

Girls! (the deck)

By harmonbee, who has thought a normal amount about being a girl

This is a bit of a weird strategy guide to write, because the deck did not stem from a particular observation about the meta or a strategy or something like that. It stemmed from the Discord chat shown in Figure 1.

Okay now that's done, let's actually talk about the deck. Predictably, this is a deck that aims to ransack R&D for as many accesses as humanly possible. But it is also important to note that this deck can **and should** pivot off R&D when it needs to. This deck is a toolbox that offers a simple ultimatum to the Corp: if you do not protect R&D, I will get lots of accesses from it. If you do, I will exploit the other servers while setting up so I can make effectful runs on R&D later.

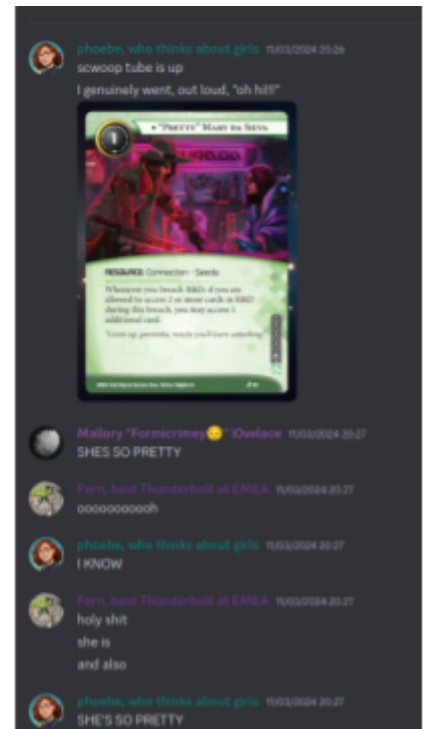


Figure 1: Gay.

The Decklist

This guide is not tied to a specific decklist as the specific cards included fluctuate a lot! For this guide, I will refer to the card quantities in *girls 3*, which is the deck I brought to Bristol Regionals. It did not do as well as AceEmpress' variant, but it contains the same engine and that's the copy I have to hand.

Here's *girls 3* (the exact list ran at Bristol Regionals) for reference:

<https://netrunnerdb.com/en/deck/view/533c6708-64bf-49c6-aafa-a778c5d6152a>

Hello's variant runs a similar R&D engine but makes some fairly different choices for the rest of the deck - I can't speak for those choices.

Time for an EA Sports-style rundown of the cards making up the list!

The R&D Pressure

"omg R&D is unprotected?! You shouldn't have" - Akiko Nisei, probably

- ID Akiko Nisei
- 3x Trick Shot
- 2x "Pretty" Mary Da Silva
- 1x Psych Mike
- 1x Eru Ayase-Pessoa (3inf)

These cards are fairly self-explanatory: they say "access more cards from R&D" or "get money for accessing more cards from R&D". Trick Shot gives you the money needed to get

those R&D accesses. Psych Mike turns your accesses into money, which is not urgent in every game but very nice to have. "Pretty" improves your accesses, and can fire off your ID ability if needed.

Akiko deserves special mention. She obviously gives you additional accesses, but only if the Corp lets you. Running early, particularly if you have found an early "Pretty", is not going to necessarily net you additional accesses, but will likely tax the Corp. You may be able to get into the Corp's head and work out a bidding pattern, but it is more likely that you get this wrong than actually benefit from it. Force the Corp to spend money by bidding 0c nearly all of the time. Near the end, when you've got them worked out, you can potentially pivot to bidding 1c or 2c (depending on what they seem to be bidding when they absolutely do not want you to get an additional access) for that final run - but be careful. It's not about psyching out your opponent, it's about taxing them.

Since the Corp can spend 1c to (mostly) prevent Akiko's ability, runs on R&D without additional R&D accesses or just with "Pretty" are very likely to end with you only making one access. Think to yourself when considering a run on R&D: am I happy if this run ends with the Corp paying 1c and me only seeing a single card? Unless you are making these runs very cheaply, the answer is probably no.

Akiko's ability also makes your early R&D runs more impactful. Corps can be fine with letting runners get early single accesses on R&D. Unfortunately for them, it's now a double access if they don't rez. Use this to your advantage, and run.

Eru Ayase-Pessoa should also be discussed. She is a finisher. Do **not** use her early. You do not have the economy to keep clearing tags. Use her when R&D is a pain to get into and not before then. Follow the threat text: you should not use Eru when below threat 3.

sike here's a bonus card

1x Physarum Entangler (3inf)

"But Phoebe!" I hear you cry. "That card doesn't even mention R&D!"

Do not worry my sweet hypothetical friend. This card just lets you facecheck like your life depends on it, and turns an incredibly taxing R&D into a much cheaper one. This is a card that lets you into R&D while using Trick Shot and "Pretty" and everything else. It is an R&D enabler. (It is also a way into a remote that you should not be able to get into. Card's real good yeah?)

Supporting a **Transient** Toolbox Rig

"Yeah I'll buy it for 3c" - Aesop, probably

1x Spec Work

2x Aesop's Pawnshop

2x DZMZ Optimiser

3x Simulchip

3x Environmental Testing

3x Coalescence
3x Muse
1x Self-Modifying Code

A key tenet of girls is the ability to be flexible. As such, we put in a lot of cards that let you do exactly that. These are generally self-explanatory, but there are a few nice tricks you should know about.

- If you want to Simulchip in a trojan, and have the spare MU, Simulchip in Muse instead and use it to grab that trojan. That's a free Environmental Testing counter and fuel for Spec Work and Aesop's.
- If you desperately need Environmental Testing counters, Muse into Coalescence is a nice move. Don't overuse your Muses and Simulchips for this because you need them for everything else, but it can help you in a pinch. This is useful to remember if you know a Punitive or Oppo is coming (although Coalescence can only be used on your turn, looking at noone in particular), or if you've just realised that you're a little short on money.
- Try to get as many Aesop's triggers as you reasonably can. Your rig is transient - don't be precious.
- The worst feeling in the world is when you forgo an Aesop's trigger to use Spec Work on click 1. Try to avoid it if you can by having enough cards to sell (Muse + Coalescence is great for this).
- Trick Shot + Self-Modifying Code is a poor girl's Overclock + Self-Modifying Code.
- Aesop's lets you reposition a Physarum Entangler if you have a Simulchip or Muse ready to go.
- Environmental Testing is non-unique. This is a brave play, but a very profitable one. A turn of 2x Environmental Testing, Muse into Coal, Simulchip (Muse into Coal) or similar lets you install and pop both of them in the same turn.
- Only install Environmental Testing if you see a way to get it to at least two counters, preferably three. That way shouldn't include hoping for the best from your draws, unless you are really playing to your outs.

A lot of this will come with practice. Do not worry. At least you're not playing Ob.

The Toolbox and Breakers

"No girl should leave home without her toolbox." - Kate "Mac" Mccaffrey, probably

1x Ika
1x Pressure Spike
1x Propeller
1x Unity
1x Cupellation (2inf)
1x Fermenter (2inf)
1x Paricia
[1x Physarum Entangler (3inf, already counted earlier)]

Your standard breaker suite, for lack of a better description, is Ika, Pressure Spike and Unity. Unity is debatable - I've seen some discussion of Euler as a potential alternative. A Corp with lots of ice, particularly if they would like to rigshoot, will trash ice to trash Ika - you can cleverly position Ika on an expensive ice if you think this is going to happen, but the main thing to do is keep Simulchip and Muse free for bringing it back.

Propeller is very useful for breaking early barriers - paying 6c to install Pressure Spike early is miserable. Use it to get through early Pings, Border Controls or Tatu-Bolas. You can use it to force yourself through a PD remote in a pinch as well when they rez Bran. Of course, you can then sell it to Aesop's.

Cupellation and Paricia are the dynamic duo for the asset spam matchup, with the former also acting as pleasant HQ pressure. Use Cupellation to "trash" (but not actually!) the larger assets and Paricia to clean up the smaller ones. This deck likely does not have the economy to trash a full asset spam board, but can clear up enough of them to avoid being overwhelmed. Honestly, if you install Paricia, use it to trash a Rashida or two and then sell it to Aesop's, you're doing just fine.

Fermenter is my choice for the final two influence. Other players have different thoughts - Fern is on Clot, and I'm going to try out Labour Rights at some point.

A Couple of Extra Pressure Cards (we've been good this year)

"I've been good this year." - harmonbee, going to 47 cards

1x Burner
2x Pinhole Threading (2inf)

These are for the Azmari Kill matchup, for cleaning up Punitives in other decks, and to generally fuck around. I don't think I have loads to say about these cards, they are pretty common so please consult your local expert for details.

Draw the rest of the fucking ~~owl~~ deck

"The deck doesn't have enough starting money and relies too heavily on popping an Environmental Testing" - notes found on harmonbee's phone

3x Creative Commission
3x Diesel
1x Rigging Up
1x Aniccam
3x Dr. Nuka Vrolyck

The rest of these cards are nice, non-conditional economy and draw. I do not have much to say about these except for a gentle warning, which I know from my days playing Ken. When you are deciding whether to keep a hand, you may be tempted to keep a hand with high-impact cards like Trick Shot and "Pretty" and all that, and think "oh, I can draw into

economy". You will be betrayed and destroyed by this assumption. The deck will spit at your feet and go "here, have an Environmental Testing!" with you sat on 2c like a chump. Aim for a hand with at least a bit of money and/or draw in it.

Fern has a handy heuristic for this: if a hand lacks e.g. money, are you happy to draw five more cards to find that money? If so, cool, you can keep the hand and potentially accept your fate.

Aniccam may look like the weirdest card of the bunch. We found that draw was needed, but slots are tight - you need enough MU cards to keep a transient rig. It works fine! Some people are experimenting with -2 DZMZ -1 Aniccam +2 LilyPAD +1 economy card, and that probably also works.

A lot of the deck can be messed about with to taste - just like there are a variety of girls in the world, there are also a variety of girls decks. This probably says something about society idk.

Playing the Deck

I am not going to give matchup-specific advice because I haven't personally grinded enough to know how good or bad specific matchups are. But let's go through the phases of the game as we would like them to happen.

Early Game

Force some rezzes. If they don't ice R&D, or are reluctant to ice R&D, a "Pretty" + Akiko access can nab you some early points. Do not expect to break ice yet. (Standard "don't die to Jinteki" disclaimer applies.)

If they attempt to rush out an early remote, you can contest with Muse (or Self-Modifying Code) into Propeller or Physarum if you have the credits to do so. If you're unable to contest, run the remote to force some rezzes (and some credit losses) and use the newfound poorness of the Corp to get those R&D accesses. Some Girls players are considering Hermes - all I can say is that I applaud their patience, I can't relate.

I do not recommend an early Trick Shot on an unprotected R&D unless you have an obvious way to spend the credits - either on an unprotected asset which you can trash on the bonus run, or on Self-Modifying Code to get a discounted program. You should aim to spend the Trick Shot credits before starting to access, as it is not guaranteed that you will get a chance to spend them later. I also don't really like Trick Shot without "Pretty", but you will have to use your judgement.

Do not blow all of your credits here. You need those. Play the early economy in the hand that you kept (or cleverly mulliganed for). Maybe get an Environmental Testing down, Muse + Coalescence, Aesop's, or whatever else.

Midgame

The Corp has possibly iced up R&D a bit and may be considering scoring agendas in an iced remote. This is a good chance to set up and make some high-impact runs. Trick Shot + "Pretty" is your bread and butter. Landing a Burner is nice. Forcing more rezzes on the remote is also handy.

This is the phase where you have to be the most reactive. Do not make inefficient runs. The siren song of R&D may tempt you, but stay strong. Use your Netrunner fundamentals. Believe in the heart of the cards. Can you tell that I don't have much to say.

Late Game

Hopefully you have set up breakers, economy and got some points. There are a few things you can do here. You can camp the remote with your relatively efficient breakers and stack of money, you can hit R&D with Trick Shot, you can Cupellate in a pinch.

But really, there is likely one thing you should focus on the most. Install Eru, run Archives with her, get 3+ accesses, clear tag. You'll get those points eventually.

Weaknesses to be aware of

Here is a non-exhaustive list of issues that girls (the deck and concept) may deal with:

- R&D can be spiky as hell, such as vs kill Outfit or Personal Evolution. Here it can be dangerous to dig R&D, but you also need to find those points somehow and the deck is designed to perform these digs. Here, installing Nuka *without immediately using her* is your friend. Install it on a turn when you already have lots of cards in hand, then later run R&D with knowledge that you can click Nuka twice to refill if you're desperate.
- The deck can be challenging to pilot because it's a toolbox. Remember that economy is king. A helpful exercise is to pick a matchup and think about what tools you'd like, so you know what to aim for. Just be happy that you're not playing Ob.
- You can run yourself out of recursion quickly if you're not careful. Remember that you only have 3x Simulchip and 3x Muse - it sounds like it's a lot, but at the rate you sell things it is not. Do not leave yourself stranded against rigshooter.
- You might be asked to write a strategy guide and be very stuck at 11:30pm trying to remember exactly the matches you've lost and what happened in them when really you just wanted to make a deck in with cute women and now it's suddenly become a very powerful deck that needs explaining to others so that they can play it.

Anyway hope you enjoyed thanks!!!