

ARC Raiders: Missions 51–60 (Chunk F) – Guidebook

51. Prescriptions of the Past

- **Mission Briefing:** Lance, the colony's medical trader, needs old medical records from the Spaceport. He sends you to the Spaceport's Departure Building to retrieve any useful records from the Medical Exam Room ① ②. The Departure Building is a high-loot, contested area, so watch for other raiders and ARC patrols. Completing the objective only requires finding and searching the records – you don't need to extract with anything to finish this quest ③ ④.
- **Mission Giver:** Lance ①
- **Map:** Spaceport (Departure Building) ⑤
- **Objectives:**
 - Visit the Spaceport Departure Building (west side of map) ⑥
 - Find the Medical Exam Room on the second floor (northwest section) ⑦
 - Search for the medical records on the desk ④
- **Phase Breakdown:**
 - **Enter Departure Building:** Go to the Departure Building on the west side of Spaceport ⑥. Enter through the main (north) entrance. This building has many drawers/containers, so be prepared for encounters.
 - **Locate Exam Room:** Inside, take the stairs up and turn left at the top. Follow the hallway on the left (look for the "Exam Rooms" sign ⑧) to reach the Medical Exam Room ⑨.
 - **Retrieve Records:** In the exam room, look for a desk with yellow folders or a computer. Interact with the medical records on the desk to complete the quest ④ ⑩. (*Tip: No extraction is needed, so you can use a free loadout and focus on loot if you wish ③.*)

52. Power Out

- **Mission Briefing:** Celeste reports a power outage – the Spaceport's southern substation has been disabled and her engineer is missing ⑪. She asks you to go to that Electrical Substation, find the engineer's missing fuse, and restore power. A free-standing electrical box at the substation needs a fuse installed, then flipped on to resume power flow ⑪ ⑫.
- **Mission Giver:** Celeste ⑬
- **Map:** Spaceport (southern end, near Security Checkpoint) ⑭
- **Objectives:**
 - Find the Electrical Substation south of Spaceport ⑮
 - Find any sign of the missing engineer (fuse in his bag) ⑯
 - Install the fuse in the electrical box ⑯
 - Restore the power by turning on the switch ⑯
- **Phase Breakdown:**
 - **Reach the Substation:** Travel to the south end of Spaceport to the Electrical Substation (near the Security Checkpoint). This trek can be long, so equip a combat augment, a good weapon & shield, and plenty of ammo and medkits ⑰. The area around the substation is relatively empty, but be ready for random encounters on the way.

- **Get the Fuse:** At the substation, you will see a large electrical box. Immediately to the left of this box is the missing engineer's bag ¹². Interact with the bag to retrieve the fuse (a quest item).
- **Repair Power:** Return to the electrical box, interact with it to insert the fuse ¹², and then flip the power switch on the box to restore power (this completes the quest). (*Tip: No extraction is required for quest credit. Afterward, you can run to the nearest elevators (South or East Elevator) if you wish to extract* ¹⁸.)

53. Lost in Transmission

- **Mission Briefing:** Shani needs communications restored. She sends you to Spaceport's Control Tower A6, where you must use a terminal to "establish a connection" and relay data ¹⁹. The quest grants a **Spaceport Control Tower Key** – be sure to bring it into the raid to open the tower door ²⁰. Control Tower A6 is in the center of Spaceport and is often contested by other raiders ²¹.
- **Mission Giver:** Shani (implied) ²²
- **Map:** Spaceport (Control Tower A6, center) ²³
- **Objectives:**
 - Visit Control Tower A6 in Spaceport ²⁴
 - Reach the top of Control Tower A6 (via the zipline) ²⁴
 - Establish a connection at the terminal on the roof ²⁴
- **Phase Breakdown:**
 - **Go to Control Tower A6:** Travel to the tall Control Tower A6 in central Spaceport ²³. Carry the Spaceport Control Tower Key on you (put it in a safe pocket) ²⁰. Be alert – this locked tower room has great loot and may have other raiders.
 - **Ascend to the Roof:** Enter the tower and unlock a door with your key. (There are two doors leading to the same zipline; if one is open, someone else may have passed.) Use the key on one door, then take the zipline up to reach the roof ²⁵.
 - **Use the Terminal:** Once on the roof, find the terminal on the left side of the room. Interact with it to establish the connection (the quest completes immediately upon upload) ²⁶. (*Tip: If another raider already used the zipline, prepare to negotiate or fight. You can loot the tower afterward and extract normally.*)

54. Flickering Threat

- **Mission Briefing:** Celeste's primary engineer is hurt and power is low at the Dam. She tasks you with repairing the main generator in the Dam's Power Generation Complex ¹¹ ²⁷. You must reach the Generator Hall, repair the generator with 4 wires, then find the power switch in the adjacent ventilation shaft and flip it to restore the grid. (*You will need 4 Wires in your inventory before starting this mission* ²⁸.)
- **Mission Giver:** Celeste ²⁹
- **Map:** Dam Battlegrounds (Power Generation Complex) ³⁰
- **Objectives:**
 - Find the Generator Room (Generator Hall) ³¹
 - Repair the generator (requires 4 Wires) ³²
 - Find the Ventilation Shaft building (tall building west of the elevators) ³³
 - Enable the power by flipping the switch under the stairs ³³
- **Phase Breakdown:**

- **Enter the Generator Hall:** Go to the Power Generation Complex in Dam Battlegrounds (northwest side of the map) ³⁴. Drop into or enter the Generator Hall (look for ground-floor openings to drop in quickly) ³⁵. This area can have ARC enemies and other raiders, so proceed with caution.
- **Repair the Generator:** In the Generator Hall, stand between the two large elevators. The prompt to repair the generator is at the end of the western elevator shaft. Interact and use your 4 Wires to repair the generator ³⁶. The generator will hum to life, but power remains off until you flip the switch.
- **Flip the Power Switch:** Exit the Generator Hall via the south door at the end of the room. Go upstairs through two doors, then immediately turn left and pass through two more doors ³⁷. In this upper ventilation shaft room, look in the corner for a control box. Interact with it to flip the switch and enable power ³⁸, completing the quest.
Tip: A staircase in the switch room leads up near the North Complex Elevator ³⁹. You can use this elevator to extract after repair (raiders often camp it, so stay in cover while you wait).

55. Bees!

- **Mission Briefing:** Celeste's scouts have spotted surviving bees on the surface, and the greenhouse crew wants live bees for their crops ⁴⁰ ⁴¹. Celeste asks you to collect one beehive from the Olive Grove in the Blue Gate. You must extract back to Speranza with the hive in your inventory to complete the quest ⁴² ⁴³.
- **Mission Giver:** Celeste ⁴⁴
- **Map:** The Blue Gate (Olive Grove, south) ⁴⁵
- **Objectives:**
 - Reach the Olive Grove POI in southern Blue Gate ⁴⁶
 - Search for and collect the beehive under the shack's roof ⁴⁷
- **Phase Breakdown:**
 - **Go to the Olive Grove:** Head to the Olive Grove in southern Blue Gate ⁴⁸. This POI is busy (Olives are valuable), so other raiders may be present. Move carefully and avoid drawing fire if possible ⁴⁸.
 - **Collect the Beehive:** Locate the small shack at Olive Grove. Stand nearby and listen for buzzing. Look under one side of the shack's roof: a beehive is hanging there, with bees swarming around ⁴⁹. Interact with the hive to pick it up (the bees will not sting and will remain alive).
 - **Extract with Hive:** With the hive in your inventory (place it in a Safe Pocket augment if possible ⁴²), immediately head to an extraction point. Nearby options are the Forest Airshaft (northwest) or Overlook Airshaft (northeast) ⁴³. Enter an open elevator and exfiltrate to finish the quest.

56. Espresso

- **Mission Briefing:** Apollo traded for a broken espresso machine but it's missing parts. He asks you to find the machine in the Buried City and retrieve its parts ⁵⁰ ⁵¹. This quest can start on any map, but the machine is located in Buried City's Plaza Rosa. You must extract with the machine to complete the quest.
- **Mission Giver:** Apollo ⁵⁰
- **Map:** Any (objective in Buried City) ⁵²
- **Objectives:**
 - Find an Espresso Machine (café) to salvage for parts ⁵³
 - Collect the Espresso Machine Parts for Apollo ⁵⁴
- **Phase Breakdown:**

- **Travel to Plaza Rosa (Buried City):** Enter the Buried City map and go to Plaza Rosa in the south ⁵⁵. The target is a red café building with a “café” sign above its door ⁵⁶. Watch out for ARC patrols inside, and approach slowly to avoid alarms ⁵⁵.
- **Retrieve the Machine:** Go inside the red café. On the counter or interior of the café, you will see the broken espresso machine ⁵⁷. Interact with it to pick it up (it becomes “Espresso Machine Parts” in your inventory). You can loot the café for supplies afterward.
- **Extract with Machine:** Exit the café. The Souther Station elevator is right outside, in front of a broken patch of floor ⁵⁸. Jump or zip down into it, activate it, and ride the train out. Returning to base with the machine completes the quest.

57. Life of a Pharmacist

- **Mission Briefing:** Lance wants a “photo mood board” of how past medical pros lived ⁵⁹. He directs you to the Arbusto Farmacia (pharmacist’s home) near the collapsed highway in the Buried City ⁶⁰. You must photograph the pharmacist’s family, skills, hobbies, and taste by finding specific items in the house.
- **Mission Giver:** Lance ⁶¹
- **Map:** Buried City (east, near collapsed highway) ⁶⁰
- **Objectives:**
 - Locate the Arbusto Farmacia by the collapsed highway ⁶⁰
 - Photograph/document the pharmacist’s hobbies, family, taste, and skills ⁶⁰
- **Phase Breakdown:**
 - **Enter Arbusto Farmacia:** Go to eastern Buried City and find the Arbusto Farmacia (look for a green “Farmacia” sign above the door) ⁶². The door is locked, so breach it carefully (alerting ARC or raiders is possible).
 - **Document Family:** Immediately go upstairs. At the top of the stairs, a framed photo hangs on the wall in front of you. Interact with this photo to document the pharmacist’s family ⁶³.
 - **Document Skill:** In the same upstairs area, find a piano against the wall. Interact with the piano to document the pharmacist’s skill ⁶⁴.
 - **Document Hobby:** Move to the next room upstairs (adjacent to the piano). On a dresser in that room is a potted plant. Interact with it to document the pharmacist’s hobby ⁶⁵.
 - **Document Taste:** In the same room with the plant, look for a small table behind the staircase holding various decorative items. Interact with these items to document the pharmacist’s taste ⁶⁶.
 - **Finish and Exit:** After capturing all four photos, the quest is complete. You can then loot any remaining supplies. The Eastern Station elevator is right outside the pharmacy’s front door ⁶⁷, providing a quick exit.

58. Tribute to Toledo

- **Mission Briefing:** Celeste discovered that the so-called Official Toledo Tubes Management (OTTM) is demanding one of Speranza’s Power Rods. She asks you to secure a Power Rod for us ⁶⁸. Power Rods are **Epic-tier** items, so they are very rare.
- **Mission Giver:** Celeste ⁶⁹
- **Map:** Any (obtain a Power Rod by any means) ⁷⁰
- **Objectives:**
 - Acquire 1 Power Rod for Celeste ⁷¹
- **Phase Breakdown:**

- **Acquire a Power Rod:** Power Rods can be obtained in several ways (choose whichever is feasible):
 - **Loot:** Raiding Spaceport's Rocket Assembly is the most common loot source ⁷². Check lockers and machines there; someone leaving might walk away with one. (Night raids slightly increase rare drop chances.)
 - **Crafting:** If your Refiner Workbench is level 3, you can craft a Power Rod by combining 2 Advanced Electrical Components and 2 Arc Circuitry ⁷³. Both of these components can themselves be crafted from common materials (Plastic, Rubber, ARC Alloy, etc.).
 - **Dismantle:** Break down a legendary (yellow) Snap Hook item. That will yield 1 Power Rod along with other materials ⁷⁴.
- **Return to Celeste:** After you obtain a Power Rod, go back to Celeste and give it to her. Handing over the Power Rod completes the quest.

59. Digging Up Dirt

- **Mission Briefing:** Celeste's team caught an OTTM operative making a clandestine delivery. The target: a dead drop inside the Santa Maria Houses in Old Town (Buried City) ⁷⁵. You need to retrieve that package. The drop is in a courtyard that's hard to access from the ground, so use the rooftops.
- **Mission Giver:** Celeste ⁷⁶
- **Map:** Buried City (Santa Maria Houses, Old Town) ⁷⁷
- **Objectives:**
 - Find the Santa Maria Houses POI in Buried City ⁷⁸
 - Locate the dead drop inside the courtyard ⁷⁷
- **Phase Breakdown:**
 - **Reach Santa Maria Houses:** Go to the Santa Maria Houses complex in the southern Buried City ⁷⁹. This area is usually fairly safe.
 - **Access via Roof:** Approach from the south side. There is a makeshift bridge spanning to the building's roof. Cross it halfway and then mantle up. On the roof, find and go through the open attic window ⁸⁰.
 - **Zipline Down:** Once inside the attic, immediately take the zipline down one level ⁸¹.
 - **Grab the Drop:** You will now be in the ground-floor courtyard (with sand on the floor). In the center of this large room is a small crate – the dead drop ⁸². Interact with it to collect the files.
 - **Extract:** After collecting the evidence, head to the nearest extraction. Both the Southern Station and Eastern Station elevators are within reach ⁸³. Exit through one of them before time runs out.

60. Turnabout

- **Mission Briefing:** Celeste now has blackmail files on the OTTM and needs them securely uploaded. She instructs you to go to the Spaceport North Trench Tower and use the terminal there to send her the files ⁸⁴ ⁸⁵. She provides a Spaceport Trench Tower Key for this purpose. Expect other raiders, as the Trench Tower is a well-known POI.
- **Mission Giver:** Celeste ⁸⁶
- **Map:** Spaceport (North Trench Tower, far north) ⁸⁷
- **Objectives:**
 - Go to the North Trench Tower (Spaceport) ⁸⁷
 - Locate and upload the blackmail files at the terminal inside ⁸⁷
- **Phase Breakdown:**

- **Go to North Trench Tower:** Travel to the northernmost point of Spaceport ⁸⁸. The North Trench Tower is obvious on the map. Beware – other raiders (and possibly ARC enemies) often patrol this area ⁸⁸.
- **Use the Trench Tower Key:** Carry the Spaceport Trench Tower Key (given by Celeste) on you. At the tower, two staircases (left and right) lead to doors. Use your key on one of these doors to gain entry ⁸⁹. Be sure you're at *North Trench Tower* – using the key on the South Trench Tower wastes it ⁹⁰.
- **Upload the Files:** Upon entering, go upstairs. In the upper room you'll find a glowing yellow terminal ⁹¹. Interact with the terminal to upload the files. Once the upload is complete, the quest is done.
- **Afterward:** With Turnabout finished, you can loot the Trench Tower (it has great gear) and extract via the Central Elevator or any other available exit.

Sources: All information above is drawn from the ARC Raiders Wiki quest entries [1](#) [92](#) [24](#) [29](#) [93](#) [50](#) [94](#) [68](#) [95](#) [86](#) and detailed walkthroughs/guides [96](#) [97](#) [98](#) [99](#) [100](#) [55](#) [101](#) [72](#) [79](#) [88](#). All objective lists and key details are confirmed from these sources.

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