

Matchup 1 - Aendy v EtF Moons

The Runner Deck - Aendy

Andromeda: Dispossessed Ristie

Event (20)

3 Account Siphon

3 Career Fair

3 Dirty Laundry

3 Employee Strike ●●●

2 Legwork

3 Special Order

3 Sure Gamble

Hardware (3)

3 Desperado

Program (6)

1 Aumakua

1 Femme Fatale

1 Inversificator ●●●

1 Medium ●●●

1 Mongoose

1 Paperclip ●●●

Resource (16)

2 Aaron Marrón

2 Aeneas Informant

2 Bloo Moose

2 Daily Casts

3 Earthrise Hotel

1 John Masanori

1 Political Operative

3 Temüjin Contract

What Your Deck Does

This is a very balanced and relatively straightforward deck. You have a lot of powerful economy events and resources, a late game closer in **Medium** and efficient breakers. You should be looking to run aggressively and frequently to maximise the value of your deck, while also developing your board to increase the payoff for doing so.

What To Mulligan For

Desperado, Aumakua, Medium, a mix of economy and draw cards

Tips and Tricks for the Matchup

This matchup will often come down to how much time you can afford to spend drawing and developing against how much you need to control the Corp's board state. Be wary of sinking too many clicks in to the latter, and click intensive cards like **Temujin Contract** can actually set you back if you focus too much on them. It's often better to use these cards gradually, while letting passive draw and economy like **Earthrise Hotel** and **Bloo Moose** carry your early game.

Your first priority is to stop the Corp player defending and developing a large **Estelle Moon** early. Don't be afraid to face check ice to prevent this; it's better than letting the remote go unchallenged. You should also try to check face down remotes where possible; partly because finding face down threats like **Tech Startup** is key, and partly because an **Advanced Assembly Lines** can potentially shut down a **Temujin Contract** without you getting any benefit from it.

All of the assets are important but trash **Jeeves Model Bioroids** if you possibly can, as it's a key card to many of the Corp's preferred scoring strategies. Be careful and selective in what you trash, as even a healthy credit balance can soon evaporate. Above all, try to make sure that you're drawing enough cards; as difficult as this can be you won't win if you don't!

The Corp Deck - EtF Moons

Haas Bioroid: Engineering The Future

Agenda (9)

3 Global Food Initiative ●●●

3 Project Vitruvius

3 Successful Field Test

Asset (23)

3 Advanced Assembly Lines

1 Blacklist ●

2 Clone Suffrage Movement

2 Daily Business Show ●●

3 Estelle Moon

3 Jackson Howard ●●●

2 Jeeves Model Bioroids

1 Lakshmi Smartfabrics

3 Tech Startup

3 Turtlebacks ●●●

ICE (9)

3 Architect

3 Fairchild 3.0

1 Quandary

2 Vanilla

Operation (8)

3 Biotic Labor

2 Enhanced Login Protocol

3 Friends in High Places

What Your Deck Does

This is a very pure asset deck; your assets give you your draw, economy and your ability to score, so look after them! The deck is focussed around the power of **Estelle Moon**, who you can use while expanding your board state to build up a large hand of cards that can then all be played once **Successful Field Test** is scored. You will primarily look to fast advance your agendas with **Biotic Labor** and **Jeeves Model Bioroids**, but you can score behind ice or with the support of **Lakshmi Smartfabrics** if necessary.

What To Mulligan For

Estelle Moon or Tech Startup, at least one piece of ice, at least one other asset

Tips and Tricks for the Matchup

Think very hard about your first ice placement; you'll need to defend HQ because of **Account Siphon**, but you also need to ice **Estelle Moon** in order to maximise the value that you get from her. Often the answer is to let the first Estelle Moon get to only a few counters, then recur it with **Friends In High Places** and really focus on the second one.

Your ideal scoring plan is to turn a big Estelle Moon in to a large **Successful Field Test**, preferably with a second Estelle Moon on the table ready to accrue counters as a result. Your next score will then be **Project Vitruvius**, always with a counter if possible, which then allows you to fast advance a **Global Food Initiative** to win the game. In practice you will have to be flexible with this approach, but you should always look to win with three scores as four is almost impossible.

You will need to ensure that the runner is spending as much time and money as possible on combatting your own board rather than developing their own. You can do this by presenting key threats with the expectation that the runner will trash them, and by timing your **Friends In High Places** for maximum impact. Try to ensure that there's always something for the runner to worry about; if you lose the initiative it's hard to get back.

You will often want to ice multiple remotes in this deck, which will stretch your ice fairly thin. **Estelle Moon** always warrants an ice, but you may also want to protect **Jeeves Model Bioroids** and **Lakshmi Smartfabrics**. Gear check ice is perfect early, though you will likely have to make do with whatever you draw.

Be aware that you can leave an **Advanced Assembly Lines** face down on the table and an ice in hand to respond to an install of **Temujin Contract**, and that **Blacklist** can be used to stop **Bloo Moose** from working. Be wary **Quandary** and be ready to overwrite it; it can quickly become a liability if the runner installs **Inversificator**. You should also be aware that **Political Operative** can trash your Estelle Moon at instant speed, so consider using her after a HQ run.

Matchup 2 - NoiseShop v Panic Pal

The Runner deck - NoiseShop

Noise: Hacker Extraordinaire

Event (7)

3x Déjà Vu

3x Inject

1x Levy AR Lab Access 🦄 ●●●

Hardware (2)

2x Grimoire

Resource (11)

2x Adjusted Chronotype

3x Aesop's Pawnshop 🦄 ●●●●●●●

3x Street Peddler

3x Wyldside

Icebreaker (3)

2x Faust

1x Mimic

Program (22)

3x Cache ●●●

2x Clot

2x D4v1d

3x Datasucker

3x Imp

3x Lamprey

2x Medium

3x Parasite

1x Scheherazade

What Your Deck Does

This is a control deck; you have tools to pressure every central server and put real strain on the Corp's economy, but you have a lot of pieces to find and get on the board and will have to adjust your gameplan based on what cards you draw and how the game develops. Use **Wyldside** and **Adjusted Chronotype** to draw cards, **Aesop's Pawnshop** to provide your economy and **Faust** or **Parasite** to threaten servers. Once you've set-up, go back through your deck with **Levy AR Lab Access** and use the powerful multi-access of **Medium** and your ID ability to close the game out.

Cards to Mulligan For

Aesop's Pawnshop and Wyldside.

Tips and Tricks for the Matchup

Mulligan for the cards above; everything else will follow. Once you have that engine set-up, make sure that you're using **Aesop's Pawnshop** to trash something every turn, even if you think you might need it later; you can always get it back again. Above all, you need to put pressure on the Corp and force them to rez ice when and where they don't want to. Use central pressure tools like **Datasucker**, **Lamprey** or **Medium** to do this, then sell them to Aesop once the Corp has responded and pivot your pressure to another server. If the Corp doesn't respond then Medium big digs or Lamprey lock will often be enough to close out the game. A lot of the ice in the deck is very unpleasant for you to deal with, so think about when you can afford to take a punishing face-check and when you can't. Be selective about what you **Parasite**; often your priority is to stop the Corp scoring so that your late game pressure will carry you over the line.

Think carefully about what you use **Deja Vu** for; usually you'll want to get at least one **Cache** back to keep your economy rolling, but often the other card should be Parasite or Lamprey to make sure you're exerting as much pressure as possible on the Corp. Don't worry about throwing cards away to **Faust** to keep the Corp honest, but be aware that it might hurt you in later turns if you're too aggressive. **Caprice Nisei** is an opportunity to keep the Corp poor, so make sure you can run that server multiple times if necessary and force the Corp to pay to defend her. Above all, don't repeatedly run archives; let the milled cards build up and run it when you need to or have a spare click.

The Corp Deck - Panic Pal

Pālanā Foods: Sustainable Growth

Agenda (9)

3x Corporate Sales Team

2x Global Food Initiative 🐉 ●●

3x Nisei MK II

1x Philotic Entanglement

Asset (5)

3x Jackson Howard ●●●

2x Launch Campaign

Operation (10)

3x Celebrity Gift

3x Hedge Fund

1x Interns

3x Restructure

Upgrade (7)

3x Caprice Nisei

1x Cyberdex Virus Suite

3x Marcus Batty

Barrier (4)

3x Eli 1.0 ●●●

1x Wraparound ●

Code Gate (7)

2x Crick

2x Lotus Field

3x Viper ●●●

Sentry (7)

1x Assassin

1x Cobra

3x Pup

2x Swordsman

What Your Deck Does

This is an aggressive rush deck; it's not a glacier deck designed to slowly build taxing servers. Look to aggressively score behind even one ice early, using **Caprice Nisei** or **Marcus Batty** to ensure that you can do so safely. Your ice is taxing and resilient, but won't stand up to repeated late game pressure by the runner so try to make sure that you don't get there. Each score of a **Nisei MK II** or, to a lesser extent, **Corporate Sales Team** makes your next score a little bit easier.

What to Mulligan For

At least two ice and at least one burst economy card

Tips and Tricks for the Matchup

The key here is to be aggressive; it's natural to try to fall in to a defensive pattern to stave of Noise but the late game vastly favours the runner so try not to get there! Look to score as early as possible; Noise's key weakness is that he can't realistically challenge an agenda score on turn two or three.

Ice placement is key in this matchup; you have multiple pieces of ice that are very awkward for Noise to deal with but they have to go in the right place. **Lotus Field** and **Wraparound** should usually go on the remote to make scoring a bit easier, and taxing pieces like **Eli 1.0** should go

on centrals. Be aware that your ice will die to **Parasite**, so make sure that you have replacements ready to go and that you can afford to rez them. **Caprice Nisei** should almost always go in the remote unless you're about to lose the game to **Medium**, but you should defend HQ before R&D in the early game to combat **Lamprey**. All three centrals will usually need to be defended, but don't put too much ice there because the scoring remote is your priority.

Matchup 3 - PPVP Kate v Fastrobotics

The Runner Deck - PPVP Kate

Kate "Mac" McCaffrey: Digital Tinker

Event (21)

3x Diesel
3x Dirty Laundry
1x Legwork ●●
1x Levy AR Lab Access
3x Lucky Find ●●●●●●●
2x Quality Time
1x Scavenge
1x Stimhack ●
3x Sure Gamble
3x The Maker's Eye

Hardware (10)

2x Astrolabe
3x Clone Chip
1x Plascrete Carapace
3x Prepaid VoicePAD
1x R&D Interface

Resource (1)

1x Same Old Thing

Icebreaker (7)

1x Atman
2x Cerberus "Lady" H1
1x Cyber-Cypher
1x Mimic ●
1x Sharpshooter
1x ZU.13 Key Master

Program (6)

1x Clot ●●

1x Datasucker ●

1x Parasite ●●

3x Self-modifying Code

What Your Deck Does

This is a classic Shaper deck; you have lots of tools available to you but need to think about how and when to use them. In the early game you want to play as many **Prepaid VoicePADs** as you can find, then use them to play draw, economy and multiaccess events. The ideal pattern for your turn is to draw twice, play a hardware or program and then play a discounted event. Once you've gone through your deck you can do it all over again with **Levy AR Lab Access**, but this time everything is even more slick. Use a variety of cheap, flexible and temporary breakers to get through ice, then recycle them when necessary.

Cards to Mulligan For

Prepaid VoicePAD, Diesel or Quality Time, Self Modifying Code, any economy card

Tips and Tricks for the Matchup

Always try to make sure that you have the ability to threaten **Clot**, either via a **Self Modifying Code** or a **Clone Chip**. However, be aware that **Shipment from SanSan** may mean that you have to play Clot after a single advance or even after the card has just been installed; late in the game you may even need to play it after the Corp's mandatory draw. Try to be aggressive in checking remotes; the quickest way to lose this match is for your opponent to sneak an early **Astroscript Pilot Program** off the table while you're not paying attention. You can't afford to trash everything but you should look to get rid of key assets, though what those are may change from match to match. It's possible for the Corp to be very low on credits, in which case targeting economy cards can be worthwhile, but generally speaking you'll want to prioritise **San San City Grids** and **Daily Business Show**. If you can trash **Cyberdex Virus Suite** your Clot threat will be much harder for the Corp to deal with. Generally speaking most of the points you'll score will come from **The Maker's Eye**, so look to play that whenever an opportune moment appears, but if you can make it hard to score and remove the draw filtering cards HQ will often quickly become a good source of agendas. Above all, make sure that you're drawing enough; it's easy to be drawn in to the Corp's game and spend every turn just checking new remotes and poking HQ, but to be successful you need to develop your own board state and keep drawing events that you can play. You also need to be careful with your credits; if you spend too many controlling the board the Corp will ask you to get through a **Tollbooth** to stop an agenda score or trash a SanSan City Grid. Above all, remember to keep four credits spare to steal **NAPD Contract!**

The Corp Deck - Fastrobotics

Near-Earth Hub: Broadcast Center

Agenda (11)

3x AstroScript Pilot Program

2x Breaking News

3x NAPD Contract

3x Project Beale

Asset (7)

1x Daily Business Show

3x Jackson Howard

3x PAD Campaign

Operation (11)

2x Biotic Labor ●●●●●●●●●●

1x Fast Track

3x Hedge Fund

2x Shipment from SanSan

3x Sweeps Week

Upgrade (5)

2x Cyberdex Virus Suite

3x SanSan City Grid

Barrier (5)

3x Eli 1.0 ●●●

2x Wraparound

Code Gate (7)

2x Enigma

3x Pop-up Window

2x Tollbooth

Sentry (3)

2x Architect ●●●●

1x Ichi 1.0 ●●

What Your Deck Does

This is the definitive fast advance deck. You have six 3/2 agendas, multiple ways to score them out of hand, and once you score an **Astroscript Pilot Program** it gets easier to score the next one. Play assets to speed up your draw, find the cards that you need and give the runner something to worry about. Your ice is taxing and cheap, but won't keep the runner out indefinitely.

Cards to Mulligan For

Hedge Fund or Sweeps Week, at least one ice, San San City Grid, Astroscript Pilot Program

Tips and Tricks for the Matchup

You need to be aggressive because the runner's late game is better than yours. Ideally your first agenda score will be from the table behind ice before the runner has set-up enough to challenge you; don't rely on fast advance for all seven points if you can help it. If the runner isn't checking your face down remotes you can even score from the table, but that's a high-risk strategy. Although your preference is to score an **Astroscript Pilot Program** don't wait to draw one before starting to score; if you've drawn a **Project Beale** or **NAPD Contract** and think you can score it then go for it.

In the mid game you're likely to need to use the threat of **SanSan City Grid** and **Shipment from SanSan** to make Clot harder to use. Your first piece of ice will generally go on R&D, but your second should go on a remote to help defend a SanSan or an early agenda. Try to put taxing but permeable ice on R&D and hard gear checks like **Wraparound** and **Tollbooth** on the remote.

Matchup 4 - Reg Whizz v CtM

The Runner Deck - Reg Whizz

Whizzard: Master Gamer

Event (16)

2x Déjà Vu

3x Dirty Laundry

2x Employee Strike 🦄 ●●

3x I've Had Worse

2x Inject

1x Retrieval Run

3x Sure Gamble

Hardware (3)

1x Net-Ready Eyes ●●

2x Obelus

Resource (12)

3x Daily Casts

1x Earthrise Hotel

1x Ice Carver

1x Liberated Account

3x Street Peddler

3x Temüjin Contract ●●●●● ●

Icebreaker (6)

2x Mimic

2x Paperclip

2x Yog.0

Program (8)

2x Datasucker

2x Medium

3x Parasite

1x Progenitor

What Your Deck Does

This deck isn't complicated; it's breakers, draw cards, economy cards and multiaccess. Set-up your efficient rig as quickly as possible, use **Temujin Contract** to make a lot of money very quickly, and use your ID ability to control the board. Punch a hole in the Corp's defences with **Parasite**, stop them scoring and then finish the game with **Medium**.

Cards to Mulligan For

Inject, Temujin Contract, Street Peddler

Tips and Tricks for the Matchup

Be aware that however many credits you might have, you might lose them all at any moment to **Breaking News** in to **Closed Accounts**. Try to leave some credits on a **Temujin Contract** or **Liberated Accounts** to recover quickly if the worst should happen. The Corp player will want to score a Breaking News with at least one click to spare, so be proactive in checking remotes while being aware of **Mumbad Virtual Tour**. Don't be too afraid of **Hard Hitting News**; just try to ensure it's expensive for the Corp to land. On the first few turns you'll need to be search out **Sensie Actors Unions** and **Commercial Banker's Groups**; even one fire can start to take the

game away from you. Don't forget that trashing ice with **Parasite** will trigger the Corp's ID ability. You'll often close the game out with **Medium** while going tag-me, but be aware that you can't break an **Archangel** firing from a central so will have to pay through the trace. The first Temujin Contract that you play will ideally go on HQ to maximise accesses, while in the late game it's likely to go on R&D to fuel your Medium runs. Above all, remember that a lot of the power in your deck results from making runs, so don't be scared to be aggressive!

The Corp Deck - CtM

NBN: Controlling the Message

Agenda (10)

1x AstroScript Pilot Program

3x Breaking News

3x Global Food Initiative 🍷 ●●●

3x Project Beale

Asset (9)

2x Commercial Bankers Group ●●●●

3x Jackson Howard

1x PAD Campaign

3x Sensie Actors Union

Operation (13)

2x Closed Accounts

2x Exchange of Information

2x Hard-Hitting News

3x Hedge Fund

1x Psychographics

3x Sweeps Week

Upgrade (4)

2x Mumbad Virtual Tour ○○○○

2x SanSan City Grid

Barrier (3)

3x Resistor

Code Gate (7)

2x Archangel
1x Enigma
2x Pop-up Window
2x Tollbooth

Sentry (3)
1x Cobra
2x Turnpike

What Your Deck Does

This deck is all about swing plays created by leveraging the tags from **Breaking News**. Give the runner tags, then use them to play **Closed Accounts**, **Exchange of Information** or to trash a key resource. Your ice is cheap to play and taxing to break, and your ID ability will protect your key assets. You have a very credible fast advance plan and can also tax the runner out behind **Tollbooth** if they go low on credits, but your board is liable to unravel if you get to the late game or if you can't hit those key Breaking News plays. The threat of **Hard Hitting News** should stop the runner being too aggressive or punish them if they make a mistake, allowing you to close the game behind **Resistors** or with **Psychographics**.

Cards to Mulligan For

Sensie Actors Union, Commercial Bankers Group, Hedge Fund or Sweeps Week, at least one ice, Hard Hitting News

Tips and Tricks for the Matchup

Try to make sure that the runner is presented with only one must-trash asset per turn to maximise your ID ability; this can mean delaying playing a political asset if you already have one rezzed. A huge amount of the power of your deck comes from **Breaking News**, so protect them wherever possible and try to be aware of where in R&D they may be. You'll often want to score one from the table to let you leverage the tags, so be aggressive but protect them with ice or **Mumbad Virtual Tours**. Ideally you'll combine two events from one score using either an **Astroscript Pilot Program** or **SanSan City Grid**; **Closed Accounts** in to either **Exchange of Information** or **Hard Hitting News** can be back-breaking for the runner.

Be careful with your ice placement; you'll often want to leave **Archangel** in hand or ideally in R&D to protect against **Medium**. Be aware of the sheer economic power of **Temujin Contract** and look to limit its impact wherever possible; the worst case scenario is that it's giving the runner credits, accesses, **Datasucker** or **Medium** counters and **Obelus** draws all at the same time. If you can get the runner to accept tags then the game is half won, but be aware that you

can lose to **Medium** very quickly so don't assume anything. **Jackson Howard** will usually shuffle tag punishment, political assets or SanSan City Grids, as required. Remember that your ID ability is optional (so you have to declare that you're using it!) and fires if the runner trashes your ice with **Parasite**.