

* In general want to kill 1 enemy Node per turn. Anything beyond that is a great turn, and should require planning or solid strategy (lining up targets, pre-buffing, using terrain, etc.)

** Don't want to end up with the illusion of choice, where there are a lot of programs and moving pieces, but you're doing pretty obvious things each turn

** Best playtest would be to ask the opponent after each turn "would you have done it differently"

+ FOR SURE TODO +

- Implement Program patching idea
- Rename Distance to Range (abbreviates differently than Defense)
- Re-order Network Sheet to have Targets before Distance, so it's easier at a glance to not confuse it with Instructions
- Clarify order of Careen and other programs
 - Mainly for Cover
 - Damage then Push, so get +1 Defense from Cover first
- Have a baseline buff as a Root Program, called Upgrade or something
 - Is 2 or 3 Inst cost, +1 O/D/M (maybe +2 M?)
- Deploy on blank, zero level terrain only. Encourages movement
- Fill in Node starting stats on the Network Sheet
 - Use the same handwriting font as the rulebook
 - To make Program Startup during setup more compelling and worth spending a good Hack for, give bonus Instructions to winner
 - 30 for base, 36-40 for winner? Or 20 base, 30 winner?
 - Should be comparable to first turn for value
 - Similarly Initialization (deployment) needs to be valuable
 - Do entire Node deployment. So one player puts ALL their Nodes down, then the other
 - Side benefit of being faster
 - Check math on if you can never deploy
 - For example if all Zones are non-overlapping on one side of the map, is there enough space for Nodes to not be within 3 squares of each other?
 - Basically can you end up in an "undeployable" situation?
 - Initial startup buff should factor in for Distances
 - Such as Wall of Thorns which is unusable during startup
 - Shutdown should have no max distance, instead of 20. Also change the note in Variants
 - Execute program needs to be +1 Inst
 - Column for Xing out dead nodes, to the left of their row on the Network Sheet

+ NEED TO TRY +

- Have terrain be contested/exclusive so you can block Hardlines and others
 - Whoever has more Nodes on the terrain gets it. On a tie no one uses it
 - Doesn't count for Zones
 - Smaller Zones? And more of them?
 - Maybe have a smaller Program Directory, 5 instead of 8?
 - Right now feels like you are spoiled for choice and have TOO many options...don't have to make any tough choices on what to bring
 - Only buff O/D and use red/blue dice or small beads by each Node?
 - Saves writing on the sheet, easy for opponent to see
 - Have "secret folders" on the grid that you open. Much like that Necromunda battle report with crates
 - 80-90% chance of good, 10-20% of bad
 - Such as +2-4 Inst, +1 O/D Task, free move, etc.
 - Could add as the game goes on
 - Or maybe are Feature-like tokens you put down, and have a turn number on the back
 - When that turn comes up flip the token. Remove any previous turn tokens as well? Or don't flip at all, but are active and can be interacted with as a surprise
 - Could make for some REALLY powerful tokens, such as on turn 9, could be +4 Offense or whatever
 - Tough balance between winning by better play, and winning because of lucky tokens though
 - Would certainly encourage movement
 - Try a smaller map? 20x20? Easier to cut from grid paper
 - Don't want to turn into a micro-strategy game though