

A **CELESTIAL REBELLION**
HIDDEN OBJECTIVE
#RESOURCEFUL
Have 6 Multitools unused at the end of the hack.

A **CELESTIAL REBELLION**
HIDDEN OBJECTIVE
#SPENDTHRIFT
Have 4 Credits unused at the end of the hack.

A **CELESTIAL REBELLION**
HIDDEN OBJECTIVE
#POWERSAVER
Have 6 Energy unused at the end of the hack.

A **CELESTIAL REBELLION**
HIDDEN OBJECTIVE
#PATHFINDER
Unlock 9 Dice Lock Nodes.

A **CELESTIAL REBELLION**
HIDDEN OBJECTIVE
#THIEF
Empty 4 Cache Nodes.

A **CELESTIAL REBELLION**
HIDDEN OBJECTIVE
#DEMOLITION
Destroy 5 Critical Function Nodes.

A **CELESTIAL REBELLION**
HIDDEN OBJECTIVE
#SPEEDRUNNER
Gain at least 22 Damage from the Clock Module.

A **CELESTIAL REBELLION**
HIDDEN OBJECTIVE
#SMASHTHENEDS
Achieve 120 damage and exit before the clock runs out.

X **BRAVE NEW DAWN**
HIDDEN OBJECTIVE
#HACKER
Unlock 4 Critical Function Codes.

X **BRAVE NEW DAWN**
HIDDEN OBJECTIVE
#SILENT
Only use up to 4 Hacking Dice in the Switches Node.

X **BRAVE NEW DAWN**
HIDDEN OBJECTIVE
#WRECKINGBALL
Max out 4 Switches.

X **BRAVE NEW DAWN**
HIDDEN OBJECTIVE
#GADGET
Use 10 Multitools.

X **BRAVE NEW DAWN**
HIDDEN OBJECTIVE
#BIGSPENDER
Use 5 Credits.

X **BRAVE NEW DAWN**
HIDDEN OBJECTIVE
#RESOURCEFUL
Have 5 Multitools unused at the end of the hack.

X **BRAVE NEW DAWN**
HIDDEN OBJECTIVE
#SPENDTHRIFT
Have 3 Credits unused at the end of the hack.

X **BRAVE NEW DAWN**
HIDDEN OBJECTIVE
#POWERSAVER
Have 5 Energy unused at the end of the hack.

X **BRAVE NEW DAWN**
HIDDEN OBJECTIVE
#PATHFINDER
Unlock 8 Dice Lock Nodes.

X **BRAVE NEW DAWN**
HIDDEN OBJECTIVE
#THIEF
Empty 3 Cache Nodes.