That card is actually legit when it's protected for free.

HuginRonin.

Ah.

So the type of thing you'd play, but you wouldn't want a dedicated entire server to protecting.

Well, that's neat.

Slap 2 sundews in there, and then fill the normal asset slot with ambushes.

Do you think this could work as a glacier type?

The big boy.

And then what?

Playing it as a glacier means caprice.

HuginRonin.

Sure.

Then I wouldn't play it, but the question stands.

Like decks definitely don't need to be made for me.

I did say this would be boring as yet another rush ID.

The big boy.

I think you can build it at all 3 speeds.

The coolest vision is to have a build that can both play fast with consolidation in the remote, or slow with it on HQ, so you can do fast versus anarch and shaper, and slow versus criminal.

HuginRonin.

I mean, the assets you put in there are not going to be different, right?

So does it come down to making a good ice suite?

The big boy.

Yeah, and what upgrades to play, whether or not you scorch, et cetera.

Yamminet.

By the way, this doesn't go remoteless, like, at all.

Klerik.

I think even if it's just a good stuff deck that plays pad campaign.

That's kind of neat.

Most nonasset decks don't.

Not that it'd be abysmal.

Gammanet.

Like, I guess, 3 trick of light and 3 root, but no biotic is hard.

HuginRonin.

Like as a Gagarin player, my interest is peaked, but I need to visualize how this is interesting in a different way.

I was thinking it'd be kind of interesting to try constellation protocol.

Also, I assume for the laughs can trash one of the upgrades on consolidation for free if it's the 1st thing you access, right?

Klerik, I think not.

From HQ should mean from the corpse hand.

You also couldn't trash a Krissium on HQ before.

It's not really pushing you in any particularly interesting direction, I think, is more the kind of ID which backs you up if you come up with something wacky.

I think it's a great junk enabler, though, pretty much any wacky asset loves this.

Hugin Ronin, like putting 2 transmission dishes in a server?

It's a shame the influence got cut like that.

Klerik.

Yep, exactly.

But yeah, I guess you like in faction assets the most.

How much influence is toy box again?

Hugin Ronin too?

So actually not half bad.

Klerik, there's a plan.

Looking forward to see someone go full clown car with World's Plaza, start of turn, gain 10.

Make it happen.

Hugin Ronin.

Also, what's funnier?

You can daily business show political dealings and an agenda all in the same server.

Meryu, you can cook public support in a scoring server.

HuginRonin.

My thought now is how to even start building the ice.

I guess do it the way you would in precons with protected asset economies.

Klerik.

I really enjoyed the subgames of trying to judge how valuable running the remote really is for the runner, and decoding whether to pack yet more stuff in there, I think, deciding, maybe, whether pack more stuff in there or let it sit.

Like if you put the root, an agenda, and Adonis campaign in there, they're gonna expend resources and kill it no matter the cause.

So maybe you have to defend it some more first.

Then if they kill it, you still have something to reload with.

HuginRonin.

Why do I get to sense this weirdly enough folds bad to high HQ pressure?

Klerik, I think in general, making a killer remote does, yeah.

Or not folds per se, but that's the intended counter.

But that's just Netrunner, I think.

The corp can't pick one server to fight on, but need to balance their defenses with the value the runner gets on each server.

The big boy.

Then you put the clown car on HQ and defend that.

Meryu.

This is effectively 4 different Weyland IDs, but they do have different power levels.

And but you pick, whichever one is best in the matchup.

And which one is best in the matchup, isn't necessarily going to be the one that's best in a vacuum.

Hugin Ronin.

Then do you care to explain which are the 4 different IDs?

The big boy.

The 4 different places you can put the stuff.

Right?

So the 3 centrals in a remote.

V slice.

I think I've seen this implied above, but if you go remote with, can you install one asset or agenda not on the ID in the same remote, with stuff installed on the ID, for example, 6 advanced June bug, not on the ID, and 2 commercial bankers?

Gob Lynn mode.

Yes, you can.

Bankers is unique, however.

HuginRonin.

Since you install on the root of centrals.

An asset in HQ with consolidation should not trigger expo grid as per what we discussed with for the laughs.

The big boy.

Yeah, it works on the remote, though.

Gaslight.

Demo run, though, is probably viable to just commit an ambush to protect value assets and then build a regular scoring server.

I found this ID exceedingly difficult to play.

Gob Lynn mode.

Seems a little like a 0 sum game.

If you have a clown car, the runner can also clean it out in a single run compared to asset spam.

And you probably still go a little wide, since you include more assets than in an average deck.

Only thing I see is caprice, be honest.

Gaslight.

If they want to eat 2 brain versus your scorch deck to kill an e-con asset, I think you win.

It's probably bad though.

A lot of things need to come together.

Gammanet.

I think building a tower of babel on HQ, then putting stuff like turtle backs there has a lot of merit.

Or just 2 pad campaign campaign for one less sharing an ice is a ton of value.

Gaslight.

Yeah, could be.

It was remote only when I tested it.

Gob Lynn mode.

I imagine if the corp installs that many assets for turtle backs to be good, the runner might just ignore the 2 out of, say, 8 arbitrary number assets.

Gas light.

Overvaluing reboot turtlebacks is a sure sign of ETF addiction.

Hugin Ronin, what would be your evaluation of reboot turtlebacks?

Gas light.

Any H card, though maybe Gagarin can run it with CDO, I'd rather slot team sponsorship, but if you've got an extra pip.

But horizontal is generally weak in reboot, and it's a horizontal card.

So. Original me.

Can the runner access and trash assets hosted on Iris Capital?

The big boy.

Yeah.

To Clark.

Can you install consolidation on a central server?

And if so, can you host assets on it?

The big boy.

Yes.

So that was a lot of conversation.

A lot of different ideas in there bouncing around.

Although, I don't know what people have done with them.

There's only 5 duck lists that show up on Ratechi DB, including 2 from zailey, one of which was her spring 2025 champs, winner.

In the booster bracket, it came in at number 35 after a 1st round loss to smashing spree.

Oh, that's 2 that have lost a smashing spree.

But in the tier lists, both Gob Lynn mode and zailey rated A B, where our gaslight, Gammanet, and fluffy one, all give it an A. The 7th card to discuss here is Project Oscarea, which is a collaboration agenda between HB and NBN.

It's a 42 that lets you pick a server that costs the runner either click or 3 credits to run.

HuginRonin starts by asking.

Does it deserve the project naming?

First, if it doesn't have agenda counters?

Otherwise, this is a banger 42.

I assume it stacks, which makes it very scary.

And not as good in Sizzler, which otherwise gets more triggers out of a single Oscarea by virtue of having more X ones.

But I'm definitely looking forward to brewing with this one.

I think this is, incidentally, good in NBA NBN never advance, as long as you can manage an Astro, at which point it's already losing value.

The big boy. Getting more triggers isn't necessarily that relevant.

It just lets you move it around.

Hugin Ronin.

I mean, maybe not from a single one, but I would assume scoring multiple copies of it that each would impose their own separate tax, right?

Also from a single one, I would try and score again after the runner has wasted the tax effect.

To which R2 Devo followed up with, so if you score 2 copies, how does it work?

Dunsch.

If it stacks, it is really nasty from the 2nd one on, 6 creds tax, or each other combination on one server is massive.

That is more than a normal strength ice.

R2 devo could be pretty nice.

Big value with caprice.

Big boy.

It does stack.

HuginRonin.

Everywhere I go, I still see her ugly mug.

The big boy.

She's definitely not ugly.

The face of a healthy game.

HuginRonin, we could get into this discussion again, but I don't think it's going to be productive.

It's the issue of 42s needing to be treated like 53s, which is fine, but when I build it, I won't be looking at it.

Like, this is another fine piece on the soul tax deck.

It's greedier than NAPD, but it also has a way higher potential ceiling.

And that I've seen ran on ash herrings pile.

Big boy. 53s are way harder to score, even with Capris.

HuginRonin.

I mean, they're supposed to be.

The big boy.

You have to pre-install the caprice, which is another whole turn of vulnerability.

HuginRonin.

Like if the game is fast advanced or upgrades, 53 should not be fast advanced.

The big boy.

And yeah, you don't need Caprice to score yellow 42s.

You can use herrings or ash, or and ash.

Hugin Ronin.

Those are the 2 options for upgrades, or seemingly the ones people play the most, the big boy.

Yeah, because they're immediately tempo positive.

We can't print more tempo positive upgrades where the clown card gets too strong.

Hugin Ronin.

You could, if you could ensure they wouldn't be played together, but that's hard to do.

The big boy, very hard.

Hugin Ronin.

And that's how you get awesome designs like Old Hollywood Grid.

The big boy.

Say I make a Weyland one, that's 5 influence.

You can still import the herrings and ash into it.

HuginRonin.

I think you could you would need to force print, this can't be with another upgrade in this server, and it feels clunky.

And R2 Devo posted a picture of Ed Kim with HuginRonin's Avatar for a face.

To which Hugin Ronin was like, never looked better in my life.

I'm sorry if it came across as edgy.

I just don't want to spend people's times talking about something we've already discussed.

Caprice is a good enough solution for a massive issue, and it's something every player of the game has to come to terms with at some point.

Back onto Project Oscarrea.

Do you feel like the runner gets away easy, choosing the better option for them?

Money when you're on a bioid plan, click when you're taxing.

Gammanet.

It's phrased in a funny way that lets you capitalize on Heinlein grid.

But also if the runner parasites the server down, they can run last click with no money.

HuginRonin.

I mean it doesn't say if able, so they have to pay one of the costs, no?

Gammanet, since it's a trigger after the run starts, they can lose 3 bucks and still be a 0, it doesn't say, or end the run, so the run just continues.

The big boy.

Yeah, you can run last click with no money and evade it.

But that's generally not an effective thing to do.

Gammanet.

Also, triggering chronol is funny.

Well, that's chrono retrofitting, which is from the 3rd booster in HB42 when your turn begins, gain click if the render spent or lost a click during a run last turn.

HuginRonin.

Every day we stray closer to the 42 strong box deck.

Gammanet, strong box is lit.

I've used it a number of times for rushing.

Also, getting trash definitely is positive tempo.

But herrings and ash require an answer, that must be a few credits, or free trash effect. While Strongbox can just eat a click.

Then, strong box needing a friend, Heinlein Grid, or a scored agenda, Kronel makes it more awkward still.

And even then, Kronel usually needs some way to capitalize, 3 2s, Malange.

Though clicking for a buck has been nice.

Back to Project Oscarrea, he just says.

I like that I can trigger this twice with bifrost for no reason.

In the booster bracket, it went all the way up to number 22, after a sweet 16 loss to Molotov Blaze.

Though gaslight, Gammanet, and Gob Lynn mode all rank it as B tier.

Fluffy one puts it in S tier.

It shows up in 3 deck lists.

One of them is the reconstructed from fluffy one.

One is from zailey.

One is from Gob Lynn mode, and they're all in soul.

Card number 8, natural monopoly, the Weyland operation that gets you 6 if you have 20.

Ugan Ronin asks, do you cut a restructure for this, or do you make another cut?

The funniest thing you could do is this not being the most expensive operation ever.

I'd be one of the uh, One of the tease lines was the most expensive operation ever.

Big boy.

Yes, this is it.

By the way, this is the card you run with a dark pool.

Hugin Ronin.

I mean, it's just so generic that I don't think it goes outside of building a better world, right?

Gammanet.

Both cards seem good in Blue Sun.

But also Weyland decodegate that has face check value and bigger restructure.

The big boy.

Dark pool is a lot worse outside building a better world, yeah.

But I think you can run this thing in any deck that regularly gets to 14.

HuginRonin.

Grendel?

Big boy.

Maybe.

Seems risky.

It's really only good right away.

Meryu, did you test this without the limit one per deck clause?

I like that it's there.

I'm curious though.

The big boy.

No, but I think of a deck once 3 of these is probably toxic.

But wanting one is cool, especially if it's for Dark Pool.

In the booster bracket, it was right near the middle of the packet number 47, after a 2nd round loss to Molotov Blaze, that's the same one that Project Oscarrea lost to.

And pretty good marks, B tier for gaslight, fluffy one and Gob Lynn mode, A tier for Gammanet and zailey, shows up in 8 deck lists on Reteiki DB. 3 of them are building a better world, one from zailey, one the recon, one, that fat stacks deck by the big boy. 2 are in Titan, from R2 Devo and 2 Park, 2 are in Blue Sun, from Fried Fish and the Recon, and one is in Grendel, also from Fried Fish.

Okay, I've lost track now.

We up to number nine, right?

Card number nine.

Tanuki, the Jinteki sentry that fires a sub on an AP ice.

Dunsch says, interesting.

Sadly, strength 5 makes it really bad against our much beloved anarch sling.

But I actually like it as it can do a lot of different things for pretty reasonable price.

Gammanet.

Century Rivana, kind of scary.

Copy Heimdal 2 for maximum benefit.

HuginRonin.

There's such a thing as D4 critical mass.

Dunsch.

I'll definitely slot this in my RP deck.

Gammanet, copies 4 through 6 of angler fish.

HuginRonin.

That's what I was going to ask.

Does it put an advancement counter on the angler fish you're copying?

The big boy.

It places it on the fish.

Yes, it resolves the sub on the fish.

Gammanet.

The actual use case, I think, is wall of thorns, since it gives an end the run and taxes David pretty hard.

Assassin and Flare are funny copies.

If you have a merlin before this, getting hard trash a program on this is kind of nasty.

HuginRonin.

Notable AP subroutines from non-centries, data mine, which might well be the funniest use for this, brain damage and end the run from Heimdal 2.0, the Merlin Grail Train, top rearrangement from Yagura.

However, in the booster bracket, this is the card that came in number 83, which was last.

It lost in the play-in round, to Noah Tropics campaign, then Noah Tropics campaign went on to get stomped by foxtrot blockade.

Actually, this is in, this is the loser's thread, that you can follow all the way to the finals, as in, this card, lost to the card, that lost to the card, et cetera, that lost to the winner.

But in the tier lists, Fluffy one and Gob Lynn mode rank at a B, Gaslight, Gammanet, and zailey all give it an A. So, The booster bracket placement doesn't really tell you everything, huh?

It does show up in 7 deck lists, 3 of them from zailey, 2 of them from Fluffy one, including a recon, one by Gammanet, and one by Woody 23. 4 of them are RP, but of those other three, there's a Jintechie biotech, a Nise division, and an ETF.

So that's quite a wide range of cards.

Double down is the Weyland Current.

When you score it, you gain a credit, and the runner loses a credit for each advancement on it.

Woody 23 asks, use it with projects, scam.

I don't want to say cam.

I can't want to keep saying come at me, bro, but it's also awkward to spell C-A-M-B. Anyway, that one.

HuginRonin.

I'd do it on Oaktown.

Install advance advance, advance advance, play this, score.

This feels like the kind of current you bring to kill another current.

Woody.

You can't play this and score an agenda in the same turn.

You have to score after playing this card, and your action phase ends before you can do that.

Gammanet.

Definitely nasty.

But also telegraphed, rush harder.

Fluffy.

For influence.

I can't play this out of soul.

The big boy.

Sure you can.

Fluffy one, but that I won't be able to draw it, or put other good cards in my deck.

Gammanet.

The future is now soul.

Trigger this, trigger soul, trigger Imani, who's headlocking who?

Gob Lynn mode.

Does Grendel care about this?

Or is it another building a better world?

Buff.

The big boy, still referring to fluffy one.

You got 3 influence left.

I tested it in Sol and it worked fine.

Gammanet, Gammanet.

What else do you need?

A global food initiative and a Quolec or a pair of Eli's?

Fluffy one.

I guess.

After all, it's predictive and paywall in a trench coat, if you squint really hard.

It lost to chrono retrofitting in the play-in round of the booster bracket coming in at number 51 overall.

Fluffy one does give it an A, but the other 3 judges, gaslight gamut at Gob Lynn mode, all rank at AC, and it is only in one deck list on Ratechi DB, and that is the reconstructed deck for building a better world.

So if somebody has put it in Seoul, they haven't shared it with the rest of us.

Going on to number 11, I believe.

Oddly specific horoscope, the Jinteki NBN collaboration 42 agenda, when you score it, you name a card, and that card cost the runner 3 credits to play, 3 extra credits, and then the runner also plays the rest of the game with an open hand.

HuginRonin.

Oh, baby, Chrono stonks.

This is very neat.

Both of the collab agendas are super interesting this time around.

The 42 Jinteki is a necessary evil.

I wonder what flavor of NBN uses this.

Meryu, do I look at their hand before naming the card?

Big Boy answered yes.

Also, does the effect go away after they pay at once or is it all cards with that name for the rest of the duel?

And the big boy said, forever.

Gammanet.

Rip sure gamble, or rip dirty laundry.

HuginRonin.

Score it early, hit SMC.

Totsuseni Yukimi says, wow, oddly specific horoscope is brutal.

I was wondering if including a 2nd or 3rd in the deck was worth doing, given that there's no additional benefit for multiple instances of the effect of making the runner play with their grip revealed.

But then I think that effectively neutralizing a couple of the runner's key cards could be game winning.

The big boy.

It definitely gets worse in multiples, naming their 2nd most important card is a lot worse than naming their number one card.

Between character assassination, Oscarea, and this, the 42 slot in Seoul, is really interesting.

They all can make sense.

HuginRonin.

How much would you say this pushes targeted marketing soul compared to predictive algorithm?

The big boy.

It's actually a non-combo with tarmar, for the reason I said already, because naming the same card twice is silly, and so you're naming a worse card than the 1st time.

This is better with predictive, I think, because they both pressure money.

Gaslight, but it's best best with double down because now the runners in jail.

Klerik.

Chameleons Hayley, I'm in danger.

Gammanet, time for turntable and cams.

The big boy.

Personal workshop does get around it.

Gammanet.

I was going to ask about that.

You don't just lose 3 when you install interface off workshop.

The big boy.

Yeah, personal workshop ignores all costs.

If it said ignoring the install cost, you'd have to pay three.

Gammanet.

Call SMC, host SMC on workshop.

The big boy, this actually works.

So basically, if you're against workshop with this, name an event or resource.

Gammanet.

Obviously, this card was printed for further Hayley erasure, making Kate cams better by printing an auto win versus Hayley cams, cams, again, chameleon, the chameleon deck.

In the booster bracket, it came in at number 64 after a play-in round loss to Molotov Blaze, there's another one that Molotov took down, a wider range of ratings here.

Fluffy one gives it an A, gas light and gammon at a B, Gob Lynn mode AC.

It does show up in 5 deck lists, 3 from zailey, one from 2 Park, one from Fluffy one, the recon.

Also a...

Oh, R fluffy one recon, the soul recon.

So 2 of the sold decks, one RP deck, but also 2 Gandiva Therapeutics, which doesn't come until the next pack for us.

Number 12, this is our next to last one, patent acquisition and injunction, the Weyland 31 flip agenda that flips into a barrier.

HuginRonin asks, oh, this is Or says.

Oh, this is super nice to fast advance.

Doesn't Leila bounce unrest?

Also, infinite score triggers.

I'd be more concerned about emergency shutdown.

Ah well, no, you've covered that.

The big boy.

Yeah, they'd have to de-resit first.

Gammanet.

For a 31, it should be unable to host cards.

Otherwise, why am I running this in the hostile faction?

Hostile takeover, that is, though it is kind of lit to score on San San City Grid.

Hugin Ronin.

So it doesn't get fast parasited?

Gammanet, pretty much.

Architect is one of the best ice, due to its parasite immunity, and near game winning subs.

Though adding too much ice that is immune to parrots, I definitely would warp things.

Hugin Ronin.

Eli one. Is also one of the best eyes in the game.

R2 Devo.

I had good success with Weyland Fast Advance, although I think Rush is more suitable for this.

In the booster bracket, it came in at number 16, way up into the elite 8, after losing to smashing spree.

And there has been a buff to it, originally, the injunction side was a strength 4 barrier, but then about 6 months later, it was buffed to be a strength 5.

And the big boy said at the time, patent acquisition is really fun, but injunction often just doesn't quite feel impactful enough to justify running a 31.

This should give it more punch.

I guess you could say that's a buff and a nerf because, on the one hand, it's strength 5.

On the other hand, now it is weak to David.

In the tier lists, Gammanet and Fluffy one gave it a B, although, yeah, those are recent.

Yeah, it's the booster bracket that happened before the nerf.

The change, and gaslight and Gob Lynn mode give it AC, but we just see one deck list with it on Reteki DB, a blue sun list from fried fish.

And the 13th and final corp card here from the original corp card from Equity and Eternity is rate hike.

The Weyland operation with the I pick you choose search slash lose money.

Uh, effect.

Meryu.

The corp chooses a number and pays that many credits.

Then the runner may choose to pay that many credits, if they don't, something bad happens to them, is a mechanic we already had, so this is not as wonky as it looks.

To be honest, this feels like psy, but Weyland, more than it feels like trace, but Weyland.

The big boy.

What's cool is the court playing the card knows way more how valuable the search is at that moment, so it can be hard for the runner to know what to set the price at.

HuginRonin.

What's the NBN current that reverses trace payment order?

It feels a bit like that.

Woody 23 answered with surveillance sweep.

BHuginRonin.

Weirdly enough, works worse, the poorer the runner is, right?

Depends on how much you value the 4 creds you have on yourself as a runner.

The big boy.

If they have actual 0 or close, then yeah, it's blank, but if they are at 3 to 5, it's pretty nasty.

Going to 0 is rough.

In the booster bracket, this came in at number 58 after a play-in round loss to human rights riot.

In the tier lists, we see B's and C's, B's from Fluffy One and zailey, C's from the other guys, Gaslight Gammanet and Gob Lynn Mode.

Although Gob Lynn Mode did put it in a Grendel, that he published on Reteki DB and Neos, put it in a building a better world deck.

There are your 13 new entries into the corpse side of the card pool from Equity and Eternity.

And that does bring us to the end of this episode.

Yes, it was a long wait, but it's long episode to make up for it.

If, uh, many of the cards are discussed here, but are linked in the show notes, you can, of course, go to retechie.fun to play games, and find games very easily on the discord, where we have a lot of different things going on.

You've got the constructed league in the preconstructed league, and now we have a new, the new LCG style league that you can get in and play some games with these reboot adjusted cards.

Feel free to reach out to me.

The Discord is the best place to find me, but you can also get me on board game geek or Reddit.

Uh, whatever.

In the Astroscript pilot program this time around, we will finish section 2 of the world's Android Book with a little fiction piece, as opposed to the rest of the book, which is a fiction piece in nonfiction format.

Also finishing up the 9 part 6 section here we've been doing on Mars, which means we'll be able to launch into section 3 next time around.

Whenever that is.

Thanks for listening.

See you next time.

A crib.

You getting this?

Just a sec, dust.

Crib flipped a few switches.

The blue tinted hollow console sprang to life in the hoppers' confines.

He could hear dust puffing through his headset.

Okay, pops, you're up and operating.

Sounds like you need more practice on ladders.

Crib smiled.

You're funny, growled Dust.

The wind's picked up a bit.

Sooner we get this done and get back to Podcain, the better off we'll be.

Alright, all right.

Don't bust my chops, crib sighed.

Dust and crib set about their routine.

Testing samples from geothermal pumping stations on Mars' expansive red frontier was a tedious and thankless task.

The units supplied steam and valuable sulfur dioxide to nearby colonies, but they required constant maintenance and monitoring.

Crib noticed the rumbling first, distant and subtle.

Aside from wind whistling across the rocks, or the tick and rattle of blown gravel, there was a very little on the planet to generate sound that wasn't human made.

You feel that?

This morning's train wasn't due for another few hours.

It's not.

Must be some special corpse shipment or something.

Dust grunted without looking up from his work.

The young pilot called up the hopper's external cams to have a look.

Below them, about a kilometer away in the oxide stained valley, a maglev track snaked through the volcanic landscape under an amber sky.

The heavy thrumming of the electromagnetic field betrayed what must be a high mass cargo.

What is that?

A low flying dropship screamed overhead?

Hugging the nape of the terrain.

It barely cleared the pumping station, and the unexpected burst of pressure, knocked dust off of his careful perch.

Crib heard him wheeze as he hit the ground.

Dust, he shouted.

You okay?

Frag it.

Crib sighed in relief.

If dust was swearing, he was still breathing, and the enviro suit was intact.

From his hollow console, he could see Dust's perspective through his monacam.

The 4 heavily armed dropships that had just buzzed their position were converging on the train, joined by at least 8 other hoppers.

Several missiles cut loose, streaking from the approaching hoppers, thudding into the blocky locomotive, and bringing the heavy train to a lumbering halt.

EMP missiles.

Crib thought.

Dust.

Did you see who they were?

Rocks?

Crib asked quickly.

Dunno.

If they are, I'm not waiting to stick around and find out.

Spin her up.

We're getting out of here.

Sure thing, boss man.

Crib kept the hollow console up and zoomed in on the unfolding action as dust scrambled down the slope to the hopper.

The jacker dropships landed, disgorging several teams of well armed troops.

These were professionals.

They took up precision firing positions around the train's flanks, while the remaining hoppers circled the area.

Several small explosions, the flash of muzzle fire, and the rattle of small arms fire echoed from the far side of the train.

Suddenly, the order and discipline of the raiders scattered into a panicked mass of wild firing.

Crib caught a glimpse of a single large figure making an impossible leap over the train, and into one of the teams. Coolly shooting an inbuilt laser rifle.

Crib zoomed in and got a close-up of the warrior as he snapped a jacker's neck, hurling the body into two others.

The train's defender wore a red tinged, heavy alloyed hard suit, yet his motions were so fluid and graceful that he seemed unarmored.

Kicking up a dropped missile launcher from the ground, the mysterious soldier held it out to one side, and without even glancing down the weapon sight, unerringly sent an explosive into the dropship, hitting its starboard tilt jets and sending it spinning out of control.

Frag, that's a combat XO suit.

Free Mars got themselves a fragging exosuit.

Crib shouted.

Scrambling into the cockpit.

He grabbed the stick just as dust clambered into his seat.

Where are they getting resources like that?

Frag it?

Crib tapped the HUD.

It's still recharging.

Below, the demolition of the attacking hoppers was almost complete.

The drop ship had crashed on the far side of the train, kicking up a massive amount of red soil, and the smoke from its hull obscured their vision of the carnage.

As the energy bar hit liftoff, a lone figure stepped out of the smoke and bounded toward them.

Revet, Dust exclaimed.

He thinks we're one of them.

Crib spun the hopper around.

Engaging the thrusters, he accelerated along the 1st clear path he could find.

The craft shot out across the landscape, gathering speed as fast as he could push it.

They had barely started to gain altitude, when the right tilt jet exploded.

Crib wrenched to the controls as the craft shuddered.

Suddenly, the hopper lurched hard.

A large hand smashed through the side windshield, grabbed dust by the throat, and suddenly he was gone.

Crib screamed, throwing the hopper into a barrel roll, hoping to dislodge the assailant, but the altitude was too low.

What was left of the hopper, tumbled across the barren scree slope, throwing debris in all directions, before coming to a skidding halt.

Crib felt something warm and wet running down his face.

The readouts for suit diagnostics flooded him with information.

Right broken arm, compressed spine, fractured legs, scalp laceration, and likely concussion.

He could feel only one of them.

Pinned under the crushed remains of the hopper's cockpit.

He watched helplessly as a hulking figure tore away the smashed windshield.

Through his fading vision, Crib could see a pair of silvery eyes peering at him, with a look resembling curiosity.

But don't, we aren't jackers, crib moaned through his failing breather, as a servo's powered hand reached out for him in the serrated wreckage.

I'm sorry, sir, a woman's voice whispered in an almost soothing tone.

My orders are no witnesses to this field test.