



## BRAVE NEW DAWN

HIDDEN OBJECTIVE  
#DEMOLITION

Destroy 4 Critical Function Nodes.



## BRAVE NEW DAWN

HIDDEN OBJECTIVE  
#SPEEDRUNNER

Gain at least 18 Damage from the Clock Module.



## BRAVE NEW DAWN

HIDDEN OBJECTIVE  
#SMASHTHENEDS

Achieve 100 damage and exit before the clock runs out.



## THE UNITED FEDERALISTS

HIDDEN OBJECTIVE  
#HACKER

Unlock 3 Critical Function Codes.



## THE UNITED FEDERALISTS

HIDDEN OBJECTIVE  
#SILENT

Only use up to 5 Hacking Dice in the Switches Node.



## THE UNITED FEDERALISTS

HIDDEN OBJECTIVE  
#WRECKINGBALL

Max out 3 Switches.



## THE UNITED FEDERALISTS

HIDDEN OBJECTIVE  
#GADGET

Use 8 Multitools.



## THE UNITED FEDERALISTS

HIDDEN OBJECTIVE  
#BIGSPENDER

Use 4 Credits.



## THE UNITED FEDERALISTS

HIDDEN OBJECTIVE  
#RESOURCEFUL

Have 4 Multitools unused at the end of the hack.



## THE UNITED FEDERALISTS

HIDDEN OBJECTIVE  
#SPENDTHRIFT

Have 2 Credits unused at the end of the hack.



## THE UNITED FEDERALISTS

HIDDEN OBJECTIVE  
#POWERSAVER

Have 4 Energy unused at the end of the hack.



## THE UNITED FEDERALISTS

HIDDEN OBJECTIVE  
#PATHFINDER

Unlock 7 Dice Lock Nodes.



## THE UNITED FEDERALISTS

HIDDEN OBJECTIVE  
#THIEF

Empty 2 Cache Nodes.



## THE UNITED FEDERALISTS

HIDDEN OBJECTIVE  
#DEMOLITION

Destroy 3 Critical Function Nodes.



## THE UNITED FEDERALISTS

HIDDEN OBJECTIVE  
#SPEEDRUNNER

Gain at least 14 Damage from the Clock Module.



## THE UNITED FEDERALISTS

HIDDEN OBJECTIVE  
#SMASHTHENEDS

Achieve 80 damage and exit before the clock runs out.