



Arc Raiders Quest Guide – Missions 1-10 (Chunk A)

1. Picking Up The Pieces

Mission Giver: Shani

Location: Any map (Dam Battlegrounds recommended)

Briefing: In the wake of a devastating storm, Shani enlists your help to scavenge materials for rebuilding. As a new arrival, you're tasked with visiting a loot-rich area and gathering basic supplies to "pull your weight" in the repair efforts ①. This first mission is a gentle introduction to Arc Raiders' core loop of exploring, looting, and surviving.

Objectives:

- Visit any area on your map with a loot-category icon ②
- Loot 3 containers ③

Phase Breakdown:

- 1. Plan and Deploy:** Choose a **low-tier loot zone** on the Dam Battlegrounds map (the only starter area) for a safer run ④. Open your map and set a waypoint to a white-tier loot icon so you don't wander empty areas ⑤. Lower-tier zones have fewer enemies and other raiders, making it ideal for a first outing ⑥.
- 2. Navigate to Loot Area:** Once deployed, move cautiously toward the marked loot site. Stay alert and **move quietly**, as early on you have minimal gear and any combat can be risky ⑦. Use cover and watch corners as you approach the area with containers ⑧.
- 3. Locate and Open Containers:** Inside the loot zone, **search for containers** – they may be tucked in corners, near walls, or inside structures ⑨. Break open three containers of any type. You can melee or shoot them; each will drop resources. Be quick when looting so you don't draw unnecessary attention ⑩. The moment you open the third container, the mission objectives are fulfilled ⑪.
- 4. Extract Safely (Optional):** Although **extracting is not required** to complete the quest, it's wise to leave safely with any loot you found. Head to the nearest extraction point once you have opened the three containers, avoiding fights on the way out ⑫. Early on, stealth and disengagement are key – you can always come back better armed in later missions.

Strategy Tips: Sticking to a **white-tier loot area** keeps the mission simple and low-risk ⑬. If you encounter other raiders or ARC bots, it may be best to **avoid combat altogether** – you only need to loot containers for this quest. Playing quietly and patiently will make completion easy. Use this mission to get familiar with movement and scavenging; it ends as soon as you loot the third container, so don't overstay your welcome ⑭.

2. Clearer Skies

Mission Giver: Shani

Location: Any map (Dam Battlegrounds suggested)

Briefing: Shani's next request focuses on clearing the skies of hostile ARC drones. After a swarm of ARC Wasps crash-landed near the colony's skylight, she needs you to **thin out ARC's ranks** and gather sturdy components for repairs ⁹. This mission introduces basic combat against drones and resource collection from enemies.

Objectives:

- Destroy 3 ARC enemies (e.g. drones like Hornets or Wasps) ¹⁰ ¹¹
- Get 3 pieces of ARC Alloy for Shani ¹⁰

Phase Breakdown:

- 1. Locate ARC Drones:** Head into a nearby combat zone known to have flying ARC drones (Hornets or Wasps). Any map area works, but Dam Battlegrounds has plenty. **Look to the skies** or open areas for small flying robots patrolling overhead ¹². Move with cover and scan for targets rather than sprinting in the open ¹³.
- 2. Engage and Destroy 3 ARC Enemies:** Using cover, take out three ARC drones. Hornets and Wasps are fragile but often travel in groups. **Fire from safe cover and at a distance**, picking them off one by one ¹³ ¹⁴. After destroying each drone, ensure it's fully downed (confirm the kill) ¹⁵. If they haven't noticed you, even better – avoid drawing additional enemies. Keep moving between kills so you aren't a stationary target ¹³.
- 3. Collect ARC Alloy (3):** Each destroyed ARC unit can drop **ARC Alloy**. Approach the wreckage and loot it to collect alloy pieces ¹⁶. If you're unlucky and a drone doesn't drop alloy, you can also obtain ARC Alloy by recycling other ARC scrap you find, but typically three drones will yield what you need ¹¹ ¹⁶. After each pickup, **immediately place the alloy in your Safe Pocket** (secure stash) so that dying won't cause you to lose these quest items ¹⁷ ¹⁸.
- 4. Return to Base:** Once you have 3 alloy pieces, you've met the objective. You won't necessarily have to extract to "complete" the quest (the objective counts as complete when you have the items), but **you do need to survive to deliver them**. The safest approach is to head for extraction now with the alloys secured. Back at base (Speranza), talk to Shani or open the Quests tab to **turn in the quest and claim your reward** ¹⁹ (which includes healing bandages and a light shield to boost your survivability).

Strategy Tips: This mission teaches basic combat tactics. **Use cover and high-ground** to your advantage when fighting drones ¹³. Hornets and Wasps are weak individually – a few shots will take them down – but they can swarm, so avoid taking on too many at once. After killing an ARC, **loot quickly and then relocate**; lingering in one spot can attract other enemies ¹³. Most importantly, stash critical quest items (the alloys) in your safe pocket immediately ¹⁷. That way, even if you're defeated before extracting, you won't lose the

alloy pieces and won't have to start over. Once you have all three, don't risk unnecessary fights – head back and complete the quest for some useful early-game gear ¹⁹.

3. Trash Into Treasure

Mission Giver: Shani

Location: Any map (focus on Technological/Electrical loot areas)

Briefing: Shani believes **there's no such thing as junk to a Raider – only materials waiting to be reused** ²⁰. She challenges you to prove your resourcefulness by gathering electronic components – Wires and a Battery – from the field. You'll need to scavenge in high-tech areas or find alternative ways to obtain these items.

Objectives:

- Obtain 6 Wires ²¹
- Obtain 1 Battery ²¹

Phase Breakdown:

1. **Identify a Tech Loot Zone:** Use your map to locate an area marked with a **Technological or Electrical loot icon** (circuit board symbol). A highly recommended spot is the **Research & Administration building** just southeast of the Dam Battlegrounds spawn ²² ²³. This large building reliably contains the electronics (wires, batteries) you need. Be aware it's marked as a higher-tier loot area, which means **more enemies and possibly other raiders** – approach carefully ²⁴.
2. **Enter and Secure the Area:** Go in through the main entrance of the Research & Admin building (ground floor). Inside, prepare to encounter unique ARC enemies known as **"Fireballs"** – these floating orbs will chase you and explode when close ²⁵. If a Fireball spots you, **back away and break line of sight**, or sprint out of range before it detonates. Getting caught in the blast causes heavy damage ²⁶. It's often possible to avoid or outrun them entirely. Preserve your health and ammo by not engaging every enemy; you're here to loot, not to clear the area.
3. **Search for Wires and Battery:** Use the interior structures to your advantage. Immediately inside, you'll find a **yellow zipline** behind a reception desk – take it up to the **second floor** ²⁷. Upstairs is a maze of office rooms and labs where the quest items spawn. Systematically loot each room: open cabinets, search crates, and check corners. **Most rooms on this floor can contain Wires or a Battery** ²⁸. Start on one side (e.g. left wing of the floor) and sweep through. If Fireball drones roam here, note that **they often won't enter small rooms** ²⁹, so you can use rooms as temporary safe zones while looting.
4. **Find the Battery:** Batteries are a bit rarer than wires. Typically, at least one Battery will spawn in this building if you thoroughly search all the offices ³⁰. If you haven't found a Battery after looting one side of the floor, cross over to the opposite wing via the central area or upper catwalks. Look for larger rooms with desks and electronic equipment – Batteries often spawn on tables or shelves in

these spaces ³¹. Keep an eye out for a distinctive blue or gray battery item model while you sweep the area.

5. Gather 6 Wires: Wires are common in these tech locations. As you search for the battery, you will likely pick up multiple Wires from toolboxes, crates, or shelves. Ensure by the end of your search that you have at least 6. If not, you might need to loot another nearby tech building or revisit a missed room. (Wires are thin coil-like items – easy to overlook, so double-check container contents.)

6. Extraction: Once you have **6x Wires and 1x Battery** in your inventory, it's time to **extract**. The quest won't hand over rewards until you successfully bring the items back. Plot a path to the nearest extraction point (preferably one not far from the building to minimize travel while carrying valuable loot) ³². Move cautiously; if you suspect other players in the area (since it's high-tier loot, it attracts attention), consider sneaking or waiting for a clear path. Use any defensive items you have if confronted, or even stash the quest items in your Safe Pocket to safeguard them during a fight.

7. Turn In Items: After a successful extraction, go to the Quests tab in the main menu or talk to Shani to **claim your reward** for "Trash Into Treasure" ³². You will receive a **Tactical MK.1 augment** (a gear piece) and **3x Adrenaline Shots** for healing ³². These will aid you in subsequent missions.

Strategy Tips: The hint Shani gives is that both Wires and Batteries are found in Technological/Electrical areas – use that clue to pick your looting spot ³³. The Research & Admin building is a popular choice; just be prepared for PvE and possibly PvP encounters due to its high loot value ²⁴. To deal with Fireballs, it's often best to **avoid or outrun them**, as fighting them can waste ammo and health ³⁴. If one chases you, break line of sight by ducking into a room (they tend not to follow into certain rooms) ²⁹. Also note you're not strictly required to loot these items – **alternatives include trading or recycling**: for example, **Celeste (another trader) sells Wires and Batteries** if you're level 7 and have the required trade goods ³⁵. However, buying from her costs valuable resources (Assorted Seeds), so most players opt to loot the items. Finally, once you've secured everything, **don't linger** – head out to keep your haul safe. This quest rewards you with an augment and healing items that will make future combats easier, so completing it early is worthwhile ³⁶.

4. Off The Radar

Mission Giver: Shani

Location: Dam Battlegrounds (Field Depots are found on this map)

Briefing: With basic scavenging done, Shani's focus shifts to reestablishing communication. The storm knocked out several antenna towers "topside," and she needs a Raider to **repair a Field Depot antenna** to get the network back online ³⁷. This quest teaches you about Field Depots – unmarked structures housing comms gear – and how to fix them under live conditions.

Objectives (In One Round): ³⁸

- Visit a Field Depot ³⁹
- Repair the antenna on the Field Depot's roof ³⁹

Phase Breakdown:

1. **Unlocking the Quest:** After turning in *Trash Into Treasure* (and *Clearer Skies*), *Off The Radar* becomes available from Shani ⁴⁰. Accept it and ensure you **select the Dam Battlegrounds map** for your next deployment, as you must find a Field Depot located on Dam. Consider gearing up lightly or even taking the **Free Loadout**, since this mission doesn't require heavy combat – you'll be minimizing risk while running to a point of interest ⁴¹.
2. **Locate a Field Depot:** Once in the Dam instance, you need to find a Field Depot structure. Field Depots are **not marked on your map initially** – you have to be near one for the icon to appear ⁴². These depots are identifiable by their appearance: a **rusted metal trailer or shack topped with a tall antenna mast** ⁴³ ⁴⁴. There are several fixed locations for them. A reliable one is at the **Northern Power Yard**, an area with cranes and containers north of the dam wall ⁴⁵. Another is around the **central Dam Outskirts near the Hydroponic Dome** (west of the dam, as Shani hinted) ⁴⁶. Move toward one of these known spots; when you get close, a purple Field Depot icon will pop up on your in-game map/minimap ⁴⁶ ⁴⁷.
3. **Approach with Caution:** As you near the Field Depot, proceed carefully. These locations can have enemy patrols (ARC bots or even other raiders) nearby ⁴⁸. Before rushing in, **scout the area** — use binoculars or a scoped weapon to scan for threats from a safe distance ⁴⁹. If you see AI enemies (like ARC turrets or ground units), you might choose to clear them out quietly. If other players are around, you could wait for them to pass, since your objective only requires a quick interaction. The key is not to get caught in an unnecessary firefight.
4. **Repair the Antenna:** Once the coast is relatively clear, move up to the Field Depot. **Climb the ladder** or stairs on the side of the depot to reach the roof ⁵⁰. The broken antenna base will be obvious (a panel or device at the base of the mast, often sparking or highlighted). Go up to it and **press the interact button to repair** ⁵¹. The repair action is instant or very quick – your character will tighten a bolt or fiddle with the device, and then the antenna will spring to life. Congratulations, you've now restored the comms at that depot. **Both objectives (visit and repair) are completed in this single action.**
5. **Evaluate Your Situation:** At this point, the quest is technically complete *without requiring extraction* (the mission will count as done immediately after the antenna is fixed) ⁵² ⁵³. However, you may want to take advantage of being at a Field Depot: often there are **loot crates inside the depot shack**. After repairing, consider dropping into the trailer – there's usually a door – and quickly looting any containers for bonus supplies (ammo, materials) ⁵⁴. But don't linger too long; other players might have heard or seen the antenna repair.
6. **Extract (Optional but Recommended):** Since you've just completed a quest objective, it's good practice to **extract safely** and bank your progress. If you brought nothing valuable (free gear) and don't mind risking it, you could continue exploring. Otherwise, head to an extraction point. Field Depots themselves are not extraction sites, so you'll need to travel to the nearest elevator or exit. Move out carefully; use one of your two provided **Remote Raider Flares** if needed as a distraction or decoy (these flares can draw NPC attention away, buying you time – though using one isn't usually necessary here) ⁵⁵. Extracting successfully ensures you keep any extra loot you picked up.

7. Turn In Quest: Back at base, talk to Shani or go to the quest menu to finalize *Off The Radar*. You'll receive a **Black Hiker Backpack (cosmetic)** as a reward, along with some emergency gear (Defibrillators for reviving) ⁵⁶ ⁵⁷. The backpack is mostly a visual reward, but it marks your progress in the early quest line.

Strategy Tips: Use a **Free Loadout** for this quest ⁴¹, as Shani suggests, because you don't need to fight much – this way, if something goes wrong, you haven't lost any hard-earned gear. Time is on your side: there's no need to rush the repair. Many players report that **Field Depot icons show up on the map when you're within about 100m**, so if you're unsure where one is, travel broadly and look for the antenna silhouette against the sky. The antenna is tall and distinctive – often visible from afar if line-of-sight isn't blocked. After repair, the quest completes immediately (no item needs to be extracted), but always weigh the risk of staying in the raid. If you have spare time and minimal risk, you can loot the depot's interior. Lastly, note that **Field Depots are used in later missions too**, so remember their look and locations ⁵⁸ ⁵⁹. *Off The Radar* essentially familiarizes you with these structures for future use.

5. A Bad Feeling

Mission Giver: Celeste

Location: Any map (unmarked locations; Dam edges are a good bet)

Briefing: Celeste, another trader in Speranza, picks up a strange signal unlike anything heard before ⁶⁰. She has a **bad feeling** about ARC's next move and sends you to investigate by retrieving data from one of ARC's hidden devices. Your goal is to find an **ARC Probe or ARC Courier**, mysterious objects that occasionally crash or land in the field, and search it for intel. This mission is about exploration and a keen eye, rather than combat.

Objectives:

- Find and search any ARC Probe or ARC Courier ⁶¹

Phase Breakdown:

1. Hunt for an ARC Probe/Courier: ARC Probes and Couriers are small, rare world objects that spawn in **random locations** (often near the edges of the map or in out-of-the-way spots) ⁶² ⁶³. They are **not marked on your map** unless you're very close ⁶⁴. A known easy spot to check is **just southwest of the Hypersonic Dome Complex** on Dam Battlegrounds ⁶⁵. Head to that forested area behind the dome – players frequently find a probe or courier there. If you're on a different map, try quiet fringes of the area (for example, corners of The Spaceport or Buried City maps). Move around and keep your eyes peeled for any unusual metallic object.

2. Recognize the Targets: It helps to know what you're looking for. An **ARC Probe** looks like a spindly metal instrument, almost like a tall surveyor's tripod or satellite probe ⁶⁶. An **ARC Courier**, on the other hand, is a round, disk-like metal structure – some describe it as looking like a small UFO or a flying saucer that's landed ⁶⁶. Both usually emit a faint mechanical hum or flicker when nearby. As you search, listen for any unusual electronic buzzing which might indicate one is close.

3. **Close in and Mark:** When you come within roughly ~50 meters of a probe or courier, **the game will notify you by marking it on your HUD and map** (you'll see a small icon or label, making it much easier to pinpoint) ⁶⁷. So once you think you're in the right area, move in a sweeping pattern to trigger this proximity alert. As soon as the object's icon pops up, head straight toward it.
4. **Breach the Device:** Approach the ARC Probe or Courier carefully. There usually aren't traps or immediate enemies tied to it, but remain alert (other players might be after it too). When you're next to the device, you'll get a prompt to "**Breach**" or "**Search**" it. Activate this. **Breach is a progress-bar action** that takes a few seconds to complete ⁶⁸. During this time you must stand nearby and be vulnerable, so ensure the area is safe (no enemies chasing you). After a short moment, the probe/courier will open or reveal its cache.
5. **Loot the Contents:** Once breached, **loot the probe/courier** like you would a container. Typically it will contain a bit of ARC tech or resources (sometimes alloy, components, etc., which you can keep). More importantly, breaching it counts for the quest completion. **The instant you've looted one of these ARC devices, the quest objective is fulfilled** ⁶⁹. You do **not** have to extract for the quest to count – even if you die afterward, the quest will still register as completed ⁶⁹. However, any items you looted from it would be lost on death, so consider extracting if you grabbed something valuable.
6. **Extract or Continue:** With the quest technically done upon looting, you have a choice: **extract now to bank any loot**, or continue your raid. If you have no other goals and especially if you pulled rare materials from the probe/courier, it's wise to head out. If you do stay, remember that you're carrying extra items that you could lose – stash what you can in your Safe Pocket to be safe.
7. **Claim Rewards:** Back at base, redeem the quest **A Bad Feeling** with Celeste. She'll reward you with some useful crafting materials: **10x Metal Parts, 5x Steel Springs, and 5x Duct Tape** ⁷⁰. These are basics for building and upgrading equipment. They'll be delivered directly to your inventory when you claim them in the quest menu.

Strategy Tips: The hardest part of *A Bad Feeling* is simply *finding* the probe or courier. Remember that **they spawn in new random spots each match**, but usually at similar kinds of locations (remote, quiet areas). If you wander for a while and can't find one, that instance might have them in spots you didn't check – don't hesitate to extract and try a fresh raid (sometimes it's faster). When you do find one, **breach it as soon as possible** but make sure you're not in combat. The breaching process leaves you exposed for a few seconds, so ideally clear any nearby ARC stragglers first. One handy trick: if you happen to have done other quests first, you might have a **Binoculars** item or certain scanners – these can help you spot the metallic glint of a probe/courier at a distance. Lastly, since the quest completes without extraction, even if you die after looting, you won't have to redo the objective ⁶⁹. But surviving is always better! Turn in these materials and get ready for a new set of missions that open up right after this.

6. The Right Tool

Mission Giver: Tian Wen

Location: Any map (seek specific ARC enemy types)

Briefing: One of Speranza's tech experts, **Tian Wen**, has an upgraded anti-ARC weapon he wants tested [71](#). He gives you a prototype **Ferro IV pistol** and challenges you to prove its effectiveness by taking down a variety of ARC units. You'll need to eliminate a fast-moving **Fireball**, a patrolling **Hornet**, and a stationary **Turret** – covering the spectrum of ARC enemies. This quest teaches you to adapt your tactics to different enemy behaviors (and introduces heavy weapons via the Ferro).

Objectives:

- Destroy a Fireball [72](#)
- Destroy a Hornet [72](#)
- Destroy a Turret [72](#)

Phase Breakdown:

1. **Gear Up with the Ferro IV:** Upon accepting *The Right Tool*, **Tian Wen provides you with 1x Ferro IV pistol and 20x heavy ammo** for it [73](#). The Ferro IV is a high-powered handgun effective against armored targets. Equip this weapon in your loadout (it uses heavy ammo). Note that using the Ferro is optional – *any weapon can destroy the required ARC targets* [74](#) – but the Ferro will make it easier. Ensure you also carry some regular arms for safety (in case you run out of ammo or need range). Now deploy into a map (Dam is fine) where you can find all three target types.
2. **Find a Fireball:** **Fireballs** are small spherical ARC units that roam indoors. They appear in complexes like Research buildings, bunkers, or sometimes warehouses. They have a distinct behavior: when they detect you, they rush forward and attempt to explode. Your strategy is to kill one from a distance *before* it can get close. Visit a known interior spot (for example, the Dam's underground bunkers or any building you looted for electronics earlier). Move slowly and listen for a telltale humming or the rolling sound of a Fireball. The moment you see a Fireball, **backpedal and shoot it** – two or three solid hits from the Ferro IV will detonate it safely away from you (or use another gun if needed). Alternatively, lure it around a corner and hit it when it pauses. **Destroying one Fireball** completes that part of the objective. Fireballs are often alone or in pairs, so you likely won't face a crowd.
3. **Hunt a Hornet:** **Hornets** are flying drone enemies commonly found outdoors, hovering over open areas or roads [74](#). They resemble small helicopter-like bots and often patrol in wide circles. To find a Hornet, go outside after dealing with the Fireball. Check areas like Dam's exterior or any place you see drones in the sky. Use your binoculars or simply look for a lone flyer (distinct from Wasps by their size and behavior). When you spot a Hornet, **use cover and aim carefully**. The Ferro IV can take one down in a few hits, but it has noticeable recoil – consider crouching to steady your aim. You can also use an assault rifle if that's easier. Hornets may fire back with light projectiles, so strafe or use cover between your shots. Destroy the Hornet to tick off the second objective.
4. **Locate a Turret:** **Turrets** are immobile ARC defenses often found guarding valuable areas or set up at ARC outposts. They look like mounted guns on a tripod and are usually inside buildings or at bunker entrances. A good way to encounter a Turret is to head for an ARC-infested structure (for example, some locked areas or underground facilities on Dam have turrets). Move cautiously and **listen for the turret's whirring servo** or scanning laser. Turrets have a cone of fire; you want to flank or surprise it. If you have a grenade, you could toss one to soften it up. Otherwise, peek from cover and **fire the Ferro IV rounds into the turret** – the Ferro's high penetration should destroy it

quickly ⁷¹. Make sure to pop back into cover if the turret starts locking on to you (its shots can hurt). Once the Turret is blown up, you have completed all kill requirements.

5. **Quest Completion:** There's no special item to collect here – you just needed to eliminate those three ARC types. As soon as the Fireball, Hornet, and Turret have all been destroyed (this can be in any order, even all in one raid), *The Right Tool* mission is complete. If you got them all in one run and you're still alive, you can choose to extract or continue playing. If you died partway and lost the Ferro, don't worry – you can re-attempt with any weapon; kills you made in previous runs still count (you don't have to redo kills you already secured in earlier raids, since the objective tallies persist). Head back to Tian Wen at base or open the Quests menu to **turn in the quest**.
6. **Claim Reward:** Tian Wen will reward your field trial by giving you a **Stitcher II** (a mid-tier shotgun) and an **Extended Light Mag I** attachment ⁷⁵. These are valuable upgrades to your arsenal. The Stitcher shotgun in particular can help with close quarters in future missions. Collect these from the quest completion screen.

Strategy Tips: Tian Wen's **upgraded Ferro IV pistol** can "cut through ARC plating like butter," according to him ⁷¹. It's a heavy sidearm – good against armored targets. Use it especially on the turret, as penetrating power helps there. However, don't feel forced to use it if you're more comfortable with another gun; any damage works as long as you destroy the targets ⁷⁴. For the Fireball, the key is distance – never let it get close. One trick is to shoot a Fireball *once* to make it start its detonation chase, then finish it off quickly while backpedaling. For the Hornet, a tip is to **aim for the drone's center or use rapid-fire weapons** if the Ferro is hard to hit with (Hornets can dodge a bit). And for Turrets, **approach from an angle** – turrets have a limited field of view; sometimes you can even get behind one without being shot. Also, grenades or the environment can be used creatively (e.g., blow up a nearby barrel if the turret is near one). If you happened to lose the provided Ferro weapon (say you died in an earlier attempt), it's not the end – you can still complete the quest with other guns or even melee if desperate (though not recommended). The mission is flexible on *how* you get the kills, as long as you take out the right targets. With these three enemy types down, you've proven you have "the right tool" for any job – and you'll move on with some new firepower for yourself.

7. Hatch Repairs

Mission Giver: Shani

Location: Any map (Raider Hatch locations exist on all maps; Dam has several)

Briefing: Shani has an urgent maintenance task: some **Raider Hatches** – hidden emergency escape routes that Raiders use – are failing due to leaking hydraulics ⁷⁶. These hatches can provide quick extractions when you have a Hatch Key, so keeping them operational is important. She asks you to find a malfunctioning hatch in the field, **repair its hydraulic pipe**, and secure the Hatch Key stored there. Conveniently, fixing the hatch will grant you a key that you can also use to extract swiftly. This mission introduces the Raider Hatch mechanic, effectively giving you a shortcut out of dangerous situations.

Objectives:

- Repair the leaking hydraulic pipes near a Raider Hatch ⁷⁷
- Search for a Hatch Key near the Raider Hatch ⁷⁷

Phase Breakdown:

- 1. Find a Raider Hatch:** Raider Hatches are scattered around each map as alternative extraction points. They are indicated in-game by a **special icon** (a small square hatch symbol) once you've discovered them ⁷⁸. On Dam Battlegrounds, there are four known Raider Hatch locations ⁷⁹. For example, one hatch is near the **Dam Control area**, another by the **Research & Administration** outskirts, etc. Use the in-game map: if you have previously passed by a hatch, its icon will show up; if not, you might stumble on one by exploring. A quick way: since you just did "A Bad Feeling" and likely know the Hypersonic Dome area, note there is a Raider Hatch not far west of that dome. Choose a hatch location and head there. As you get close, you may see the hatch icon appear on your map, confirming you're in the right spot ⁷⁸.
- 2. Secure the Area:** When you approach the Raider Hatch, be cautious. Hatches can attract ARC patrols (since they're points of interest) or even player ambushes hoping to catch people extracting. Before interacting, **clear out any nearby ARC bots** if present. For instance, there might be a couple of Grunts or a Turret guarding a hatch area. Take them out quietly. The good news is you don't have to fight waves – just ensure you won't get shot in the back while fixing the hatch.
- 3. Repair the Hydraulic Pipe:** The hatch itself looks like a metal trapdoor on the ground with some machinery around it. You'll notice a **small pipe or console next to the hatch emitting steam or fluid** – this is the leaky hydraulic that needs fixing ⁸⁰. Walk up to that pipe; it should highlight in yellow indicating an interact action. **Press the interact key to repair it** ⁸⁰. The repair is very quick – essentially your character tightens the pipe or patches it. Once done, the leak stops. This completes the first objective ("repair pipes").
- 4. Obtain the Hatch Key:** As soon as the hatch is repaired, look around on the ground nearby. A **small box or container spawns next to the hatch** ⁸¹. This box contains a **Raider Hatch Key** ⁸². Open or loot the box and take the key item. That satisfies the second objective. The Hatch Key will go into your special slot (or inventory) – it's an item you can carry and even keep for future use if you don't use it now.
- 5. Use the Hatch (Optional Extraction):** Now that you have a Hatch Key in hand, you have the option to **extract immediately using the very hatch you repaired**. To do so, interact with the hatch door itself. When you repaired it, the hatch became functional. Consuming a Raider Hatch Key lets you and your team (if co-op) escape through that hatch. If you're ready to leave the raid, this is a perfect time to try it out – it's usually a very quick extraction (a few seconds animation). Using it now is optional; you could also save the key for later. **Importantly, the quest does not require using the hatch, only repairing it and grabbing the key** ⁸³. So whether you extract via the hatch, a normal point, or even die afterward, as long as you repaired and picked up the key, the quest will count as completed. That said, extracting safely is always recommended to keep any loot you have.
- 6. Return to Shani:** Back at base, turn in *Hatch Repairs*. Your **reward is essentially the Raider Hatch Key you found (the game formally gives you one, so if you used the one you picked up, you'll**

still have one) and a pair of Binoculars ⁸⁴. Binoculars are a useful tool for long-range scanning, so it's a nice utility reward. Shani's dialogue highlights that these hatches "still work, but not for long," indicating this might not be the last time we deal with them ⁷⁶.

Strategy Tips: This quest is straightforward once you know where to go. The key is **familiarizing yourself with the Raider Hatch icon** and locations ⁸⁵. If you haven't seen one before, they look like a metal cellar door flush with the ground, often in semi-hidden spots. Use the provided **map from GameSpot (or community maps) showing four Dam hatch locations** ⁷⁹ if you're stuck – heading directly to one can save time. Combat is minimal; just avoid alerting a big ARC presence near the hatch. The game intentionally makes this easy: **the moment you fix the pipe, a Hatch Key appears right there** so you don't have to search far ⁸². One interesting note: **completing the repair spawns the key** – if multiple players are around, it's first-come-first-serve to grab it, so be quick if others are nearby. Also, **you don't need to extract to finish the quest** (it completes upon repair/key pickup) ⁸⁶ ⁸³, but using the hatch extraction is highly encouraged to experience the mechanic and keep yourself safe. Lastly, carrying a **free loadout or minimal gear** is wise for this one too, just in case something goes wrong (though it's low risk) ⁸⁶. After Hatch Repairs, you'll permanently have the knowledge (and likely a spare key) to use Raider Hatches – a valuable escape method in tough raids.

8. Safe Passage

Mission Giver: Apollo

Location: Any map (anywhere with ARC enemies)

Briefing: Apollo, the munitions specialist, has been monitoring ARC's evolving tactics and wants to escalate firepower on the Raiders' side ⁸⁷. After hearing rumors of ARC's "warning signals," he's decided that if ARC is stepping up, so should we ⁸⁷. He tasks you with demonstrating effective use of explosives by eliminating ARC units with grenades. *Safe Passage* is a short, focused mission that lets you play with thrown explosives and perhaps clear a path ("passage") with a bang.

Objectives:

- Destroy 2 ARC enemies using any **explosive grenade** ⁸⁸

Phase Breakdown:

- 1. Load Up on Grenades:** Upon starting this quest, Apollo provides you with a set of grenades to ensure you have the tools needed. Specifically, you'll receive **10x Light Impact Grenades and 3x Snap Blast Grenades** ⁸⁹. Light Impact grenades detonate on impact, while Snap Blasts create a powerful airburst after a short delay. Equip whichever type you prefer (or both) in your throwable slot. You can also buy more grenades from Apollo's shop if needed (he stocks various explosives) ⁹⁰.
- 2. Find ARC Targets:** Enter a raid on any map and seek out some standard ARC enemies. Nearly any will do: common Grunts (the bipedal robots), Drones, or even smaller Wasps count as long as *the grenade's explosion is what kills them*. For efficiency, you might drop near a known ARC spawn – e.g., a Dam facility or outskirt where a few bots roam. Two targets are needed in total, so you can even do this with one group of enemies.

3. **Soften and Group (optional):** Grenades work best on clusters or weakened enemies. If you spot a pair of Grunts walking together, that's perfect – you might kill two with one grenade. If enemies are spread out, you can **shoot one or two to lure them closer together** or to weaken a larger enemy's health. The objective doesn't require a double kill or anything fancy, just two kills total by grenade. Still, conserving grenades is wise, so try to get multi-kills if possible.
4. **Throw Explosive Grenades to Kill:** Now, use your grenades to destroy the ARC units. For **Light Impact grenades**, aim slightly above or directly at the target so that it hits near their feet – it explodes immediately on contact. For **Snap Blast grenades**, remember there's a tiny fuse: you'll see a blinking light after it leaves your hand; it will then detonate, dealing heavy area damage. If using Snap Blasts, either toss it into the middle of a group or against a surface near an enemy and take cover for a second. Ensure the explosion finishes off the ARC enemies – direct hits will usually one-shot weaker bots, but sturdier ones might need to be damaged first. When an ARC enemy dies and the kill feed or XP indicator credits an "explosion" or grenade icon, that means it counted. Do this for **two ARC enemies**.
5. **Mission Complete:** The quest completes as soon as you achieve those two explosive kills. There's no item to collect and no special extraction requirement – it's a simple kill challenge. If you get both kills in one encounter, you're done within moments. If you only got one kill and ran out of grenades or targets, Apollo's grenades are still in your inventory; you can reposition and find another enemy. (If you somehow used all provided grenades without getting two kills, you may purchase or craft more, or re-try the quest – but 13 grenades is plenty for two kills.)
6. **Extract or Continue:** With the objective done, you could just continue the raid normally or extract. Since this quest is quick, many players combine it with other tasks in the same run. Just make sure not to die *before* getting the kills, or you'll have to attempt them again. If you have completed it, dying afterward doesn't remove completion status. Regardless, when you're back in Speranza, turn in the quest to Apollo via the quest menu.
7. **Claim Rewards:** Apollo will give you a set of explosives and defensive tools as a reward: **5x Li'l Smoke Grenades, 3x Shrapnel Grenades, and 3x Barricade Kits** ⁹¹. Li'l Smokes are small smoke bombs for cover; Shrapnel grenades are lethal anti-personnel mines you can throw (great for area denial); Barricade Kits allow you to deploy temporary cover in the field. These rewards underline the theme of using tactics and tools for safe passage through ARC-infested territory.

Strategy Tips: This mission is straightforward but here are a few pointers: If you're having trouble scoring kills, remember that **any explosive grenade counts** – it doesn't have to be the ones Apollo gave you. Even a environmental explosive (like shooting an oil barrel) doesn't count unless a grenade caused it, so stick to using the grenades themselves. **Weaken tougher enemies with gunfire first**, then finish with a grenade toss to ensure the explosion is the killing blow. Also, **be mindful of your distance** – grenades can damage or even knock you down if you're too close. Use cover: toss a grenade then duck back, especially with Snap Blasts which have a short delay. If you encounter a lone ARC unit, you can kill it with one grenade easily by landing it at its feet. For groups of smaller drones, a grenade thrown in the center can take out multiples. In case you run low, Apollo sells more grenades (including different types) – you can top up at base or even craft grenades if you have materials ⁹⁰ ⁹². This quest is a good reminder to use your gadgets; many players save grenades "for later" but Apollo wants you to realize their power now. After completing it, you'll

have a fuller arsenal of grenades to use in future missions, making those safer and easier – truly ensuring a *safe passage* in dangerous zones.

9. Down To Earth

Mission Giver: Shani

Location: Dam Battlegrounds (Field Depot + Field Crate required)

Briefing: Shani has caught wind of strange **crates dropping from ARC Probes** ⁹³, hinting that ARC is gathering or transporting something valuable. In *Down To Earth*, she asks you to intercept one of these supply crates and deliver it to a Raider Field Depot for analysis. This quest requires you to not only find a Field Depot (as you did in Off The Radar) but also to locate a **Field Crate** in the world and physically carry it to the depot. It tests your ability to handle an objective item (the crate) and survive with reduced mobility, then successfully extract. Essentially, you're bringing something *down to earth* – literally taking a crate that fell from the sky and securing it.

Objectives (In One Round): ⁹⁴

- Visit a Field Depot ⁹⁴
- Deliver a Field Crate to the Supply Station (Field Depot) ⁹⁴
- Collect the reward (from the Field Depot) ⁹⁴

Phase Breakdown:

1. Plan Your Route: As with Off The Radar, start on **Dam Battlegrounds** (other maps also have Field Depots and crates, but Dam is accessible early). Before deploying, pick a Field Depot that you will use for the delivery. It's smartest to choose one **close to an extraction point**, because after delivering the crate you'll need to extract successfully ⁹⁵ ⁹⁶. For example, the Field Depot just west of the Research & Administration building is very near an extract – a prime choice ⁹⁷. Mark that depot's approximate location in your mind or map.

2. Find a Field Crate: Upon entering the raid, make your way toward the chosen Field Depot area. **Field Crates** are special crates that spawn at fixed spots on the map (often in open areas or near structures) but are not marked on your map by default ⁹⁸. They look like medium-sized gray or green military supply crates sitting on the ground. As you approach the Field Depot, **search the surrounding area for a Field Crate** – typically within a couple hundred meters. Often, there's one crate logically associated with each Field Depot. Use your eyes; if you're close, you might also see a faint icon or get a prompt when aiming at it. (Refer to community maps or the Steam guide's image for Field Crate examples to know what to look for ⁹⁹.)

3. Secure the Crate Site: Field Crates can attract interest – both from ARC and players – since they hold loot. Before grabbing it, ensure no immediate threats are around. Clear out any roaming ARC units nearby quietly. Also listen for gunfire; if other raiders are around, you might wait for them to pass or choose a different depot to avoid an ambush. Remember, carrying the crate will slow you down and leave you vulnerable, so a safe pickup zone is crucial ¹⁰⁰.

4. **Pick Up the Field Crate:** Stand next to the crate and use the interact prompt to **pick it up** ¹⁰¹. Once you have it, you'll notice you **move significantly slower** (and likely can't use your weapons while carrying it). This is a critical moment – you need to cover the distance to the Field Depot with limited mobility. Keep your eyes on your surroundings; you can still drop the crate if you need to fight (but that wastes time). Ideally, move in a path that avoids open sightlines. If someone starts shooting, you might need to drop the crate behind cover, deal with the threat, then pick it up again.
5. **Deliver the Crate to the Depot:** Bring the crate to the Field Depot device – usually a console or slot at the base of the antenna tower. When you get close, you should get a prompt to **insert or deliver the Field Crate** into the depot ¹⁰². Do so; your character will place the crate onto the depot's platform. After insertion, **there's a short delay (a few seconds) while the Field Depot processes the crate** ¹⁰³. During this time, you might hear some machinery noise. Stay on guard – if an enemy was trailing you, they might show up now. Once processing is done, **a reward box will pop out of the Field Depot** next to the console ¹⁰³. Interact with that box to **collect the reward** contents (this is an in-raid reward, usually some materials or items from ARC's cache). That completes the "collect the reward" objective and thus all quest objectives have been met.
6. **Extract Successfully:** Unlike Off The Radar, *Down To Earth* **requires a successful extraction to count** (because if you die after doing it, you technically wouldn't "have delivered" the intel, plus you would lose the items). The objectives say "in one round," implying you must do delivery and reward collection in the same life ¹⁰⁴. Now that you have completed the depot interaction, **get to the nearby extraction point** you wisely chose earlier. Since you picked a Field Depot near extract, it should be a short walk. Still, be cautious; other players might be drawn by the Field Depot activity (it's somewhat conspicuous). Use any smoke grenades or tools if you have them to cover your final dash. Call for extraction (if it's an elevator, call it and wait; if it's a hatch and you have a key, you could even use that if quicker). Successfully extract from Dam with the mission done.
7. **Claim Quest Rewards:** Back in Speranza, turn in *Down To Earth*. Shani will reward you with a **Combat Mk.1 augment and a Medium Shield** ¹⁰⁵. The augment improves your combat capability (exact effect depends on augment type, likely damage or handling) and the Medium Shield provides better protection than your starter shield. These are great assets for tougher upcoming missions.

Strategy Tips: This mission is all about **logistics under pressure**. A key strategy is what you already did: **choose a Field Depot that's close to extraction** ⁹⁶ to minimize how far you have to lug the crate. Also consider the terrain: a Field Depot that's uphill or has lots of cover on the way is preferable, since you'll move slowly and can't sprint with the crate. When carrying the crate, you can still jump and move, but you're an easy target – so **avoid open areas and stick to walls or cover**. If you hear gunshots or ARC alarms while carrying, it might be wise to temporarily drop the crate (you can press the interact button again to drop it) and fight, because you move too slow to dodge bullets effectively. Note that **Field Crates are randomly spawned at preset locations** ⁹⁸ – if you don't see one at first, it might be tucked behind some debris or under a structure; give the area a thorough look. The quest requires doing everything in one life, so dying resets it – be extra careful once you have the crate. On the flip side, unlike some quests, as soon as you've delivered and looted the reward, you don't lose progress if you die *after* that (but you will lose any physical items you picked up). Still, extraction is needed to formally complete it in the quest log. If playing co-op, note that **teammates can help cover you** while you carry the crate, which makes things easier; only one person needs to carry and deliver it, and everyone in the squad will get quest credit. Finally, this quest highlights how ARC sometimes drops supply crates – keep an eye out for others in future raids; they can

contain rare loot. By completing *Down To Earth*, you've proven you can handle objective play and you earn gear that will help in combat scenarios to come.

10. The Trifecta

Mission Giver: Shani

Location: Any map (Dam Battlegrounds ideal for finding all targets)

Briefing: Intelligence only goes so far – now Shani needs you to **prove your combat prowess against ARC's aerial drones** ¹⁰⁶. ARC is “closing in,” and this quest, aptly named *The Trifecta*, requires you to take down three distinct types of ARC scouts and harvest their core components. You must eliminate **Wasps, Hornets, and Snitches** – two of each – and retrieve their corresponding tech (Drivers and Scanner). This mission encourages you to engage with ARC in the open world proactively and often will span multiple raids, as you track and collect specific drops. It’s a capstone of Chunk A, ensuring you can handle a bit of everything: roaming enemies, triggered reinforcements, and extraction with high-value items.

Objectives: ¹⁰⁷ ¹⁰⁸

- Destroy 2 Wasps and collect 2 Wasp Drivers
- Destroy 2 Hornets and collect 2 Hornet Drivers
- Destroy 2 Snitches and collect 2 Snitch Scanners

(You need a total of 2 of each part: *Wasp Driver, Hornet Driver, Snitch Scanner.*) ¹⁰⁸

Phase Breakdown:

1. Prepare for the Hunt: Before heading out, Shani supplies you with **3x Remote Raider Flares** ¹⁰⁹.

These flares can be deployed to possibly lure ARC units or distract them – in this context, they are especially useful for drawing attention of nearby ARC drones or confusing other raiders. Equip them to your quick-use slot. Load up with a decent mid-range weapon (assault rifle or DMR) for hitting flying targets, and perhaps a shotgun or SMG in case things get close. Also, consider carrying healing and ammo; this mission might involve extended fighting. Launch into Dam Battlegrounds daylight if possible – better visibility helps spot drones against the sky.

2. Track Down Wasps and Hornets: Once in the field, start looking for **Wasps and Hornets**, the two flying ARC combat drones. **Wasps** are small, aggressive drones often found in swarms; **Hornets** are larger solo drones patrolling broader areas ⁷⁴. Use your **ping or binoculars** frequently to scan the sky for drone silhouettes ¹¹⁰. Dam’s open areas (fields, over roads, near the dam structure) are good places to find Hornets cruising. Wasps might appear when combat starts or near ARC objectives. If you don’t see enough of them, proceed to the Snitch step – a Snitch can actually *cause* Wasps and Hornets to show up.

3. Flush Out a Snitch: **Snitches** are recon drones – small, hovering eyeball-like bots that emit a distinct noise. They typically spawn in quieter areas and will try to fly away or alert others when they detect you. Interestingly, if a Snitch “spots” you and sounds an alarm, it will call in backup, often including Wasps and Hornets (the very targets you need) ¹¹¹. A sound strategy is to **intentionally trigger a**

Snitch's alarm to draw in ARC reinforcements, then quickly destroy the Snitch before the fight escalates too much ¹¹¹ ¹¹². To do this, find a Snitch (often at the edges of points of interest or patrolling near ARC drop pods). Let it see you briefly – it will start wailing – then **shoot it down fast** (Snitches are fragile, a few shots will do) ¹¹². By doing so, you've eliminated one Snitch (you need two total) and likely caused a squad of Wasps or a Hornet to home in on your location. This method effectively "spawns" the other targets if they weren't present, achieving the trifecta of drawing all three kinds out.

4. **Engage Incoming Drones:** Now handle the response. If Wasps swarm in, **find cover** (like a rock or building) to avoid being surrounded. Wasps often come in a pack; use burst fire or explosives to thin them. They're weak individually – a few bullets each will drop them. Hornets, if one arrives, tend to circle at medium range and fire occasionally; strafe and lead your shots to hit them. Focus on **one type at a time** – for instance, drop all Wasps first (they usually attack more aggressively) then deal with the Hornet. Use your **Remote Raider Flare** here if overwhelmed: throwing a flare can attract ARC attention to that spot, potentially giving you breathing room or clustering them for an easier multi-kill. Keep moving and use cover, since a swarm can chip away your health quickly if you stand still ¹¹² ¹¹³. Remember to aim for drone weak points: usually the **thrusters or center mass** to bring them down faster ¹¹⁴.
5. **Collect Drivers and Scanners:** Each time you kill a target drone, quickly loot its remains. You need to pick up **Wasp Drivers from Wasps**, **Hornet Drivers from Hornets**, and **Snitch Scanners from Snitches** ¹¹⁵ ¹¹⁶. These are quest items. **Stash them in your Safe Pocket immediately** upon pickup ¹¹³ – this is critical because if you die with them only in your backpack, you'll lose them and the quest will not count them. By safe-pocketing, you secure your progress. Note: the objective requires **2 of each item**, meaning you must kill at least two of each type of drone. Repeat encounters as necessary: hunt another Snitch elsewhere (or possibly one might spawn during ARC escalations), find additional Hornets/Wasps in another area or another raid. The quest does **not require all in one raid**; you can do this over multiple deployments ¹¹⁷ ¹¹⁸. Just make sure each part you collect makes it out safely.
6. **Multiple Raids (if needed):** It's common not to finish all 6 kills in one go. If you have, say, 2 Wasp Drivers and 1 Hornet Driver and 1 Snitch Scanner and you feel it's risky to continue, feel free to extract and come back fresh. Your collected items (in Safe Pocket) will persist. On your next raid, target what you're missing. Maybe you still need one more Snitch – so focus on that first. There's no penalty for doing it in parts, aside from time. Just keep track of which items you have already. The in-game quest log will update the counts (e.g., 1/2 Hornet Driver). Once you have **2/2 of each required item**, you're ready for the final step ¹⁰⁸.
7. **Final Extraction with All Parts:** This is crucial – you must **extract with all the collected components** for the quest to register as completed ¹¹⁹. If you die with any required items not safely pocketed, you'll have to reacquire those. Assuming you've pocketed them, even on death you wouldn't lose them, but you'd still need to finish any remaining kills. Ideally, when the last needed item is obtained, **head straight to an extraction point**. Don't risk extra firefights when you're holding everything. Use your second or third flare as decoy if you worry about being followed during extraction – for example, toss a flare in one direction and then move the opposite way to confuse pursuers or ARC bots. Get out of the raid successfully.

8. Turn In the Quest: With all six items collected and secured, deliver them to Shani through the quest turn-in. She will reward you handsomely. The loot includes an **Origin outfit (Orange Camo color)** to customize your Raider's appearance, **1x Raider Hatch Key** (another free escape route for future use), **2x Defibrillators** (revive devices, great for co-op or second chances), and a **Dam Control Tower Key** ¹²⁰. The Dam Control Tower Key is especially noteworthy – it likely unlocks a special room or cache on the Dam map, giving you access to high-tier loot in later expeditions. These rewards acknowledge that you've proven yourself capable of handling ARC's aerial threats and multi-part objectives.

Strategy Tips: *The Trifecta* is one of the more involved early quests. Treat it like a mini "monster hunt." **Patience is key** – you don't need to rush to find all targets in one game. In fact, many players do it over 2-3 raids. Make liberal use of the **Safe Pocket** for each Driver/Scanner you get ¹¹³. If you have teammates, coordinate: splitting up to cover more ground can find targets faster, and you can trade parts if one person finds extra of one type. When engaging drones, **prioritize Snitches first** whenever they appear – a Snitch's alarm can make your life difficult by calling a large enemy wave if not handled quickly ¹¹². Conversely, if you *want* more targets to spawn, you can let a Snitch live a bit longer to attract Wasps/Hornets, then take it out; just be prepared for a fight. Using cover and terrain to funnel flying enemies is very effective (e.g., fighting near a tall building means Wasps come around corners toward you one by one rather than all at once). Also note, **Hornets and Wasps tend to drop their respective Drivers on the ground where they died** – sometimes these can fall on top of things or in bushes, so look carefully when looting. If you have trouble finding a second Snitch or a second Hornet, try changing the time of day or the area of the map – some drones spawn more frequently in certain sectors. According to community data, **Dam Battlegrounds at the outskirts (like near the dam's spillway or farmlands) often have Snitches**, whereas central areas see more Hornets. Finally, keep an eye out for other players; carrying quest items can make you a target. If you've banked the items, you can always re-engage, but if not, avoidance is better. Upon completion, you'll not only get valuable gear, but also the satisfaction that you've mastered the early-game challenges – truly a trifecta of skill, strategy, and survival ¹¹⁹. Good luck, and well done Raider!

Note: This guide only includes confirmed information from official sources (Arc Raiders Wiki) and reputable community walkthroughs ¹²¹ ¹¹⁷. If certain details (like exact spawn locations or item functions) aren't specified above, it's because they weren't explicitly documented. Always use the in-game map and intel as your first reference, and refer to this guide for structured assistance through each mission. Enjoy your progression through Arc Raiders!

¹ ² ¹²¹ Picking Up The Pieces - ARC Raiders Wiki

https://arcraiders.wiki/wiki/Picking_Up_The_Pieces

³ ⁴ ⁵ ⁶ ⁷ ⁸ ARC Raiders: Picking Up the Pieces Walkthrough Guide

<https://egamersworld.com/blog/how-to-complete-picking-up-the-pieces-in-arc-raider-UfylJLcRbx>

⁹ ¹⁰ Clearer Skies - ARC Raiders Wiki

https://arcraiders.wiki/wiki/Clearer_Skies

¹¹ ¹² ¹³ ¹⁴ ¹⁵ ¹⁶ ¹⁷ ¹⁸ ¹⁹ ARC Raiders Walkthrough: Clearer Skies Walkthrough Guide

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