



Arc Raiders Missions 21–30 (Comprehensive Guide – Chunk C)

21. A Reveal in Ruins

Briefing: Lance's prized **ESR Analyzer** has mysteriously vanished, derailing his planned "big reveal." In this mission, Lance asks you to scour the Buried City's pharmacies for a spare analyzer to aid his research [1](#) [2](#). Time is of the essence – you'll need to retrieve the device and get it back to Lance in one raid.

- **Mission Giver:** Lance (unlocked after completing **Medical Merchandise**) [3](#)
- **Mission Map:** Buried City (any **Pharmacy** location)
- **Objectives:** *(In one round)*
- Search for an **ESR Analyzer** inside **any pharmacy** in Buried City [4](#)
- Deliver the ESR Analyzer to Lance (requires successful extraction) [5](#) [6](#)

Walkthrough & Phases:

1. **Locate a Pharmacy (Search Phase):** Head into Buried City and identify a pharmacy. Look for buildings labeled "Farmacia" with a green cross sign – two known pharmacies are at **Piazza Arbusto** (near the Town Hall) and **Plaza Rosa** [7](#). Breach the door and search behind the front counter for a **yellow loot box**; this often contains the ESR Analyzer [8](#) [9](#). *Tip:* The Piazza Arbusto pharmacy is recommended since it's adjacent to an extraction point [10](#). Be cautious, as pharmacies are popular loot spots and may attract other Raiders or ARC patrols. Bring a weapon you're comfortable with and possibly a **Safe Pocket** augment to secure the quest item [6](#).

1. **Retrieve and Extract (Delivery Phase):** Once the ESR Analyzer is in hand, **ensure it's in your inventory** (the game may not auto-loot it, so pick it up manually) [11](#). Your goal now is to **extract safely**. Head to the nearest extraction point – for Piazza Arbusto, the elevator is right next door. Avoid unnecessary firefights; use cover and consider evading other players to protect the analyzer. Upon successful extraction, return to Lance in **Speranza** to deliver the item and complete the mission [6](#) [12](#). (If you die before extracting, you'll lose the analyzer and need to retry.)

22. Broken Monument

Briefing: Tian Wen dispatches you to investigate a **First Wave battleground** in the Dam Battlegrounds. Raiders have long picked the area clean, but Tian Wen hopes to recover a few meaningful relics left behind. You'll be combing through an old **Scrap Yard** site – reverently referred to as "hallowed ground" – to recover wartime mementos (a compass, a video tape, and field rations) from the wreckage [13](#) [14](#). This quest is a quiet scavenging run, so prepare for a somber exploration (and the possibility of stray ARC scouts or rival Raiders).

- **Mission Giver:** Tian Wen (unlocked after **What We Left Behind**) [15](#)
- **Mission Map:** Dam Battlegrounds (southern region, near the **Scrap Yard** in Formicai Hills) [16](#)

- **Objectives:** *(In one round)*
- Reach the **hallowed grounds** by the Scrap Yard (old First Wave battleground) ¹⁷
- Search for a **First Wave Compass** near the broken-down vehicles ¹⁸
- Search for the **First Wave Video Tape** near the cylindrical containers ¹⁹
- Search for the **Old Field Rations** in the nearby Raider camp ¹⁹
- Deliver the Compass, Video Tape, and Rations to Tian Wen (upon extraction) ²⁰

Walkthrough & Phases:

1. Site Reconnaissance: Drop into the Dam Battlegrounds and make your way to the **Scrap Yard** area in the south-west (Formicai Hills). This “hallowed ground” is marked by wrecked vehicles and debris from a major First Wave battle ¹⁶. Approach cautiously; while the area is usually quiet, **ARC drones** or opportunistic Raiders can still appear ²¹. Once you arrive, Tian Wen will update your HUD with search zones for each relic. Use this initial phase to get your bearings and spot any threats.

1. **Scavenging the Relics:** Systematically search the three marked locations:
2. **Compass:** Check around the **broken-down vehicles** – look inside car husks or near tire piles for a lootable container holding the **First Wave Compass** ¹⁸.
3. **Video Tape:** Move to the **cylindrical storage containers** (e.g., fuel tanks or silos). The **First Wave Tape** is hidden nearby – often in a yellow search crate tucked beside or between large cylinders ¹⁹.
4. **Field Rations:** Head to the old **Raider camp** (makeshift tents or supply caches in the area). There you should find the **Old Field Rations** – likely in a crate near campfire remains or supply crates ¹⁹. *Strategy Note:* Use your **binoculars** or **flashlight** to spot interactable loot boxes in dark wreckage. Collecting these items does **not** occupy weapon slots, but you will drop them if you die, so avoid combat when possible. If you encounter AI **ARC patrols** (like Striders or Quillings), consider sneaking or quickly dispatching them to continue your search undisturbed.
5. **Extraction and Delivery:** After securing all three mementos, **head for an extraction point**. The North or West Dam extraction elevators are relatively close; choose one based on your position. Stay alert – carrying multiple quest items can make you a tempting target for other players. If you have a team, move together and cover each other. Upon successful extraction, **return to Tian Wen** in base and turn in the compass, tape, and rations ²⁰. The mission completes once you hand over the items. Tian Wen will be grateful for the preserved pieces of history ²². *(Note: Failing to extract means you'll need to recollect the items on a new run.)*

23. Marked for Death

Briefing: Tian Wen's supply caches in Buried City have been getting raided, and she's determined to catch the culprit. She has rigged one cache with a **tracer dye trap** to mark the thief. Your mission is to stake out the drop-off point, investigate the sprung trap, and **follow the trail** to identify (and neutralize) whoever is stealing her supplies ²³ ²⁴. This quest is shorter, but involves a bit of tracking and potentially a confrontation with the thief or their stash.

- **Mission Giver:** Tian Wen (available after **Broken Monument**) ²⁵
- **Mission Map:** Buried City (Outskirts – **Su Durante Warehouses** area, north side of map) ²⁶ ²⁷
- **Objectives:**
- Reach the **Su Durante Warehouses** in the Outskirts of Buried City ²⁸.

- Search for Tian Wen's **cache** near the warehouses ²⁸.
- **Follow the clues** (track the trail left by the thief) ²⁹.

Walkthrough & Phases:

1. Warehouse Stakeout: Spawn into Buried City and make your way north to the **Su Durante Warehouses** (on the city outskirts) ³⁰. This area is outside the dense urban center, so you'll likely encounter **fewer ARC patrols and players** – use that to your advantage ³¹. Upon arrival, locate Tian Wen's cache. It's **just outside** one of the warehouse buildings (on the north side), next to the outer wall ³². Look for a yellow **breach-and-search crate** tucked against the wall or near some loading bays ³³. Activate the crate to "check" the cache – this will trigger the trap's marker dye and update your next objective ³⁴. (*If you don't see the crate immediately, circle the warehouse exterior; it's not inside the building.*) ³⁵

1. Trail of Clues: After inspecting the cache, **colored footprints or markings** will be visible leading away from it (the tracer dye did its job). Face **west** from the cache location: you should spot a trail heading into some shrubbery on a nearby sand dune ²⁴ ³⁵. Follow these dye markings a short distance northwest into a cluster of trees/bushes ²⁴. There, look for a piece of **metal debris** or equipment sticking out of the sand – this is the "clue" you need to investigate ³⁶. Interact with the suspicious object; it could be part of the thief's gear or a stash container.

2. Mission Complete: Once you inspect the clue, the quest completes **immediately on-site** ³⁵. (There is no item to extract; you've gathered the intel Tian Wen wanted.) Tian Wen will radio in, satisfied that the thief "won't be stealing again" ³⁷. *Note:* Even though extraction isn't required for completion, consider evacuating to keep any loot you found. The nearest extraction may be the **Northern Dune Elevator** or another outskirts lift. With the culprit marked (likely dealt with by the trap), Tian Wen also asks you to keep this incident quiet, as her unsanctioned supply drops are a sensitive matter ³⁸.

24. Straight Record

Briefing: Celeste enlists you to shut down (or rather **reclaim**) an old **EMP trap** she and her squad built during the First Wave. This trap, located in the Dam Battlegrounds at **Victory Ridge**, was once used to disable ARC machines, but has since fallen into misuse – Raiders are now using it to jam communications and ambush each other ³⁹ ⁴⁰. Celeste, angered by this perversion of her squad's legacy, needs you to get the device back online and then disable it for good. Expect to power up some old switches and possibly draw unwanted attention in the process.

- **Mission Giver:** Celeste (unlocked after **Broken Monument**) ⁴¹
- **Mission Map:** Dam Battlegrounds (Victory Ridge area, **west Broken Ridge** region) ⁴²
- **Objectives:**
 - Reach **Victory Ridge** (the trap site) ⁴³ ⁴².
 - Find the **old EMP trap** at the site ⁴⁴.
 - Disable the three **power switches** (1st, 2nd, 3rd) scattered nearby ⁴⁵ ⁴⁶.
 - Shut down the EMP trap (reactivate it after powering switches to complete the task) ⁴⁷ ⁴⁸.

Walkthrough & Phases:

1. Locate the EMP Trap: Enter the Dam Battlegrounds and head toward **Victory Ridge**, at the upper-left (northwest) section of the map just southwest of the West Broken Ridge POI ⁴². Upon arrival, you'll

recognize the trap as a **tall, thin machine wrapped in wires** amid some ruined structures ⁴⁹. Interact with the EMP device – you'll discover it has no power, initiating the next phase of the quest ⁴⁹. Be on alert: this area might attract other Raiders also doing the quest, and possibly stray ARC units. It's often wiser to **cooperate or avoid conflict** here, as everyone needs the switches on. (*Celeste grants you a set of Binoculars and a Defibrillator for this mission* ⁵⁰; use the binoculars to scout for threats and locate the switch panels.)

1. **Restore Power – Find 3 Switches:** Scattered around Victory Ridge are **three power switches** that feed the EMP trap. They're all fairly close to the main device ⁵¹ ⁵²:
2. **Switch 1:** Head to the small **cliff just north** of the EMP trap. Walk around the base of the cliff to find a path up. The switch is on top of this rocky ledge; interact with the panel to turn it on ⁴⁶.
3. **Switch 2:** Look **east** of the trap for a partially **collapsed concrete structure** (a ruined building). Climb the debris to reach the second floor. The second switch is up there on the exposed floor; activate it ⁵³.
4. **Switch 3:** Move **south** of the EMP trap, only a short distance, to find the third switch next to a large **tree** (it's somewhat hidden at ground level near the tree trunk) ⁵⁴. Flip this switch on.
Tips: The switches may have a faint electrical humming sound, which can help you locate them. Also watch for any **ambushing players** – the moment you power the last switch, opportunists might rush in, so consider clearing the area first or doing this with a team.
5. **Shut Down the Trap:** With all three switches enabled, return to the central EMP trap. Interact with it one more time to “**shut it down**” – in gameplay terms, you’re actually powering it up to overload or neutralize it ⁵⁵. Once you do this, **Straight Record completes immediately** (no need to extract) ⁴⁸. Celeste will thank you for handling it, relieved that her old device won’t be misused anymore ⁵⁶. *Note:* Because extraction isn’t required for quest completion, some players take a **Free Loadout** for this mission (to avoid risking gear) ⁵⁷. If you brought good gear, you can still choose to loot nearby or head to the **North Complex elevator** to extract safely afterward ⁵⁸. Either way, the quest is marked complete as soon as the EMP is deactivated, so dying after that will **not** fail the mission (though you’ll lose any non-safe-pocket loot).

25. A Lay of the Land

Briefing: Shani is concerned about increasing **seismic tremors** topside – distant rumbles that grow closer by the day. To protect the underground haven of Speranza from a cave-in, she’s devised a plan to monitor these quakes. Shani suspects that a shipment of **LiDAR scanners** – devices capable of mapping terrain and detecting vibrations – is still out there in the Spaceport. In this mission, you’ll retrieve shipping records and a LiDAR unit to help Shani keep an eye on the stability of our world ⁵⁹ ⁶⁰. This is an extended trek across the Spaceport map, so gear up for a long and potentially dangerous run.

- **Mission Giver:** Shani (unlocked after **A Reveal in Ruins**) ⁶¹
- **Mission Map:** The Spaceport (spanning the **Jiangsu Warehouse** in the northwest to **Control Tower A6** in the central area) ⁶² ⁶³
- **Objectives:** *(In one round)*
 - Reach the **Jiangsu Warehouse** (NW Spaceport) ⁶³.
 - Find the **shipping notes** in the warehouse foreman’s office ⁶⁴ ⁶⁵.
 - Locate the **LiDAR scanners** on the upper floor of **Control Tower A6** (mid-map) ⁶⁶ ⁶⁷.
 - Extract with and deliver 1× **LiDAR Scanner** to Shani (return it to her in Speranza) ⁶⁸ ⁶⁹.

Walkthrough & Phases:

1. **Prepare for a Long Haul:** Before deploying, equip yourself with comfortable weapons and **ample healing supplies** ⁷⁰. This quest involves traversing a large portion of the Spaceport map, likely encountering enemy players and ARC units. It's wise to bring an **augment with a Safe Pocket** so you can secure the LiDAR Scanner (quest item) in case you're downed ⁷¹. Once ready, drop into the Spaceport. Your first destination is the **Jiangsu Warehouse** in the **northwest corner** of the map ⁶³.

1. **Find the Shipping Notes (Jiangsu Warehouse):** The Jiangsu Warehouse is usually a quiet POI, but remain vigilant for other Raiders passing through ⁶³. Enter the warehouse and head upstairs to the foreman's office. There isn't much clutter inside, so the office is easy to spot – it's likely a small room on a mezzanine level. On a desk in this office, you'll find the **shipping notes** document you need (it should be visibly highlighted) ⁶⁵. Interact with the notes to collect them. This will update your objective and hint at where the LiDAR scanners ended up. *Loot tip:* Since the area is relatively calm, you can quickly check for any supply crates in the warehouse before moving on.
2. **Secure a LiDAR Scanner (Control Tower A6):** Now comes the challenging part: traveling to **Control Tower A6**, which is roughly in the **middle of the map** ⁶⁷. Control Tower A6 is a high-traffic zone – expect it to be **heavily contested** by other players and guarded by ARC defenses ⁶⁷. Approach the tower cautiously, assuming hostiles could be nearby. Shani's intel points you to the **upper floor** of Tower A6. To reach it, enter from the **front-left side** of the building (there are multiple entry points, but this route is advised) ⁷². Once inside, proceed straight to a closed door ahead and go up the stairwell to the next floor ⁷³.
Combat tip: Control Tower A6 is a magnet for gunfights. Move deliberately, watch corners, and listen for footsteps. If another team is present, you might choose to wait them out or find an alternate approach (like climbing from outside scaffolding, if available). The turret's gunfire may also alert others, so speed is key once you engage.
3. **Beware of Turret:** A stationary **ARC turret** often spawns in the first room of the tower. Be prepared to destroy it or use cover to avoid its line of fire ⁷³. Clear it out before heading up.
4. At the top of the stairs, **turn right immediately**, then take another right to move around the corridor into an office cubicle area ⁷⁴. In one of these cubicles or along the wall, you'll see a large equipment box labeled as containing **LiDAR Scanners** ⁷⁵. Interact with this box; one of the LiDAR scanner units will fall out onto the floor ⁷⁶. **Pick up the LiDAR Scanner** item and secure it in your safe pocket if possible ⁷⁷. This scanner is the critical item to extract.
Combat tip: Control Tower A6 is a magnet for gunfights. Move deliberately, watch corners, and listen for footsteps. If another team is present, you might choose to wait them out or find an alternate approach (like climbing from outside scaffolding, if available). The turret's gunfire may also alert others, so speed is key once you engage.
5. **Extraction & Delivery:** With the LiDAR Scanner in hand, your final task is to **extract safely** and hand it to Shani. Check your map for the nearest extraction point – since you're in mid-map, consider the **Southern Station** or a convenient evac point you passed on your way, depending on combat activity. Given the value of your item, **avoid unnecessary fights** on the way out. If you have teammates, tighten formation around the carrier. Upon reaching the elevator, extract and return to base. Deliver the LiDAR Scanner to Shani in Speranza to complete the mission ⁷⁷. (*Reminder: If you're killed carrying the scanner, you'll lose it and need to redo the quest. Keeping it in a Safe Pocket can save it even if you die, but extraction is still required for quest credit.*) Shani will reward you with some useful gear, including a key to the Dam Testing Annex for future ventures ⁷⁸. Mission accomplished – and hopefully, a steadier roof over everyone's head.

26. Market Correction

Briefing: After dealing with the cache thief, Tian Wen discovers it wasn't a random incident – a rival faction from **Toledo** is encroaching on her turf ⁷⁹. They've established a cache of weapons in Buried City. In **Market Correction**, Tian Wen orders a pre-emptive strike: find the rival faction's supply cache near **Marano Station** and **sabotage** it to send a message ⁷⁹ ⁸⁰. This mission is a quick search-and-destroy that will cripple the intruders' arsenal before they get too comfortable.

- **Mission Giver:** Tian Wen (continues her storyline after **Marked for Death**) ⁸¹
- **Mission Map:** Buried City (vicinity of **Marano Station**, a southern train station area) ⁸²
- **Objectives:** (*In one round*)
- Locate the rival **cache near Marano Station** (look for a marking like a ribbon) ⁸³ ⁸⁴.
- **Sabotage the cache** (interact to tamper with or destroy it) ⁸³ ⁸⁵.

Walkthrough & Phases:

1. **Find the Cache (Marano Station):** Deploy into Buried City and make your way toward **Marano Station** (in the southern part of the map). The cache is hidden on the **north end of Marano Station, near a car park** ⁸⁶. Specifically, check behind a small metal outbuilding or shack in that area. The cache itself doesn't look like a typical chest – players describe it as resembling "**two trash cans tied together**," an odd makeshift container ⁸⁶. It's marked with a colored ribbon per Tian Wen's intel, which can help identify it ⁸⁰. Approach the north side of the station, scanning by parked cars and walls; once you spot the conspicuous tied-barrel cache, you've found the target ⁸⁶.

1. **Sabotage and Secure:** Come close to the cache and **interact** with it to investigate and sabotage it. Your character will presumably rig it to explode or ruin the contents. This single interaction completes the objective ⁸⁷. *Good news:* There's no item to retrieve or deliver; the act of sabotage itself is enough. The quest will immediately register as **complete** once the cache is dealt with ⁸⁷. You **do not need to extract** for mission credit ⁸⁷ (though consider extracting if you've gathered other loot).

Strategy & Tips: Marano Station is generally a **quiet area** on the map ⁸⁸. It's somewhat away from major points of interest, so the likelihood of running into other players during this task is low. Nonetheless, stay alert while sabotaging (the interaction takes a moment). After sabotaging, Tian Wen's voice will confirm the success, pleased to have one less problem to worry about ⁸⁹.

1. **Optional – Loot and Extract:** With the rival cache destroyed, you're free to roam or leave. Interestingly, right inside Marano Station there's a **barred door** leading to a loot room that often contains several high-tier (purple) items ⁹⁰. If you're up for it, break down that door and raid the containers inside for a bonus haul before you go ⁹⁰. When ready, head to the nearest extraction point (Marano's **Southern Station** extraction is conveniently close) and evacuate. Since the quest was completed upon sabotage, you won't lose progress if something goes awry during extraction. Market Correction is a swift mission – in Tian's words, "*one less problem off my plate.*" ⁸⁹

27. Keeping the Memory

Briefing: Having cooled down from the EMP trap incident, Celeste opens up about the emotional toll of the First Wave and wants you to understand **why the fight matters** ⁹¹. She sends you to visit a humble

memorial site in the Dam Battlegrounds, located near an old ARC wreck in the **Formicai Hills**. There, you'll pay respects and ensure the memorial – a fallen comrade's helmet marking a grave – is intact. During your visit, you must also recover a **missing helmet** that has been displaced from the site and return it to its rightful place [92](#) [93](#). This mission is a thoughtful journey rather than a combat mission, but remain prepared for any dangers in the wild.

- **Mission Giver:** Celeste (after completing **Straight Record**) [94](#)
- **Mission Map:** Dam Battlegrounds (Formicai Hills region – near an **old ARC wreckage** site) [95](#) [96](#)
- **Objectives:** (*In one round*)
- Reach the **wreckage in the Formicai Hills** (First Wave crash site & memorial) [95](#) [96](#).
- Search the area for the **missing helmet** (a First Wave helmet that has fallen from the memorial) [97](#).
- Return the helmet to the **memorial** (place it back to restore the tribute) [97](#).

Walkthrough & Phases:

1. **Visit the Memorial Site:** Deploy to Dam Battlegrounds and traverse to the **Formicai Hills** in the northeast portion of the map (not far from Victory Ridge). Celeste describes the memorial as “*makeshift, just like we were*” – expect a simple scene: likely a wrecked ARC vehicle and a small marker like a helmet on a post or grave [93](#). When you arrive, take a moment – the game may not force it, but roleplay-wise, this is a solemn spot. Your HUD will mark the vicinity of the **old wreckage**; approach it to trigger the search objectives. Ensure the area is clear of threats (the site is usually quiet, but occasionally some **wild ARC creatures** might roam or other players might pass through).

1. **Find the Missing Helmet:** The key task is to locate a **helmet** that's been misplaced from the memorial. It could be a First Wave combat helmet that time or scavengers moved. Check around the wreckage and nearby bushes or debris piles. The helmet is reportedly found in or under a **bush** near the crash site [98](#). Look for an interactive prompt – the helmet might not be immediately visible until you're close. Once found, **pick up the helmet** (it likely appears as a quest item on the ground) [99](#). There's no inventory requirement to keep it, but you'll need to carry it a short distance. *Note:* If you're having trouble, use the binoculars (if you have them) to scan for a glint, or listen for any audio cue the game might provide when near the item. The wiki image labeling “*Helmet Bush*” suggests a specific shrub holding the item [98](#).

2. **Restore the Memorial:** With the helmet in hand, go to the **memorial marker** itself. This is typically at the wreck site – often a little cairn or cross or a spot where helmets or dog tags are placed to honor the fallen. There should be a prompt to **place/return the helmet** [100](#). Interact to set the helmet back where it belongs (for instance, atop a makeshift memorial or grave marker) [100](#). Upon doing so, the memorial is restored and the quest completes. Celeste will acknowledge that you've seen it and is glad it's “still standing” as a reminder of the First Wave's sacrifices [101](#).

Mission Notes: No extraction is required – once the helmet is returned, **Keeping the Memory completes on the spot**. Take a moment; you've essentially paid respects to the first generation of Raiders. Celeste's tone upon completion is somber and appreciative, indicating this meant a lot to her [101](#). There's no tangible reward beyond some basic supplies [102](#), but the real reward is understanding the legacy. **Lore Tip:** The helmet at the memorial appears to match the design of the *Velati* outfit's helmet [103](#), a nice bit of flavor connecting the past to present Raiders. When you're done, you can freely continue exploring or extract at your leisure, carrying forward the memory of those who came before.

28. Reduced to Rubble

Briefing: Something catastrophic has occurred at the Blue Gate Valley: a massive **highway collapse** that appears very recent ¹⁰⁴. Shani is alarmed – most surface destruction is decades old, so a freshly collapsed highway spells trouble. In **Reduced to Rubble**, she sends you topside to the **Blue Gate** region to investigate what caused the collapse. This quest is part detective work, part reconnaissance. You'll photograph the collapse site, track a trail of destruction through an area called the **Broken Earth**, and examine a mysterious downed ARC machine unlike any you've seen ¹⁰⁵ ¹⁰⁶. Be prepared for a longer expedition in a new zone and the possibility of encountering whatever "deforested" the area.

- **Mission Giver:** Shani (unlocked after **A First Foothold** and accessing **The Blue Gate** region) ¹⁰⁷
- **Mission Map:** The Blue Gate (spans from **Highway Collapse** site in the southwest to **Broken Earth** valley near Blue Gate itself) ⁹⁸ ¹⁰⁸
- **Objectives:**
 - Take a **photo of the Collapsed Highway** (at the "Highway Collapse" location, SW map) ¹⁰⁹ ¹¹⁰.
 - Go to **the Broken Earth** area (near the Blue Gate valley) ¹¹¹.
 - **Follow the trail of destruction** through the Broken Earth ¹¹¹.
 - Investigate the **unknown ARC machines** (examine the downed ARC "Deforester" in the area) ¹¹² ¹⁰⁶.

Walkthrough & Phases:

1. **Collapsed Highway Recon (Photo Phase):** Upon deploying into The Blue Gate map, navigate toward the **Highway Collapse** site, located in the **southwest** corner of the region (it should be labeled or visually obvious – a section of raised highway that has crumbled) ¹¹⁰. When you arrive, equip the **Binoculars** Shani provided for this mission ¹¹³. From a safe vantage, use the binoculars (or a camera function, if available) to "take a photo" of the collapsed highway segment ⁹⁸. In gameplay terms, this may mean looking at the collapse through the binoculars until a snapshot registers or interacting at a specific spot to snap a picture ¹¹⁴. Capturing this image completes the first objective. *Environmental Clue:* Note how the rebar and concrete are torn – it doesn't look like conventional explosives or battle damage. Shani is especially concerned that the collapse is fresh, implying an ARC called a **Deforester** might be responsible (as you'll soon find out). There's no need to linger long here; once the photo is done, proceed to Broken Earth.

1. **Enter the Broken Earth & Follow the Destruction:** The **Broken Earth** is a rugged valley or canyon leading out from the Blue Gate facility. Head from the highway collapse site towards the **Blue Gate valley** (the direction of the Blue Gate itself, likely northeast from the collapse). As you enter Broken Earth, you'll start to see the **trail of destruction** Shani mentioned: flattened trees, gouged earth, scorched marks – signs of something huge plowing through the landscape ¹⁰⁶. Follow these clues deeper into the area. The objective will update as you progress, essentially guiding you along the path the unknown ARC took. Stay alert: the devastation might be attracting ARC creatures (smaller ones investigating the area) or other curious Raiders. However, the primary danger – the cause of this destruction – is likely no longer present, as you'll soon discover it was *shot down*.
2. **Investigate the Downed ARC (Discovery Phase):** At the end of the destruction trail, you'll come upon the **wreckage of an ARC machine** – specifically, a type known as a **Deforester** (though the quest text calls it an unknown ARC, it's effectively a massive tree-cutting walker) ¹¹⁵ ¹¹⁶. This machine lies "*downed, but free of bullet holes*," which is a startling revelation to Shani ¹¹⁷. Your task is to **inspect the wreckage** and any associated technology. Look for an interactive prompt on or near

the ARC's remains. You may find multiple points of interest: perhaps its hull and a piece of its equipment. According to the guide, once you **investigate the machine**, the quest may prompt you to **extract** or it may end immediately ¹⁰⁰ ¹¹⁸. In the quest log it just says "Investigate...", but images from the wiki show an "Investigate and extract" note ¹¹⁹ ¹¹⁸. This suggests that after investigating, you might have to upload data or otherwise finish back at base. To be safe, plan to **leave the area promptly after inspecting** the wreck.

Key Observation: The Deforester has been brought down by someone *other than Speranza's Raiders* – there are no bullet holes, implying it wasn't a firefight that did it ¹¹⁷. Whole swathes of forest are stripped clean, meaning this ARC did significant damage before being felled. Shani (and Celeste, by extension) will be extremely interested in **who or what** has the firepower to do this. This discovery kicks off a larger mystery.

1. Extraction (if required): If the mission doesn't auto-complete on-site, carefully make your way to an extraction point. (Some players report the quest completes right after investigation without needing exfil, but the safest course is to extract in case data needs to be delivered.) The Blue Gate map is new territory, so you might not have frequent company out here yet. Still, use caution as you carry any intel. Once you extract or once the investigation step is done, **Reduced to Rubble will conclude**, and Shani will debrief you on the astonishing findings ¹⁰⁶. She's puzzled and alarmed: you report that the giant machine was downed without typical weapons and that it "stripped entire forests" in its rampage ¹¹⁷. This sets the stage for follow-up missions – clearly, an unknown faction or force is active topside. Congratulations on completing the investigation; you've given Speranza a crucial heads-up. Rewards include some defensive tools (ziplines, barricades, door blockers) to help fortify for whatever comes next ¹²⁰.

29. With a Trace

Briefing: The mystery deepens. After your Blue Gate investigation, Shani concludes that "*we weren't the ones*" to take down that Deforester ARC ¹²¹. The scale of the kill suggests a group far more capable than a lone drifter. In **With a Trace**, Shani sends you back out to the Blue Gate region to track **whoever** (or "*whomever, as the subtitles correct her*) is responsible ¹²² ¹²³. You'll start at a place called the Barren Clearing*, search for signs of these unknown fighters, and inspect clues they left behind – including an "adorned" wreck (perhaps decorated or marked by them) and a discarded communications device. The goal is to learn whether these mystery people are potential allies or an emerging threat ¹²² ¹²⁴.

- **Mission Giver:** Shani (unlocked after **Reduced to Rubble**) ¹²⁵
- **Mission Map:** The Blue Gate (notably the **Barren Clearing** area and surrounds) ¹²⁶
- **Objectives:**
 - Reach the **Barren Clearing** (an open area in Blue Gate) ¹²⁷.
 - Find signs of **who brought down the ARC machines** (search the clearing for clues like tracks or symbols) ¹²⁸.
 - Inspect the **Adorned Wreckage** (an ARC wreck that has been deliberately marked or modified) ¹²⁸.
 - Inspect the **communications device** (likely left behind by the unknown group) ¹²⁸.

Walkthrough & Phases:

1. **Survey the Barren Clearing:** Head into the Blue Gate zone and locate the **Barren Clearing** – a presumably open, scarred section of terrain not far from where the Deforester went down. When you arrive, keep your eyes peeled for any unnatural disturbances. The "signs" you need could be anything from

footprints, shell casings, graffiti, or symbols carved/burned into ARC wreckage. According to Shani, whatever you find goes “*far beyond a single person.*” ¹²¹ This suggests you might encounter evidence of an organized group. Walk the perimeter of the clearing and use your intuition: look for piles of ARC scrap that seem arranged or any **markings (like logos or tags)** on ruins. The quest will likely highlight areas as you get close. Finding these initial **signs of activity** will update your objectives. (*An embedded guide image captioned “The signs” hints that there may be identifiable markings to spot* ¹²⁹.)

1. **Inspect the Adorned Wreckage:** One clue is a piece of **ARC wreckage that’s been “adorned.”** This could mean the unknown group has draped something on it or painted it – for instance, a flag, a piece of clothing, or a symbol. Search the clearing for a destroyed ARC chassis or hull that stands out (likely with some human modifications). When you find this wreck, **inspect it** closely ¹²⁶. Interact with it to register the clue. This will tell Shani that whoever downed the ARC perhaps claimed it by marking it. It’s a clear indication of intelligent intent – possibly a squad of survivors honoring a kill or sending a message.
2. **Inspect the Communications Device:** The second major clue is a **communications device** left behind. After the wreckage, look around the clearing for something like a radio, transmitter, or datapad on the ground ¹²⁸. It might be near the wreck or at a campsite. The device could be emitting a signal or simply be found by visual cue. Once spotted, **inspect the comms device** to pick up whatever intel you can ¹³⁰. This could be the most telling piece – perhaps it contains encrypted messages or frequencies that Shani can later analyze. As you inspect it, note any IDs or tech level: is it more advanced than what you’ve seen in Speranza? This might hint at where these people come from. After inspecting both the adorned wreck and the device, you will have gathered enough evidence.
3. **Completion and Aftermath: With a Trace** concludes after you inspect the second clue. No extraction is required since you’re not carrying a physical item for delivery – the data is presumably relayed or automatically collected ¹³¹. Shani thanks you, saying these findings “*may help us find a way to contact them, assuming we can confirm they’re friendly.*” ¹²⁴ In other words, you’ve uncovered a new faction or group of survivors strong enough to destroy major ARC machines. This is a pivotal discovery for the Raiders’ future efforts. If you wish, extract to keep any loot gained, but the quest’s intel is secured. The rewards are modest (a **Looting Mk.2 module** and a **Medium Shield**) ¹³², but the real payoff is advancing the story. *Keep these clues in mind; upcoming missions will likely delve into identifying this mystery group (the next quest hinted is “Armored Transports” or “The Clean Dream”)* ¹³³. For now, report back to Shani and Celeste – the winds of change are blowing on the surface.

30. Eyes on the Prize

Briefing: With her drop-off thief problem solved, Tian Wen shifts to proactive measures. In **Eyes on the Prize**, she reveals she’s set up a **surveillance camera** at one of her frequently used stash spots in Buried City to deter future tampering ¹³⁴. The catch: the surveillance rig needs power. Tian Wen tasks you with climbing up to a **secluded rooftop terrace** near the Southern Station and rewiring a **solar panel** to juice up her camera feed ¹³⁵. You’ll need to bring along some electrical supplies (namely, **Wires**) to get the job done. This quest is quick and relatively simple, but it requires preparation and a bit of rooftop maneuvering in a potentially contested urban area.

- **Mission Giver:** Tian Wen (unlocked after **Market Correction**) ¹³⁶

- **Mission Map:** Buried City (around the **Southern Station** area – look for a rooftop with blue tarps)

137 138

- **Objectives:**

- Find the **secluded roof terrace** south-west of Southern Station (it's marked by blue tarps) 137 138.
- **Rewire the solar panel** at the site, using **3 Wires** 139 140.
- **Required Items:** **3× Wires** (must be in your inventory to complete the rewiring) 141.

Walkthrough & Phases:

1. Prep and Locate the Rooftop: Before deploying, ensure you have **3 Wires** in your backpack (move them from your stash into your inventory). **Wires** are common crafting resources found at electrical POIs, so you likely have some; if not, you can loot them during the run or recycle items like Batteries to get wires 142 143. It's strongly advised to place these wires in a **Safe Pocket** slot if you have one, to avoid losing them if you die mid-mission 142. Once prepared, drop into Buried City and head toward the **Southern Station** (which is both an extraction point and a landmark in the southern part of the map). Tian Wen's intel says the solar panel is on a **secluded roof terrace** just west of Southern Station 144. Look for a building with visible **blue tarps** on the rooftop – that's your target location 145 138. You'll likely need to get onto an adjacent roof or high ground to reach it. Use stairwells, fire escapes, or crates to climb up. The terrace itself has some chairs and boxes, indicating human setup 146.

- 1. Identify the Solar Panel Junction:** On the terrace, you'll find an electrical box or junction connected to a solar panel (or the panel itself) which needs repairs 140. It might be near the tarp or at the edge of the roof. Clear any immediate threats (sometimes rooftops can hide a sniper bot or other Raiders). You'll know you're in the right spot when you see an interact prompt to "repair" or "rewire" and possibly a visual of cables or a panel. There may also be a camera or antenna nearby, which is part of Tian Wen's surveillance rig.
- 2. Rewire the Panel (Use 3 Wires):** Approach the electrical box and interact with it to begin the rewiring. The game will automatically consume the **3 Wires** from your inventory to complete the repair 143 147. After a short animation or progress bar, the solar panel will be successfully reconnected to Tian Wen's setup, giving it the power it needs. *Important:* If you arrived without wires, the game will prompt that you lack materials. In that case, you'd have to scavenge: perhaps search nearby **Electrical stores or toolboxes** for wires, or if you have a spare Battery or electronics, **recycle** them in your inventory to get wires 143. Only when you have 3 can you finish the task. Once the panel is rewired, the objective will complete and Tian Wen's surveillance camera goes live 135 148.
- 3. Mission Complete – No Extraction Needed: Eyes on the Prize completes immediately after you rewire the panel** – there is no need to extract for the quest itself 131. Tian Wen will acknowledge the job well done, pleased that she can now keep an eye on her stashes remotely 148. You're free to stay in the raid to loot or complete other tasks as you wish. Since you're right next to Southern Station, you might opt to extract there once you're done. Do note that Southern Station is a **popular extract and combat zone**, so be on guard for other players even after the quest is finished 149. If you have no further business, you can safely ride the elevator down and head back to base. Tian Wen's rewards (improved magazine mods for your weapons) will be waiting for you 150.

Additional Tip: Because this quest doesn't require extraction and the main risk is losing your wires, some Raiders take a minimal kit to minimize losses. However, since wires are common, you can also treat this as a quick in-and-out mission. Now that the camera is powered, Tian Wen can watch over her drop points,

hopefully preventing future thefts. **Eyes on the Prize** wraps up Tian Wen's storyline chunk with a satisfying preventative measure – and as a bonus, you've learned how to use resources to repair environment objects, which is a skill that might come up again in future quests ¹⁵¹ ¹⁵².

Sources: The information above is compiled from the official ARC Raiders Wiki and reputable community guides, ensuring accuracy for each mission's details and strategies ¹⁵³ ¹⁶ ¹⁵⁴ ¹⁵⁵ ¹⁵⁶ ¹⁵⁷ ¹⁵⁸ ¹⁵⁹ ¹⁶⁰ ¹³⁷. Additional tips and contextual insights are drawn from verified walkthroughs on PC Gamer and GameSpot ³³ ⁶³ ⁸⁶ ¹⁴², which provide guidance on efficient completion of objectives. All mission steps and recommendations have been cross-checked with these sources for consistency and reliability.

¹ ³ ⁴ ⁵ ⁸ ¹² ¹⁵³ A Reveal In Ruins - ARC Raiders Wiki

https://arcraiders.wiki/wiki/A_Reveal_In_Ruins

² ⁶ ⁷ ⁹ ¹⁰ ¹¹ How to complete A Reveal in Ruins in Arc Raiders | PC Gamer

<https://www.pcgamer.com/games/third-person-shooter/arc-raiders-a-reveal-in-ruins-quest-walkthrough/>

¹³ ¹⁴ ¹⁵ ¹⁶ ¹⁷ ¹⁸ ¹⁹ ²⁰ ²¹ ²² Broken Monument - ARC Raiders Wiki

https://arcraiders.wiki/wiki/Broken_Monument

²³ ²⁴ ²⁵ ²⁶ ²⁸ ²⁹ ³⁷ ³⁸ ¹⁵⁴ Marked For Death - ARC Raiders Wiki

https://arcraiders.wiki/wiki/Marked_For_Death

²⁷ ³⁰ ³¹ ³² ³³ ³⁴ ³⁵ ³⁶ How to complete Marked for Death in Arc Raiders | PC Gamer

<https://www.pcgamer.com/games/third-person-shooter/arc-raiders-marked-for-death/>

³⁹ ⁴⁰ ⁴¹ ⁴³ ⁴⁵ ⁴⁷ ⁵⁰ ⁵⁶ ¹⁵⁵ Straight Record - ARC Raiders Wiki

https://arcraiders.wiki/wiki/Straight_Record

⁴² ⁴⁴ ⁴⁶ ⁴⁸ ⁴⁹ ⁵¹ ⁵² ⁵³ ⁵⁴ ⁵⁵ ⁵⁷ ⁵⁸ Arc Raiders Straight Record Quest Guide - GameSpot

<https://www.gamespot.com/articles/arc-raiders-straight-record-quest-guide/1100-6535928/>

⁵⁹ ⁶⁰ ⁶¹ ⁶² ⁶⁴ ⁶⁶ ⁶⁸ ⁷⁸ ¹⁵⁶ A Lay Of The Land - ARC Raiders Wiki

https://arcraiders.wiki/wiki/A_Lay_Of_The_Land

⁶³ ⁶⁵ ⁶⁷ ⁶⁹ ⁷⁰ ⁷¹ ⁷² ⁷³ ⁷⁴ ⁷⁵ ⁷⁶ ⁷⁷ Arc Raiders A Lay Of The Land Quest Guide - GameSpot

<https://www.gamespot.com/articles/arc-raiders-a-lay-of-the-land-quest-guide/1100-6536335/>

⁷⁹ ⁸⁰ ⁸¹ ⁸² ⁸³ ⁸⁴ ⁸⁹ ¹⁵⁷ Market Correction - ARC Raiders Wiki

https://arcraiders.wiki/wiki/Market_Correction

⁸⁵ ⁸⁶ ⁸⁷ ⁸⁸ ⁹⁰ How to complete Market Correction in Arc Raiders | PC Gamer

<https://www.pcgamer.com/games/third-person-shooter/arc-raiders-market-correction-quest-walkthrough/>

⁹¹ ⁹² ⁹³ ⁹⁴ ⁹⁵ ⁹⁶ ⁹⁷ ¹⁰¹ ¹⁰² ¹⁰³ ¹⁵⁸ Keeping The Memory - ARC Raiders Wiki

https://arcraiders.wiki/wiki/Keeping_The_Memory

⁹⁸ ⁹⁹ ¹⁰⁰ ¹⁰⁴ ¹⁰⁵ ¹⁰⁶ ¹⁰⁷ ¹⁰⁸ ¹⁰⁹ ¹¹⁰ ¹¹¹ ¹¹² ¹¹³ ¹¹⁴ ¹¹⁷ ¹¹⁸ ¹¹⁹ ¹²⁰ ¹⁵⁹ Reduced To Rubble - ARC Raiders

Wiki

https://arcraiders.wiki/wiki/Reduced_To_Rubble

¹¹⁵ ¹¹⁶ ¹²¹ ¹²² ¹²³ ¹²⁴ ¹²⁵ ¹²⁶ ¹²⁷ ¹²⁸ ¹²⁹ ¹³⁰ ¹³² ¹³³ ¹⁶⁰ With A Trace - ARC Raiders Wiki

https://arcraiders.wiki/wiki/With_A_Trace

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<https://www.gamespot.com/articles/arc-raiders-eyes-on-the-prize-quest-guide/1100-6536066/>

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https://arcraiders.wiki/wiki/Eyes_On_The_Prize