

//LUDDITE





# THE WORKER'S UNION PARTY

HIDDEN OBJECTIVE

#SMASHTHENEDS

Achieve 60 damage and exit before the  
clock runs out.





# 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  
UNION PARTY**

**HIDDEN OBJECTIVE**

**#WRECKINGBALL**

Max out 2 Switches.





# THE WORKER'S UNION PARTY

HIDDEN OBJECTIVE

#GADGET

Use 6 Multitools.





**THE WORKER'S  
UNION PARTY**

**HIDDEN OBJECTIVE**

**#BIGSPENDER**

**Use 3 Credits.**





# THE WORKER'S UNION PARTY

HIDDEN OBJECTIVE

#RESOURCEFUL

Have 3 Multitools unused at the end of the  
hack.





# THE WORKER'S UNION PARTY

HIDDEN OBJECTIVE

#SPENDTHRIFT

Have 1 Credit unused at the end of the  
hack.





# THE WORKER'S UNION PARTY

HIDDEN OBJECTIVE

#POWERSAVER

Have 3 Energy unused at the end of the  
hack.





**THE WORKER'S  
UNION PARTY**

**HIDDEN OBJECTIVE**

**#PATHFINDER**

Unlock 6 Dice Lock Nodes.





# THE WORKER'S UNION PARTY

HIDDEN OBJECTIVE

#THIEF

Empty 1 Cache Node.





# THE WORKER'S UNION PARTY

HIDDEN OBJECTIVE

#DEMOLITION

Destroy 2 Critical Function Nodes.





# THE WORKER'S UNION PARTY

**HIDDEN OBJECTIVE**

**#SPEEDRUNNER**

Gain at least 10 Damage from the Clock  
Module.

// LUDDITE





# CELESTIAL REBELLION

**HIDDEN OBJECTIVE**

**#SMASHTHENEDS**

Achieve 120 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.





# CELESTIAL REBELLION

**HIDDEN OBJECTIVE**

**#RESOURCEFUL**

Have 6 Multitools unused at the end of the  
hack.





# CELESTIAL REBELLION

**HIDDEN OBJECTIVE**

**#SPENDTHRIFT**

Have 4 Credits unused at the end of the  
hack.





# CELESTIAL REBELLION

**HIDDEN OBJECTIVE**

**#POWERSAVER**

Have 6 Energy unused at the end of the  
hack.





# CELESTIAL REBELLION

**HIDDEN OBJECTIVE**

**#PATHFINDER**

**Unlock 9 Dice Lock Nodes.**





# CELESTIAL REBELLION

**HIDDEN OBJECTIVE**

**#THIEF**

**Empty 4 Cache Nodes.**





# CELESTIAL REBELLION

**HIDDEN OBJECTIVE**

**#DEMOLITION**

**Destroy 5 Critical Function Nodes.**





CELESTIAL  
REBELLION

HIDDEN OBJECTIVE

#SPEEDRUNNER

Gain at least 22 Damage from the Clock  
Module.

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# BRAVE NEW DAWN

HIDDEN OBJECTIVE

#SMASHTHENEDS

Achieve 100 damage and exit before the  
clock runs out.



XX



# BRAVE NEW DAWN

HIDDEN OBJECTIVE

#HACKER

Unlock 4 Critical Function Codes.



XX



# BRAVE NEW DAWN

HIDDEN OBJECTIVE

#SILENT

Only use up to 4 Hacking Dice in the  
Switches Node.



XX



**BRAVE NEW  
DAWN**

**HIDDEN OBJECTIVE**

**#WRECKINGBALL**

**Max out 4 Switches.**



XX



# BRAVE NEW DAWN

HIDDEN OBJECTIVE

#GADGET

Use 10 Multitools.



XX



**BRAVE NEW  
DAWN**

**HIDDEN OBJECTIVE**

**#BIGSPENDER**

**Use 5 Credits.**



XX



# BRAVE NEW DAWN

HIDDEN OBJECTIVE

#RESOURCEFUL

Have 5 Multitools unused at the end of the  
hack.



XX



# BRAVE NEW DAWN

HIDDEN OBJECTIVE

#SPENDTHRIFT

Have 3 Credits unused at the end of the  
hack.



XX



# BRAVE NEW DAWN

HIDDEN OBJECTIVE

#POWERSAVER

Have 5 Energy unused at the end of the  
hack.



XX



**BRAVE NEW  
DAWN**

**HIDDEN OBJECTIVE**

**#PATHFINDER**

**Unlock 8 Dice Lock Nodes.**



XX



# BRAVE NEW DAWN

HIDDEN OBJECTIVE

#THIEF

Empty 3 Cache Nodes.



XX



# BRAVE NEW DAWN

HIDDEN OBJECTIVE

#DEMOLITION

Destroy 4 Critical Function Nodes.



XX



# BRAVE NEW DAWN

HIDDEN OBJECTIVE

#SPEEDRUNNER

Gain at least 18 Damage from the Clock  
Module.

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THE UNITED  
FEDERALISTS

HIDDEN OBJECTIVE

#SMASHTHENEDS

Achieve 80 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.