This is 2.1, a Netrunner Reboot Project podcast.

Episode 120.

Dispossessed Ristie.

Hey, this is Remy.

The title card for this week's episode is Andromeda, the criminal identity.

Now, normally, I try to include flavor text.

Sometimes I include the, um, I guess you'd call it the subtitle for the identity.

I've used Andromeda's flavored text already.

Twice, way back in episode 22 and then again in episode 37.

Her flavor text is, I run with the best.

The, One of the 2 big focuses of this episode is a deep dive on into the Andy Sucker preconstructed deck.

So that's why I wanted to use Andromeda for the title card.

Data sucker would have been another good option, but there's no flavor text on data sucker.

So here we are.

The other big pillar of this week's episode is returning to the series by Elusive called The Skills of Netrunner.

Now we're up to part 5 of his series.

Part one discussed variants versus consistency, and then laid out a set of skills along that continuum, including strategy tactics, yomi, and uh, the efficiency.

Part 2 discuss the player's state of mind when playing the game.

Part 3, looked at selecting a deck and different play styles, and part 4 dealt with how to improve as a player.

Part 5 is called Wielding Your Sword, and we'll get into that right now.

Archived Memories.

The skills of NetRunner, part five, wielding your sword.

Welcome to the fifth article in the series The Skills of Netrunner. Today we will talk about the various aspects of performing well in a tournament. Tournaments are a great way to play Netrunner. This is where you will get to encounter all types of strange new decks, and meet a bunch of really nice people. This is also where all your hard work will pay off and you will get to dip your toes in what I consider the most fun way to play the game!

What separates tournament-play from normal play, you ask? Well, apart from the excitement, prizes and people, is that you will be playing a different game this time around. In fact, you will be playing two new games! Huh? Really? First, you will be unaware of what is in your opponent's deck, what they are trying to do. This introduces an element of scouting and meta-knowledge into your matches. You will also play a completely different game at the same time for the first time: the meta-game!

Now you will also get to set yourself into the final state of mind: proving mode. Time to wield that sword. In this state of mind you will only focus on the now, the current board state, your moves, the opponent's possible moves and your decisions. Nothing else matters.

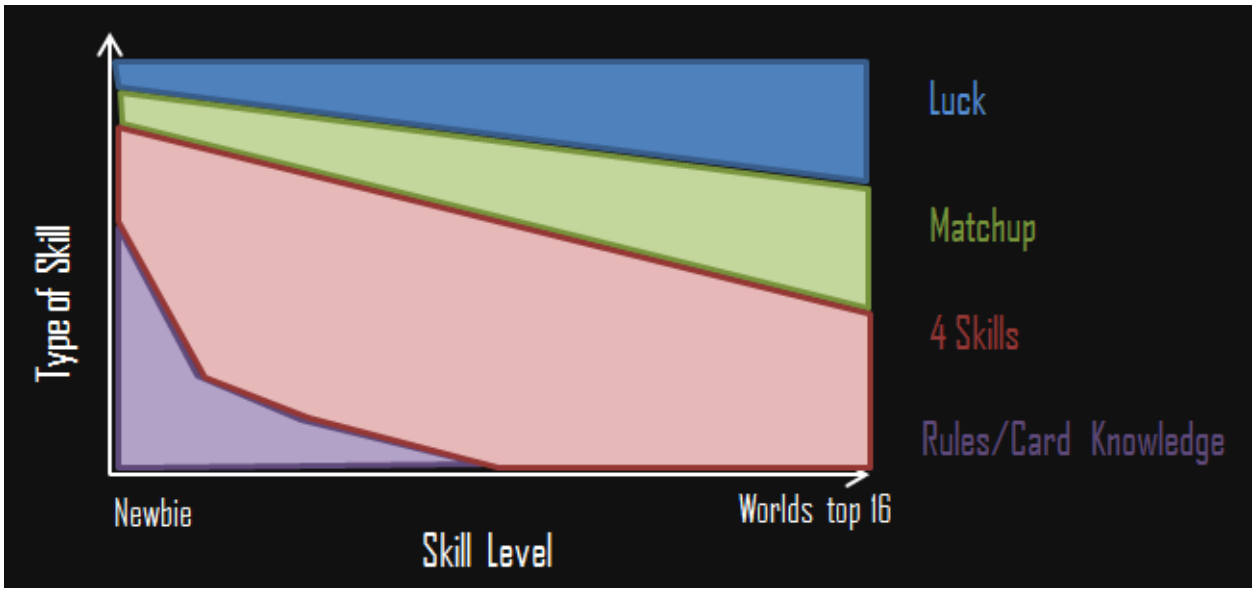
This means that you are not here to learn, thus no point in mulling over mistakes or fears. Concentrate, as always, but only what you can change. Different from practice, this time around you are not trying to change your mind over time, you are trying to change the game-state to win.

For New players and Old

I will have a slightly different format for this article. I believe that different things are important for different levels of player experience, and I will dedicate some parts more to those who have been in the scene for a while and some parts to those of you who might just be starting, or are curious of going to your first tournament!

Now, take a look at the graph below. It will become relevant as soon as we enter the discussion about what affects your results. I believe (and this is just, like, my opinion, man)

that what affects a game of Netrunner varies as players vary in skill. In a match of evenly matched opponents i believe some things are vastly more important for newer players and more experienced players respecively.



[4 skills: efficiency, strategy, tactics, yomi]

Where do you place yourself on this graph?

If i am correct, this means that you should consider where you believe you are on the graph above when deciding where to put in effort before a tournament. If you are at the beginning; know the rules well. If you are entering the middle, well this is where practice (as we discussed in the last article) will start making a real difference. If you are nearing the second half of the graph you might want to consider things like decks and meta a bit more.

The reason for this effect is simple: better players make fewer mistakes. For each mistake not made, other factors are more important in deciding the match outcome. Then of course if two hypothetical players make no mistakes then only luck and matchup would decide the match outcome. Luckily i observe Netrunner to be deeper than that. Also, if you are completely new you will experience frustration with lack of rule- and card knowledge. This is easy to understand, and we all recognize that, but stick with it. There is a massively interesting game waiting for you on the other side of that barrier!

I will try to list the factors that will affect your success in the tournament, give some general advice as well as hint at if the specific factor is especially important for a new player or an experienced player. First, however, we need to look at a final concept.

The Meta-Game
What is called the meta-game is the interplay between the decks that are popular at the moment, and the decks and cards that are especially good or bad against those other decks. Every tournament has its own meta and this is only revealed to all players once the tournament is over, seeing as you will not know the contents of your opponents decks.

What is called 'the meta' in internet forums is really meant to mean an average of the different tournament-metas at the moment. In fact, different areas naturally develop different metas, which is an exciting aspect of traveling to other player groups to play in a tournament. This also introduces a way a player can really 'shoot the moon' by selecting decks that potentially sweep the floor with the popular decks. This leads some especially competitive players to develop their decks in secret before a major tournament. We saw this before worlds this year [2016] for sure. However, they all came to the same conclusion.. 😉

Before a tournament you will have to select a deck that you think will allow you to succeed in the tournament, but once you enter the tournament this is no longer in your control. In a sense, you have already finished playing the meta-game at that point. This means that if you choose to take part in the meta-game of a tournament, this is something you do beforehand.

As we discussed you should only use your energy caring about things in your control, and thus the only time you should care about meta is before a tournament. This means that we will look at pre-tournament factors and in-tournament factors separately.

<u>Pre-tournament Factor 1: Knowing the Meta</u>
It is generally known what are 'good decks' at the moment; whether this is true or false you will usually see a lot of these decks. While you cannot predict if some genius is coming up with a master-plan to beat your own decks in secret, you can be sure to face a lot of what is popular at the moment. This introduces practice for the purposes of a tournament, which differs a bit from normal practice. The types of decks you play and play against are more interesting in this type of practice.

You should get a friend who is interested, and together you should build the decks that you think you will face a lot of at the tournament. You should especially concentrate on the decks that you believe will be the most difficult for your own decks. You will both learn a lot from both playing against those decks, and playing with them.

It is not as obvious from the opposing side, but once you play your nemesis-deck yourself you quickly realize how it is likely more difficult to play than you realized, and you will find the weaknesses of it when you see what you are worried about during the games.

In this process you can usually learn a lot of specific tactics or tricks that were not immediately obvious before. This is very helpful when in the tournament, and you are hard pressed to make good decisions on a time-budget!

The last thing this process will teach you is if you do need to include counter-cards specifically in your decks, to prevent a certain matchup from being especially unfavourable. You should never include cards in your deck that helps make good matchups even better, the only cards you should add that are not part of your core strategy are things that help you shore up your weaknesses!

If you are starting
You will usually need general practice more than you need specific practice. It does help of course to have played against the common decks, but before that is helpful you should concentrate on playing against many varied common archetypes. People show up with a lot of different decks and you will face a lot of crazy new things. This is especially true at the lower tables (or, as some argue, the fun tables). Make sure that you are generally comfortable with what the differences are between kill-decks, fast-advance, and glacier and how to effectively play against those.

<u>Pre-tournament Factor 2: Playing the Meta</u>
Choosing your deck specifically to counter meta-effects can be very effective. This ranges from tuning your deck to improve your odds against the common nemesis-decks to actually changing and playing a deck specifically to counter the dominant decks. This is always a trade-off between playing what you are comfortable with and skilled at, and choosing something that you believe is powerful at the moment. You will inevitably sacrifice your position on the efficiency curve to bet on playing something with higher power level.

This becomes more and more attractive as you increase in skill I would say, since matchup is usually more important at higher skill-levels and you are probably also comfortable with playing a broader range of decks well.

A mild variant of this is to slot a couple of counter-cards to target the meta in your own decks. This takes up valuable card slots (usually so-called tech-slots) that you can use to shore up your decks weaknesses, so doing this is a gamble. There is also a case to be made for accepting some really bad matchups if trying to improve them would decrease the

power of your deck against all other matchups too much. You do not have to win every match after all, you just have to win more than your opponents do.

Also, before even considering adding counter-cards, first consider how you can play around the problem. Yes, that was a threat. I will hunt you down and steal your sleeves. Problems can often be played around by adjusting your play (increasing your skill, if you please) to counter them. Only if that does not work you should add counter-cards.

An excellent example of this is the first time a player encounters the SEA-source+Scorch combo. It seems ridiculously overpowered. The answer? Money. Simple. We saw this all over again with Hard Hitting News, Damon must be very pleased..

If you are starting
Or if you are not especially interested in this sort of game, don't worry. There are always decks that are good enough to have a chance and, unless you are playing at a very high level, your player-skill and comfortability with your own decks is a much more important factor when going to a tournament. Look at the graph above!

If you are new to the game, or are going to lower level tournaments like Game Night Kits, or local events you should not worry too much about the meta. People are usually very relaxed at those events and you should play what you are comfortable with. Hopefully you have followed my advice in the previous article and have gotten in a few games with good mid-range decks that you like and feel comfortable with.

Trust me, I've been playing Jinteki PE and Leela for almost two years, and have kicked ass doing it all the way through those metas. This includes beating many shocked net-deckers. The meta is vastly overstated in importance for the majority of players.

<u>Pre-tournament Factor 3: Take care of your Mind</u>
From article two we know that how you feel affects how well you perform. A tournament is fun but if you are competitive it will require a lot of your concentration and energy. First you should take care to sleep well, to eat a good breakfast, and to bring some drinks or snacks if you feel like you need to. A tournament lasts for many hours, and while there are breaks for lunch you will need all the energy you can get.

It is easy to get nervous, but this also applies to your opponents. People are nice in this community, and even though we all want to win, we also do it because it is fun. Why else travel halfway across your country to maybe win a glorified mousepad? Relax, greet your opponents, and have fun!

If you are starting
Welcome to the crowd. It sure would be nice being you again! In your position you have nothing to prove, and everything to gain. Look forward to facing interesting decks, learning from skilled opponents and experience applying everything you've learnt to see how well you match up against players who all will want to win. Go in with the expectation of doing your best and having fun and you will have a great time.

Game Factor 1: Starting Hand
Before you even start playing you have a decision to make. How do you know if your hand will allow you to win? This becomes much more important when you increase in skill and meta knowledge. By looking at your opponents ID you can usually take a guess at what they could be up to. Without knowing for sure, you need to decide to keep or mulligan however, and you have to consider your own boardstate as well.

What decides if your starting hand is good or not is usually your strategy for the match. You always want to get going with doing things as efficiently as possible, but different opponents let you get away with different things. Your starting hand will not set you up for late game, mostly it will ensure you stay in the early game and do not leave any easy exploits open for your opponent.

There is a great themed article-series on this very site delving deeper into this topic by Miek, so i will not delve into specifics here since this can be an extensive subject. [Mull or Keep series, mostly focused on decks that don't exist in Reboot. Though there is an article based on TBB's teaching decks, GRNDL v. Kit.
https://stimhack.com/mull-or-keep-6-thebigboy-teaching-league-special/]
In short, look at your hand, consider what you think the opponent wants to do and how this helps you get in and disrupt that as soon as possible (if you play tactical) or how you can get a great kickstart to your own plan (if you play strategic).

If you are starting
This is less important for you as the decision is usually very impacted by if you are able to guess what the opponent is up to. Make sure you get a good start with your own deck instead so that you can compensate with power in the mid-game when you have gotten some more information. Also, note your opponents ID ability. That will give you clues of what to expect.

In general, keep things in your mind like 'raising money quickly' if you think you will be facing trace-operations like SEA Source or Hard Hitting News, and others of this type of

single mistake that can easily cost a match. Versus Eater/Keyhole anarchs you'll want to defend HQ quickly for example.

Game Factor 2: Scouting

Oh boy, isn't this different? In practice you had full knowledge of the opponent's deck. Now you are left in the dark for the early parts of the game. Depending on your level of meta-knowledge and the particular hive-mindedness of the meta at the moment it can be easier or harder to guess what you will be facing. Now, different from some of your practice-games, if you do not know what you are facing it is way more important to go in there and get some information that helps you discern that.

The value of runs for information value is larger in a tournament, especially if you are facign something strange that you do not recognize. By identifying what the opponent is up to it allows you to adjust your strategy early. A sure way of doing this is (from the runner side) to make runs at R&D or HQ when they are affordable, or make sure to get some additional value out of running archives (dirty laundry?).

The most important information to look for is cards that are typically only seen as part of a combo (like tagging things) or cards that cost influence. Also you should know well what cards and combos you own deck is weak against and try to figure out if you are facing that type of opponent.

When a sizeable chunk of cards are visible in your opponent's Archives or Heap respectively make sure you look through it (ask them first; it is polite). After a while you will be able to count the influence they spent on some things. Influence is very valuable, and few people spend it on things that do not benefit their core strategy or things that are generally powerful. The most important thing here is that this allows you to start excluding some cards as options based on influence that you can see and guesswork based on their strategy. It can be very important to know if your NBN opponent imported Biotic Labor or not as the game goes on for example, and this method allows you a shot at this.

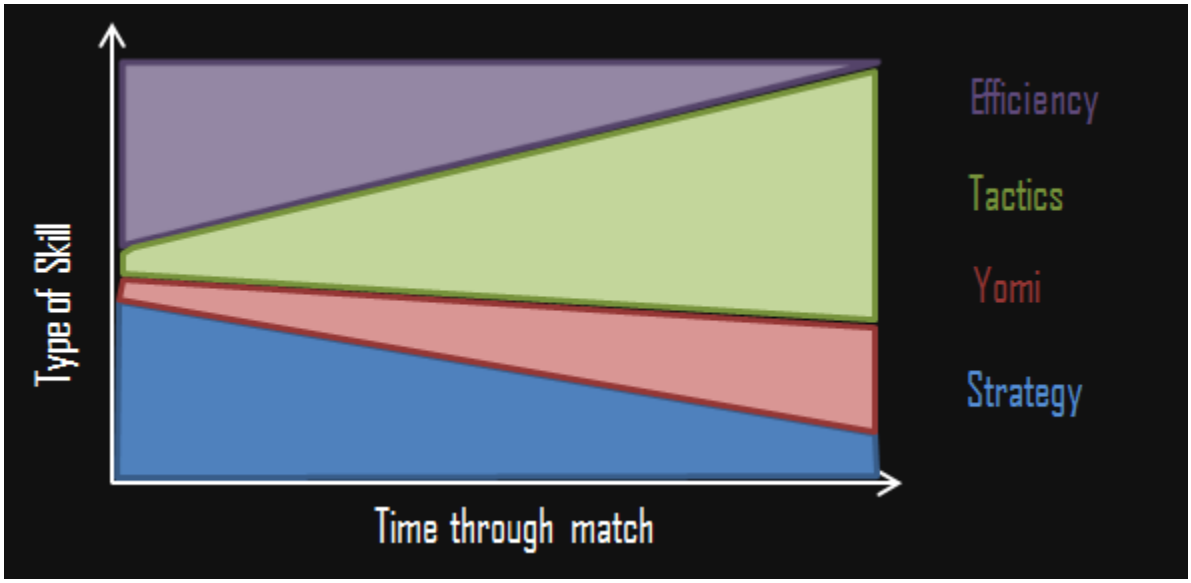
If you are starting

You should not yet worry about things like counting influence, but information in general is more valuable to you than to any other player! This is one of the areas where you will do well to concentrate a bit extra as the less experience you have the less seeing a single card means to you. However by looking at what you know in general about the various factions and archetypes you can start to piece together a lot by looking at the cards that your opponent plays and discards.

Game Factor 3: Using your Skills

The game! We've been beating around the bush for a good while, but finally, we have arrived. Your tournament game will be decided by you. Who you are facing is not in your control, what deck they brought is not either. You will eat up the odds the game gives you and chew those down with your pile of knowledge and experience. You'll spit that out in your utilization of the four skills of Netrunner. Mm. Tasty.

You are in the proving mode, and what you want to do is to play as well as you can. If you feel like you played as well as you could given your opponent's skill and experience, the matchup, and the variance of the game, you will have a good time and results to be proud of regardless of your skill-level. Let's look at where you should be concentrating your efforts during the game:



What you see above is a very general diagram of where in a given match what skills are the most important. This may vary a lot in a specific game, matchup, or situation so i provide this purely theoreticised graph for you to get a hint of what i'm talking about. If you play or play against a Yomi deck or a strategic deck this will obviously look a lot different. The best decider of where to put your efforts in your specific game will be you.

For *efficiency* it is important to get a decent start of your economy and keep your engine churning. In a tournament, surprises tend to happen more since you will not know your opponent or the deck they play, so having a robust economy as a safety cushion is important early. It is however important to note that the power of this skill fades the longer the game goes on, after all this is the least important on the round where the final agenda

will be scored or stolen, or if you risk being killed by Scorched Earth. Thus it is important to know where to break off of your efficiency moves to tactically sound things or to disrupt your opponent.

This is your lowest priority of where to focus energy in a tournament. This is mostly a pre-learned skill, and thus the major thing to watch out for is if you are falling into overextending on efficiency and do not break off in time.

In most matches, there will be a few *Yomi* moments – that is: moments where your correct action will be decided not on gamestate as much as what you believe about your opponent. To play good yomi you need to be partly inside the head of your opponent. Some players rarely practice this, but knowing what the opponent wants and needs can be extremely important in knowing which actions are valuable at the moment.

The first thing you need to figure out is if your opponent is risk taking or risk averse. This information can usually be gained from the type of deck they are playing. A strategic player is usally risk-averse while a tactical or yomi-player might be more willing to take chances. The second important piece of information is the type of deck they have, and what you believe they will use as strategy – what actions they deem valuable to them. The third (and very important) piece of knowledge about your opponent is how their energy level is. If they seem stressed, or nervous they are usally more vulnerable to being predicted.

The skill of yomi requires some of your energy to be spent watching your opponent. How fast they take actions, the patterns they act in, the looks on their face and how they look at their cards. This requires concentration, and is difficult if you simultaneously need to concentrate on your own game. I would say that Yomi is the third most important skill to concentrate on in a tournament; people are especially vulnerable to it here and it can win you games. It should not be overestimated however, if you see the graph above it is likely a smaller slice of the deciding factor of your game with a mid-range deck. It also sucks energy and requires effort to keep up.

Strategy will be very important, but your opposition may be unknown. Thus you may have to adjust or change your strategy mid-game where you realize your opponent is on a kill-plan, or when you have failed to deny them their economy like you initially planned. You do need a direction however; otherwise you are only playing with efficiency as guidance (get money, get rig set up, for example)w and you can always gain an edge by having a good strategy in the matchup, such as on which server to place taxing ICE or which moment to run for agendas.

Depending on the deck you play, your strategy might already be decided, or may vary a bit with meta-knowledge and the specific matchup. There may be a few pivot-points where you need to change it, but apart from those, strategy is mostly in the background. It needs attention now and then, but mostly you can decide on it and leave it for a while.

In many many cases a match will be decided by how well you are aware of your opponents 'outs' and how well you manage to play to your own 'outs'. The term "out" is a shorthand for what specific strategy you aim to employ to win. This decides whether you really need to draw to find a card … or if you should take your time. It also decides when in a match would be a good time to score and when to take fewer risks. Strategy is the second highest priority for where to spend your energy. Luckily this is largely experience-based and will not consume all that much energy; you increase your strategy-performance in practice, not in the game.

Finally – and, in my opinion, the most important – is the *tactical* skill. During a game the importance of this skill only increases, and it also requires quite a bit of concentration to keep up. When to run, where to run, which specific ICE to place where, when to rez that ICE. These questions will decide more games than any other of the skills, and due to the large number of situations that can occur it is difficult to pre-learn all possible tactical moves! This is, of course a really good thing, otherwise we would have a much more shallow game.

You'll absorb all factors into your tactical moves. Sometime it is worth it to let that Architect fire, sometimes you should keep ICE on HQ unrezzed to give the criminal pause with their Account Siphon. Differing from Yomi (where you concentrate on your opponent), tactics is all about the boardstate and your current options. This should be your highest priority.

If you are starting
Don't worry too much, but you should go down the priority-list here when you consider where to concentrate your energy on the game. These are all things that improve with time. One thing you can consider is to take more chances when you are behind. Remember what i wrote about variance in the first article? If you are behind, variance is your best friend. Another thing you have going for you is that you think differently from most players, not yet being molded into the assumed do's and don'ts.

You will probably surpise an opponent at least once during the tournament doing something they consider weird or unconventional. You can get some value out of this if you play agressively. The biggest mistake I see new players making – specifically in tournaments – is being too careful.

Game Factor 4: Staying Energized

A tournament can be an emotional ride, and you will go through it all in a state of high concentration. If you drop your concentration you will miss opportunities or act more on pre-learned instinct than careful consideration, and you may start losing. However, the intense matches and the excitement may draw more on your energy than you are used to so i believe a couple of things are important to keep in mind to keep your energy up so that you can concentrate when you need to.

Get mental rest whenever you can. Between matches, during lunch break and if you finish early try to regenerate as much as you can by going outside, talking to your buddies, or getting a coffee. Sometimes this can be hard, especially if you are doing well as the pressure can be building up to perform well. However the next game you will sit down and concentrate again … and there is nothing about that you can change now, so why worry about it?

Make sure to bring snacks or water if you are sensitive to blood-sugar loss, or otherwise make sure to get something in the lunch-break; for those of us who ride high on caffeine – or other things – get some of that at opportune moments. Mental energy and bodily energy are both important.

If you find yourself tilted during the tournament it is important to recognize the feeling – that that is what is happening. You become emotional and experience intense dissatisfaction. You cannot stop thinking about a mistake you made or something that happened. It is however not in your control anymore, thus you should not waste more energy on it. This is easy to say logically, but maybe not so easy in practice.

The most important thing to counter tilt is to get distance from the event, physical and psychological. Go outside, talk to friends maybe … but not about that event. Ask them how they are doing, or get some distance and go somewhere where you can feel your feelings for a while, but not have to defend them to anyone.

Enjoy yourself! Easy to say, right? You will make mistakes, and the odds will go against you … but this also applies to your opponents. Glorified. Mouse. Pads. This is a game, and you are there to enjoy it, so is everyone else.. =)

If you are starting

You still have way less to be worried about than anyone else at the event. You have no pressure on you except what you place on yourself. Prepare yourself for an emotional ride however, as tournaments can be quite intense if you tend to get into the games you play. It is awesome.

General Tips for New Players

Now for some general tips aimed specifically at new players for some things that i believe are important to know about outside of the Fantasy Flight tournament rules (that you definitely need to read before going to your first tournament).

General Tip 1: Deck shuffling

It is your responsibility to make sure that you shuffle well. This is of course both for your own sake and for your opponent. There are other articles written on the subject, and different players have different techniques but between matches take the time to sufficiently randomize your deck.

The way i usually do this is by doing some mash shuffling combined with at least two pile-shuffles. This is where you pile your cards in 5-7 piles and you have probably seen this technique already. Some mash shuffling in between ensures even more randomization. You will get rather quick after a while of doing this, but it can be a bit slow in the beginning. It is however a nice time to talk to your opponent before or after the match!

General Tip 2: Deck cutting

In a tournament you present your deck to your opponent after each shuffle to be cut. This is a routine to prevent cheating but also serves as kind of a ritual between players. The most common way to do it is to cut once, and hand the deck back. If your opponent simply taps your deck that means they trust you enough to not cut it, which is a sign of good faith. Even if they do this once you should make sure to signal them about deck cutting in the future, however.

If your opponent takes your deck and shuffles it themselves this can by some be seen as slightly rude, and a sign of mistrust, but some players like to do this and you should usually let them. This may also mean that you did not shuffle properly, in which case they would be correct to do this. I allow this with no comment if they handle the cards well, but if they handle my cards in a way i do not like, or tries to riffle-shuffle i usually tell them that is unacceptable.

General Tip 3: Takebacks

There are no takebacks in a tournament and you should never expect that from an opponent in competitive play. However if you still make little mistakes or want to have the opportunity, discuss this with your opponent beforehand. You should never ask for this, but you can state that you will allow simple takebacks, and usually then the opponent might accept this as well.

I do usually allow takebacks for my opponents anyway if no additional game-information has been revealed. This is however fully on me, and your opponent always has the right to pull back that courtesy in a critical moment. This is their privilege.

General Tip 4: Pronounce [announce?] your actions

You should clearly and visibly pronounce all actions you are taking to your opponent and yourself. The benefit of this cannot be understated. First and most obvious you are very clear with your opponent exactly what it is that you are doing all the time, this is just polite of course.

Second, and perhaps more important is that this is an easy way of keeping track of what you are doing for yourself. This might sound trivial, but you will forget how many clicks you have left and you will wonder if you took your mandatory draw. Saying your actions out loud forms a clearer imprint in your short-term memory which helps you recall them much more easily.

General Tip 5: Keep the actions flowing

It is easy to get lost in thought, especially as a new player. There is however no more frustrating thing for a tournament player than to time-out a match. It is very common for players to have subjective perception of how much time they take to think compared to their opponent, but i have had many matches where this number is easily 80/20% tilted to my opponents. This is especially true with new players, of course, but some experienced players also seem to lack conscious awareness that they are the cause of the game dragging on.

When it comes to courtesy in tournaments this is a very important factor. If you want to show your opponent respect it is very important to manage your time, and if you commonly time out on your games it is likely you who has the problem, not your opponents. We all want to do well, but it is also important to keep in mind that you have two games to play in 65 minutes and that that is the responsibility of both of you.

Summary

We looked at some factors that differ in consideration for a new player and an experienced player when playing a tournament. If you are new, look more into improving your basic skills and bring decks that you are comfortable with.

We also looked at the phenomenon of the meta and what that means for you whether you are new or experienced, or if it is a low-level or a high-level event respectively.

We then looked at the various factors deciding the outcome of a match, with some special consideration to which things tend to drain the most energy from you and how to avoid falling into traps with losing concentration.

This concludes the article on going to a tournament! I've gotten great feedback on previous pieces aready and i welcome any comments and especially discussions regarding things i write that may be new or controversial.

The next time i will finally come to the piece i have really looked forward to writing, after having established all these concepts. I will give my comments on the state of Netrunner in December 2016.

Now that's Elusive's comment, of course.

I found him, um, on the green level clearance discord.

When I originally got permission to cover this series of articles.

So I guess you could tell him that there.

Or, hey, maybe drop a comment in the 2.one channel.

His final comment, the next time, I will finally come to the piece I've really looked forward to writing after having established all these concepts, I will give my comments on the state of NetRunner in December 2016.

Now, obviously that is way outside the range of, uh, where we are.

But you know what?

I'm probably going to cover that article anyway in the future.

Same old thing.

Andy sucker.

Let's cover the 2nd of our preconstructed runner decks.

We've previously talked about mopus kit.

Now, the big boy, once upon a time was asked what the best way was to basically get to know how to play the game well.

And he suggested just playing a lot of games of certain IDs.

And for the runner side, he suggested starting with Val, and then moving on to Andy, and then moving on to Kit.

Like those are the 3 easiest runners to play.

I started with Kit because it's the one I understood.

Right away.

And I guess I should go to Val next.

But I'm doing Andy here instead.

So, here is the preconstructed deck list for Andy Sucker.

It has 17 events.

There are 3 sure gamble. 3 dirty laundry, 3 account siphon, 2 inside job, 2 special, special order, 2 leg work, and 2 emergency shutdown.

The 7 hardware are 3 desperado, 2 R&D interface, one Dyson Mem chip, and a Plascrete carapace. 10 resources are 3 grifter, 3 security testing, 3 Mr. Lee, and an Armitage code busting, and then the 11 programs come as 9 icebreakers in the form of 2 corrodor, one passport, one yog .0 from anarch, 3 ferry, one mimic from anarch, and one atman at a hefty 3 influence cost.

And then there are 2 data sucker.

That's 45 cards, and cards are only up through honor and profit.

The criminal deluxe box, so it only includes cards from the 2 deluxes and the core, and 2 cycles doesn't use the entire 2nd half of the FFG reboot cardboard.

The brief piloting tip that's provided with each of these preconstructed decks says this.

Pressure with desperado and data sucker.

Slow the corp with immense central pressure, and finish them off with RDI or legwork.

Big tip.

Be careful installing your non-killer icebreakers before you need them.

You need to be able to aggressively face check without worrying about trash program subroutines.

So let's talk a little bit more about this deck.

Now, Andromeda herself is an excellent ID for 2 big reasons.

The first, of course, is that she's in the criminal faction.

Criminal has a lot of powerful events.

None of the influence in this deck is spent on events, the majority is spent on programs.

These allow you for you to disrupt the corp.

Now, notably as the signature criminal event account siphon, but emergency shutdown also plays a big role in this deck.

Events also allow you to be aggressive.

So you've, that's true of these events and also inside job.

The deck is also 20% 20% of the deck is powerful criminal resources for filtered draw, that's Mr. Lee, and run-based economy.

So there's a grifter and security testing.

That's 20% of your deck for those 3 cards.

Dirty laundry, of course, also fits into your run-based economy.

And naturally, criminal has access to the best console desperado, which, as I said last episode in my essay on consoles, the big boy considers the 3rd best runner card in the game.

Right ahead of it on his list are account siphon at number 2, and data sucker at number one, and both of them are also in this deck list.

And of course, desperado is also run-based economy.

The 2nd reason Andromeda is excellent, and the big boy ranks her as the number 7 best runner card in the game, which is the highest position for a runner ID, of course, is her ability.

Now, it seems so simple on its surface, and I've said a lot about this in earlier episodes, and at this point, uh, probably you don't need me to say. Much more about it, but the ability is just drawn extra 4 cards.

So if you just look it in terms of pure value.

That seems worse than, say, Gabe.

If a click is a card is a credit.

Drawing 4 cards is 4 clicks of value.

Now, Gabe gets 2 credits.

The 1st time he runs HQ in a turn, so you can get 4 clicks worth of value with Gabe in just 2 turns.

And then keep getting it for the whole game.

But of course, that's not the correct way to assess Andromeda's ability.

The fact that you can draw 9 cards into your opening hand is so important.

For at least a couple of reasons.

It means you get to see so many cards. 20% of your deck.

And it also applies to the mulligans.

So you get to see 9 cards twice, which is kind of like seeing 40% of your deck.

No, of course, that's not actually true because the Mulligan rules are not that you set aside your drawn hand and then draw another one, but still, you get 2 cracks of 20%.

Being able to dig so far into your deck, makes you, you know, twice as likely to see an important turn one card like desperado.

And then there's the the other benefit that you you start the game with 9 guards in your hand.

And then you get to take a turn.

So you can just start playing cards right away.

Ideally, you want to play out 4 meaningful cards on turned one so that you don't have a discard any.

Over the last few years that I've been in the reboot discord server.

There have been a number of times where the big boy has just shared a screenshot of an opening hand for Andromeda.

Not necessarily just this precon deck, but still, and it's just a bunch of good cards.

And then, yeah, often he'll chide people for.

Why aren't you guys playing this deck?

It so good.

There's a reason.

See, this is all part of why.

Andy immediately became the most popular runner ID when she was released.

Let's move on to the runner analysis, the analysis of the deck where the big boy, When it comes to runner decks, breaks them down into, you know, thinking about archetypes is a little more nebulous. With a runner deck.

So he has 11 various aspects that runner decks do, that he says they commit resources in deck construction to each of these based on what the corpse they expect to face or demanding of them.

And We're going to go through each of these.

And in each case, he ranks a deck on a scale of 0 to 4.

Where 0 is that it's non-existent, this aspect is non-existent in the deck, for example, in uh, well, we'll get to it.

And one is a little, 2 is sum, 3 is a lot, and 4 is immense.

And as I just scanned through these numbers on this list.

Andromeda is all about the early part of the game, because she scores 3s on early economic and early access pressure 4 on economic speed, but a one on control, a 0 on inevitability.

So those are endgame.

Um aspects.

So let's look a little more of these in descending order of strength, rather than the time in the game when they show up, although we'll kind of be talking about the time of the game when they show up.

First of all, there are 2 fours.

One of them is economic speed, which the big boy defines as the ability to make money quickly in the early to midgame.

And this is a big part of Andy's game, her explosive start.

Cards that feed into this are sure gamble and dirty laundry, but also importantly, security testing.

End grifter.

And those last 3 are all much more effective and potent if there are un iced servers, which is naturally most likely to occur against most decks.

In the early game.

In fact, one of the problems I have playing this deck is what to do when my opponent effectively shuts down my early money.

I actually posted that concern on the discord.

I'll share some of the comments about that at the end.

Those 3 cards, security testing, grifter, dirty laundry.

They're also supported by the very important desperado.

And account siphon, that can probably fit in here too.

It's certainly very powerful in the event you can land one right at the start.

Arbanage code busting is obviously good economy too, but it's a one of, so I don't think you can count on that feeding into your early game economy.

The other thing that is rated as a 4 is asset contesting, that's the ability to trash assets without crippling your own economy, and example cards that the big boy gives here that are in this deck are desperado and security testing.

And you think about that, like if you've got a naked asset.

And you can just run in there.

With desperado and security testing.

Right?

So you click one, go in there and get 3 credits.

Click 2, go in there, in your wizard.

Right.

Probably you could fit grifter in there too.

Because if you're getting your security testing money, you're also getting your grifter money.

And between those cards.

You're spending one collect to generate 4 to 6 credits.

Depending on whether you have one to 3 grifters out, which is obviously, like I said, sufficient to go and trash some assets.

After all, Wizard, who is the ultimate asset contester, has just 3 recurring credits.

And maybe you include dirty laundry in this too.

I mean, imagine a, just playing dirty laundry for your 1st year security testing click, and then you're getting, you're doing one click and getting a run in 7 to 9 credits.

That's a lot of money.

That's stim hack money, right?

The aspects, there are 3 of them that he ranks as rates as a 3 include early economic pressure, which is threatening the corp economically very early in the game.

He goes on to describe this.

Typically, the corp sets the pace of the game, but this is the one way the runner can immediately force the corp to interact on their terms, using cards that pressure to cripple the corpse economy if they do not properly defend themselves.

Here again, we've got a count siphon, but also emergency shutdown.

And I was thinking, um, data sucker would fit here too, but no, we'll talk about that in a second.

After all, while you're you gaining data sucker counters is pressuring the corp.

It's not directly pressuring their money.

Instead, it fits into the category of early access pressure, which is ability to steal agendas early from central servers.

And here's how the big boy differentiates between these two.

While early economic pressure effectively wins the game, when not properly defended against, access pressure just gives the runner a head start on points, the court player will have to decide if protecting themselves from early accesses is a priority, faster decks may willingly give up points in exchange for their own scores and economy, while slower decks may need to make sure they don't head into a long game already down multiple scores.

And he includes 4 cards from this deck, in this early access pressure, desperado, data sucker, berry, and dirty laundry, which feeds into the big tip.

Recall, it was, be careful installing your non-killer icebreakers before you need them.

You need to be able to aggressively face check without worrying about trash program subroutines.

That's why fairy is doing work, because it allows you to get past such subroutines, while also charging your data sucker to use with mimic when the fairies run out.

Maybe it's probably also worth commenting here on why your non-killers are so fragile.

Because you don't have many, and you have no recursion.

There are 2 corrodor, one passport, which is going to get only your central code gates.

One yog and one otman.

All of them are useful.

But you won't be using all of them, and they fill certain, they fill different niches, right?

If for, so if you install yog early, for example, and then lose it to a destroyer ice.

Just a simple quandary will keep you out of remotes.

Because you have nothing else to combat remote code gates with.

The other aspect is ranked as a rated as a 3 is HQ sweeping, which is the ability to snatch agendas that are hiding in HQ in the mid to late game.

Legwork is the obvious one here.

Two copies of a card, though.

Don't scream a lot, which is what 3 means, a lot of HQ sweeping to me.

So maybe also you include inside job here.

Although I would think a more common use of inside job is to more cheaply get into a troublesome remote, to get at an agenda.

Maybe emergency shutdown also comes into play in this area, get into HQ once and shut down some troublesome ice.

So, I asked the big boy about this rating, and there's what he said.

It's because it's very hard to get agendas out of your hand versus that deck.

So the legworks are particularly lethal.

All right, so it's a little more about the intangibles of Andy's ability to threaten the remote.

Although, Remote busting, uh, which he only only ranks a two. Rates a two.

I can start using the word rate instead of rank, rates of two.

That's the ability to get through early gear checks on remote servers to stop early scores or thwart the cheap establishment of protected economy assets, included here are inside job and special order.

So it was only a 2 on this axis, but he ranks this race at a 4 on contesting assets, which together make the remote a not very safe place in the early game and therefore make HQ, a not very safe place either.

So I suppose you almost include inside job then as part of the HQ sweeping because you can get into the remotes with inside job.

So, uh, even though there are just 2 of them and no event recursion with same old thing either.

That threat.

You're going to hold on to that threat of inside job.

R and D locking is also rated as a 2, that's the ability to stop the corp from seeing agendas off the top of R and D by accessing most or all of the cars they will draw before they can draw them.

Obviously, this is where RDI shines.

My sense, though, from various conversations I've seen is that the intent is not to install both of them. 2 are included, so that you can see one by the midgame, hopefully, so it's not quite the solid lock that Shaper might be able to generate, and criminal doesn't have the same access to the tools like indexing or medium.

So even though there are 2 copies of legwork and 2 copies of RDI, you'll want to use both legworks if you can, plus all the other factors I just mentioned that bring pressure on HQ, whereas you're only using one RDI, so this aspect gets a lower rating.

Now, actually, I mentioned Shaper.

And the 4 shaper precons do rate 2s and a 3 on this.

But the 2 decks that hit a 4 for locking R and D are actually, uh, Anarchs, Val and Wizard.

The only other thing rated as a 2 is rig assembly, which is the ability to quickly assemble a serviceable rig that can get into mid-range remotes at a reasonable cost.

Interesting that he specifies their remotes.

So, this deck is relying on special order, to go find a breaker, Mr. Lee, to filter your draw better, and then Atman and Data sucker to largely negate large swaths of ice.

So this aspect is also giving a boost to the HQ sweeping ability by making the remotes even less tenable.

So, that's at least some presence, because that's what a 2 means, some, in 8 of the 11 aspects of a runner deck, with, as I said, at the beginning, control comes at all in at a one, which is just a little.

If you can get all your pieces assembled well, and both disruption and inevitability coming in at 0, because if the game runs long, and you get locked out of your run-based economy.

There's no good route, like you might have with a mopus build.

It's interesting to note, too, that every precon has at least a one in control.

But Andy Sucker is the only one to score a 0 in inevitability.

Let's talk about the way that Andy Sucker deals with ice.

So the primary method is just using normal icebreakers, with a side of inside job and emergency shutdown.

But the core of the breaker suite is actually imported from anarch, in the form of the fixed strength breakers.

Well, corrodor, right?

Not morning star, but still.

Two other precons also go in on this full suite, which is to say, mimic yog and corrodor, supported by data soccer, and that would be Val, and Adam.

Val is able to use the full set since its infection, although she does skimp on Yog with just 2 copies, probably due to the fact that, uh, there's a relative dearth of code gates that corpse tend to play because of Yog.

And then Adam has the extra influence available to grab multiple copies, although still, he's only running 2 of each, but then again, he has a smaller deck, and the inbuilt ability to click through ice in the early game would always be running.

Andy could have a 2nd copy of Mimic and Yog, but the influence ends up being spent elsewhere.

So she ends up running 2 of corrodor. 2 data sucker, although you're only playing obviously one of either, and only one of mimic and yog.

As I mentioned before, that one x of yog is something that needs to be remembered, lest one get locked completely out of the remote because of an end the run code gate.

Then again, the remote is not as big of a concern here because the intent is, as the piloting tip says, to bring, quote, immense central pressure, and finish them off with RDI and legwork, unquote.

So the one copy of passport that the deck also packs is useful.

Still though, only 2 copies of a fracture and 2 copies of a decoder.

And no recursion.

Plus, though there are 4 killers in the deck, 3 of them are fairy, and therefore they are not permanent, leaving just the one means of permanently dealing with killers, in the form of mimic, which kind of needs data sucker.

And I have found all of this to be a little fragile in the late game.

When the servers are iced up, and then the court purges and it's hard to get more counters back on data sucker, and then mimic and yog are very sad.

But there are 2 workarounds to this problem.

The 1st is probably, Play better.

I suspect the times I've found myself in this situation or times I haven't been aggressive enough early, leveraging the early pressure, trying to keep the game from going long, or, you know, to be fair to myself, maybe I'm just getting bad draws.

It is possible to get a bad draw, even with Andromeda.

And I've probably misused my other tools like inside job, an emergency shutdown.

The 2nd workaround is the Atman.

Otman, being actually another fixed strength breaker, also benefits from the data sucker support, and can sometimes end up doing a lot of work, especially if you see a lot of 4 strength ice on the board, which is where people are going to want, like, 4 strength is a common number, specifically because of mimic and yog.

So Atman is there to kind of deal with that weakness of those 2 cards.

And then there are 2 special orders here to go and find these one of breakers, and um, just as a reminder.

From the big tip.

Again, I'll share this one, the 3rd time here.

Be careful installing your non-killer icebreakers before you need them.

You need to be able to aggressively face check without worrying about trash program subroutines.

Let's talk briefly about matchup pacing.

This is a chart that the big boy made to show what your pacing should be in each matchup.

It's not to say which deck is better, which runner versus Corp is better, just in which part of the game. Is a deck strength against a certain corp.

So if its side is identified, that side is the aggressor and needs to apply pressure to win.

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

So as the corp, they want to be trying to score points early at the cost of central defense, as the runner trying to get accesses, and deny economy early at the cost of setting up for later.

So as you can imagine, Andromeda is the aggressor in a lot of situations against the glacier decks.

Andromeda is the aggressor, because well, it's reasonable, right?

She doesn't have the inevitability or the control.

Against the rush decks, the corp is still the aggressor.

Um, this chart, which, of course, I'll link to, is missing the 3 weaker precons, which is atom for the runner, and then the corpse next, and near pad, D-R-T-N-E-H.

And those 2 corp decks are also rush decks.

Then there's standard phases, which is just like your classic runner's good, early, Corp is good, middle, runner is good, late, and those standard phases matchups are HB Fast Advance.

Personal evolution, never advance.

Spark never advance, and tempo soul.

All of those are mid-range decks.

Although PE actually is its own beast.

I discussed that a few episodes back, is marked here as just flexible.

Let's go back to the Big Boy's blog post on recommended teaching and learning decks.

And his intent with this project was to provide a set of decks for each faction, although originally Jintechi was not represented, that are good decks, and are designed to teach the game fundamentals.

Feel like a deck that belongs in that faction and also be pretty good against each other.

And There's a lot of crossover, a lot of overlap between the decks that he made for this project and the decks that are in the preconstructed pool.

That's a little less true for the Andromeda deck because the Andromeda deck is a stealth deck.

But still, let's see what comments are made here.

Maybe we've got some things that are applicable to Andromeda one way or the other.

The differences between the decks largely come down to the fact that there's an entire stealth suite in there.

So other stuff has been removed.

So, for example.

You've got uh, 3 silencer, for hardware, but not the Dice and Mem chip, or the Plazcrete.

You've got 3 Ghost Runner in there.

You've got the pro, the, the, the programs are all stealth, right?

You've got 3 switchblade and a refractor.

And cloak as well.

The only thing that's the same between the programs are, is there's a corrodor.

Um, the card draw is different as well.

There's 3 express delivery.

Which is interesting because actually that's a lot better in reboot than it is originally, but it's not in the preconstructed deck.

The, and whereas Mr. Lee is what we're using here in the precon.

Also Earth Rise Hotel. Is in the teaching deck, and that's not here.

Uh, Daily Casts is also in the teaching deck.

Whereas in, The record, the precon, we've got grifter and Armitage code busting.

Also, no emergency shutdown of the teaching deck.

Essentially, because the teaching deck goes with a stealth suite instead of a fixed breaker suite, it also uses a different economy, being less run-based, it uses daily casts, rather than security testing and grifter, and being stealth, your e-con is on those cards.

Since your Econ is on your stealth cards, you need to find those cards.

So the faster draw of express delivery, and click list draw of Earthrise Hotel are more important than the steadier but slower draw of Mr. Lee.

So though these are both Andromeda, they're pretty different decks, with different focuses.

As an aside, could this deck be built in reboot?

Well, Andromeda has the same influence.

A cloak, actually received a buffin influence.

It's now only one to import instead of two, whereas Earth Rise Hotel received a Nerf in influence.

It used to be 0 and now it is one, which means that that counterbalances, so yeah, the deck still fits in the reboot.

The only issue you're going to have is that desperado doesn't have memory anymore.

So you'll need that dice and mem chip, which means either going to 46 cards or cutting something.

Precon gets by with just 2 special order, not 3, so maybe that's an idea for what card to cut.

And again, since they're so different, I don't know exactly how much the write-up is going to help.

Let's see.

Criminals are greedy and opportunistic.

They run for the money and the money.

Criminals like to get in the corpse face early, and don't let up the pressure until they've milked them for all they are worth.

Criminals are typically sneaky and stealthy in their approach, but they're not opposed to giving up their whereabouts, if the profits are large enough.

Playing this deck.

In your starting hand, you're looking for 3 or 4 strong cards to play on the 1st turn.

These cards are desperado, security testing.

Sure gamble, dirty laundry, and daily casts.

Most important of these is the desperado plus security testing combo, which is how you will make most of your money throughout the game.

Two chances at drawing a 9 card hand should get you this combo right away a good deal of the time.

This advice still seems solid for the precon, right?

Obviously, there's no daily casts in the precon, so, Grifter, probably the card you're looking for instead.

Back to the write-up.

After your 1st turn, you'll want to spend the early game, attacking the corpse HQ and R&D with basic runs.

If you are successful, then desperado will pay you for your efforts.

If the corp rezes ice to stop you, then you'll gain valuable information about what parts of your rig you will need to set up first.

Criminals cannot react to ice mid-run like the shapers can, so they rely on getting as much ice, face up as possible, so they know what they're dealing with.

Okay.

This also comports with the piloting tip for the precon, pressure with desperado and data sucker, you need to be able to aggressively face check without worrying about trash program subroutines.

Once a lot of ice is rest, you will not be able to harass the Corp, with basic runs anymore.

At this point, you will have to spend some time building your rig, not to worry.

You hopefully forced the corporation to res so much ice that they should struggle to score agendas during this period of time.

If they try to catch you unprepared, a little inside job should teach them to slow down.

All right, all of that is still accurate as well.

So convenient.

Well, here's the part now where things are different.

Your rig uses the stealth icebreakers, switchblade, and refractor.

These icebreakers break eyes incredibly efficiently, but require stealth credits to work.

Your deck has some recurring sources of stealth credits and silencer and cloak, along with a temporary faster solution in Ghost Runner.

Your weakness is barriers, since your corrodor is far less efficient than your other breakers.

Hopefully, you have enough money saved up from the early game to pay for your corrodor usage.

If the corp does not adequately protect HQ, don't hesitate to hit them with your signature event.

Account siphon.

Although the windfall of 10 credits feels like it will last forever, remember that the corporation can trash trash your security testing, daily casts, and other resources, if you do not remove the tags.

You will have to decide for yourself whether the short-term gains of keeping your tags are worth the long term sacrifices.

But choices like this are what playing criminal is all about.

Tricks of the trade.

Security testing, plus recurring credits.

When the corporation has res ice on all of their servers, it can be difficult to run them for a profit with security testing.

However, with your cloaks and silencers, you can break a lot of lightly defended servers for no actual credits.

Keep an eye out for servers that you can break into for free, and use them to continue gaining 3 credits per turn all game long.

As I said, this is the single thing I struggle most with, playing the precon, the point where all the servers have res ice, even double iced.

It feels like security testing doesn't give you money anymore.

Probably, if I've allowed it to get to that point, I'm not being aggressive enough.

However, on the subject of no actual credits, but we do have yag and data sucker.

And to a lesser extent, mimic or atman and data soccer, though there is a big difference between no credits and a few credits when trying to make money.

Probably, if you're playing against a decent opponent, though, they're not going to single ice a server with a code gate.

Account siphon plus inside job.

Because the threat of legwork makes the corporation feel very unsafe, with agendas in HQ, they may try to take a risk and score when they have just barely as many credits as they need.

When they do this, hitting them with an account siphon, and then playing inside job on their remote server, will almost certainly leave them with too few credits to resin enough ice to stop you.

Okay, great.

Yeah, so I think a lot of that advice does apply to the precon as well.

Sweet.

And to round out this segment, I thought it might be interesting to share some comments from across time in the reboot discord server, where people have discussed, playing this deck.

So, this one is from close to 3 years ago, 2.5 years ago.

Yeah, the top 50 countdown that the big boy did.

The entry on grifter, HuginRonin asked this question.

Without much Andy Sucker experience.

How do fast corps manage to overcome the necessity of blocking grifter?

Aowashi?

Drip Econ is mostly for playing the long game.

So just score out.

And goblin mode by being fast.

Cleric.

Yeah, in the extreme case, if you win before this has been ticking for 5 turns, you make it into an easy mark.

It's a nice way to think about.

That's a nice way to think about the way the math on that.

A quick comment from the general channel around the same time.

HuginRonin asked the big boy, is there something that I should strive with for my 30 games with Val or am I free to move on?

Big boy said, Val is supposed to teach you risk management with fixed breakers, when when to play around stuff, and when to risk it.

Now with Andy, you'll take those lessons and expand on them, because the rewards for good risks are higher, and the penalties for bad ones are worse.

So, there's another reason I probably should have started with Val.

And then about a week later, as HuginRonin is doing getting his reps in, Right?

Because that's the recommendation is it was play 30 games with Val, play 30 games with Andy and so on.

Uh, Ogan Ronan says, an issue, they're talking about specifically, Andy Sucker versus an ETF deck.

Of course, there's a couple flavors of ETF and the pre-cons.

There's a, the glacier, and then there's also a fast advance.

An issue with ETF is that the variance of whether or not you can realistically afford to block the campaign.

You know, so your Adonis campaign is super wild, especially when you move away from IDs that can either get in easily or can trash the campaign for cheap.

zailey.

The answer is always to play more money in your deck, so you can beat the money check.

They eventually get a campaign going every game, but they also pay real money to Rez Ice.

So if they have 4 unres, that's like 15 to 20 credits.

HuginRonin.

If I'm on Andy Sucker, realistically, how much am I afforded to go after the campaign by looking into any specific breaker, while also getting my pieces going, and the ball rolling, so the corp feels pressured?

zailey.

Andysucker is the best matchup versus ETF.

Open with a hand of all money, play it all.

HuginRonin.

The 54 minute game I just had wouldn't agree.

Gammanet.

It is so hard to lock Andy out.

Didn't you win that?

HuginRonin.

I did, but in extremis.

zailey, basically, you just run and get money until the mid to late, and then hammer 3 siphons, and they lose.

Mugen Ronan.

How do I get money by running if every central is credit negative?

zailey, siphon?

Ayawashi.

Yeah, siphon is still the best caprice tech thinking about it.

Gammanet.

Caprice was on HQ that game.

zailey, siphon, shutdown, now you're back online.

Play dirty laundry.

Win the side game.

HuginRonin.

With a caprice and ash on HQ and my terrible self-confidence?

Hardly.

zailey.

Yeah, just win the side game.

I usually leg work first, then siphon through caprice.

I always challenge HQ Caprice as Crim.

If they lose, it's game over for them.

If you lose, it's just a Tuesday.

Aowashi, responding to Caprice and Ash on HQ, then just focus on the remote and R&D.
HuginRonin.

In the end, it was the only option.

Archives was too expensive to get in for sucker tokens.

R&D had 26 strength ice, Heimdal one, Victor 2.

And the remote also had a Heimdal, and a touring, with me on mimic Yag Atman 4 Double Sucker.

Meryu.

Zero centrals were credit negative until turn like 25.

HuginRonin.

And I was running until then.

But the other half of the game, they were, especially when I lost my grifters.

Meryu.

Yeah, but you could have just clicked for credits.

And I'd have lost way sooner.

There was a bunch of Mr. Lee going on.

But the only card left in your deck that mattered was the 2nd inside job, which you already had.

Basic action card is good.

The big boy.

Andy hopes to present a threat that's big enough they can't afford to protect a campaign early.

So they leave archives open to protect their campaign.

You, security test, succor it, and make them rez their ice.

Then, inside job the campaign.

Game over.

Or siphon, shut down, trash the campaign, game over.

They can take lines to set up a campaign early, but they have to not play around some huge threat to do it.

And if they make you have it, and you have it, they get ranched.

I know a lot of people here have tried to play aggressive as HB Glacier versus my Andy, and they go to 0 and stay there forever.

Meryu.

I think I installed one campaign that game, and it was on like turn 20.

That this is why the game was called boring.

Andy presenting her big enough threat to stop the court from trying to do anything.

The big boy.

Oh, so this was one where you properly turtled, and then flooded, and so you put Caprice on HQ?

Meryu.

Yep.

I guess it may not have been obvious, or the reason I wasn't doing anything was because the runner spent the entire game threatening me with death if I did anything.

The big boy.

Yeah, those are a drag.

Generally capricing, a flooded HQ is a losing line.

And it does sound like you lost.

Meryu.

Well, it wasn't flooded when I put her there.

The big boy.

Hmm.

I think I'd only Caprice HQ in that matchup in very fringe situations, but maybe this was one.

Meryu.

HQ was architect, magnet, and all of my taxing eyes was on the bottom.

The big boy.

Ah, so getting siphon blasted was imminent.

Meryu, yeah.

Usually I just take an itchy there or something and go about my day.

The big boy.

Yeah, that makes sense then, as a desperation measure.

Meryu, and I couldn't secure a campaign remote.

The big boy, as Andy, you gotta attack that.

Meryu.

Yep, which I expected would happen.

Fluffy one.

You guys are putting caprice on central surfers?

I never thought of doing that except against medium, but I'm the king of just eating central access and letting variants decide my fate.

The big boy.

It's generally bad, but it can be okay as a desperation play in some fringe cases.

Meryu.

But it took so long to see non-agenda cards that it didn't matter that she wasn't attacked for quite a while.

The final turn of the game was double legwork.

The 1st one bounced off.

The 2nd one won the sci, game over.

Big boy, huh.

That's fun.

Meryu.

Yeah, the runner very much earned the win.

Always happy with those games.

The big boy.

Playing Andy definitely feels like work sometimes.

Lots of games where you're favored, but if you mess up once, you ruin it, so it's draining to play.

Meryu.

Eventually, I had to push so that I didn't run out of deck and die.

So I did.

So I died.

And then here, as I was preparing for this episode, I posted a question in the general channel and got some nice answers, I'll wrap up this portion by reading through those.

When playing the Andy Sucker preconstructed deck, probably the biggest thing I struggle with is my economy.

I understand that it's hard to give advice without looking at what exactly I'm doing during the game, but I often feel, The security testing is not worth using because it gets blocked, with all the servers being iced or even doubleized.

Is security testing meant to be used all game long with this deck?

If so, what is the approach to making that happen against a normal corp with just one remote?

Monkooky.

You should be evaluating sec testing, as earning you 4 credits on successful run once set up, 2 from security testing, one from desperado, one sucker counter.

It's possible that a corp gets to reach a stable point where that's not a worthwhile trade, or where your net +one credit there.

At that point, you only security test in conjunction with dirty laundry, or to enable emergency shutdown.

But that's really expensive to set up for the Corp, and you've hopefully mostly won by then.

If you're reaching that point because it's very late in the game, and the corpse been dirtling, and you've whiffed on R and D, just click for credits, and camp the remote, or R and D, Gammanet.

You also have yog, shutdown, and grifters, which extend the life of your security testing as suddenly the code gates open up a server again.

In most matchups, it will eventually get blocked, and occasionally the corp has a strong start and can block you really early, but usually, you enter the mid-to-layed game with a pile of bucks.

Also versus HB, it often is live much, much longer since you can click a lot of the ice.

In a recent precon league, 2 park lockdown servers very early, so I got very little sec testing money.

His turn one was Firewall HQ, Caduceus, R and D, and Quandary Archives, followed quickly by grim archives, and I think Hadrians on HQ.

Tooplark.

Yeah, sometimes Andy just gets blocked super hard.

And sometimes Corp draws 3 ice and 5 turns and you can walk all over them.

Gammanet.

Other times the 3 eyes are like, Hadrian's an archer, and you crush them.

Caduceus and Dark Pool are so good versus criminal due to the amount of face checking.

Tooplark.

Speaking of, I need a guide on how to face check properly.

In Andy or Gabe, do you always just always run it turn one and C?

I said, I've been operating under the assumption that Andy turn one is playing out cards, but then, yeah, I would assume run turn 2, to quote Meryu, if you want to find out what an ice is, use the best icebreaker in the game on it, your face.

zailey, just remember that inside job emergency shutdown is a very strong counter.

If they try to rez something big as a single ice to shut you out.

Fairy is also important for Caduceus and Architect.

Gammanet.

Some of it is vibes based.

Sometimes it's a feint because you actually want to tune elsewhere.

Tune, run, probably run.

Sometimes it's just to make them have it.

Agendas are expensive to score.

If the corp goes to 0, it's a brutal hole.

The classic is they make a remote play.

Run it, then inside Jobit to force the bus to be spent.

Nothing worse than you inside job and nothing gets rest, though enigma is annoying.

Big boy, saying to me.

I remember watching you play Andy a while ago.

This would have been like a couple years ago, and your early game was actually good.

The tricky part is what to do midgame after they shut off testing, and a big part of it is getting good at siphoning, which involves making sure the HQI's is res, and they don't have a good way to duck the siphon.

It's complicated, which is why Andy isn't that popular, even though it's a classic deck.

Gammanet.

Would you say Andy is more or less complicated than Gabe?

Which would be a better deck to introduce people or allow people to improve?

Gabe, I think, definitely rewards better and intimate card pool knowledge, but I think 9 cards start and security testing help outline the game plan, but Gabe is also very simple in many respects.

Gaslight.

Gabe can just sneak door and crush bad draws.

Excellent for new player wins.

The big boy.

Andy is more complicated for sure.

But it's also better.

I responded to the big boy.

Yeah, the mid-game pivot is definitely the thing I struggle with.

The siphon comment is interesting.

I think of account siphon as a way to step on the corpse throat in the early game.

I haven't really thought of it as a way to yank the corp back into the early game.

Gammanet.

I definitely have an issue where I often don't siphon till very late unless there's a noticeable vulnerability, and sometimes end up holding all 3 siphons till the corp telegraphs a score, then slamming all three.

Gaslight.

I see open HQ, I see 10 credits.

The big boy.

Sometimes, siphon is most dangerous, for the corp, when you're both at like 15, you double siphon there, and even if you come out neutral, you've crushed them.

And then responding to my initial comment, which again was about.

What to do with security testing getting blocked.

Um, let's smile said this.

Yeah, but that's okay.

You force them to rez ice and spend their money.

This will slow their ability to accelerate to the midgame where the corp can dominate.

If they give it to you, all game, great.

If they close it off, it hurts both of you.

Not too bad a trade.

And then as the big boy said, so long as you have access to HQ, you can siphon.

And then here's a nice little block to close on here from the big boy.

Particularly forcing res ice on HQ is good.

They spend money, help you math out a way in for siphon, and then incur more install and card cost to reinforce with a new unknown ice.

You really want to make them res.

Yep, sorry.

You really want to make them res, and archives ice, 2 HQ ice, a remote ice.

Then after that, an R and D ice.

And each res after that starts to get good for the corp.

So hopefully by then you have either a ton of money or a ton of points.

Sometimes the R and D ice gets rest earlier.

You run it when they have only three, and they res Eli, for example.

But you should not make a habit of face checking R and D when they're rich, and there's still other stuff to do.

You only run R&D early, if they're low enough that it's likely a free desperado or sucker run.

Otherwise, you're kind of just helping them duck siphon by letting them store their money in an onboard thing.

And then let smile.

Yeah, try not to get them to res on R&D. Then you can just go their late game for the win when they're broke from siphon.

So I like a lot of that advice.

That's good.

The very last part of this segment, I guess I'd forgotten I was going to do this, is talking about the reconstructed deck.

So, This was the 1st reconstructed deck, the fluffy one did, and he described what he was doing in the write-up on the deck, where it says, this is the 1st deck in the unofficial reconstructed format, where I, with as much input as I can get from other users, take the official reboot preconstructed decks and side grade them with cards from the reboot booster packs.

I may create brand new recons like a reg hoard, or iris.

Recon number one, Andy sucker.

And there's not much different here.

Tweaks -one grifter +one crowdfunding.

Some people prefer to cut the Armitage.

The big boy actually suggested that, and zailey, when Fluffy one originally posted the deck, also said that Armitage should be the one to go.

But Fluffy one says, this makes the deck even less new player friendly, as Armitage is very useful for recovering from an ETF that locks out cheap sex test.

Or, as Fluffy One responded to Zalie, in the thread, I need my crutch.

Crazy alternate slots.

Gingerbread is really fun if you face lots of NBN or assassin.

It breaks Archangel for 3.

You can try to fit in ZD net access against that guy who thinks icing archives against SECTest is a trap, but I won't be responsible for the results.

Forged activation orders, could be crammed in to annoy your big ice loving friend.

Drive-by is fun against your local Caprice Nise or Mushin notion addict.

Any other changes I can think of would require a total rebuild.

R2 Devo, I think, was the one who suggested those last 2 forged and drive by, saying it would be good, new player friendly include sort of pseudo-expose with more functionality.

So reconstructed decks, using the booster packs, although, yeah, the crowdfunding that came in the booster.

Don't worry, I know what I'm doing.

Precognition.

Fate and freedom.

So I intended all along while I was covering these boosters to, in the episode before the booster pack, to include the little spoilers that the big boy always posts.

And I've forgotten, pretty much every time.

They also disappeared in my defense.

He posted them in the same place where he eventually posts what the pack is about.

So the spoilers just go away.

But I do have the spoiler list for, The final pack.

So, hey, I've done it at least once.

Also, I originally read this on episode 78.

That's where I got it.

I got it from myself, but that was, you know, a year and a half ago.

So, here are the spoilers for fate and freedom.

This pack contains a faction distribution of 10, 10, three, two, two, two, two, one.

So if you count that upright, that's one, two, three, four, five, six, seven, 8 factions.

Hmm?

Hmm?

Little tricky.

A non-flat line, non-fast advance, non-caprice, way to play Jentecie.

Four runner cards that place virus counters on corp cards.

A card that refers to the sabotage subtype.

Easy mark, but you lose all your money.

A new defensive upgrade that doesn't trace, prevent, or add a cost to stealing, deal damage, end the run, buff ice, or involve psi.

Seems like those are all the things defensive upgrades do.

A replacement for 2 cost magnet, a medium-sized dog, a card for biotech fans, a final, somewhat defensive 53.

Another NBN 32.

A cyberdex trial, you might actually play, a rework, you might actually play.

A sunset you might actually play.

A precognition, you might actually play.

We will start covering those cards in the next episode.

As for this episode, many of the cards discussed and are linked in the show notes along with the decks and such, and the article, of course, from Elusive, all linked in the show notes.

Music is from Alexi action, the website that will be directed to the reboot project homepage is NetRunner 2.one dot com.

Of course, the reboot discord server is the great place to go for, like, obviously I'm pulling a lot of content here for this podcast, but it's just a nice place to go and get answers to questions.

In fact, just posting that question about Andy Sucker, led to answer that I haven't seen anywhere else.

So I found that extremely useful.

You can play online at retake.fun and feel free to contact me.

The Discord is the best place, but I'll respond in the threads on Reddit or on board game geek.

And I have an email address too.

If I mentioned the email address.

Um, It's Netrunner 2.one at uh, gmail.com.

Is that right?

Maybe that's not right.

You know what?

Forget that part.

It's in the show notes, though.

In the Astroscript pilot program, we will return to the world's of Android to cover the 2nd part of this segment on The World's War.

Thanks for listening.

See you next time.

The Martian Colony Wars.

Like Luna, Mars was settled primarily to further corporate interests, but on the red planet, the corpse wielded even more power over the colonists.

Corporate rivalry, and collateral damage from sabotage, was a fact of life, and with such a large expansive space between Earth and Mars, the corpse effectively had free reign to exploit the colonists dependent on them for life.

After all, if it hadn't been for corpse like Wayland, Gentechi, and Haas Industry, there wouldn't be anyone on Mars in the 1st place.

Or, so the mega corps maintained.

As the colonies matured, clan culture developed as well, and the clans became rallying points for colonists fed up with corporate overseers and policies.

With no unified government to speak for them.

And little legal recourse within the corporate structure for their complaints to be redressed.

The clans turned to violence, just like their lunar, minor counterparts.

By striking without warning.

While Earth Corps were preoccupied by the lunar insurrection, Martian rebels were able to seize advanced weapons, ships, and other material from corporate production facilities on Martian soil and in Martian orbit.

Some of the corporate security personnel sided with the clans.

And the others were summarily executed.

The distance between the 2 planets made it impossible for the corpse to mount a quick response to the sudden outburst of violence.

And the clans quickly solidified their hold over the colonies.

Some among the clans argued for unification to better defend against the corporations inevitable counterattack, while others jealously guarded their newfound autonomy.

And still more, used the stockpiles to forcibly resolve long-standing rivalries with nearby clans.

The conflicts on Mars were soon dubbed the colony wars for all the infighting between colonies and their respective clans.

Even before the corpse struck back, blood was spilled, domes were breached, and Mars began to resemble its warlike namesake.

In the meantime, the corporations again looked to their respective national governments for help in defeating the Martian rebels.

Wayland procured the backing of the U.S. While Jintechi and Haas Bioroid looked to Japan and the European Union.

China and Russia also maintained colonies on Mars, and none of these countries had particularly friendly relations, especially given the proxy warfare already occurring on Luna.

Given the national security interests at stake in securing the Martian stockpiles and other corporate property, the United States pivoted from Luna to launch a mission aimed at reclaiming Mars.

The commanders of Operation Falling Star were tapped to lead a new U.S. Armed Forces Division called the Space Expeditionary Corps, SXC.

And they expanded their forces with recruits drilled in the tactics necessary for low gravity combat superiority.

The troops deployed to Mars alongside Wayland's private security force, Argus security, also included a number of electronic warfare service, EWS specialists, equipped with countermeasures for signal jamming, radiation interference, and other expected threats.

These raiders and drone operators, though few in number, were bolstered by a full sweep of combat drones, large and small.

And the capability to conduct cyber warfare.

The U.S. Forces mission was twofold.

First, they would disarm the rebels of any material they might use against US or corporate interests.

And two, they would help Wayland regain its holdings on Mars.

Yet, they were not fighting a unified enemy, which simultaneously aided, and exacerbated the difficulty of quelling the insurgency.

The sheer distance between Earth and Mars was a major logistical hurdle, the Space Expeditionary Corps, and electronic warfare service struggled to overcome.

United States Army Special Forces. Realized that they would have to secure a line of logistics, and ideally a full complement of domestic manufacturing capabilities on Mars.

Bradbury, which had major ties to the Wayland consortium stretching back to its early days as a settlement, was selected as the combined force's primary target.

When the clans there were subdued, it gave the SXC, the manufacturing power they needed to continue the war effort, despite the weeks or months that separated reinforcement shipments.

From their lodgment in Bradbury, the SXC, EWS and Argus forces, mounted a campaign against Mars' major cities and settlements, starting with those in the Tharsis region.

The siege of Demeter was an early victory for the EssexC, thanks in part to the fragmentation of the clans on the inside of the city's domes.

The Battle of Kase Vales was not as successful, however, because the native Martians used the forbidding landscape against the off-worlders.

At the same time, Martian and U.S. Forces clashed in the skies overhead for control of the space stations on the moons of Phobos and Daimos.

As the fighting moved eastward across the Martian plains, the action at Noctis Labyrinthus was one of the bloodiest confrontations of the colony wars, when four different sides clashed in a desperate free for all.

Washington's orders were to restrict operations to colonies affiliated with the U.S. And Wayland.

Yet, in the fog of war, communication was lost with the leadership on Mars.

When China and Russia's Tianbian and Elita colonies came under assault and bombardment from U.S. Forces, at the same time that Haas Industry and Gintechi colonies were attacked by Whaland forces, the superpowers on Earth saw it as the expansion of the existing war on Luna.

Many more fighting forces were deployed to Mars' surface, which became fertile ground for mercenary groups looking to profit off of the extensive fighting there.

Ultimately, the Martian clans struggled to present a united front.

The rebels targeted each other as much as they fought off the corpse and Earth armies.

In what would become the unorganized territory, warlords and clan militias squabbled over precious resources and water rights, even as their metropolitan brethren desperately clung to independence.

To this day, Martians are convinced that Earth and the corpse actively worked to pit the factions against one another.

Further highlighting its malicious intentions.

Toward the end of the conflict, some clans began to call the colony wars the War for Martian Independence, as the stakes escalated.

Peace, they claimed, could only be achieved if Martians could govern themselves.

Earth.

On edge.

While fighting embroiled Luna, Mars, and pockets of space in between, the populations on Earth held their collective breaths.

Diplomatic relations between the most powerful and well armed countries, deteriorated at an alarming rate.

The corporations simultaneously supplied the war efforts and helped wage them.

The stakes were high.

Nearly all of the Megacorps, and by extension, the superpowers that protected them, considered their economic futures to be caught in the balance.

At the height of the conflict, civilians awaited what seemed like the inevitable moment when the superpowers would turn their attention from their proxy fronts, and engage one another directly on terrestrial soil.

Earth's nations, the Megacorpse, and the Helium 3 mining concerns were tied together in an ever shifting web of allegiances, ceasefires and betrayals, which seemed liable to completely fall apart at any moment.

The media provided conflicting reports that further exacerbated civilians' sense of confusion.

Different media feed outlets painted a very different picture of the conflict for their consumers, sometimes casting the same actors in opposite roles for specific incidents.

Even 15 years later, the truth of what happened on Luna and Mars is shrouded by competing claims and dubious sources, and different groups have entirely different accounts and viewpoints of what really happened during the war.

Perhaps the only thing that kept fighting from spilling over onto Earth was that the largest population centers, including the governmental capitals, were located there.

On Luna and Mars, the populations didn't have voting rights, or an easy means of conveying what was happening to them to the world at large, it was much easier for state

governments to justify a war effort at some far flung colony that didn't significantly affect the day-to-day lives of the nation's citizenry.

Total war between the continents, however, carried a political cost that was considered too high.

Waging war in the modern era.

Over the course of the world's war, as it was now known, lethal new technologies, like energy weapons, full immersion drone warfare, and orbital batteries, were being brought to bear against rebel, corporate, and mercenary forces on Luna and Mars.

Older, but no less terrible weapons were being considered for wide scale use for the 1st time.

Neutron bombs, biological and chemical weapons and even artificial intelligence.

Traditional standbys. Like electromagnetic pulses, exosuits, and stealth technology, were also employed in the war to deadly effect.

Drone warfare.

Flying from bases scattered throughout the Lunar Maria and Martian Plenitias, the US EWS pummeled enemy targets with massed drone strikes.

Mobile command centers could loiter 100s of kilometers away and launch scores of long-range combat drones apiece.

These drones were armed with a suite of high-tech weapons, including fire and forget seeker missiles, cluster munitions, and eventually, wide area combat lasers.

Air defense drones and Sam's would attempt to intercept the incoming bogies, but elite frontline EWS raiders could shut down anime detection systems, and let bombing raids strike unseen and unexpected.

And no matter how many drones were shot down, the EWS could always return with more.

Despite increasingly sophisticated AIs, international law held that humans still had to authorize drone kill orders.

Lasers and other tight beam communications were the primary means to communicate from their command and control aircraft, while avoiding electronic countermeasures, with radio backups in the case of excessive chaff or poor environmental conditions.

These motherships were often the primary target, because operators with full immersion rigs, flying specialized electronic counter warfare drones, could wreak havoc on an opponent's drone squadrons by destroying their management systems.

Despite the standing bands against granting artificial intelligence, the ability to kill, independent of a human controller, NBN reports indicate that some Chinese and rebel forces on Mars believed themselves exempt from those laws, or were desperate enough to employ artificial intelligence capable of targeting and exterminating human beings.

Some segments of the general public became obsessed with lurid tab rags depicting out of control AIs that had eliminated their masters, leaving only the brave men and women of the U.S. Armed forces to stand between American lives and the murderous machines overwhelming the colonies.

In reality, these tales were either greatly exaggerated to drum up popular support for the war effort, or they were fabricated, to deflect scrutiny from parts of the EWS.

Recent evidence suggest that some units experimented with extremely relaxed protocols for authorizing drone strikes, when the number of casualties sustained threatened the effectiveness of their normal operations.

War of information.

Differentiating real news reports from government propaganda proved difficult during the years of the war.

As the fighting ground on most countries, and plenty of private corporations, sent special forces teams and commando units into enemy territory to cripple infrastructure, and sow chaos and destruction.

Equipped with the latest military technology and weapons, these teams proved they could cause damage out of proportion to their size.

NBN and sync infrastructure was often counted among the collateral damage, and as a U.S. Based company, the rest of the world was suspicious of anything NBN broadcasted.

AI technology made it easy to adulterate even live streaming media, and embedded journalists were considered dependent on the troops they were sent to report on for their survival, which compromised their ability to report the truth.

Every side was trying to win the war of popular opinion with extensive propaganda bodies that covered up or stressed information as necessary to help their side.

The network under fire.

Electronic sabotage and cyber warfare took on horrifying new meanings during the war.

Such units used the techniques honed by fully immersed runners using brain machine interfaces to cripple and destroy the underlying framework of the network.

A cyber attack could be as subtle as rerouting food shipments to a dome or shutting down water filtration systems, causing riots and mass starvation.

It could also be as blatant as disabling the traffic computers for all autopilot hoppers in a major metropolitan center like Bradbury or Tianbian, causing 100s of crashes and midair collisions.

In several cases on Mars, runners on both sides destabilize the utility grids, or geothermal power stations, causing catastrophic failures of life support.

Full-blown cyber warfare erupted across the network as corporations employed their own CISOPS to defend their systems.

Sometimes, special forces infiltrators would launch cyber assaults in concert with real world raids.

And the struggles on the net would be mirrored by firefights on the ground.

The high ground.

If the world's war proved anything, it was that space was the ultimate high ground in a modern war.

This high ground ended up being the United States' greatest advantage against its foes.

Although the U.S. Had deployed most of the new Space Expeditionary Corps to the Moon and Mars, it kept a sizable contingent in low Earth orbit to defend the beanstalk and keep its enemies from putting their own forces into orbit.

Squadrons of the newly developed SA FO1A strikers, tangled in suborbital dog fights with shuttles and drop ships launched by a host of countries.

And some media organizations reported, that the U.S. Shot down any foreign spacecraft that got at all close to the beanstalk, or ended up in any orbit over the Americas, including a few spacecraft or space planes that belonged to neutral countries.

As the United States did its best to keep its opponents out of space, it began to employ new orbital weapons systems to capitalize on its advantage.

The next laser sats were one example of this, while the kinetic bombardments of certain Martian settlements, or another.

The 1st kinetic weapons were simple, 2 meter tungsten rods deployed en masse from orbital launchers aboard satellites or orbiting spacecraft.

They lacked any sort of guidance, but the sheer kinetic power of their orbit to ground impact, exceeded the biggest non-nuclear warheads in anyone's arsenal.

And they were as cheap as they were inaccurate.

A single spacecraft could launch 100 kinetic rods in a single volley, wiping out the target, and engulfing anything, or anyone else, within a dozen kilometers, in high pressure fireballs.

Later, the SXC began using enhanced kinetic kill weapons, 5 meter rods with internal guidance computers, and Bucky weave steering fins.

These could be fired from a spaceship mounted mass driver, guide themselves through the fiery heat of reentry, and hit with the force of a tactical nuke.

The SXC retrofitted several Earth Moon shuttles with mass drivers to be used on Luna.

As a result, massed kinetic bombardments. Would account for a significant share of the civilian casualties in the war.

Projected impact.

Perhaps one of the most feared weapons during the war was one that was already an extensive use, and needed only to be nudged slightly in the direction of a population center, to become a deadly or apocalyptic event.

So called come jockeys regularly farmed and flung asteroids to the surface of Mars to assist with terraforming efforts.

And with so much of space effectively invisible to the network and normal surveillance channels, targets of such an assault would have little advance warning.

People on Earth, especially, feared a deliberate strike by mercenary space cowboys with an anti-earth agenda.

According to official records.

Such meteor strikes were never weaponized on Mars.

But some international watchdogs believe that conventional orbital bombardments would not have dealt the amount of damage done to certain Martian colonies, nor left certain kinds of trace elements in the air and resulting crater.

Threats real and imagined.

Some theoretical technologies had been developed, but they had not been seen as practical in previous lower grade conflicts.

Now, as the wars on Luna and Mars dragged in some of the world's wealthiest states and corporations, practicality lost to sheer desperation.

In the colonies, preserving infrastructure was a major concern for ground troops.

In order to remain combat capable, they could not carry more than a few days worth of life support with them.

And vehicles designed for the mass transport of troops were frequently the 1st to be targeted on the battlefield.

The neutron bomb solved this dilemma.

By purposefully lowering the explosive yield of the device.

They could dramatically increase the amount of instant radiation to a dose that would prove lethal in a matter of days, not years.

According to the Netcasts of the time, the United States only used this weapon against the most stubborn of settlements, and they offered amnesty and safe harbor to any clan members who surrendered.

Many believe the clan leaders executed those who tried to take advantage of this olive branch, which only solidified the barbarism of the Martian rebels in the minds of Americans.

Stealth technology also matured over the course of the war.

The most advanced ships carried cloaking devices that used destructive interference to shield themselves from conventional radar, as well as LIDAR detection in space.

The result was a fleet of logistical ships that could slip past satellites to resupply forces on Luna or Mars without detection, which confounded enemy plans to strike hard when their enemy was estimated to be running low on material.

In the last legs of the conflict, the stealth devices were outfitted on bombers, and strikers to get the drop bought enemy forces, and neutralize their ability to wage war once and for all.