

Stimhack Cube

(January 2023 Update – Parhelion)

Decklists: [Corp](#) // [Runner](#)

You can find the previous update, with cards up to the Complete Midnight Sun Version, [here](#).

With the completion of the current cycle, I've added support for two new bundles of synergy: **harmonic ICE** and **power counters**. Both were not fully fleshed out because of the pack split, but now have enough support to justify creating archetypes. The harmonic ICE were a straight swap for the NEXT ICE – I'll be watching out to make sure that there aren't too many / too few.

I wasn't able to find a set of changes that would balance adding support for all of the new core damage cards in Parhelion, but will definitely come back to it in future versions.

World Tree is also a very risky inclusion that I've decided to go ahead with. The reasons I see it being okay (as opposed to, say, Boat) are:

- It very easily could not be drafted by a Wu player. In which case, it is likely far less powerful.
- I've scaled back a bit of other Wu support. Stuff like Rejig.
- World Tree doesn't create holes the way Endurance does. While it preys on open server asset decks, it is far from easy to trigger versus ICE-ier decks.
- World Tree being potentially good means that program trashing (a larger theme in Cube than in other formats) is also good.

That said – I'll still be keeping an ear to the ground to make sure this isn't too warping of a card.

IDs

Reception of the new IDs was positive. Sable was firmly good, but not dominant. Ob was underwhelming if fun. I'm adding some slight buffs to the ID to give it a bit more archetype support – cards like Special Offer which are fine but not great in other decks, but really shine in Ob.

Captain Padma should be an interesting include with the influx of new power counter cards. Lat will likely not be missed – while it is a strong ID, it is also not a particularly fun one.

I'm not looking at adding Issuaq and Thule. Saraswati makes for much more fun Mushin-style gameplay than Issuaq. And Thule as an ID would creep in heavily on PE decks..

Corp Changelog from Complete Midnight Sun Version

IN	OUT
Freedom of Information	Orbital Superiority
Regulatory Capture	Broad Daylight
Reaper Function	Chief Slee
Gaslight	Bioroid Work Crew
Vera Ivanovna Shuyskaya	Genetics Pavillion
Hostile Architecture	Hostile Infrastructure
Simulation Reset	Precognition
Nonequivalent Exchange	Medical Research Fundraiser
End of the Line	1x Scorched Earth
Mr. Hendrik	Mumbad City Grid
Yakov Erikovich Avdakov	Warroid Tracker
ZATO City Grid	Marcus Batty
3x Echo	3x NEXT Silver
3x Wave	3x NEXT Bronze
2x Bloop	1x NEXT Diamond, 1x NEXT Gold
2x Pulse	2x NEXT Sapphire
Klevetnik	Quicksand
Hafrun	Chimera
Special Offer	Rainbow

Notes: ZATO in particular should be a huge boost to Ob, if they can get both.

Runner Changelog from Complete Midnight Sun Version

IN	OUT
Captain Padma Ibister: Intrepid Explorer	Lat: Ethical Freelancer
Finality	Kyusyuk
Katorga Breakout	1x Deja Vu
Concierto	Infiltration
Spark of Inspiration	Rejig
Time Bomb	Motivation
Poison Vial	1x e3 Feedback Implants
Wake Implant v2A-JRJ	Dorm Computer
Zenit Chip JZ-2MJ	Silencer
Hippocampic Mechanocytes	Theophilus Bagbiter
Basilar Synthgland 2KVJ	1x Oracle May
Tsakia "Bankhar" Gantulga	Guru Davinder
Asmund Pudlat	1x Djinn
Info Bounty	1x Security Testing
Dr. Nuka Vrolyck	1x Oracle May
Abassy	Cradle
Tremolo	BlacKat
Tunnel Vision	Maven
Nanuq	Brahman
Orca	Adept
Hush	1x Crescentus
Nga	1x Lamprey
World Tree	Scheherazade

Notes: Pour one out for Oracle May + Motivation. Infiltration is also gone because exposing ICE is way less fun than exposing installed cards (for which there are still Falsified/Drive By). Cybernetics are getting a bit more support, as well. BlackKat is gone because almost all stealth suites don't end up using it, either, and they still have a guaranteed fracter in Blackstone.

Basic Rules

These are also in the netrunnerdb deck notes, but posting it here as well:

- Play to 7 points
- Draft IDs like normal cards
- All IDs are 40 cards / Infinite influence
- All Corps can use 1x Jackson Howard, 5x Priority Requisition, 1x The Shadow for free
- All Runners can use 1x The Masque for free