

Stimhack Cube

(June 2024 Update – Rebellion without Rehearsal)

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

You can find the previous update, with cards up to Automata Initiative (June 2023), [here](#).

Last update, Corp got a big overhaul to tagging and punishment. With the release of Seb, Runner is getting a bit of the same treatment. Seb themselves is a bit too powerful of an ID to put in the cube (especially when not having to consider influence requirements) but a lot of the Seb cards fit well into a Citadel-style shell. Geist had been doing consistently well, so I've removed 1x Fall Guy but also added some redundancy with Tag Resources (such as Privileged Access, and Manuel without taking out another win con like, say, DLR). I'll be keeping an ear to the ground, to make sure that one-tag styles aren't *too* supported in this update.

Also, the people have spoken and Cybernetics Division is on its way out, as it was unable to interest even the spikiest of kill decks. In its place is Nuvern SA (and some minor support cards), which looks to be an all-around good stuff ID. Another important addition is Holo Man, which will likely make waves from FA to Never Advance to even Ob kill combo.

Currents are slowly making their way out. The interesting and fun ones are hopefully still present.

Here are the changes, notable ones **bolded**:

Corp Changes

IN	OUT
Nuvm SA	Cybernetics Division
The Basalt Spire	Vanity Project
Kingmaking	Timely Public Release
Slash and Burn Agriculture	Paper Trail
Eminent Domain	License Acquisition
Corporate Hospitality	1x Archived Memories
Sudden Commandment	Digital Rights Management
Boto	Ballista
Descent	1x Thimblrig
Piranhas	Datapike
Hammer	Holmegard
Lycian Multi-Munition	Owl
The Holo Man	Helheim Servers
Vovo Ozetti	Jinja City Grid
Charlotte Cacador	1x NGO Front
Cohort Guidance Program	Diversified Portfolio
Warm Reception	News Team

Runner Changes

IN	OUT
Trick Shot	Concierto
Privileged Access	Another Day, Another Paycheck
Burner	Embezzle
Ashen Epilogue	1x Levy AR Lab Access
Alarm Clock	Gebrelassie
Cataloguer	1x R&D Interface
The Wizard's Chest	Encore
Arruacierras Crew	1x DDoS
Manuel Lattes	1x Fall Guy
Valentina Ferreira	Compromised Employee
Muse	Nanuq
Coalescence	Nga
Physarium Entangler	Gingerbread
Cuppelation	Panchatantra
Lobisomem	Torch

Drafting Essentials

(courtesy of @internet)

Things that I always make as clear as possible when cubing:

- >>>[ZONE DRAFTING](#) IS MANDATORY<<<
 - In the center of your space, keep the cards you've already picked. These should be in a **single pile**, not in lots of little piles that you have pre-sorted. In your hands, you should have the current pack that you're drafting from. If you're allowed to look at your previous picks during the draft, make sure you set the current pack down first.
 - To your left and right will be the packs that you've passed and the packs being passed to you. There should **only be one pack** in either zone at any time. Don't stack packs, no matter how you position them to tell the two apart. Keep "Zone Drafting" in mind, and everyone should get the right number of cards!
- All IDs are 40/inf, ignore agenda factions (provide an example to everyone)
- Corp gets 1 Jackson ("play it, it's your best card") and infinite PriReqs (explain card, "prioritize picking agendas because this is really bad")
- Runners get **nothing** so if you don't get a decoder, good luck lol
- If you draft Jinteki Biotech you get all 3 ID cards
- We draft corp first, so this can impact your strategy (taking damage protection if you're the  deck)