

## Arc Raiders Missions 61–70 (Chunk G) Guide

### Building a Library (Mission 61)

**Mission Briefing:** Apollo needs fresh reading material for Speranza's library – the current stock is outdated. He asks the raiders to visit Buried City's library and find three books (one romance, one detective, one adventure) to bring back <sup>1</sup> <sup>2</sup> .

**Mission Giver:** Apollo <sup>1</sup> .

**Map:** Buried City (City Center).

**Objectives:** - Locate the Library in City Center <sup>3</sup> .

- Find 1 Romance book <sup>2</sup> .
- Find 1 Detective book <sup>2</sup> .
- Find 1 Adventure book <sup>4</sup> .
- Deliver all 3 books to Apollo <sup>4</sup> .

**Phases:** - **Phase 1 (Collecting Books):** Enter Buried City and head to the Library building (central area of the map). Inside the library, loot three books from carts or bookshelves. The GameSpot guide notes that all three required books (romance, detective, adventure) can be found within the library POI. Books may spawn in any cart, so search thoroughly. Be prepared for enemy ARCs or raiders in this busy area.

*Tips:* Gather all three books before extracting. The library is a well-trafficked POI, so equip a shield and decent weapons. According to one walkthrough, the books are on carts inside the library.

- **Phase 2 (Extraction & Delivery):** Once you have all books, exit the map via the nearest extract (e.g. Northern Station on Spaceport or another lift). Return to Speranza and hand the books to Apollo to complete the quest.

*Sources:* Official quest log and objectives <sup>3</sup> ; GameSpot community guide.

### A New Type of Plant (Mission 62)

**Mission Briefing:** Lance has learned of a strange plant in the ruins. He sends you to Dam Battlegrounds (the swamp near Old Battlegrounds) to investigate. The task is to collect a "possibly toxic" plant sample from near the Baron Husk (a large ARC wreck) and bring it back <sup>5</sup> .

**Mission Giver:** Lance <sup>5</sup> .

**Map:** Dam Battlegrounds (Old Battlegrounds, swamp area).

**Objectives:**

- Search for a new plant near Baron Husk <sup>5</sup> .
- Deliver the possibly toxic plant to Lance <sup>5</sup> .

**Phases:**

- **Phase 1 (Locate the Plant):** Deploy to Dam Battlegrounds and head to the Baron Husk ARC wreck in the southern swamp. The GameSpot guide explains the plant spawns in the swamp water around the Baron Husk. Walk around the wreck until you see orange-flowered plants (Great Mullein) on the wreck or nearby.

Interact to harvest one.

*Tips:* The swamp can be dangerous with ARCs and hostile raiders. Moving stealthily or quickly is recommended. There is no strict time pressure, so use caution when looting.

- **Phase 2 (Extraction & Delivery):** With the plant in inventory, extract via Central Swamp Lift or nearest extract point. Head back to Lance in Speranza and deliver the sample to complete the quest.

*Sources:* Official objective text <sup>5</sup> ; GameSpot walkthrough.

## Armored Transports (Mission 63)

**Mission Briefing:** Tian Wen needs you to find and loot an armored patrol car on Blue Gate. First, find the Patrol Car Key in the central Checkpoint POI, then use it to open a random armored vehicle on the road tunnel north of Checkpoint <sup>6</sup> <sup>7</sup> .

**Mission Giver:** Tian Wen <sup>8</sup> .

**Map:** The Blue Gate (Checkpoint area).

### Objectives:

- Reach the Checkpoint POI.
- Search the guard huts for the Patrol Car Key <sup>6</sup> .
- Reach the Traffic Tunnel north of Checkpoint.
- Find and unlock the rear door of an intact armored patrol car <sup>6</sup> .

### Phases:

- **Phase 1 (Find the Key):** Deploy to Blue Gate and go to the Checkpoint POI (central map). Inside the guard hut structures, look for the Patrol Car Key on a table or folder <sup>9</sup> . (GameSpot notes it often spawns in one of the huts; if one player dies with the key, a spare appears in the security hut near the tunnel entrance <sup>10</sup> .) Collect the key.

*Tips:* The Checkpoint is high-threat (ARCs like Bastions may patrol there). Move carefully, stick to cover, or eliminate threats first. Keep the key safe in your safe pocket or inventory.

- **Phase 2 (Open an Armored Car):** Head north from Checkpoint into the large tunnel. GameSpot advises this area has ARCs (Rocketeers, Bastions) and wasp/hornet nests <sup>11</sup> . Stay hidden or use smoke to pass. Look for an unopened armored car: it has a lit-up closed rear door <sup>12</sup> . Approach and use the Patrol Car Key to unlock the back. Inside is a gun case – loot it to complete the quest <sup>13</sup> .

*Tips:* If you can't find an intact car, note that spawns are random but usually in the tunnel. Use the key and loot before extracting. GameSpot suggests extracting from Overlook or Cliffside afterward <sup>14</sup> , but ensure you finish objectives first.

- **Phase 3 (Extraction):** After obtaining the loot, extract (e.g. via a nearby airshaft) and return to Tian Wen to turn in the quest.

*Sources:* Wiki objectives <sup>6</sup> ; GameSpot guide <sup>7</sup> <sup>12</sup> <sup>15</sup> .

## Cold Storage (Mission 64)

**Mission Briefing:** Shani is intrigued by reports from the new Stella Montis map. A returning raider mentioned finding books in an odd shipping container. Shani wants you to search any “J Kozma Ventures” container in Stella Montis and recover the rare books inside <sup>16</sup> <sup>17</sup> .

**Mission Giver:** Shani <sup>18</sup> .

**Map:** Stella Montis (Stella Montis Battlegrounds).

**Objectives:**

- Search any J Kozma Ventures container in Stella Montis <sup>19</sup> .
- Deliver the Rare Books to Shani <sup>20</sup> .

**Phases:**

- **Phase 1 (Find the Container):** Deploy into Stella Montis. Locate a container labeled "J Kozma Ventures." The wiki and guides indicate one reliable container is on the south wall of Cargo Dock A <sup>17</sup> . This container (white with logo) sits in a loading bay; you may need to stand on a ledge or second floor to drop down into it <sup>21</sup> . Search the container to collect the rare books.

*Tips:* Use the map image from Fandom <sup>17</sup> to find it. The area is moderately trafficked, so watch for enemies. The Wiki guide suggests extracting via the nearby Wind Tunnel for safety <sup>21</sup> .

- **Phase 2 (Extraction):** With the books obtained, exit the map. The Wind Tunnel extract (north) is convenient after Cargo Dock A. Return to Shani and turn in the books.

*Sources:* Wiki objectives <sup>20</sup> ; Fandom guide with location <sup>17</sup> .

## In My Image (Mission 65)

**Mission Briefing:** Lance learned that androids like himself may exist intact. He tasks you with entering Stella Montis and searching for any three intact androids ("others like me") <sup>22</sup> . You must find and search three looted-capable androids (not all models are lootable) and return to Lance.

**Mission Giver:** Lance <sup>23</sup> .

**Map:** Stella Montis.

**Objectives:**

- Deploy into Stella Montis.
- Find and search 3 Androids <sup>24</sup> .

**Phases:**

- **Phase 1 (Find Androids):** Enter Stella Montis. Explore thoroughly—androids spawn randomly in rooms and corridors. GameSpot notes that lootable androids have an interaction icon, whereas static models do not <sup>25</sup> . Check walls, floors, and corners. Search any android by interacting when prompted. You need three.

*Tips:* There are several known spawn spots, but runs vary. GameSpot advises patience and a sharp eye <sup>26</sup> . Bring minimal gear (no extract needed) if you only want to find them. Avoid drawing ARCs' fire unless needed.

- **Phase 2 (Completion):** Once three androids are searched, the quest completes. Extract from Stella Montis (or die safely) and return to Lance in Speranza to finish. Lance will be waiting to receive confirmation.

*Sources:* Wiki objectives <sup>27</sup> ; GameSpot guide <sup>26</sup> <sup>28</sup> .

## Snap and Salvage (Mission 66)

**Mission Briefing:** Tian Wen wants tech from Stella Montis. This multi-step quest sends you to capture images of rovers, retrieve secret papers, and find two rare items (Flow Controller and Magnetron) from Exodus-tagged loot. All steps may be done across multiple raids <sup>29</sup> <sup>30</sup> .

**Mission Giver:** Tian Wen <sup>30</sup> .

**Map:** Stella Montis (Sandbox and Lobby) and any map with Exodus loot (e.g. Assembly).

**Objectives:**

- Take a photo of any Rover in the Sandbox <sup>31</sup> .
- Search the papers in the Security Checkpoint room near the Lobby <sup>31</sup> .
- Deliver a Flow Controller to Tian Wen <sup>32</sup> .
- Deliver a Magnetron to Tian Wen <sup>32</sup> .

**Phases:**

- **Phase 1 (Photograph Rover):** Deploy to Stella Montis. Go to the Robotics Sandbox A building (bottom layer). Locate any rover (often by machinery). As soon as you approach, interact to “take a photo” – this counts for the quest <sup>33</sup> .

- **Phase 2 (Retrieve Papers):** Still in Robotics Sandbox A, go to the main Lobby/Security Checkpoint. Find the door marked “Security – Restricted Access” (Lobby area). Breach it if locked, then turn right; search the desk in the office alcove for the papers <sup>34</sup> . Collecting them completes the second objective.

- **Phase 3 (Find Flow Controller & Magnetron):** Now search for a Flow Controller and a Magnetron, which drop randomly in Exodus-tagged loot zones (any map) <sup>35</sup> <sup>36</sup> . Prioritize areas like the Assembly POI (Stella Montis) marked “Exodus” <sup>37</sup> . Loot everything – these items are rare drops. When you pick them up, keep them in safe pockets. You may need multiple runs; each item must be extracted to count.

*Tips:* You can do this over several runs. The Dexerto guide confirms the items only come from Exodus areas and any map works <sup>35</sup> . Use safe pockets (augment) in case of death <sup>38</sup> <sup>39</sup> .

- **Phase 4 (Extraction):** Once you have both items, extract. Return to Speranza and deliver the Flow Controller and Magnetron to Tian Wen to complete the quest.

*Sources:* Wiki objectives <sup>31</sup> ; GameSpot walkthrough <sup>40</sup> <sup>41</sup> <sup>42</sup> ; Dexerto guide <sup>35</sup> .

## A Toxic Trail (Mission 67)

**Mission Briefing:** Shani suspects the sabotage of Speranza’s water supply was an inside job. She directs you back to Dam Battlegrounds, to retrace the barrel’s origin. First, revisit the water intake where the contaminated barrel was found, then investigate the swamp around it <sup>43</sup> . You must photograph a submerged truck and search it for clues (the saboteur’s key).

**Mission Giver:** Shani <sup>44</sup> .

**Map:** Dam Battlegrounds (Water Treatment/swamp area).

**Objectives:**

- Return to the water intake below the Water Treatment Control building <sup>43</sup> .
- Search the swamp for traces of the barrel’s origins <sup>43</sup> .
- Take a photo of the barrel truck <sup>43</sup> .
- Search the truck’s trunk for clues <sup>43</sup> .

**Phases:**

- **Phase 1 (Trigger at Intake):** Deploy to Dam Battlegrounds. Go to the same water intake location under the Water Treatment Control building where the first quest ended. Stand near the leaking barrel there – simply being in the toxic water will advance the quest <sup>45</sup> . No interaction is needed, just trigger proximity.

- **Phase 2 (Find the Truck):** From the intake, walk slightly west into the swamp. Look for a rusty truck partially submerged with barrels on it. GameSpot confirms this truck is near the intake <sup>46</sup> . When you approach it, interact to take a photo of the truck <sup>47</sup> <sup>48</sup> .

- **Phase 3 (Search the Truck):** After the photo, interact with the truck's door/console to loot inside. You will find a "Spaceport Warehouse Key" in the cab. Pick it up (store in safe pocket). This completes the final objective <sup>47</sup> .
- **Phase 4 (Return):** Extract via the nearby Central Swamp Lift. Return to Shani in Speranza. Turn in the quest – Shani notes the found key points back to Spaceport.

Sources: Wiki objectives <sup>43</sup> ; GameSpot guide <sup>49</sup> <sup>47</sup> ; Dexerto guide <sup>50</sup> <sup>51</sup> .

## The Stench of Corruption (Mission 68)

**Mission Briefing:** Shani believes the water saboteur is from Speranza's own ranks. Using the key found in the truck, she sends you to Acerra Spaceport. You must find clues in a staff locker room and then access the underground flushing terminals.

**Mission Giver:** Shani <sup>52</sup> .

**Map:** Spaceport (Departure Building and tunnels).

**Objectives (In One Round):**

- Reach the southwest lobby of the Departure Building <sup>53</sup> .
- Find the staff locker room <sup>53</sup> .
- Search the room for any clues of the saboteur's identity (obtain the Flushing Terminal Key) <sup>53</sup> .
- Reach the tunnels below Spaceport <sup>53</sup> .
- Use the Flushing Terminal Key on any Flushing Terminal to override the bypass protocol <sup>53</sup> .

**Phases:**

- **Phase 1 (Locate Locker Room):** Deploy to Spaceport. Find the Departure Building's southwest lobby (near Launch Tower). Enter on the bottom floor. In that dark lobby, look for a door labeled "Staff Room" <sup>54</sup> . Enter – this is the locker room.

- **Phase 2 (Collect Clues):** Inside the locker room, inspect the back of the room where hazmat suits hang. Interact with the hazmat suits to search them. This yields the Flushing Terminal Key <sup>55</sup> . Pick up the key. (GameSpot has the exact spot: suits at back of room <sup>56</sup> .)

*Tips:* This entire step must be done in the same raid (don't die before finishing, or you restart) <sup>57</sup> . You can extract after completion, but if you die after getting the key before using it, you must redo it.

- **Phase 3 (Go Underground):** Exit the Departure Building. Head to Spaceport's underground tunnels (enter via the collapsed vent near the Launch Tower, as in earlier quests) <sup>58</sup> .

- **Phase 4 (Use Flushing Terminal):** In the tunnels, find any Flushing Terminal. GameSpot suggests one just west of the entrance (within sight) <sup>59</sup> . Interact with the terminal using your key to complete the quest.

- **Phase 5 (Completion):** Once the terminal is used, the quest finishes. Extract via any Spaceport exit and return to Shani (no extraction required to complete). As a reward, you receive the Warden outfit (blue) upon turn-in <sup>60</sup> .

Sources: Wiki objectives <sup>53</sup> ; GameSpot guide <sup>54</sup> <sup>59</sup> .

## The Clean Dream (Mission 69)

**Mission Briefing:** Apollo dreams of a better water distiller. He tasks you with monitoring Spaceport's filtration systems. First, search underground tunnels for containers and activate a filtration unit. Then travel to Blue Gate's maintenance bunker to inspect its purification system and photograph its blueprints <sup>61</sup> .

**Mission Giver:** Apollo <sup>62</sup> .

**Map:** Spaceport (tunnels) and The Blue Gate (Maintenance Bunker).

**Objectives:**

- On Spaceport, search 4 containers in the underground tunnels <sup>61</sup> .
- Find and monitor any Filtration System in the tunnels <sup>63</sup> .
- On The Blue Gate, visit the Maintenance Bunker <sup>64</sup> .
- Monitor the Purification System in the bunker <sup>64</sup> .
- Find and photograph the blueprints in the bunker <sup>65</sup> .

**Phases:**

- **Phase 1 (Search Containers):** Deploy to Spaceport. Enter the underground tunnels (use the collapsed vent SW of the Launch Tower as usual). Search any four lootable containers or breach boxes down there <sup>66</sup> . They can be anywhere in the tunnel network – simply searching four containers completes this step.
- **Phase 2 (Monitor Filtration System):** Still in the tunnels, find a water Filtration System unit (large pump/valve). The easiest is usually next to the collapsed entrance stairs. <sup>67</sup> Activate or “monitor” it (interact on the valve or nearby). This completes the tunnels portion.
- **Phase 3 (Travel to Blue Gate):** Exit the tunnels and extract. Then load into The Blue Gate. Go to the Maintenance Bunker (an underground facility southeast of the Checkpoint POI) <sup>68</sup> . The entrance is near the “Maintenance” label on the map. Enter the bunker.
- **Phase 4 (Monitor Purification System):** Inside the bunker’s main chamber, locate the purification cylinders (large chemical tanks). Interact with them to “monitor” the system <sup>69</sup> .
- **Phase 5 (Photograph Blueprints):** Return upstairs inside the bunker. On the walkway, enter the small side room with lockers and a Security Breach panel. On the desk, find a stack of blueprints. Interact (take a photo) to collect them <sup>70</sup> . This action completes the quest.
- **Phase 6 (Extraction):** Exit via the nearby subway/metro extract (found just below the bunker). Return to Speranza and talk to Apollo to turn in the quest. You receive the “Deadline” shotgun, Showstopper pistols, and grenades <sup>71</sup> .

*Sources:* Wiki objectives <sup>61</sup> ; GameSpot walkthrough <sup>66</sup> <sup>68</sup> <sup>70</sup> .

## Paving the Way (Mission 70)

**Mission Briefing:** After recent quakes, Apollo believes Enelica Corp. researched earthquake-resistant housing. He sends you to any Enelica facility (e.g. Dam Battlegrounds) to find research notes, then to Buried City for the researcher’s apartment.

**Mission Giver:** Apollo <sup>72</sup> .

**Map:** Dam Battlegrounds (Enelica buildings) and Buried City (Piazza Roma).

**Objectives:**

- Go to any **ENELICA** building <sup>73</sup> .
- Search for a notice board with a note from the researcher <sup>73</sup> .
- On Buried City, reach the top floor above the Convinio apartments in Piazza Roma <sup>73</sup> .
- Find the researcher’s flat and search for any research data <sup>74</sup> .

**Phases:**

- **Phase 1 (Enelica Building & Notice Board):** Enelica has multiple buildings (Dam Battlegrounds has two, and Blue Gate’s spaceport headquarters). The easiest is the Dam’s Water Treatment Center (an Enelica power facility) <sup>75</sup> . Approach from the south; just outside the entrance you’ll see a notice board <sup>76</sup> . Interact

with it to collect the researcher's note.

- **Phase 2 (Travel to Buried City):** Extract after obtaining the note (e.g. via nearby lift), then deploy to Buried City. Go to the Piazza Roma dual apartment complex (middle of the map). Enter the southern building from the main entrance above the metro entrance <sup>77</sup> .

- **Phase 3 (Researcher's Apartment):** Take the stairs (or elevator) all the way to the top (several floors up, floor 6). At the back of the top floor is the researcher's flat (marked by a wall of monitors). Interact with the monitors to retrieve the research data <sup>78</sup> .

- **Phase 4 (Extraction):** Once the data is collected, exit and use the metro extract directly below the complex (the nearest exit). Return to Apollo in Speranza to turn in the quest. You receive a Raider Hatch Key and grenades as rewards <sup>79</sup> .

Sources: Wiki objectives <sup>73</sup> ; GameSpot guide <sup>75</sup> <sup>78</sup> .

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<sup>1</sup> <sup>2</sup> <sup>3</sup> <sup>4</sup> Building A Library - ARC Raiders Wiki

[https://arcraiders.wiki/wiki/Building\\_A\\_Library](https://arcraiders.wiki/wiki/Building_A_Library)

<sup>5</sup> A New Type Of Plant - ARC Raiders Wiki

[https://arcraiders.wiki/wiki/A\\_New\\_Type\\_Of\\_Plant](https://arcraiders.wiki/wiki/A_New_Type_Of_Plant)

<sup>6</sup> <sup>8</sup> <sup>10</sup> Armored Transports - ARC Raiders Wiki

[https://arcraiders.wiki/wiki/Armored\\_Transports](https://arcraiders.wiki/wiki/Armored_Transports)

<sup>7</sup> <sup>9</sup> <sup>11</sup> <sup>12</sup> <sup>13</sup> <sup>14</sup> <sup>15</sup> Arc Raiders Armored Transports Quest Guide - GameSpot

<https://www.gamespot.com/articles/arc-raiders-armored-transports-quest-guide/1100-6536108/>

<sup>16</sup> <sup>18</sup> <sup>19</sup> <sup>20</sup> <sup>21</sup> Cold Storage - ARC Raiders Wiki

[https://arcraiders.wiki/wiki/Cold\\_Storage](https://arcraiders.wiki/wiki/Cold_Storage)

<sup>17</sup> Cold Storage | Arc Raiders Wiki | Fandom

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<sup>22</sup> <sup>23</sup> <sup>24</sup> <sup>27</sup> In My Image - ARC Raiders Wiki

[https://arcraiders.wiki/wiki/In\\_My\\_Image](https://arcraiders.wiki/wiki/In_My_Image)

<sup>25</sup> <sup>26</sup> <sup>28</sup> Arc Raiders In My Image Quest Guide - GameSpot

<https://www.gamespot.com/articles/arc-raiders-in-my-image-quest-guide/1100-6536222/>

<sup>29</sup> <sup>33</sup> <sup>35</sup> How to complete Snap and Salvage in ARC Raiders - Dexerto

<https://www.dexerto.com/wikis/arc-raiders/how-to-complete-snap-and-salvage/>

<sup>30</sup> <sup>31</sup> <sup>32</sup> Snap And Salvage - ARC Raiders Wiki

[https://arcraiders.wiki/wiki/Snap\\_And\\_Salvage](https://arcraiders.wiki/wiki/Snap_And_Salvage)

<sup>34</sup> <sup>36</sup> <sup>37</sup> <sup>38</sup> <sup>39</sup> <sup>40</sup> <sup>41</sup> <sup>42</sup> Arc Raiders Snap And Salvage Quest Guide - GameSpot

<https://www.gamespot.com/articles/arc-raiders-snap-and-salvage-quest-guide/1100-6536231/>

<sup>43</sup> <sup>44</sup> A Toxic Trail - ARC Raiders Wiki

[https://arcraiders.wiki/wiki/A\\_Toxic\\_Trail](https://arcraiders.wiki/wiki/A_Toxic_Trail)

<sup>45</sup> <sup>48</sup> <sup>50</sup> <sup>51</sup> How to complete A Toxic Trail in Arc Raiders - Dexerto

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