



**THE WORKER'S
UNION PARTY**

HIDDEN OBJECTIVE

#HACKER

Unlock 2 Critical Function Codes.



**THE WORKER'S
UNION PARTY**

HIDDEN OBJECTIVE

#SILENT

Only use up to 6 Hacking Dice in the
Switches Node.



**THE WORKER'S
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#WRECKINGBALL

Max out 2 Switches.



**THE WORKER'S
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#GADGET

Use 6 Multitools.



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#BIGSPENDER

Use 3 Credits.



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#RESOURCEFUL

Have 3 Multitools unused at the end of the
hack.



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#SPENDTHRIFT

Have 1 Credit unused at the end of the
hack.



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#POWERSAVER

Have 3 Energy unused at the end of the
hack.



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#PATHFINDER

Unlock 6 Dice Lock Nodes.



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#THIEF

Empty 1 Cache Node.



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#DEMOLITION

Destroy 2 Critical Function Nodes.



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#SPEEDRUNNER

Gain at least 10 Damage from the Clock
Module.



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#SMASHTHENEDS

Achieve 60 damage and exit before the
clock runs out.



**CELESTIAL
REBELLION**

HIDDEN OBJECTIVE

#HACKER

Unlock 5 Critical Function Codes.



**CELESTIAL
REBELLION**

HIDDEN OBJECTIVE

#SILENT

Only use up to 3 Hacking Dice in the
Switches Node.



**CELESTIAL
REBELLION**

HIDDEN OBJECTIVE

#WRECKINGBALL

Max out 5 Switches.



**CELESTIAL
REBELLION**

HIDDEN OBJECTIVE

#GADGET

Use 12 Multitools.



**CELESTIAL
REBELLION**

HIDDEN OBJECTIVE

#BIGSPENDER

Use 6 Credits.