



**HARMONY MEDTECH**  
 BIOMEDICAL PIONEER

**IDENTITY:** Division  
 Each player needs 1 fewer agenda point to win the game.  
*Evolving a Better You.*

40  
 12

**NISEI DIVISION**  
 THE NEXT GENERATION

**IDENTITY:** Division  
 Whenever you and the Runner reveal secretly spent credits, gain 10.  
*Perfecting the Imperfect.*

45  
 15

**TENNIN INSTITUTE**  
 THE SECRETS WITHIN

**IDENTITY:** Division  
 When your turn begins, you may place 1 advancement token on a card if the Runner did not make a successful run during his or her last turn.

45  
 15

**HOUSE OF KNIVES**

**AGENDA:** Security  
 Place 3 agenda counters on House of Knives when you score it.  
**Hosted agenda counter:** Do 1 net damage. Use this ability only during a run and only once per run.

1

**MEDICAL BREAKTHROUGH**

**AGENDA:** Research  
 Lower the advancement requirement of each Medical Breakthrough by 1. This ability is active even while Medical Breakthrough is in the Runner's score area.  
*"You won't feel it. Or anything else, for that matter."*

2

**PHILOTIC ENTANGLEMENT**

**AGENDA:** Security  
 When you score Philotic Entanglement, do 1 net damage for each agenda in the Runner's score area.  
 Limit 1 Philotic Entanglement per deck.

2

**THE FUTURE PERFECT**

**AGENDA:** Initiative - Psi  
 When the Runner accesses The Future Perfect, you and the Runner secretly spend 00, 10, or 20. Reveal spent credits. If you and the Runner spent a different number of credits, prevent The Future Perfect from being stolen. Ignore this ability if the Runner accesses The Future Perfect while it is installed.

3

**CHAIRMAN HIRO**

**ASSET:** Executive  
 The Runner's maximum hand size is reduced by 2.  
 If Chairman Hiro is trashed while being accessed, add him to the Runner's score area as an agenda worth 2 agenda points.

2





















