

This is 2.1, a Netrunner Reboot Project podcast.

Episode 119.

The sooner we finish here, the sooner we can all go home.

Hey, this is Remy.

The title card for this week's episode is multitasking, a new sunny event from the 4th booster pack, which is going to be the main focus of this week's episode.

Last week, 2 months ago, we covered the corpse side of equity and eternity.

This time around, we're going to focus on the runner side.

Anonymous tip.

Magnum opus.

Well, let's say that you are just trying out the reboot project, and magnum opus doesn't exist in Null signal.

It was rotated out from fantasy flights game even way back in 2017, but it does still exist in the reboot project.

So what is magnumumpus?

I'm going to pretend like you don't know.

It is a shaper program that costs 5 to install and has 2 memory units, takes 2 memory units, but it gives you the ability to click and gain 2 credits.

No limits.

Just click, gain 2 credits.

So this conversation comes from about a year ago, And it was started by Orion, who was new to the reboot project at the time.

And he said, I've never played Magnum Opus, and I don't understand how or why to use it.

How many times are you expecting to click it per turn per game?

The big boy said, a gigantic number.

Gammanet.

Opus lets you streamline your deck, so instead of your deck being like 60% econ cards, you can just play opus and a few consistency cards to see it turn one most games.

And if the corp stalls, you make silly cash.

You click for 8 a lot, or draw and click for 6.

The caveat, of course, is your econ is very predictable.

Orion.

So this is probably me being a lazy player, but what I'm used to is having a bunch of Econ cards, and then spending a bunch of time drawing, and playing the money cards as they come.

Like, there are still piloting decisions about when to prioritize digging in the deck versus playing out your money, but the draw kind of guides me.

In a way, drawing cards gives you both cards and money, since your money is on cards.

With magnum opus, you can click for money all you want.

But you still need to draw cards to find tools or options.

And I guess I wonder if it's actually faster, or better, to draw once or twice while clicking for, 4 to 6 cash, versus drawing 3 or 4 cards of which half are Econ.

The big boy.

Yeah, then you want to play an anarchy deck, or a prepaid voice pad or Aesop shaper.

Those are decks that power draw and play Econ cards as they see them.

Orion.

Yeah, it's weird that I enjoy liberated account, but don't like mopus.

They feel like they should be similar.

The big boy.

Yeah, they're very different.

Gemenet.

I love opus because it's a gatekeeper deck.

It usually stomps nonsense, and corpse getting an agenda drought, but struggles with jammy corpse and fast advance.

Orion.

I guess the other thing I don't understand about Mopus is what shape the money is, or like what tempo I'm playing on.

I'm used to 2 kinds of decks.

Decks with burst econ from events, and consumable resources that want to get up.

I'm sorry, that's the, let me try that sentence again.

Decks with burst econ from events and consumable resources that want to get up and running immediately and win fast.

And inevitability decks with permanent drip incomes like data folding under world contact, cyberfeeder, et cetera.

Where eventually I get free money every turn, and spend all my clicks running and playing useful things.

Gammanet.

But also with the buff to Armitage, many decks that might have done a little opus back in the day can just do Armitage.

Orion, I think continuing from his previous comment.

Magnum Opus is this weird middle ground where you never run out of money, but never stop having to spend clicks on it.

And I'm not sure what archetype or strategy wants to be in that middle ground.

Gaslight, enough to vamp the corp to zero.

The big boy.

You click at a ton early to be threatening.

Then while maintaining that scary pile, you rig build, Then once the rig is done, you go back to clicking it a ton.

Mopus is also what you play if you want to be a dirty cheeser siphon shaper, since it's not a resource, so you can float tags.

So just interesting.

You know, I've known about this card since the game released 14 years ago, and I feel like I'm still learning things about it.

Maybe that just says I'm a bad player.

But maybe it's just because the game is so deep, right?

Satellite Uplink.

Equity and eternity, the runner side.

This pack was released on September 4th of 2024, so a little over 2 years ago, and in the spoilers, here were several of the things that were mentioned, uh, by the big boy. To T, I guess not spoiler, but teaser.

The completion of a cycle, 2 new flipcards, a new card for each mini faction, a new card that generates tokens, a console you might finally slot over Astrolabe, a Shaper ID with a unique stat line, although some may beg to differ.

Shaper cards that care about the heap, a shaper killer with incredible efficiency, but a catch.

So we'll talk about each of those illusions.

Well, I'm not going to connect the dots necessarily.

Anyway, each of the 1st 5 boosters has 30 cards, and they're split roughly 50-50, or, in this case, they are exactly 50-50.

And in boosters, 234, and 5, the factions are unbalanced, much like they would be in a deluxe expansion.

The unbalance on the shaper on the runner side is towards shaper.

So in of the 15 cards here, um, Hmm.

Yeah, of the 15 cards, 8 of them are shaper, 2 are anarch, 2 are criminal, and then one for apex, one for Adam, and one for Sunny.

Only one card imported from a later cycle than the sandstand cycle, and it is left unchanged.

So 14 of the 15 cards are original to reboot.

That import is out of criminal, exploit, which originally came from the Red Sand cycle, the 7th cycle, and the art I didn't realize looking at.

The art looks a lot like Dionysus bagbiter.

So, I thought when I 1st saw it that it wasn't an original card, but it is.

I mean, it was an original card, but it isn't.

Anyway, it is an event that costs 2 is also too influenced, but you can only play if you made a successful run on all 3 centrals.

And then you de-res up to 3 pieces of ice.

So is this the one that completes the cycle?

What does anarch have that you run all three?

Because Apex has apocalypse.

Shaper, of course, has notoriety.

Oh, what does anarch?

Oh, Antarch's got that one where, um, you access a card, right?

You access a card on a remote.

If you can make a run in all 3 centrals?

Think that's right.

That quest completed?

Yeah, I think that might be right.

Anyway, um, in the Atticlands Reddit review, they said that exploit was good. For criminal.

Let's look at the original cards.

The 2 anarch cards are smashing spree, an event that costs 2 and is 3 influence.

You create 3 copies of demolition run and add them to your grip.

So this would be the card that generates tokens.

Those would be the tokens because once you use them, They are out of the game.

Remember, the 2nd booster had stolen contacts for criminal, which created 3 copies of EasyMark.

So demolition run is an event from the core set that costs, well, used to cost 2, and now it costs 0 in reboot, and you make a run on HQ or R&D, and then trash any cards you access.

The other anarch card is Petrie, with the E and Petrie, swapped out for a three.

It's hardware with an install cost of 2 and 2 influence.

It gives you a memory unit, and you may remove a virus counter to reduce the install cost by 2.

So at that point, it is free.

You can then trash Petrie to place a virus counter on an installed card.

The other criminal card is company mixer, and this card does have DO on it.

It is an event that costs one and is 3 influence, you draw a card, then place any number of cards from your grip on the bottom of your stack, then draw that many cards.

And when the corpse scores an agenda, you can grab this back out of your heap.

Now, the 8 shaper cards, starting off with the identity Sonia Nahar, steadfast salvager, a 4615 ID.

If you want to have an explanation for why it is 46, it's a bit of a joke, um, lore wise, flavor wise, the answer, the big boy said, is because she can't bear to throw things away or to part with things.

But going back to the episode, the episode 50 where I had the interview with the big boy.

He talked about prepaid Kate and there was a big back and forth.

You might remember, I sketch the history of prepaid Kate, although I can't do that anymore because the, uh, Stimhack forums don't exist anymore.

But that was one of the back and forth that people had was whether it was best to have 45 cards, or 46 cards, when the 46 card is still good.

Anyway, the ability on Sonia is you may install shaper programs from your heap as if they were in your grip.

Whenever you install a card from your heap, add a power counter to this identity.

As an additional cost to install cards in your heap, pay a credit, per power counter on this ID.

So, this is actually a buff to helium 3 deposit, which is the corp, think 31, uh, that you can score to add power counters to something.

And you could add it to this runner card and make things cost more.

Here are some rules from the big boy from Ritechi DB.

Sonia works with any game effect that would normally install cards from grip.

This includes the basic action to install a card.

The additional cost is part of the cost and paying for the card, but not part of the install cost.

This means cards that reduce or ignore the cost, or all costs, will reduce or ignore it, such as test run, or chronicle, which we'll talk about in a second.

But cards that reduce or ignore the install cost, like moded, or London library, will not.

The additional cost can be paid with credits that can only be used to pay for installing programs, such as side soft macro drive.

The card being installed is considered to be in your grip for the purpose of choosing a card to install, but is not actually moved there, or considered to be in your grip for any other game effects.

This means that blacklist will prevent anything from being installed via Sonia.

And that hype will be flipped to hope if installed with Sonia.

Again, we'll get to that one in a 2nd too.

Next up is Chronicle, the console with an install cost of 0 and 2 influence, gives you a memory unit, and reduces the cost of cards in your heap by one.

Refragmenter is hardware, again with an install cost of 0, one influence.

You put 3 power counters on it when it's installed, and then whenever you access a card from R and D, and do not steal or trash it, you may remove a hosted power counter to set that card aside, and move it to the bottom of R and D when the run ends.

And then when there are no power counters left, you trash it, and draw 2 cards.

Cartographer is a virtual connection resource with an installed cost of 2 and 2 influence, you put 4 power counters on it, when it's installed, and then again, when there are none left, it's trashed.

It has the ability click, click, click, gain 6 credits.

Then lose one credit and draw one card per power counter.

Then remove one power counter.

I covered this when it was originally spoiled, back in late 2024, but I will talk about it again in a later segment.

Hype is a program with an install cost of 2 and 2 influence when you steal an agenda, trash this program, draw 3 cards, and gain 5 credits.

When you install it from the heap, flip it.

The flip side of hype is hope.

Whenever you access cards from R&D, access an additional card.

And then when you steal an agenda, trash this program.

Now, when it gets trash, of course, it flips back to the hype side.

But, um, so you could retrieve it with something.

Well, you can't, you could retrieve it and keep it on the hype side, but if you want to install it again, it'll flip back to the hope side.

Next up is Trailblazer, a killer with an install cost of 2 and a strength of 2 is 3 influence, one credit, break a sentry subroutine, one credit, plus one strength.

Well, that just sounds like garrote, except it costs 2 to install instead of 6 and only has one.

Oh, wait, hold on.

There's an additional caveat on this.

You can only use it 4 times, once for each central, and once on a remote, although it's not limited by turn.

So it's like 4 total times.

Karim Hamdan is a connection resource with an install cost of 2 and 2 influence.

When your turn begins, you may trash a program or hardware from your grip.

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

And then fuzzing, an event that costs 2 and is for influence, and you create 3 copies of tinkering and add them to your grip.

So tinkering was from the core set also, just like easy mark, just like demolition run, an event that costs 0, you choose a piece of ice, and then that ice gains century code gate and barrier until the end of the turn.

Moving on to the mini faction cars, we have the apexes card, furnace, hardware, with an install cost of 3, and 2 influence, whenever you access cards from HQ or R&D. You may trash another of your installed cards to access one additional card.

Adam gets gyro drive souls, cybernetic hardware with an install cost of 0 and 3 influence, when you install it, cybernetic, so you suffer a meat damage.

And then during runs initiated with your 1st click, the trash cost of all cards is reduced by two.

And Sunny LeBeau gets another card, multitasking, our title card, a run event with a cost of one, 2 influence, make a run on HQ or R&D, and when that run ends, if it was successful, you may install up to 2 hardware and or resources.

So that's 2 hardware, 2 resources, or one of each.

Reducing the cost of each by two.

Sharpshooter.

New icebreaker option in equity and eternity.

The sole new icebreaker in this 4th booster set is Trailblazer.

And like I just said, if you just ignore the huge caveat text, it is functionally garrote, 2 strength, one to boost, one to break.

Accepted as way better than garot, because it's 2 to install, rather than 6, and takes up only one MU, rather than two.

Except, of course, it is significantly hamstrung by that caveat.

You could only use it during 4 total runs.

And just as a side note, I think it's such a neat thing that all killers are compromised in one interesting way or another.

Now, let's compare this to fairy, to begin with, which is functionally better than garot, and that is 2 strength, one to boost, and 0 to break, and then 0 to install.

Now, of course, ferry goes away after being used just once, so stacked sentries are good against it.

Your extra 2 install cost on Trailblazer, and then, of course, one extra cost per subroutine to break, will help you deal with stacked sentries, so it's better than ferry in that sense for the extra cost.

Again, once on that particular server.

The ferry is still a good card, even though its use is fleeting.

Several years ago, the big boy ranked the top 50 Corp and runner cards, and the FFG portion of the reboot cardpool and ferry came in at number 25.

It's great early, because it's cheap to install and cheap to use, and then it continues to be good later against single century servers.

Interestingly, Shaper only has 3 other killers, and yes, we're going to talk about each one.

The corset provided us with pipeline, which was in the original timeline, painfully expensive to use, but has been rebooted into being, not terrible.

It's 3 to install, only as one strength, is one to break.

It's okay.

And 2 to boost by two.

Now, that was originally 2 to boost by one, which is pretty tough.

Even just the course set centuries had strengths of mostly 3 or higher, Neural Catana would have been 5 to break compared to mimics one.

And don't even get me started on trying to break Archer.

Though it would have been pretty strong against roto turret and shadow in the corset.

But all of that has largely been smoothed out in reboot by having the 2 to boost, 2 to boost 2 ability, which means that it's always either only one or 2 more than garot, or trailblazer, for that matter, for anything but the smallest ice.

By smallness, I mean, strength 0 or one.

Although, fun fact, pipeline is like Gordian blade, and that it retains its strength, so against stacked, mid-range or large centuries, it's going to do quite a bit better.

But, yeah, it's it's really kind of a desperation move to install a pipeline, like you really just don't have influence for anything better.

The 2nd Shaper Killer was Creeper, which came around in the 5th pack of the Genesis cycle, and it was also originally painfully expensive to use, but has been rebooted into being not as terrible, but still not great.

Originally, it was 5 to install, though it does have 2 strength, and it does boost for one, but then is 2 credits to break a sub.

It's always something, right?

On higher strength centuries, with fewer subroutines, this would have been less expensive than pipeline originally.

And even now, it's not terrible on single sub centuries.

It is a cloudbreaker.

The 1st one, so I guess the idea was that that was supposed to make its high install cost worth it, but generally no, it was not worth it.

Reboot's adjustment here was to dramatically lower the install cost from 5 all the way down to one.

Which helps with the initial sting, for sure.

It's actually a touch better than the rebooted pipeline in limited situations.

If they are even strength ice.

And a single subroutine like guard, data raven, flare.

But it's a touch worse in a lot of other situations.

Architect, for example, is a painful 6 to break, compared to 4 for pipeline and 3 for garrot or trailblazer.

But unless you can lean into that cloud subtype and gain a benefit from it.

I just don't, there's just really not much to see here.

The most recent shaper killer is dagger from way back in creation and control.

Obviously as the 1st stealth card in the pool.

This functions in a different way than these other examples in that, like mimic or like mimic with data sucker, it requires a support card.

But unlike these other 2 killers, um, we just talked about, it does not have a reboot adjustment.

It's just a decent card.

Thanks to its spend one credit to boost strength by 5 ability.

Of course, it has to be a stealth credit.

It is quite strong at the mid-range of ice, which I'll call strength 4 and 5.

But obviously needs a lot more help on anything higher than that, thanks to that.

Credit needing to be a stealth credit and having one stealth credit is way easier than having two.

The main point being that despite his breaking profile being quite good, it requires more extra support than just money to perform his job, and that brings us back around to Trailblazer, which also requires extra support to perform his job.

Well, to keep performing its job.

Fortunately for Shaper, they have a lot of ways to retrieve and reload things.

The easiest and best one is probably scavenge, which will trash it and then recover it in one click.

Clone chip is fairly easy to use too, though you have to find some way to trash the trailblazer 1st, and it is a credit to install the clone chip.

Test run will go grab it for one turn, and then give you an extra turn of use, because it'll go back to the top of your stack, which is not bad, of course, test run is 2 credits to use, and levy, AR, lab access, kind of, I guess.

But naturally, the best fit is going to be in the new Shaper ID, Sonia, since you don't need any extra support, apart from the ideability.

Though subsequent installs are naturally going to cost you more.

It's going to take you multiple installs before you've paid as much for Trailblazer as you would for Garot.

And it's certainly easier, right?

To pay a little bit at a time, rather than a bunch all at once, though I guess that's a little bit counterbalanced by the extra finagling of your shaper shenanigans.

Like, let's say you're Sonia.

And you install a trailblazer from your grip.

Then, at some point, you install a 2nd one and trash the 1st one.

Let's say again, it's coming from your grip.

Then you reinstall the 1st one, from the trash, from the heap, using Sonia's ability, which trashes the 2nd one.

Now at this point, you've installed Trailblazer 3 times and have spent 6 credits.

And 2 extra clicks and one extra copy of the icebreaker, which is the equivalent, at least equivalent install cost, as Garot.

You've also covered yourself on 12 total runs, 3 per central, and 3 on the remotes, which seems like a good number.

At the convenience of not having to pay 6 up front, not having to pay 3 influence for just one copy of Garot, and not having to take up an extra MU for Garot.

All in all, that seems like a pretty decent exchange.

For shape.

Lucky Find.

New economy options in equity and eternity.

We have three in this pack.

Let's start with the easiest and work our way up from there.

Karim Hamdan, lets you replace extra copies of cards you don't want, or replaces stuff you put into the trash for Sonia, and gives you a credit to go along with it.

In a way, it's quite similar to professional contacts, which also gives you a credit and a card.

But since you have to trash something to make that work, the install cost is a lot less, only 2 for Karim compared to 5 for ProCo.

It's not a huge money maker, but it's something.

In Fluffy One's review, he says that Karim turns every deck into FCC exile.

A freelance coding contract exile, the precon, and he rates it a 7, saying, who needs professional contacts?

Proco goes well with Karim, though.

You can have both.

Hype. Is an interesting card.

Frequently, it will be on its reverse side, hope, and functioning like a temporary R and D interface, but before it flips to that side, it's like a super dirty laundry with conditions.

Like dirty laundry.

It's 2 to play, and gets you 5 credits back on a run.

Unlike dirty laundry, you're not just playing it.

You're installing it as a program and taking up MU.

Also, unlike dirty laundry, it's not just any run, the guess who your money back, but specifically a run that ends with an agenda steal.

And also unlike dirty laundry.

Where you click and run, this you need to click to install, then run, so it's an extra click as well.

But your payoff for the delayed gratification is that you also get to draw 3 cards, which is pretty big.

Now, I'm not sure who else other than Sonia is using this, since even shapers have a limit to how often they want to dig things out of the trash.

But Fluffy one once again rates this a 7, calling it a key piece of the Sonia engine.

Okay.

Now let's do the involved one. Cartographer, which again, I've previously discussed at some length, back when I spoiled it in episode 51.

So you pay 2 to install.

You put 4 power counters on it, so you're already down 2 credits.

Then you can triple click, maybe the same turn, and, you know what, let me just read the card again.

Gain 6 credits, then for each hosted power counter, lose one credit and draw one card.

So in short, you're going to triple click for 6 things, and they will be some mix of credits and cards.

In the case of its 1st use, you'll gain 6 credits, but since there are 4 power counters on it, you'll lose 4 of those credits, and then draw 4 cards, which is to say that for 3 clicks, you've gained 2 credits and drawn 4 cards.

Now, for right now, I'll leave aside the click and 2 credits to install. Come back to that later.

But 3 clicks for 2 credits and 4 cards is kind of like playing diesel, then hitting symmetrical visage, then clicking for a credit.

Not bad.

Although the 4 card draw might be kind of awkward to work around.

Hayley probably likes us, and she has a good chance to unload 2 of those cards, if you leave yourself a click to do that.

Now, for each use after that, as the power counters decrease, the balance leans further away from cards and further toward credits.

On the 2nd use, when there are 3 power counters on it, you'll click thrice for 3 credits and draw 3 cards.

That's now just like hitting professional contacts 3 times.

On use number 3.

Now we're gaining 4 credits, and drawing 2 cards, which is the equivalent of playing a sure gamble, and then clicking to draw twice, or doing an easy mark, and then symmetrical visage plus a draw.

On the final use, it's a 5 credit gain and drawing one card.

Now we're bordering on magna opus territory.

Click for two, click for 2 click symmetrical visage, though I can't really imagine why you'd have both of those cards in the same deck.

And then after that 4th use, it goes away.

Let's add up what you've accomplished.

For a click and 2 credits to install, you have then clicked 12 times and gained 14 credits and drawn 10 cards.

So 14 and 10, 24 total things.

So including the install.

It's 13 clicks to net, 12 credits, and 10 cards.

Looked at that way.

It's really not all that dissimilar from symmetrical visage.

That card is also 2 credits to install, and if you'd clicked it the same number of times, you would net 10 credits and 12 cards.

Due to the higher install cost of professional contacts, the same number of clicks would only net 7 credits, and 12 cards.

So comparing cartographer to symmetrical visage on raw numbers, they seem pretty similar. 12 credits and 10 cards for the one, 10 credits and 12 cards for the other.

So what makes cartographer better?

Because logically it must be better, it's a faction card, and symmetrical visage is neutral.

One way, you can make a faction card better than a neutral card is by giving it more of a payout, which is not the case here.

Another way you can make it better is making it cheaper to install.

Also not true here.

So again, what makes cartographer better?

I think the answer is the speed.

Yes, both have a similar yield after 13 clicks, with cartographers skewed a little more toward money than cards, which you could also argue makes it a touch worse, so it's a card on balance is more valuable than a credit.

And both are way better. Than the basic action card.

But hidden in that bottom line number is how long it takes to get there.

Since symmetrical visage can only be used once per turn, it will take you 12 turns to reach that payoff.

And cartographer can get there in only four.

Eight turns is an eternity in NetRunner.

A game can be over in that amount of time.

Now, realistically, you're probably not clearing cartographer off in just 4 turns because those cards do have to go somewhere.

But even if you're hitting it only every other turn, you're looking at 7 or 8 turns, which is still a ton faster than symmetrical visage, even though cartographer is limited, and symmetrical visage is not.

What about comparing to professional contacts then?

Well, that 5 install costs for Proco is a lot to stomach, especially early on, which is an argument for cartographer.

Both can be just as speedy after that, though, because if they're not being a once per turn limit on ProCo, But it's also not a mandated spend all 3 clicks on ProCos, which is more flexible.

And that's part of why it costs. So much more.

The other part of why it costs so much more that it never runs out.

Are you realistically going to click it 13 times in a game?

Yeah, probably.

So a more direct comparison to cartographer acquires taking into account a 2nd instance of cartographer.

At that point, the install costs are effectively the same, a click and 5 credits for Proco, 2 clicks and 4 credits for cartographer; and you have to find the 2nd one, but you are drawing a ton, so there's a good chance you will.

And then the payout over 26 clicks for a cartographer is 24 credits and 20 cards, for pro codes, 20 credits, and 25 cards, very similar.

Skewed more toward cards for Pro Co, and there is one extra thing, but very similar.

And maybe that deep into your deck, and the game, the extra money does start to catch up to the extra card draw.

So I guess the bottom line is this.

Cartographer is a more restrictive, because of the 3 clicks in a turn, but faster version of symmetrical visage, and a more restrictive, but cheaper version of professional contacts.

Seems good.

Data sucker.

If you need more than 4 memory for programs – and often you do – you usually want a console. With one exception in Reboot, consoles always provide memory, but they also provide other help.

FFG set the cost for memory in the core set with Akamatsu Mem Chip. It's a 1-cost Shaper card with 1 influence that gives you 1MU. They also set the cost for link with Access to Globalsec; it's a 1-cost neutral resource that gives 1 link. They then combined these two into one neutral resource that costs 3: Dyson Mem Chip. This set the table. Shapers want programs, so they get a little advantage over the other factions, who have to pay something extra, either in influence (to import Akamatsu) or install cost (to use Dyson or their console).

Then again, maybe I'm misreading this. Maybe the actual point was to give Shapers two options: console or memory-only. After all, the consoles for the other factions are cheaper than the Shaper consoles (looking at core and Genesis as an extended core set). For Criminal, Desperado and Doppelganger were both 3; for Anarch, Grimoire was 3 and Spinal Modem was 4. All gave memory (Grimoire gives 2) and another significant advantage: +1c per run, +1 click per turn to run, extra virus counters (and the extra MU), and 2 recurring credits ... for only 2 (or 3) credits more than Shaper's chip. Meanwhile, the Shaper consoles were the 9-cost Toolbox and the 5-cost Dinosaurus. Both do a lot of work, obviously, but those are really significant install costs. Dinosaurus effectively gives you the same bonus as Spinal Modem, since 2 recurring credits for using an icebreaker will often be similar to +2 strength (and though it doesn't say +1MU, that's what it's giving) ... but Spinal Modem is a touch cheaper thanks to its trace drawback (for which its 1 link is apparently designed to offset). And then, yeah, The Toolbox gives you the same 2MU that Grimoire does and the same 2 recurring credits for using icebreakers that Spinal Modem does, and the same link that Spinal Modem does (actually, 2) ... but then, similar to Dyson Mem Chip, isn't just the cost of this plus the cost of that: it's a little more expensive for the convenience of all being on one card. So if all you want is just one easy-to-use MU, then Akamatsu fits the bill.

Of course, all of these costs I've been giving are the original costs. The stance of the Reboot Project is that a lot of hardware is not very good, generally being overcosted for what it does. Maybe FFG put that extra cost into it thinking that hardware is by far the safest type of thing to install – think of how relatively easy it is to trash a program or a resource for the Corp – but the cost curve is just too high. [Sidebar: Longtime high-level players will tell you that people just weren't good at playing the game early on. Kenny Deakins (username SimonMoon), who wrote the early 2018 article analyzing ice that I've referred to a number of times, also did a COVID-era podcast called The Time Traveler's Guide to Netrunner, wherein he goes back to early Worlds tournaments and analyzes decks. He does a deep dive on 2014 and 2015 (and then there is podfade), but this is a point that he makes on that show ... that players were not very good then compared to the level of play from late FFG. (A recurring example is how many decks included Kati Jones but not Daily Casts, which comes in for criticism.) I heard him on another podcast (probably Slumscast?) around the same time where they talked about who the top 5 players of all time were. Dan D'Argenio was the undisputed #1, and there was a serious bias toward late-era FFG (rather than NSG) – which is kind of fair, because the player pool was so much larger at peak FFG – but he and the hosts all agreed that everyone was terrible in 2012 and 2013, people started getting better in 2014 and 2015, and people started getting good in 2016 and on (funnily enough, outside of the Reboot cardpool). This is not meant (exactly) as a criticism of early players, but more of an acknowledgement that it takes time to get good, especially for a whole community or larger meta. I mean, I've asked TheBigBoy about early posts on his blog from 2015/2016, and he has told me that he was a terrible player at that time ... which is around the time that he devised DumbleFork and terrorized the competitive game with it. Sure, some of this is the kind of hyperbole that certain ... uh ... younger generations can be known for – don't get me started on "perfect" ... although, in the Steve Jobs biography he generally referred to things (and people) as being either amazing or terrible (profanity redacted), so maybe it's more just younger adults – but the broader principle still stands: people who have "only" been playing the game for a year or two are going to tend to be noticeably less good than people who have been playing the game for five or ten (or, hey, like fourteen) years.] On top of this is the fact that the designer of a game tends

not to be the most proficient player of their game, mainly because they don't play the finished product nearly as many times as the most avid fans of the game.

All of which leads to this point: The original design of a game is not necessarily the optimal design. Players weren't good at the game in 2012 (or maybe I should say "expert"), and neither were Lukas and the development team. They got some things wrong, which affected the balance of the game. An obvious example of this is AstroScript Pilot Program, a card that warped the entire game around itself like the gravity well of a black hole. But another example is the overcosting of hardware in general and consoles in particular – "tempo hit" is a real thing. I also don't really mean this as a criticism. After all, there's a limit to how much tweaking you can do on a game. Even if the game spent a year – or even two – in design and development, there were bound to be parts that weren't perfectly tuned ... especially when you have thousands (hundreds of thousands?) of people exploring it. Eventually you have to ship the product. And then ... edge cases will be found; unexpected synergies will be discovered; areas that are lacking will be identified. We can be thankful and appreciative that the general design philosophy deployed was a conservative one. Cards were much more likely to be "below curve" (a little weaker than they needed to be, strictly speaking) than "above curve" (see: AstroScript, Account Siphon, etc.), which meant that the game didn't go into an ever-increasing spiral of power creep (at least until later in its life). And in that group of cards that tend to be below curve are hardware in general and consoles in particular (and memory in specific).

With all of that in mind, it's not a surprise that the Reboot Project has given significant help to most early consoles and a lot of other memory: Spinal Modem, Vigil, Comet, Brain Chip -1; The Toolbox, Dinosaur, Doppelganger, Deep Red, Blackguard, Logos, Ekominde -2; Box-E -3; Monolith -6. Only Grimoire and Astrolabe are untouched prior to the SanSan Cycle (and of course Desperado got the nerf). As for the other memory cards: Dyson Mem Chip, MemStrips -1; CyberSolutions Mem Chip -2; with Akamatsu Mem Chip skating through untouched.

Let me just make another brief aside about install costs. Generally speaking, most things have a cost of more than 0. The first 0-cost program to show up was Faerie, in the last pack of the Genesis Cycle; by Data & Destiny, there were only 14 (out of 108 total programs), about 13% of all programs. The first 0-cost hardware was Cortez Chip, in the very first Data Pack ... but by D&D time, there had only been 7 (out of 61), or about 11%. I think the logic here was always that these were actual items (especially hardware) and they simply cost some amount of money to purchase. Or – perhaps – that was the initial logic: Since the core set and Genesis were designed together and basically designed to be one set – and there are only 2 total 0-cost programs or hardware – there may have been a flavor perspective governing the mechanisms of the game. Or – perhaps – this is just my logic, because it seems like ludonarrative dissonance to have objects be free. Whatever the case, subsequent releases were less beholden to this "rule": Whereas only 5% of hardware and 3% of programs in the first extended set were cost-0, by the end of the Reboot portion of the cardpool, it was (again) 11% of hardware and 13% of programs ... certainly a significant difference.

Naturally, there are other reasons than flavor for minimizing the ability to install things that cost 0. For one, TBB has pointed out that you have to be careful with 0-cost cards. As I've said many times before, sometimes a 1 credit difference can be very significant, and nowhere is that more true than the difference between cost-0 and cost-1. Being able still to meaningfully affect the board state when you have literally no money is significant, so that's reason in itself not to have too many things cost 0. Another reason is that sometimes the power level of a card is so low that the less-obvious costs of installing it (such as the cost of a deckslot, the cost of drawing it rather than something more useful, the cost of the click to install it) are sufficient, and adding a credit cost on top of it makes it too weak. (Or, in the case of Reboot-adjusted FFG cards, sometimes no other number tweak can have any significant effect. As the FAQ on the master spreadsheet says, "You may

see many examples of cards where the cost has been lowered to 0, but the card still seems unplayable. In these cases we are throwing a bone to anyone who wants to mess around with the card, not acting like our change is making it good.”)

Even still and despite all of that, FFG never printed a 0-cost console, and neither has NSG. In fact, FFG only printed two 1-cost consoles (Astrolabe and Forger), and NSG has printed none. And FFG only printed one MU card that costs 0: Q-Coherence Chip, which has the significant drawback of being trashed if an installed program is trashed. (NSG also recently printed Borrowed Goods, which is a 0-cost Criminal chip that gives you a tag on install.) So, in FFG/NSG, you generally have to pay a significant amount for memory. That’s even true in Reboot ... if you’re using a chip. Aside from the fragile Q-Coherence Chip, Akamatsu is 1c for 1MU (just like in FFG), Dyson is 2c for 1MU and 1 link (1c cheaper), CyberSolutions Mem Chip is 2c for 2MU (see the theme? Access to Globalsec is also 1c for 1 link, so the formula is pretty clear), and MemStrips is 2c for 3MU, but that MU has to be used for viruses (this is 1c cheaper than the FFG version, which is reasonable because of the virus restriction and the presence of Grimoire, since it’s hard to imagine wanting to pay the same amount as Grimoire for 1 extra MU instead of all the automatic virus counters). None of these cards cost 0. That also holds true for the new Anarch chip P3tri, the artwork for which has what looks like a MemStrip inserted into a computer chip or processor. This is 2c for 1MU, which seems really bad because it breaks the simple formula we’ve just mentioned ... and is way less MU for the cost that MemStrips. But you can get that cost down to 0 by removing a virus counter, which is a neat little gameplay trick to save money (installing something for 0 is powerful) ... and then when you trash P3tri, you put the virus counter back – or, technically, you gain a vc that you can put on any other card. So this is kind of a 0-cost 1MU card, but it does require jumping through some hoops.

But as I mentioned, all of the consoles in FFG/NSG cost more than 0, and the vast majority cost more than 1. That is not the case in Reboot. Those cost reductions for consoles in the first half of the cardpool I mentioned earlier did drive two consoles down to an install cost of 0, with four others dipping down to 1 (and the fifth booster contains another 1-cost console) ... and also here we have Chronicle, which was originally just 1 (because it has to compete with Astrolabe), but was buffed to be cost-0 about 8 months after release. (I guess you could argue Astrolabe is the problem, since it’s 1MU with an upside, but it hasn’t been adjusted, so the position of the Reboot Project seems to be that it is not a problem. After all, it didn’t even crack TBB’s top 50 countdown a couple years ago.)

I covered this part of the topic back in episode 9, which was released over 3 years ago. Since then, NSG has had several releases and added 8 consoles to their rank, all of which cost from 2-4. In fact, other than Endurance – which they released in 2022 and was banned about 6 months later (and cost 8) – NSG has never released a console that didn’t cost 2, 3, or 4 credits. So, across the history of FFG/NSG (acknowledging that many of these cards were not legal at the same time), 3.5% of the consoles released cost 0 or 1; in Reboot, that number is 40%. That is a huge difference. In fact, 84% of all consoles in Reboot cost 3 or less, whereas in FFG/NSG, it’s only about half.

The question then is: Why? Even setting aside my preference for avoidance of ludonarrative dissonance (that is to say, it doesn’t feel right to me that your computer should be literally free), why is it okay for a console that gives MU to actually cost less than a chip that gives MU, even going so far as to have an install cost of 0 credits?

I think the answer is not that complicated, but was also not that obvious (to me, anyway) when I started thinking about it. And I’ve alluded to it already, but let me just state it here more concisely: There are costs to installing a console other than the credit cost. These costs include the click to install it, the click to draw it, drawing the console rather than drawing something more immediately useful, when during the game it’s

drawn, the tempo cost of installing it, and the opportunity cost of the deckslot (including this card rather than a more useful card). These “hidden” costs are built into the structure of the game and apply to all cards in the game, so we (I) don’t always think about them ... but they are there. The tempo cost is an interesting one, because that includes not just slowing down to take a click to install the card but also impacts your ability to do other things in the game, since you’ve spent credits ... which you then need to reacquire, which takes time. And the more expensive a card is, the more time you have to invest in getting your money back (typically).

But, again, all cards have these costs. Consoles, though, have an additional one: They are not only unique cards, but a unique subtype. For Runners, unique cards are generally either hardware or resources. Of the 87 such cards in the Reboot cardpool, only 4 are unique programs – Scheherazade and Hivemind were originally released that way; Au Revoir and Hyperdriver have been adjusted by Reboot to be unique – whereas 36 are hardware and 47 are resources. Most “people” that are resources are unique; thematically this is necessary, but in many cases it’s also mechanically necessary to avoid overpoweredness. But in all cases where resources are unique – and in all cases where non-console hardware is unique – you can install other cards that are similar at the same time. Like, you can install both Mr. Li and Wyldside, if you want to.

Not so with consoles. You can only have one console installed at a time ... and getting rid of a console requires assistance from some other card, which simply adds to the cost of replacing it. So while all cards are competing for their deckslot with all other cards of their type (or even all other cards in the pool), and with unique cards you have the additional consideration of not being able to actually put more than one copy into play (which thereby makes additional copies in your deck redundant), consoles are also competing with all other potential consoles, because you’re usually just including one specific console (usually in 2 or 3 copies). Which means that an additional cost for consoles that is not present for other cards is the opportunity cost of not including some other console that is better.

A lot of complaining was done in the early FFG days about how strong Desperado is – notably, how it warps the cardpool for other Criminal consoles that are not named Desperado. Which is fair: Desperado is the only console that has received a nerf in Reboot. (Although Ubax is getting the stink eye currently, I think.) It is interesting to note what the Desperado nerf is, though. It is not a cost increase. (Instead, it loses its +1MU, making it the only console that doesn’t give memory.) But why not a cost increase? I couldn’t find the comment TBB made about it, but at some point he made the point that if Desperado doesn’t show up even for just the first few turns of the game, it often isn’t worth installing – even the 3-credit cost is just too much to overcome. From that observation, it’s fairly easy to see why raising the cost even higher is not good; it just pushes the point where it’s not worth installing earlier and earlier ... to the point where it isn’t worth it. (Meanwhile, losing the MU, while requiring you to install a chip in order to play a fifth program, isn’t requiring you to do that early in the game, but only later, when you need it. So it isn’t nearly the tempo hit, even though it requires a two-card combo.)

And Desperado is the OP console! By TBB’s estimation it’s the 3rd-best Runner card and “the reason why Criminal works.” So you can see why consoles that cost more can very quickly become not worth playing. As I said, only 5 consoles are more expensive than Desperado in Reboot: Ubax (5), The Toolbox (7), Security Nexus (8), Blackguard (9), and Monolith (12), and all of them do a significant amount of work. This leaves a very narrow amount of wiggle room for Criminal consoles, and it’s why the 5 that are not named Desperado or Blackguard all cost only 1 or 2 (while 3 of them in FFG days cost 3 or even 4).

Anarch has a similar problem with the unadjusted Grimoire, which also costs 3 to install. No Anarch console in Reboot is more expensive (though Spinal Modem was originally, and now it’s the same cost). Like I said earlier, Grimoire does a lot of work, with its extra MU and loads of free virus counters; you’ve got to really get

something special for giving all of that up. Even Glee, the console from the second booster, which started out at 3, was eventually buffed to cost only 2. And this is why two of the 0-cost consoles are out of Anarch: Ekomind (which is janky) and Deep Red (which is great for caissa, except that caissa is not generally great).

And then there's the Shaper problem. Early Shaper consoles were defined by being really expensive. Whereas Grimoire and Desperado (from the core set) were an install cost of 3, The Toolbox was a massive 9. Each faction got another console in the Genesis Cycle: Doppelganger for Criminal (cost 3), Spinal Modem for Anarch (cost 4), and Dinosaur for Shaper (cost 5). (All of these are less expensive in Reboot, of course.) The cost logic for Dinosaur is probably this: The Personal Touch (+1 to an icebreaker) is 2 to install and Akamatsu Mem Chip is 1 to install, equaling 3. But Dinosaur is actually +2 for an icebreaker – like 2 Personal Touches? – which does equal up to 5. Then, of course, in Creation and Control came the massive 18-cost Monolith. At this point – and all the way until more than halfway through the Spin Cycle – Shaper held down the top 3 spots on the “most expensive console” list. Blackguard finally broke into second place when it dropped in the 5th pack of Spin.

Ah, but then there was Astrolabe. Let me just share a review from NRDB by user Zetan that sums it up nicely: “I realize that I should be comparing this card to other consoles. But since my current runner deck wasn't actually running a console at the time this card came out, I found myself comparing it to Akamatsu Mem Chip instead. If you aren't running another console, and all you really need is a single point of memory boost, no other card does it better. Yes, the draw ability is fantastic against corporations that play very “sideways” like NEH, and just okay against other corporations. But if you're using it as a replacement for a single Akamatsu, even getting one draw out of this card makes it better. At the end of the day, I guess what I'm saying is that it's pretty hard to beat a card that gives you 1 memory and another bonus for only 1 credit. This will be my console for a little while.” It wasn't just you, Zetan. Astrolabe became the default console for Shaper, because often 1 more MU is all you need.

And Astrolabe became the measuring stick for other consoles and memory. FFG seemed to have costed it exactly right. It was the same 1MU that Akamatsu provided for the same 1 credit install cost. Yes it gave an added bonus of a card draw every time the Corp creates a server, but on the other hand, it's a console, so it fills that spot. So if all you want is just one easy-to-use MU, then Astrolabe fits the bill (just a straight-up replacement for Akamatsu in a lot of situations). And it made almost all the other consoles look incredibly overpriced by comparison. This was how consoles should be done, seemed to be the consensus.

As another aside, there's a big difference between “draw a card when the Corp creates a server” and “draw a card every turn.” And that difference is between the 1-cost Astrolabe and the originally 5, then 4, then 5 again cost Ubax. [oo BAH]

So between them, Desperado and Astrolabe set the bar for consoles, and Reboot has shoved the price of most other consoles down accordingly. Which brings us to the little console that triggered this segment in the first place: Chronicle. As originally released, Chronicle was the same +1MU for an install cost of 1, swapping out Astrolabe's draw for a 1-credit savings on cards installed from the heap. In practice, it turned out that Astrolabe was more generally useful and Chronicle wasn't getting played. So it got buffed to 0 in early May of 2025. TBB simply said: “No one is playing Chronicle and being able to get 1MU and maybe some value later on for 0 cost is interesting space to try.” So there you go. That's how you get the third 0-cost console in Reboot and the first straight-up free MU. You know, if you ignore all the other attendant costs.

Connect the dots.

Original runner cards in equity and eternity.

Well, 14 of the 15 cards are original.

So let's go through what some of the comments were from the booster pack spoilers channel at the time when they were spoiled back in July of 2024.

We'll start with hype and hope.

This is the shaper program, the hype side, on the agenda steel, you trash it, draw 3 cards, and gain 5 credits, then the hope side comes into play when it's installed from the heap and becomes basically an R&D interface until you steal an agenda.

Mason H said, looks like an off-world office for runners.

This is a 42 agenda from no signal that when was scored gained 7 credits.

Fields cactus man just said, I love the feel of the double faced cards.

V slice.

Refresher on flip cards.

They must start on Whiteside when deck building, and reset to Whiteside when levied.

The big boy.

Whenever they leave play, they revert to the front side, yes.

They can only be on the flipped side, while installed.

V slice.

So you can't cheat hope.

The big boy.

Well, you can discard it, and then clone chip it or whatever.

But yeah, the only way to get hope installed is to install hype from your heap.

Auberman, that's me.

I said, that's a great sentence.

The way to get hope installed is to install hype from your heap.

HuginRonin.

As a Hayley enthusiast, I love me some small program that doesn't do anything by itself.

Question for flip cards.

Are they the same game object for the purposes of things like test run?

Big boy.

Yes.

Gammanet.

Sacson, hype, hope.

Also hype Dio could be good.

Sacrificial construct.

Hype, hope.

All right.

I'm not I'm not tracking that at all.

So I'll just let that one go.

Not a whole lot of conversation, even though it's the 1st spoiler, because the 2nd spoiler, and then the spoiler log came along, right after that, 2nd spoiler being Dark Pool.

And we'll take a look at the booster bracket.

This is the last time we'll do this.

The booster bracket ran in October.

Ish of 2024, after the 4th, a couple months after the 4th booster was released or a month after.

And, uh, then subsequent releases, the booster bracket was not part of it.

This is where, as a reminder, the big boy set up a tournament, randomized the cards, all from the booster packs, and people voted for which one they liked.

And then I have normalized the results, giving 100 points to the winner, which was Dionysus bagbiter, and then a percentage of its votes, cascading down to all of the competitors.

So hype, hope.

Came in at number 6 in the booster bracket after the play-in round loss to the eventual winner, DO.

Um, originally, it gained 4 credits. When you, on the hype side, when you stole an agenda, but then it was buffed to gain 5 in the most recent, uh, uh, what's the word?

Pack update, rules update, Pack, patch notes.

Yes, the recent most recent patch from December of last year.

At the time the big boy said this. Players are almost universally preferring Nyacia to hype hope, even in Sonia.

This buff to the differentiating aspect of hype will hopefully make this choice closer.

As a reminder, Nyash Nyashia was a shaper program from reflections that was imported from a later fantasy flight cycle, and is also a limited R and D interface.

Fluffy one.

Made the comment that Hope used to access an additional card from the bottom of R&D, but Ritechi had a bug that became the current version.

In the tier lists, which were released before the buff, Gaslight and Gammanet rated at a B, fluffy one and goblin mode gave it a C, and hype shows up in 3 deck lists, all of them, Sonia.

Our 2nd card is smashing spree, the anarch event that creates 3 demolition runs, HuginRonin.

At 2 influence, getting 3 run events into your hand playing Ken is pretty nice.

Demo run is get through HQ or R&D and you trash everything you touch, right?

Dio with this and HQ is scary, and so is Adam.

Fluffy one.

This is amazing.

Horde stonks, glee for days.

HuginRonin.

Glee is a weird one because you like to run it with IDs that can take direct advantage of it.

But those are the ideas that are most awkward with this kind of effect.

Klerik.

I thought this card was a little boring at first, but I've come around.

It's a pretty nice imp side grade with some cool synergies.

Original me.

Should there be a keyword for these create 3 copies cards?

HuginRonin.

Reboot philosophy is to not introduce nonflavor keywords.

And then, uh, I asked, do you mean keyword or subtype?

I could see cards like this getting a new subtype, but FFG didn't even bother to use the term play a side game, when you played a side game.

Klerik.

I think a subtype is defensible, defensible, yeah, for this and the flipping cards, although it's a little hard to find something that makes sense on both ice and runner cards, maybe.

As for a keyword to describe the rules text, I think create kind of functions as one already.

I think the big boy views making a separate word for it as kind of an MTGism.

I said, that's a good point.

The only times create appears on a card are related to the corp creating a server, so it's descriptive, but not a keyword.

Klerik.

Yeah, it's hard to confuse with anything and not that verbose, so I think making a separate word for it wouldn't add a ton.

The big boy.

I think flavor only subtypes are cool.

Gaslight.

I think we discussed adaptive for flip ice before, but decided it was too long for a flavor subtype.

The big boy.

By the way, everyone, today's spoiler has a typo.

Smashing spree should be 3 influence, not 2.

Meryu, kind of important for a card whose entire point is to be splashed by criminals.

Express and D over the names I saw mentioned, and Adam was eyeing it with his free HQI, influence Nerf brutal for those three.

Gammanet.

You save 3 influence overall, and I think is the same as for the laughs.

Meryu, this card lets you get multiple copies of the thing out of the one deck slot.

No one was ever supporting multiple demo run deck slots, except that one toxic max combo deck that milled the entire R&D. What this thing does is make demo run accessible and repeatable in ways that it previously functionally wasn't, in that running 3 demo run would make you brick and die.

The big boy.

These utility cards.

Don't make money.

Don't draw cards.

Don't break ice, don't multi-access, et cetera, are hard to slot.

So we release them aggressively costage so that people actually try them out.

Then we can find out if something is too much and nerf it accordingly, rather than the reverse, where the card isn't exciting, so no one tries it, and we never find out that it was actually perfect.

Meryu.

It's card click credit for card card card.

It's not that aggressively costed.

The big boy.

Well, I was waffling between one and 2 cost and I went with one.

Smashing spree comes into the booster bracket at number 14, it also lost to Dionysus Bagbiter, but way up in the final 4.

And it originally cost one, like the big boy said right there, and then he did, nerf it, to a cost of 2 just a month later.

It was one of 2 cards, he said, that are the latest examples of the policy of aggressively costing new cards so that people play with them.

People have had a ton of success with both of these cards, and it's clear that they will probably still see a lot of play at 2 costs.

I wouldn't call either of the cards broken at one cost.

It's just unnecessary power.

And since they're both brand new, is worth tweaking them sooner, rather than later.

In the tier lists, goblin mode gave it a C, and Gammanetta B, but both gaslight and fluffy one, ranked in an A, and smashing spree shows up in 8 deck lists, 3 of them out of Ed Kim, 3 out of Dionysus, one Leela, and also the Ken reconstructed decks.

Actually 4 of those 8 lists are from Fluffy one.

Card number 3 is Trailblazer, the limited Shaper Killer.

Gammanet says, so we install this boy, hit all 3 centrals, then next turn we scavenge this boy, or just sell him to Aesop.

Tutsu's and Heni Yukimi says, Bullfrog time?

Gammanet.

Funny to move them where trailblazer's already been used, though they probably just jack out and rerun the 1st server, unless bullfrog is innermost ice, and you made them break a sentry.

Then you've got yourself a pretty funny experience.

This car does make me want to do sneak door chaos theory.

Or tinker with a bag biter combo.

Sanctum keeper.

I like the design though.

Hitting a remote with it 1st seems like it could lead to some interesting dynamics with the corp getting a scoring window.

In the booster bracket, it only came in way down at number 73 out of, Trying to remember, was it 83 cards altogether, add a play-in round loss to smear campaign, and yet in the tier lists, It's almost straight A's, only fluffy one ranks at a B. It shows up in 5 deck lists, 4 of them out of Sonia, 2 of them, january decks, uh, yes, decks, and one of them, a Hayley deck.

And then Munkookie's got a professor deck for any Shaper card called the biggest pile, and I'm just not counting that deck in any of these lists.

Our 4th card is company mixer, the criminal draw event.

Gammanet says, yeah, flesh all these programs that are stuck in my hand.

But why is Dio making connections?

The big boy.

Dio never makes lasting connections, but he does engage in short term scams.

See stolen contacts.

The fake name tag on this one.

Gammanet.

Rob accounting.

Meryu.

I don't love this card from an efficiency perspective, but I sure do from an FPE perspective.

And in 2 different ways.

Gammanet.

If I stolen contacts, then put the easy marks on bottom, am I drawing 4 or one?

The big boy, you draw four, but the marks get removed from the game.

Yeah, the 1st time is not very efficient, but when you get the 2nd and 3rd times for free, it feels great, like bottom everything late game to find the last makers.

HuginRonin.

Any particular reason this is 3 influence?

I guess anarchs shouldn't get this much draw?

Gammanet, for talulls.

Anarchs don't even import quality time.

The big boy.

These recurring events are kind of nutty in max.

HuginRonin.

Bonus points, if you put stuff back to use frantic coding, with a pretty slim stack, that is.

Gammanet.

This discussion has made me realize connect the dots max might be hype, though, no sniper for max.

Meryuu, print more of them anyway.

F net damage grinder.

The big boy.

Hey, I've got 2 events that create fake cards, and 3 that recur from the trash.

I'm helping you out a lot already.

Meryu.

Yeah, make more.

If they want to kill the runner, they should have to do it in one shot, not by bleeding away your hit points.

The big boy.

I agree.

That's where I'm going with Carrington Flair, and then cards like this.

I think decking is something that should happen if the runner messes up and digs too much, not something you can use as plan A. Fluffy one.

This is really good at a bad crim list like Fisk decks, where you have way too many duplicates and stuff.

Mopus crib can get rid of those stupid extra mopuses.

Meryu.

What if instead, we did not play bad Crim, to make our good card selection better?

Fluffy one?

Yeah, but Fisk is almost there as a bottom of tier C deck.

This is scary.

He is so incredibly toxic.

This is also good out of Ian.

Bye-bye, extra Procos.

Goblin mode.

Gotta say, with smashing spree, mixer, and the recent buffs, Dio seems kinda insane.

HuginRonin.

What issue is company mixer solving for Dio?

Or is it the same one it'd be solving for other crims?

The big boy.

Dio has a ton of dead draws.

Gaslight.

You may want those console recurring credits once you've lifted a couple points.

Fluffy one.

Reminds me of my all-time fave Meryu quote, and then you brick and die.

Now Dio doesn't have to do that.

Gaslight.

Maybe you can actually get a plast screen now.

Fluffy one, 2 x plaza's secret Dio sauce.

Meryu, is it a secret, if not having it means you die?

And the booster bracket, it came in way down at number 74, though, a 1st round loss to next level clearance, and yet, despite that, this is how, you know, the booster bracket is certainly not indicative of how good people think it is.

Gaslight and fluffy one give it a B. Goblin mode ranks at an A, and both Gammanet and zailey make this as S tier.

It shows up in 13 deck lists.

One, January, Sonya Deck, and then a mess of criminals, 3 for Andy, 3 for Gabe, including the recon, 3 for Ken, a DO, an E, and a Leela.

It's a good crim card.

Card number 5 is refragmenter.

I just, as someone who, long, long time ago, defragmented his hard drive, the idea of refragmenting it is very funny to me.

It's shaper hardware that bottoms cards on R&D. HuginRonin.

Now everybody can be kin for a bit.

Dunsch 97.

Nice ability, and at that influence cost may be worth a pick and crim, though just by reading it, I see it more at a cost of one than 0 just for the draw in the end.

HuginRonin.

Wait, isn't this very good in Akiko, or at least decent?

Gammanet.

New Maya?

This was a 2 cost shaper console from the very 1st pack after data and destiny that gave 2 a memory, and then once per turn, immediately after accessing a card in R&D, you can move it to the bottom and then take a tag.

The big boy.

The card is aggressively costed because it's the type of thing it's hard to find space for.

Gammanet.

That's why Maya being on a 2 MU console was lit.

I'm hype you could make this.

Maker's eye, whiff, bottom everything, slam another maker's eye.

This card is lit in an aggressive Hayley deck.

Meryu.

Better imp, but only for R&D. The big boy.

Well, bottoming a good card is usually a little worse than trashing.

Meryu.

Is it though?

The big boy.

Archived memories aside, once they Jackson, their density will be better.

Meryu, archived memories is enough.

Gammanet, interns too.

Meryu, I do not want my opponent to gain access to a thing if I'm ripping it out of a central.

The big boy, what if you trash, an archived memories?

Meryu.

Not that it matters all that much because the point of this card is to let you makers back to back for fresh stuff, spend card click get card card, and fresh R&D for poking.

The big boy.

Well, it's also to let you get early R&D hits without fixing their draws.

Meryu, you trash it without trashing it, essentially.

Gammanet.

Kate causes such weird thoughts, like this is very good, in an aggressive Kate deck, but it costs 0, so I don't want to play it.

Gaslight.

And yeah, you'll slot SMC without thinking.

Gammanet.

SMC is a tutor, and you can procate on opponent's turn.

Phrydephisch.

I remember playing Kate back in the day wasn't that hard to find something like a clone chip or prepaid voice pad to install 1st on a turn I wanted to install SMZ.

Meryu agreeing, says, Install a second.

Came in at number 38 in the booster bracket right in the middle of the pack after a 2nd round loss to Kampala city grid, but it does not do so well in the tier lists.

Gammanet and fluffy one both rank it a C, gas light and goblin mode a D. It does show up in 3 deck lists, a kit, a Sonia, and...

The original reconstructed version of the Hayley deck.

Card number 6 is furnace, an apex that's basically like an HQ or R&D interface.

HuginRonin.

Only one access, I assume.

Now thinking about how to run this beside Aesop's.

Naturally, it'd go into the same decks, but it can't replace Aesop since you will need Econ.

Then the question becomes, how do you ensure you don't come short of having enough trashables?

All of this outside of apex.

Like I'd love to try this in Hayley, but it doesn't solve the fact that you need more draw and more stuff to trash.

I do like that it's prized between HQ and R and D interfaces.

Gammanet.

Nifty.

Obviously, Harbinger is a golden boy, especially with like Hayley.

I definitely think it could cost less since it's the same influence as both interfaces, but I don't know how it performed in testing.

Like Apex has some strong access pressure, so this can capitalize.

Also, it's a pretty good wind con after APOC.

HuginRonin.

I don't know this is creating any new decks, but it's definitely giving some legs to a bunch of less played ones, and that's great.

How tight is noises influence?

Gammanet, very.

Noise also needs the cash badly, no?

HuginRonin.

I mean, Aesop's is 2 or 3 apiece.

Gammanet, 2 each, and 3 cash.

Phrydephisch.

I think noise has to choose between this and Aesop's and chooses Aesop's every time.

Gammanet.

So noise has like what?

One fun influence, which is fine.

Noise can be over there.

Phrydephisch.

Noisability also makes up for lack of multi-access too, I think.

Gammanet.

It does, as he's kind of R and D multiaccess.

Also, nerve agent, and medium are viruses.

HuginRonin.

I feel like Hayley's biggest issue still is how clunky Proco feels to play, and the fact that if you don't have it on opening hand, your gas cap capabilities plummet.

Gammanet.

Then just don't play Proco.

HuginRonin, how do you draw every single thing you want to install and be able to afford it?

Gammanet.

The Hayley Torch plays is Procoless.

The Hayley Torch plays, whose torch.

I don't know who torch is.

Anyway, Mike Aesop makes Hayley's ability into 3 credits.

In some games, all 4 Aesop's are deep in the deck.

The big boy says, you don't.

You never install everything, just the things you need in that matchup.

HuginRonin.

I mean, you would need to draw it 1st then, the big boy.

You search with self modifying code.

What do you mean?

Gammanet.

Diesel, quality time, click to draw, gets plenty of cards.

Bridges the gap.

The big boy.

But then just play Kate.

Gammanet definitely could.

Aesop's Kate likely still good.

HuginRonin, which then leads to the why do you even play Hayley debacle?

Gammanet.

Hayley with SMC and Cloneship gives you some incredible click economy.

You can treat your ID as draw a card, since now you can dump your hand in one click, or as 3 bucks, because the Aesop card is installed for free.

I know gas has been toying with a big rig, Hayley, and having decent success.

Never worry about tumor, tutors.

I was messing with Stealth Hayley a tiny bit.

It definitely functions.

I just am not committed enough to iron it out.

Chameleon Hayley is the same monster it was in FFG.

It got 2nd in Swiss 3rd in the cut last constructed league.

The big boy, giving a shorter answer to why do you even play Hayley, to use Proco.

Gammanet.

Nah, Proco is for CT and some Cates.

The big boy.

I'm pretty anti-proco and Kate.

Symmetrical visage is better.

Phrydephisch.

I think most Hayley decks want ProCo.

Chameleons might be the exception because once you find 2 chameleons, that's what you're getting value out of the Hayley ability with.

Gammanet.

Also, Uba might be lit in either deck.

I know prepaid UBA was lit when Zalie was toying with it, and I messed with it a bit.

As you backs.

I know, I've always read it in my head as a UBAX, but then I look it up, and it's pronounced UBA.

Mur you.

Uh, still, we're talking about furnace, which is the thing that, the apex card that trashes, to, uh, gives you an extra access.

Doesn't this trigger itself?

So you just sell your whole board and access like 8 or something?

Gammanet?

It seems phrased just like the other interfaces to me.

Meryu picked up a pick of E3 feedback implants that says whenever you break a subroutine on a piece of ice, you may pay one credit to break one subroutine on that ice.

Gammanet.

But accessing cars is determined once at time of access.

A medium run doesn't end early if the 1st card is cyberdex virus suite.

Murr you.

Yeah, that sounds right.

It just should be clearer, I think.

Gammanet.

I mean, it's phrased the same as the interfaces.

Meryu.

If is once per run, it's cool.

If it's 8 times, then it's, well, probably a bit too good outside of apex. Let alone how it interacts, how it interacts with apoc cheese pile.

The big boy.

It's not when you access a card.

It's when you access cards, same as RDI.

RDI doesn't go infinite with itself.

Meryu.

What we really need is a Twitter account to pester you about rulings on.

Klerik.

I think this is an apex only card, although the flexibility could maybe sort of make it work somewhere.

But even if so, it is a pretty good apex card, if nothing else, then because the only in faction access pressure.

Gammanet.

If I trash an HQI with this, do I only get 2 cards?

Klerik.

I think you'd get three, if you want, as in, if you trigger HQI first, it boosts, then furnace, you get three.

If you do it the other way, I think two, but to be honest, unsure.

A big boy.

Yeah, you can pick the order.

Gammanet. Neat.

I love the idea of this an atom to sell off directives, drip multi-threaders when you need a push.

Klerik.

But yeah, to be clear, the intention is once per run, so you can't pitch your entire board to see 10 off one run.

I think the wording accomplishes this.

Gammanet.

And if you give up neutralize all threats, you see 3 cards and don't have to trash.

The big boy.

That's fun.

We should probably make sure that actually works on Ratechi.

And then there's an extended discussion about wasteland, which is the 2 cost apex resource that reads the 1st time each turn you trash one of your installed cards, gain a credit.

HuginRonin.

People play prepaid voice pad.

Granted, it costs one in Kate.

The big boy.

Prepaid is outside of Kate is not very good.

Klerik.

I think 2 costs gained one every turn forever would see a lot of play.

Then if it doesn't actually say that, but only kind of close, I guess it depends.

I think wasteland actually is pretty close though, provided you are on the chop bot engine, which maybe you shouldn't, I don't know.

In the booster bracket?

Furnace comes in at number 17 after, well, here we are, another loss to Dionysus bagbiter.

This is the 3rd one of this pack that lost out to Dio, said in the 2nd round for this one.

Goblin mode ranks it a C, gaslight and fluffy wannabe, but Gammanet gives it an S, and it shows up in 2 deck lists, a Sonia one from Fluffy one, and an apex deck from zailey.

All right, we're going to finish off the 1st half of these cards with cartographer, the shaper virtual resource that gives you a mix of cards and credits.

Meryu starts off with click, click, click, get 6 basic actions worth of stuff.

It is like magnum opus and professional contacts, but it is not magnum opus or professional contacts.

The big boy.

The idea is big value, but awkward and doesn't work great with other engine cards, sort of like an even more demanding, but more potent Armitage.

The final use.

Three clicks for 5 and a card is actually really hard to find time for if you still need to draw.

Murriu.

Oh, for some reason, I totally missed, when there are no counters left, trash it, and just thought you could just opus for 6 indefinitely.

And it was cheaper in exchange for being more restrictive on how you can use your turn and also easier for the corp to kill.

Now I don't want to spend the install cost anymore, LOL.

The big boy.

Yeah, you don't want it in the same decks as Proco, which want to draw all 45 a lot.

It's for decks someone to power draw like halfway through and then be done.

Gammanet.

Gain 2, draw 4, gain 3, draw 3, gain 4, draw 2, gain 5, draw 1.

So in 12 clicks, you get 14 credits and 10 cards.

Effectively, what Armitage is to Opus, this is DeProco.

Definitely seems good in hyperdriver Hayley or even just normal Hayley.

HuginRonin, all caps.

I'm so pumped.

The requirement to spend your whole turn is brutal.

Maybe it's time to slot all nighter in Hayley since it's a connection, and it gives you one, 2 with Hayley, clicks.

The big boy.

It's 3 clicks to use, not four.

Generally, you put it down, and then use it the next turn.

Gammanet, which is huge for Hayley.

Also, pedal this out, end of the corp turn, trigger Hayley, then hit it, and face check a server with SMC or clone chip.

Install seems lit, or just install 2 things.

I'm sorry, face check a server with SMC or clone install, sometimes Gammanet, is typing faster than his brain is moving faster than his fingers can type.

Gas light.

I want to live in this reality where you draw 4 and get SMC, and not every program it would target.

HuginRonin.

That's why I play Savoir Fair and Hayley, Baby, and why I consequently need subsidized processor.

Gaslight.

Hayley has the advantage of not needing savoir fare to combo off of SMC installs, and thus about her only advantage.

HuginRonin.

Well, yeah, but Savoir Ferry is better for me when I'm on chameleons, since it will let me install them further down the line when they're all in my hand, or at least that's my reasoning.

Gaslight.

But I jump at pretty much any chance to replace Proco in a Dak so...

HuginRonin.

It'd be pretty sad if the best reason to play an ID was, it doesn't need this subpar card from another faction you wouldn't need anyway.

Gaslight.

I don't think there's really a best reason to play Hayley.

HuginRonin.

It scratches the part of my brain that wants to play a lot of cards per turn.

Also, you get to goof with things like replicator and savoir faire.

Gaslight.

Don't get me wrong.

Hayley is probably one of the most fun shapers it was ever printed.

But her strongest lists require cards that won't ever be in reboot.

I think a Savoir Fair fan is likely to enjoy the new shaper anyway.

The big boy.

Hayley is a value ID is quite bad.

She's good when you're installing things from hand mid-run.

Means you can run a lot of situational breakers or programs without taxing your clone chips.

Gaslight.

It also means your events and your programs compete for space in your hand.

The big boy.

Yeah, that's why you don't want to run too many events.

Gaslight, and to think comet is Hayley's console.

The big boy.

Yeah, I don't know what they were thinking with that one.

Gaslight, the pun, of course.

The big boy.

Maybe comma should have let you install after playing an event.

HuginRonin.

What would be value here?

I know what value means in other contexts.

Yeah, so where's where big boy said Hayley as a value ID is quite bad.

The big boy.

Value means the raw total amount of resources the ability gives you.

Kate's value is almost always going to be higher than Hayley's.

Gaslight.

Click compression for setup.

HuginRonin.

How many other IDs do click compression for setup?

Exile had to be buffed?

Gaslight.

Hayley is pretty tough to meaningfully buff with a number.

I mean, you could buffer influence, but shapers make such strong use of pips that had likely be broken.

Hugen Ronin.

Make or install 2 things after the 1st one.

zailey.

I tested some Hayleys that subsequently got cards changed because they were too good, LOL.

She's getting a lot of new tools, but nothing game breaking.

In the booster bracket.

This card came in at number three, cartographer, after a 1st round loss to Dionysus bagbiter just wiping out this whole pack.

A sizzler, which came in at number two, I lost 9 to 8 in the sweet 16, whereas cartographer lost 8 to 7.

So, uh, Sizzler score is a little bit better.

In the tier lists, Goblin mode still gives it a D, gas light a C, both Gammanet and fluffy one rank at a B, and it shows up in 9 deck lists, 2 out of exile, 2 for the professor, 2 for Sonia, one for kit, and 2 for Sunny, including the big boy's beautiful forecast deck.

Kicking off the 2nd half of our new reboot card pool, is the number 8 card Petrie, the anarch one MU chip that can be trashed to place a virus counter.

The big boy called it a cute little guy with profound implications.

HuginRonin asked, was men strips not enough, or does this do something else for it?

Gammanet.

Charging hive mind, or shaving a turn off parasite is pretty legit.

If I have 5 MU installed, and a parasite on a roto turret, when I trash this, do I immediately have to trash a program before going to place a counter?

Because, of course, you'd be down to only 4 MU.

The big boy says, you would have to trash a program first.

HuginRonin.

I mean, fester is a niche card from what I've seen.

Gammanet.

Doesn't fester cost a click?

HuginRonin.

I mean, so does this when you install it.

Doing it instant speeds fine.

Klerik says parenthetically.

Fester is virus breeding ground in this context, I assume.

Gammanet.

I mean, VBG also a click to install.

It being a mem chip in between is pretty good.

It being multifunctional is what I think makes us playable.

Mem strips obviously is insane, but costs money and only gives MU.

VBG lets you play with counters, but not at instant speed.

Also, I think still costs money.

This costs a data sucker token.

HuginRonin.

I meant Surge.

I get those 2 mixed up all the time.

Klerik.

Ah, I see.

Yeah, I think Surge and VBG both have the issue that they do one thing only.

Gammanet.

Serge is a lit one of.

Klerik, this is a very cheap extra MU that also gives you a sucker counter back for a surprise archer, or Hail Mary medium access.

Then, a little later on, a couple weeks later, the big boy said.

Petrie lets you play Desperado Anarch, which is great versus HB for example, solves your MU problem and your Cheeser CVS problem in one card.

Meryu, 0 cost mem chip.

Hey, what's wrong with CVS blowout?

The big boy.

Oh, nothing.

I just think having a one time CVS bailout is cool.

Klerik, paying a counter for a one MU card with CVS protection?

I don't know, sounds expensive to me.

This post brought to you by Progenitor Gang.

In the booster bracket, Petrie came in way up at number 15.

After a play-in round loss to Thicket, in the tier lists, it gets B's and C's, from the crew, and only shows up in 2 deck lists, a zailey Horde deck, and Goblin Mode made a slight adjustment to the vowel precon that included it.

Our ninth card here is Karim Hamdan, a Shaper connection resource that trashes a program from your hand to replace itself and also gain credit.

Gammanet calls it slow FCC, freelance coding contract, trashes extra opus, SMC, and consoles.

This card is hard to judge.

Because I want to like it, because clickless draw, but thinking about hands and cards.

I want to trash, it would only trigger a handful of times.

But on paper being the slowest draw 3 gain 3 is good.

But running multiple of him would make it worse.

Woody 23.

Aesop's competitor, LOL.

Gaslight, rejoice because your SMCs are now good.

Dunsch 97.

It feels a bit too slow to justify slotting it.

Gammanet.

Proco and visage are also slow cards, though they are generic, clickless draw is really strong, especially with opus.

And opus does have 4 to 7 dead cards going through the deck.

Also something like exile, where you prefer the femmes in the trash.

HuginRonin.

It's good with replicator.

The issue naturally being the fact that my trash panda self deems necessary to play, every single thing I draw from it, I did put them in my deck after all.

You know what?

It's decent to unclog your hand when using respiracites.

It lets you throw repeat breakers and trigger Rispiro from one card, from one card.

Is there a world where you cut an esops and noise and slot one of these?

The big boy.

Seems bad.

Why do you want to discard your programs?

Aesop's is the best card in that deck by so much?

I'd rather be Andy and never draw desperado all game than be noise and never draw Aesop's?

You probably run 5 Aesop if it was allowed?

HuginRonin.

It's such a blatant anarch card that they slotted in shaper because anarch would be nuts otherwise.

Gammanet.

Noise wants Aesop's, because he wants to install garbage to trigger ID.

If you never install it, you don't mill.

I could see Val may be playing this guy's, and she's usually on 2 to 3 of each program and 2 to 3 console.

Still, having to see him early, hurts when Earth rise exists, and when Earth rise draws Earth rise, it's lit.

When this guy draws himself, not so much.

HuginRonin.

Change the 2nd copy for a hostage.

Gammanet.

In Val, I don't think you have the influence and it'd be really inconsistent.

In a shaper, I need more targets.

This and Aesop's feel a bit clunky together.

Film critic is lit, but not worth being a primary hostage target.

Getting a Clicklist Proco next to Proco feels very lateral.

Psych Mike.

There's plenty of games as Hayley that on hostage 3 Aesop, you still don't see Aesop, and I don't know if I want 3 copies of this guy.

HuginRonin.

You're happy to ditch your Plaskret, if you don't need it, I guess.

Gammanet.

That's fair.

You also get to sell your body armor?

BHuginRonin.

I don't know.

I feel like with Corp, you get a lot more dead draws than with Runner.

Gammonut, really?

As Corp, I'm hype about all my cards usually.

Eventually, there's a bunch of worthless eyes, but that's because I want ice early, so late we don't need it anymore outside some of the bomb ice.

Funnily enough, I think he's good in Dio if it wasn't forbidden.

Goblin mode.

Yeah, probably only makes sense if you want some of the cards to be in the bin, and can alleviate them being there.

Fluffy one.

This is good out of prof, with all the matchup redundant stuff Proco hands you.

Also my replicator Nasir.

Gammanet, Prof T-one.5, T, Tier, Prof, Tier one.5.5.

Fluffy one.

Prof is legit against glacier.

Just rush is unwinnable.

And mid-range is a toss up.

Gammanet, how is Rush unwinnable in the SMC faction, like you get test run FEM and SMC, also sneak door.

Though I don't know what people are doing with prof nowadays.

Back in the day, he definitely was fun to play.

But you missed having an idea ability.

Meryu.

So does the new ID say whenever you trash a program from anywhere, blah, blah, blah, because otherwise I don't see this making the cut at more than an occasional one X, you have to trigger it 3 times to break even and 4 to start profiting.

The big boy.

I promise, this dude is one of the best cards in your deck with the new ID.

But it's not something like you described.

Meryu.

Yes, I realize that he turns dead clicks, draw duplicate or unnecessary program into not dead.

The big boy.

I think this guy is also good in exile.

Meryu.

Yeah, he's for the bin deck.

The big boy.

You have a lot of stuff you only ever install from the trash.

Meryu.

Put stuff in bin to get out of bin.

The big boy.

Yeah, you gotta be using the bin for him to work.

Just pure value he's not worth.

Maybe, professor, because he has tech programs.

In the booster bracket?

Karim comes in at number 62, a 2nd round loss to subsidized processor.

There was a change before the bracket, the same thing that was said about, ooh, what was it?

Well, uh, the same thing about that card earlier that was nerfed from an install for a cost of one to a cost of two, that happened here too.

And I'll just repeat the, The comment that he made then, one of 2 cards that are the latest examples of the policy of aggressively costing new cards so that people play with them.

People have had a ton of success with both of these cards, and it's clear that they will probably still see a lot of play at 2 costs.

I wouldn't call either of the cards broken at one cost.

It's just unnecessary power.

And since they're both brand new, it's worth tweaking them sooner rather than later.

Despite that pretty bad showing of number 62 in the booster bracket, in the tier lists, it does very well.

Gammanet gave it a B, gaslight and goblin mode both give Karim an A and fluffy one, S tier, shows up in 8 deck lists, 4 of them are Sonia, 3 of them are exile, including the recon, and an atom.

Our 10th card is back to our title card multitasking, the sunny run event, to install hardware or resources.

Hmm.

Just realizing that I did not put this in the lucky find segment.

This is definitely an Econ card.

After all, you are going to get.

Ideally, you're going to get one click to run.

It's got to be a successful run, and then it's going to give you back, um, what, 4 clicks.

You know what?

Let me just go back and...

Let me just do an impromptu lucky find segment right here on the spot.

So, It's a cost of one.

You can install up to 2 hardware and reduce the cost of each by 2.

So, that's a for cost reduction.

But it's only going to cost you one.

You're getting back for it.

So it's like, I mean, it's like dirty laundry, right?

It's the same 3 3 credit swing, except more than just giving you 3 credit credits, more than just giving you 3 credits, is also giving you 2 extra clicks to install the hardware or resource.

You don't have to spend the click to install it.

So 3 credits and 2 clicks for just a click and plus whatever you get to access.

That's pretty good.

And, um, you know, Sunny can use the extra speed.

I suppose there is a danger in Sunny getting too fast, if she becomes too fast and too reliable, she probably just stomps all over everything.

But she could use a little more speed and a little more, um, you know, a little more money.

Anyway, Gammanet says, with opus math, that's 8 credits of value plus the run and accesses.

Meryu says, cost, one card, one credit.

Output, 2 click, 4 credit.

Sure gamble.

And when he says opus math, that means those 2 clicks could have been 2 clicks of magnum opus for 4 more credits, so 8 credits, for one click.

Big boy.

Yeah, at max value, it's huge, but you need 2 targets and you have to get in.

It asks a lot, but gives a lot back.

vslice.

My Ian deck may finally be off supplier.

And or Ian.

R2 Divo.

I would consider this in my DO.

It has a lot of optional support pieces, although the influence is tight.

Fluffy one.

I honestly would not cut supplier out of Crim, though out of everything else I would.

I think Ian is on Ninja. Which actually isn't too bad given that people are actually playing Andy Sucker, and therefore, mimic.

Gaslight.

I don't think this is an Ian card.

To influence on a 12 influence ID, but I don't play the guy.

If you want to play this outside of Sunny, I feel like Ken is the obvious choice.

Maybe Leela, since she's pretty influence agnostic.

But I've been wrong many times before.

V slice.

I'm guessing it's also not an Ian card.

But underworld contact and data folding are really good targets for it.

Gammanet.

Plan to solve to play this isn't even bad.

HuginRonin.

Even more Hayley click compression.

If I hit multitasking and use the 1st install for Replicator, Does it trigger it for the 2nd piece or do they both kind of enter at the same time?

The big boy.

Multiple installs are always sequential, so you choose the order of the installation of the 2 cards.

It's just like installing them normally.

It just only takes one click.

But in the booster bracket, it comes in at number 75, very near the bottom after a 1st round loss to natural monopoly.

And there was a little bit of commentary there in the booster bracket, this again about 3 months after the spoiler season where HuginRonin said, this card speaks with a type of player I am.

And I wonder if it can see play outside of Sunny.

Gammanet.

I've definitely thought about it.

You'd need a big hand, or a ton of hardware or resources, like do bagbiter chaos theory, multitasking into HQ, install 2 R and D interfaces, run R and D, then hit archives, and play your 2 or 3 notorieties.

Cards like this and future proofing definitely are cool, though.

Meryu, I forgot this existed. And haven't actually played Sunny since she got self-modifying code at home.

In the tier lists, Gaslight put this in his mini faction tier.

Gammanet gave it a C, Goblin Mode A B, although that's also kind of his.

I think he labeled it as partly important card for many factions, and Fluffy one gives it an A. It shows up in 5 deck lists.

All of the, they're all from Sunny, including the big boy's beautiful forecast.

And my deck from spring 25 champs that went 0 and 4, and I included, you may be surprised, a lengthy write-up in it.

Our 11th card here is Chronicle.

From just the spoiler time.

Woody said.

I think that the shaper console is some kind of buff for the professor, such as something that recurs our programs, because all it said was, a shaper console you might actually slot over Astrolabe.

The big boy said, it is not specifically a professor, Buff, but it is probably a good card in that deck.

Woody. Excellent.

I love professor.

Big boy.

It's a very low maintenance card, like Astrolabe.

And then from the actual spoiler time, Woody says, oh, it works with same old thing.

Wow.

I love it.

Exile stonks.

Even Kate might like it.

Meryu.

Finally, a real competitor to Astrolabe.

Uba is great and all, but 4 bucks is 4 bucks.

This one gives me, uh, 3 bucks.

Four, I guess.

It works on my one same old thing.

The big boy.

More, if you levy.

Meryu.

So 8 bucks.

Yeah.

Console saves me 3 over Uba, then saves me 8 over the course of the game in exchange for not drawing cards.

That's uh, the astrolabability, of course.

HuginRonin.

I assume it also works with Scavenge, the big boy, it does.

Klerik.

So glad to see paper clip support being printed.

Paper clip is from later on in the fantasy flight, uh, cycles.

It's one of what they call the conspiracy breakers, is an anarch fractor that install cost of 4 and a strength of one, but basically when you encounter it, you can install it from the heap.

Instant speed, when you counter a barrier, rather.

And for X credits, you get plus X strength and brake X subs.

So it's kind of really good.

Woody 23 says.

Looking at this car and makes noise cry due to fond memories.

Gammanet responding to the paper clip comment, MK Ultra win.

MK Ultra was the anarch killer, that installs out of the heap, that install cost of 2 in a strength of one, and for 3 credits would give you 2 strength and break up to 2 subs.

Then the 3rd one was Black Orchestra, the decoder, which had an install cost of 3 in a strength of one, and had the same text as MK Ultra, 3 credits to get 2 strength and break up to 2 subs.

Uh, Gammanet continuing.

Set up MK Ultra with Sheherazad and a Sahas Rara, sell to Aesop every turn, then install for one less.

Dunsch 97.

Reinstalling FEM for cheap.

Gammanet.

Now all those installs with test run will be cheaper.

And then puts slash S. That's uh end sarcasm, I believe.

R2 Devo.

I mean, exile does like this.

Gaslight.

About on par with Astrolabe, worse than dinosaurs, in my opinion.

Depends on the build.

R2 Devo.

If you just want a mem chip, and have clone chips, this does it better.

Gaslight.

It's about one credit better than a card if Astrolabe manages to get you that.

If you just want to value memory ID, Oh, value memory, I'd say it's worth replacing Astrolabe, not a game changer, though.

Way less value in the event you're up against assets.

R2 Defo.

There are some matchups where Astrolabe is just a chip.

But are those the matchups where you need the help?

Gaslight.

I think shapers kind of suck versus assets in general, but it depends, again.

Recurable imp is very good versus IG.

The draw would definitely be a boon versus like Gagarin, or near pad.

The big boy.

Yeah, there's some B-tier decks that happen to be good versus Shaper, and Astrolabe helps with those, and Astrolabe does draw cards versus RP, but if it's all ETF or Whalen, then Chronicle is going to be worth a little more.

It's a vanilla console for most IDs, but for Sonia, it pops off.

It did come in at number 56 in the booster bracket after a 1st round lawsuit chronal retrofitting, but basically made all C's in the tier list, though gaslight did give it a B, and it shows up in 4 deck lists on Ratechi DB, 3 of them are Sonia, one is out of exile.

Just a couple of comments on our number 12 card, Gyro Drive Souls, this is the Adam card that, uh, um, Boy, what does it do?

That's what happens, you know, when I, uh, Don't forget to forget to write the notes down, and then I have to remember what it does.

If I don't I don't remember what it does off the top of my head, how are you going to remember what it does?

Anyway, it's a cybernetic hardware that is an install cost of zero.

And uh, during runs that you initiate with your 1st click, the trash cost of all cards is reduced by two.

I didn't mention about Chronicle getting the cost reduction, but I did read that comment. Earlier.

All right.

Now I got to scroll back to the spot in my notes here.

Okay, here we go.

So, HuginRonin simply said, huh, neat, very atom coded.

Is this ever a consideration outside in something like Ken?

Dunsch 97.

Neat card, definitely worth as an include in my atom list.

Meryu.

I like how this works well with all 3 directives rather than just one or two.

Disincentivizes hammering.

I should play more atom.

New atom cards are helpful for me to pester my atom enthusiast friends into playing.

Gaslight, still won't save you from hitting that krisium on the top of R and D turn one.

The big boy.

That's what dirty laundry is for.

In the booster bracket, it came in at number 34, after a 1st round loss to project Oscarrea, and all of the most of the guys that did the ratings just stuck it in their mini faction tier, Fluffy one gave it a B. It's in 5 deck lists on the site, all of them, out of Adam, including the recon.

All right, and what was originally the final card, although here we're just covering it as our 13th card, Sonya Nahar, the shaper ID, that installs shaper programs from the heap as if they were in your grip, and then each one costs one extra to install a stacking cost.

Gammanet.

Clone chip, test run, SMC for days.

HuginRonin.

My main hope is you can't easily recur SMC, the big boy.

What was wrong with that?

You can already do it.

HuginRonin.

Redundancy.

The very least, you need to draw a clone chip.

If your ID reinstalls your SMC, that's going to be a huge blow to any rush decks, or well, anything relying on gear checks.

The big boy.

That's not really how rush decks work.

Gear checking is important versus crim and anarch, not versus shaper.

Shaper is a money check.

Gaslight.

Rush jacks without an alternate threat will generally fail anyway.

C next rush.

R2 Devo.

Next rush has good fast advanced tools and constructed.

Gammanet.

I think this is all from the, honestly, from the spoiler time.

I'm not sure.

I've seen the dates are all wrong here.

These are from July 6th and most of the comments are from July 30th.

So, I don't remember what exactly was spoiled about the ID. That this is mentioned here.

Anyway, uh, next rush, R2 Devo.

Next rush has good fast advanced tools and constructed.

Gammanet.

Next rush also has the goal of rush out FCOM efficiency committee, with an efficiency committee, remotes don't matter anymore, except against clot.

Gaslight.

And it's all well and good, but if your whole game hinges on score this 42 before the runner can do anything, you may be disappointed.

HuginRonin.

What is the point of having things like quandary in your deck versus shaper then?

Are there just dead weight?

Now, fast forwarding to the spoiler point.

Fluffy one says, so can you explain why this is 46 cards?

I responded, from the big boys interview on episode 50 of the 2.one podcast.

I also think the 46th card is absolutely uncontroversially correct, unarguably in the Shaper ID in the next pack.

You're definitely going to play 46.

Fluffy one, to make people less obsessive with 45 exactly.

And I said, I think it's a meme.

Specifically, it's not just a meme, but it's, this is me talking now, but it's again the reference to the prepaid cake deck.

The big boy.

It's in character.

She just can't bring herself to cut that last card.

She's too obsessed with never throwing anything out.

Gammanet.

It's funny that scavenge is awkward in this ID.

Since usually you'll have to pay more.

The big boy.

Yes, you generally don't play any of the usual recursion cards because she makes them all worse.

zailey, except same old thing.

Maybe you play same old thing.

Gammanet.

God, paying 8 or 9 for levy sounds so ew.

Gaslight.

You don't install levy.

So you'll be all right.

Gammanet.

Oh, okay.

Still, makes programs cost more.

Gaslight.

You're more likely to pay for for Levy.

Gammanet.

Yeah.

Still rough, since this kind of falls off kind of hard, late game, at least on paper, but she does let you set up fast.

She'd have been an insane 41 card ID.

Because personal workshop and Savoirfare both specify the grip.

That's a nonbo, right?

She specifies install, so workshop for sure on Nanbo.

R2 Devo.

Personal workshop doesn't work because you aren't installing it just hosting it, right?

Gammanet, same as London Library, I believe.

HuginRonin.

A workshop doesn't install from the grip.

Savoir Fair does.

The big boy.

London works.

You just have to pay the additional cost because it's install and host.

So I have our fare works, yes.

Gammanet.

That's kind of intense.

Install hyperdriver, and the weird professional duggers, I assume he means cartographers.

Next turn hit it twice, then freelance coding contract, toss down savoir faire and get in there.

The big boy.

Importantly, Savoirfare is use only once per turn.

So you can't just install your whole rig mid-run.

Gammanet.

It's true, but conveniently the corp has a turn.

What do you even do with 12 of your influence?

Three lucky fine, 3 build script, 3 process automation.

Ah, no savoir fair to threaten clot.

The big boy.

Yeah, importing the tricks other shapers use into her is going to be less efficient than just playing those IDs, she's a totally different deck.

Gammanet.

My 1st thought is a mix of FCC exile and those old can trip decks that swapped to opus after churning and burning.

HuginRonin.

I really think frantic coding is an option.

Gaslight.

You can still install from grip or stack without piling your counters.

Maybe frantic is viable, but this is the faction with SMC.

The main problem I see with frantic isn't the programs you toss, but usually the econ you lose.

The big boy.

You have a 0 cost card to do that.

Again, self modifying code.

Getting all my breakers out is an anarchy problem, not a shaper problem is, so what?

HuginRonin.

What's the idea then?

The big boy.

I'm not telling.

Phrydephisch.

The biggest advantage I see is you only need to find one SMC to set your whole rig up.

The big boy, is getting 3 breakers out a problem you guys have with Shaper?

The problem isn't really not being able to find them, is either being able to pay for them or being able to make relevant runs with them.

HuginRonin.

And this doesn't really solve the money issue.

So I guess it has to solve the run relevance issue.

The big boy.

It solves the money issue, but in a really indirect way that I'm excited to see if people can figure out.

Two Clark mentions da Vinci, which is a shaper program with an install cost of 0 whenever you make a successful run, you put a power counter on it, and you trash it to install a card from your grip, with an install cost equal to or less than the number of power counters on da Vinci, and then you ignore the install cost.

And the big boy says, this works, but you do have to pay the additional cost.

Tooplark.

Yeah, it would be actually broken if you didn't.

Da Vinci and 2 da Vinci with a tech rider installed would be infinite money.

Can you pay for Sonia Tax using Sahas Rara?

The big boy.

Yes.

V slice.

Have we already gone down the rabbit hole of are there runner cards that remove power counters?

The big boy.

There is no and will never be runner side power counter manipulation.

Fluffy one.

Do you take advantage of having 4 more sloths than the other shapers?

46 minimum deck size, no clone chips, to slot more Econ.

The early game spam Karim to draw your stuff.

Sharpshooter spam to save money?

Karim heavy anti-synergizes with FCC, so maybe not that.

Or wait a second, probably the safest way to state this, is that Sonia always has room for heavy Shaper draw effects because she doesn't care about discarding programs to hand size.

The big boy.

The slots help, yeah.

But basically, you'll all find out that Karim is crazy efficient, if you can fire him every turn, basically risk free, he's super powerful.

Fluffy one, free Proco.

It's like having 5 clicks a turn.

I always get annoyed with non-uba shapers because I really want to begin basically every turn by clicking for a car, but then I can't run much.

Symmetrical visage is good, by the way.

The big boy.

She used to allow all programs and hardware, parasite broken, but was worth trying, then non-virus and hardware, but ferry was broken.

Only solution was shaper programs only, which was perfect.

Much, much, much more recently, that was from all from July, August of 2024.

In December of 2025, the big boy just made this comment in passing, which I think is the answer to the question of, um, what the trick was with her that he said earlier.

What's the idea?

And he said, I'm not telling.

I think this is the idea.

He says, the point of her is she's a 0 deck slot recursion solution forever, as long as you have money.

So you cut all your recursion cards, for more money cards, and roll with it.

In the booster bracket, she came in at number 27, Yeah, top 3rd, after a 3rd round loss to patent acquisition, but in the tier lists, she gets straight A's, and there are currently 6 deck lists you can try out with Sonia on the DB.

And our 14th and final card is fuzzing, the Shaper event that creates 3 copies of tinkering.

Gammanet asked, did one cost seem too strong?

V slice.

I'm wondering if 2 cost is too strong, to be honest.

Also, poor PE.

Gammanet.

A more fake HP.

The big boy.

This card was going to be in the next pack, but it made a lot of sense as the egret replacement.

Uh, more about that in the next segment.

Flak maniac.

So fuzzing is significantly weaker in that it's not permanent, and that it costs a click every time you want to use the e-cret effect.

I guess it doesn't cost memory.

Gammanet.

Yep.

But it's now one turn paint brush instead of permanently.

So if you want to fight 3 ice, you have to play 2 tinkering, then run.

And then next turn they could just jam something else, still strong potentially, but much more like paintbrush and click efficiency.

Flak maniac.

What of actual paintbrush?

Do people often play that?

Gammanet?

No.

I mean, jank exists, but I haven't seen paintbrush in forever.

HuginRonin.

Me on my comet grind now being able to hit 2 tinkerings back to back.

The big boy.

Yeah, sweet comet card for sure.

Fluffy one.

Comet needs it with the sniper nerf.

It does not show up in the booster bracket for reasons I will explain in a moment.

In the tier lists, it's an interesting split, gas light and fluffy one give fuzzing an A, but Gammanet and goblin mode give it a C.

And it's in 2 deck lists, a quetzal, from Tooplark, and fluffy ones, kit, recon.

So there are your 14 new runner cards introduced in equity and eternity.

Now, what about what used to be the 14th card?

Sacrificial construct.

Egret.

So originally, the last card spoiled was Sonia, and that was the end of the discussion.

And originally, egret was the card that was in the backpack, not fuzzing.

Egret came from terminal directive.

It was a program with an install cost reduced from 2 to one.

Shaper card, 2 influence.

You could install it only on a res piece of ice and then that ice would gain sentry, code gate, and barrier.

So you can see it's very similar to tinkering.

Or paintbrush.

Adam S. Doyle, the artist here.

Here were the comments from the booster pack spoilers for egret.

Meryu said, Yagasaurus.

HuginRonin, out of kit, or just anyone?

Closest we get to Pancha Tantra.

That's a program from Kalagoda, the 1st pack right after data and destiny, that would give an extra subtype to a piece of ice once per turn.

It was any subtype.

Gammanet, egret is hype, really fun for non-mopus kit, MU issues with mopus definitely still could be done.

Or, as all things, I'm sure there is a Hayley or Kate deck.

HuginRonin.

It's hard to see what it does for Hayley because it's taking an MU and it's something you maybe don't want to actively sell, Gammanet.

It's a cheap install that charges tech riders, easily sellable, and allows you to potentially use cyber cipher, mimic with a new killer, or lady to remote camp better.

HuginRonin.

I guess abusing sci-fi is a very nice case.

Gaslight.

I was really enjoying this with sniper, but rip.

Decent Gordian card, though.

HuginRonin.

Does it work if I silverware and clone chip this on the ice encountering before I pass it?

The big boy.

Sure, why not?

And that was pretty much all the conversation about it.

And then we get to this conversation from December, when there's a conversation about, well, egret being banned, and Flakmaniac said, wait, was there something wrong with egret?

The big boy.

Yeah, it was busted in Dino, Yog, Kit, and Gammanet posted defiant toasters list learning to live with egret.

Or I suppose maybe the better way to read that is learning to live with egret.

This is from November third.

I'll provide the link in the show notes.

I'm not going to read out the entire list.

You'll hear him reference most of it here.

But here is the write-up.

I was hoping to do a write-up of the deck after the latest league where I've been playing the deck, but the impending ban hammer on egret has forced my hand.

I'd rather people had a chance to dunk on ETF glacier with the deck before it becomes unplayable.

The core strategy of the deck is to host Yog. 0 on dinosaurs, sprinkle in some the personal touch or data sucker tokens on top to feel safe against 6 or 7 strength eyes.

The main blowouts to avoid being archangel and archer.

And then to mid-run install egret, and lock the remote, then pivot into keyhole to close out the game.

Esher is optional here.

Personal workshop gives you more ways to spend the Stimhack credits and some drip, but mainly serves a function of sidestepping egrets host only on res ice restriction.

The Stimhacks are there to set up, especially since you'll mostly be SM seeing defined yog .0.

But the 2nd copy can be used to bust through ash, red herrings, or other defensive cost stacking in the remote.

Lady, is your emergency.

I have 3 egrets all used up, and an out against weirdos playing Hadrian's, or sensible people on Blue Sun Glacier, both of which are a horrible matchup for the deck.

Mimic is, as mimic does, and sometimes if the corp finds all their money and ice in an expedient manner, it can cover you for only having 3 egrets.

Cyber solution mem chip used to be subsidized processor, but despite it being better for deck slots and money in a vacuum, it stopped you playing egret mid-run off the personal workshop until it flipped.

While you have 3 cyber solutions, that is only to find, that is only defined 2 in a decently fast fashion.

Deck considerations, could include cutting one for a cyber cipher to ease the Grendel and building a better world rush matchups, where sometimes not finding dinosaurs can cost you the game.

Class crate is similarly important in these mass matchups, since once the deck is set up, it typically doesn't float many credits, with ice being mostly free until very late game, where egrets get spread thin.

Other considerations include cutting the utopia shard and the build script for a legwork and another burst econ card, but I think utopia is more useful in a few more edge case situations by hitting key operations.

That and with keyhole, you'll be running archives a decent amount already.

Props to Gammanet for getting the off forged activation orders and onto personal workshop and Stimhack for influence, setup speed, and mid-run egrets.

Props to ToopLark, helping me not tunnel vision onto the usual one high impact run style of kit.

This was the inspiration for keyhole, which feels superior to medium in this role.

It's high time to let your egret, your egrets fade away.

So back to the conversation, Flak Maniac, Yagosaurus Kit, actually wrecking people?

Amazing.

I dreamed of playing Yagasaur's kit in early 2015.

Gammanet.

Young Kit still strong as a deck.

Struggles with upgrades, though, due to the one run a turn, with egret, multiple runs were possible.

Flak maniac.

So was that deck all about R and D or just both R and D and the remote are very heavily pressured?

RP has got to be pretty good against it, using up the kit effect before they can run the remote, right?

Gammanet.

RP was decent.

They still just egret your remote and break everything for zero.

Flak maniac.

And then to deal with egret, you need to trash that ice or build yet another, well, not necessarily a 2 ice remote, Gammanet.

Yep.

Then they just chip back the egrets.

Also, lady and mimic help ease the stress on egret.

Once you've camped the remote a while and cleared HQ, you Esher, then keyhole them into next week.

Flak Maniac.

Oh yeah, Esher will almost certainly wreck them.

The big boy responding to the RP comment.

No, it's hopeless.

The really broken part was mid-run egret.

The fact that it was both fast and permanent.

And so, egret becomes the 2nd original card to be memory hold out of the reboot project.

Uh, following up on shipment from Tenin.

Well, many of the cards, discussed in this week's episode or linked in the show notes, music is from Alexi Action, the website that'll redirect to the reboot project homepage is [Netrunner 2.1.com](http://Netrunner21.com).

That's the numeral 2 and the numeral one.

But the word point.

Of course, go to the reboot discord server, a lot of those comments that I've been sharing from this episode came from exactly that place, and it's the best place to go to find.

Competition to find people to play against, although, you know, you can bring your own friends and just go to Riteke.fun and do it that way.

There are people who do, for sure.

So, in the Astroscript Pilot program this time around.

We're ready to enter the 3rd and final part of the book. Of the Worlds of Android.

So, part one was, it is the future.

As a reminder, that part had first a 30 page overview, then 4 major segments, one for each corp, and the technology associated with each.

So you had HB and bioroids, Jintechi, and Clones, NBN, and the Network, and Wayland, and the Beanstalk.

And I covered that entire section from starting an episode 7, going all the way through episode 71.

Now, the reason it took so long is because I had all the flavor inserts from the various data packs that I had to pause for. In the midst.

Part 2 is called the World Changed, which is all about the Three Worlds.

The largest section is about New Angelus, and then the rest of Earth, then we had a section about Moon, the Moon, and then we just finished the section, about Mars, and that covered episodes 80, was covered in episodes 80 through 118.

Part 3 is called People did Not, so the parts are, it is the future, the world changed, people did not.

There's quite a lot, 30 pages on wars and fighting wars, and then a couple of smaller sections on Android labor, and then religion, or at least spirituality, sizable chunk on the NAPD, and then it closes with a section on net crimes, which is actually the point where it most directly touches the actual game of NetRunner.

So we're going to start that off here in episode 119 and finish it, hmm, somewhere around episode 150, probably.

This time around is the introduction for part three. Which is like a, you know, like a 3rd of a page.

And then the 1st of several installments about the world's war.

So we'll get into that.

And thanks for listening, and see you next time.

Part three.

People did not.

Despite the major advances over the past few decades, technology has not solved the world's problems.

Some would argue that technology has actually made things worse.

With fusion power and advanced agricultural techniques, Earth easily produces enough food to feed not only its entire population, but the moon and Mars as well, yet the fuel for fusion power. Helped spark a bloody and costly war that scarred large swaths of the population.

Widespread surveillance networks and sophisticated policing organizations make our citizens safer than ever before.

But, at the cost of their privacy and freedoms.

Medical technology has added decades to the average human lifespan.

But humans are looking less and less, like their original selves.

The androids who were designed to lift us out of the hardest and most dangerous jobs, have also expanded into service and manufacturing sectors, at the expense of human laborers.

The ones who benefit the most from the technological advances are the rich corp employees, who enjoy a quality of life almost beyond the imaginings of their ancestors.

Millions of people across the worlds. Live in their kilometer tall towers that cater to every whim, oblivious to the mass suffering affecting the literal underclasses.

For those in the dark and squalid under cities, in the failed states, and on the red frontier, life is a constant struggle for survival.

The corporations and Risties leave little for those below them.

And the androids seem to be taking what's left.

And when resources are scarce, humanity resorts to violence and oppression.

Sometimes it seems that technology has changed everything.

Except human nature.

The world's war. 15 years have passed. Since the world's war, more often just called the war.

Few could have anticipated that the strain between state, corporate and societal interests in a new era of technology would erupt into violence on such a massive scale.

The war became one of the costliest conflicts in human history, and it was the first to extend past Earth's atmosphere.

The Outer Space Treaty, which forbade the buildup of national interests and arms on the moon, proved unenforceable, as major nations tacitly permitted corporate entities to assume power during the rush to mine Helium 3.

Discourse at the United Nations broke down, and major countries withdrew from the organization, when it became obvious that the UN was powerless to act.

The lunar insurrection, sparked the first wave of conflicts on the moon, and the situation spiraled out of control, quickly reaching the frontier of Mars, and eventually threatening to consume Earth.

Over the course of the conflict.

Corps and nations allied, superpowers rose and fell.

Colonies rebelled and reintegrated, and technology matured with deadly rapidity.

The treaty of Heinlein.

Milange mining's monopoly, and the creation of the universal nations, the space elevator authority, and the Martian colonial authority, helped end the fighting.

But these treaties and organizations did not solve all the world's problems.

The Lunar Insurrection.

At the height of the helium 3 boom on the moon, almost all the major world powers had their own mining concern operating on the lunar surface.

Crescent Co, Helio Bras, Melange Mining, Pistroka Technica, Rajani Patty Limited, and Jiangong Incorporated, all maintained significant mining facilities, and colonies to support them.

Each company was driven by its bottom line.

The corpse took every shortcut, and seized every available advantage.

They were determined to wring every last credit they could from the regolith, the machines and their employees.

Competition between the corpse was fierce, and eventually they turned their sights on each other.

In the months preceding the war, industrial sabotage was nearly as common as actual mining, and it wasn't always equipment that was targeted.

Many workers were injured in the destruction, and the death toll began to mount.

Private security forces were stationed to protect corp facilities, but this only seemed to increase the bloodshed.

Certain lunar mining facilities developed reputations so bloody that no one would work for them, leading to the importation of some proto android labor forces that relied on weak AI.

An alliance between workers from numerous corporations petition to the Earth countries to rein in their corpse, they wanted reparations for the lives and livelihoods lost, and the immediate apprehension and trial of the corporate executives, and mining overseers responsible for the whole situation.

The rival powers of Earth began negotiating a solution through backdoor diplomatic channels, but in the meantime, the corporations on the Moon continued to escalate, the number and intensity of attacks on one another.

Not long after the miners 1st broadcast their grievances, prosperity mining depot, the primary dock belonging to Milange Mining, was bombed by unmarked PriceC forces.

Life support failed, suffocating 100s of innocent minors.

The brutal events at the prosperity mining depot outraged the lunar population.

They demanded an immediate apology from Earth, and swift action to sanction the corpse, and prevent any further casualties.

But the political situation on Earth remained delicate, and the negotiation tables had many complex issues to discuss, which would take more time than the minors would tolerate.

To the loonies, as they were derisively called by netcasters on Earth, the message from the United States and China, and other countries, seemed clear.

Luna's concerns, and lives, were not as important as Earth's appetite for He 3.

What would become known as the lunar insurrection began with a motley force of striking workers in Heinlein.

This spark soon erupted into unrest across every settlement on Luna, from the Sea of Serenity to the Sea of Storms.

The colonists sustained heavy casualties, but managed to overwhelm the private security forces and arm themselves.

With their new weapons and vehicles, the colonists seized settlement after settlement.

Additional uprisings spread across Heinlein, like wildfire.

Next, the insurrectionists seized several of Milange's maglev launch tracks used for departing shipment containers.

Secondary groups of strikers stormed the shipping facilities at Xiangong City and elsewhere, which allowed the protesting miners to shut down the majority of the flow of Helium 3 to Earth.

In the span of several hours, the loonies had gained control of every landing pad across the city, private or public, and set up a blockade against incoming traffic.

Grassroots militias placed Earth officials under dome arrest.

Corporate overseers and security teams were sent packing for many sites, and simply killed, at others.

With the fortunes of major corporations, and their parent nations, tied to the beleaguered mining facilities, not to mention the threat of an energy shortage, the governments of Earth had no choice, but to act quickly and decisively.

The Battle of Kaguya.

The United States was the 1st nation to take matters into its own hands and try to put a stop to the insurrection.

A hastily scrambled team of specialists from the United States Armed Forces was deployed through the Beanstalk, drawing on Air Force Space Command for leadership, to take back Milange Miting's facilities, but also to quell the threat of the other insurrectionists on the Moon.

The team, although untested in the sort of environment to which they were now deployed, had the discipline and equipment that nearly guaranteed their success.

Their mission was code named Operation Falling Star.

The Military Strike was unforgiving.

Every new contact was treated as a hostile combatant.

Starport Kaguya, in particular, bore the brunt of the United States offensive.

Every last rebel at Kaguya was killed.

But so were all the corporate hostages.

Officially, the rebels killed their hostages, but many suspect this to be false.

Falling star simultaneously assaulted Milange and Jongong facilities, securing in one action all the major strongholds of rebel activity, and swiftly reestablishing a flow of the 3 downstalk.

Sea of carnage.

Although some conspiracy theories persist that the Chinese government had authorized the U.S. Military to help them in retaking Jongong's facilities, publicly, New Beijing denounced the attacks as an assault on Chinese sovereignty.

Others believe China used operation Falling Star as an excuse to strike back and potentially take Milange and other mining corps territory.

Regardless of the truth of their motives, China launched a force of its own to Luna in an attempt to push the Americans out of Xiangong City.

They launched a simultaneous offensive against Heinlein to try and confuse their targets.

Although they sustained heavy losses on both prongs of their attack.

They succeeded in shifting the focus from Earth versus the loonies to Earth nations and corps against other Earth nations and corps.

Soon, Brazil, the Indian Union, Russia, and the United Crescent, joined the fighting on Luna, which, to the colonists, resembled a tragic resumption of the corporate sabotage that had previously been waged with Pricek and Merc forces.

The same corporate turf wars were being fought, except the corpse had bigger guns, and more personnel this time.

And, once again, the inhabitants of the domes were the ones caught in the crossfire.