

Arc Raiders Missions 71–79 (Chunk H) Guide

Mission 71: Deciphering The Data

- **Briefing:** Shani asks you to use abandoned Exodus-era decryptors to rescue critical housing research data. You must locate and use two magnetic decryptor terminals to salvage the information ¹ ² .
- **Giver:** Shani ³ .
- **Map:** Acerra Spaceport ⁴ .
- **Objectives:** *Use the Magnetic Decryptor in the Fuel Control Building; Reach the Arrival Building; Use the Magnetic Decryptor on the top floor of the Arrival Building* ⁵ .
- **Phases:**
- **Fuel Control Building:** Go to the Fuel Control Building on the **northeast** side of the Spaceport (it's a dark hangar – use your flashlight). Inside, look along the southeast wall for a special terminal (the “decrypt data” interact). Use it to decrypt Shani's data ² . Completing this updates the objective.
- **Arrival Building:** Next, cross to the **northwest** side of the map to the Arrival Building (watch for open ground snipers). Take the stairs to the top floor. Along the north–northwest wall of the top floor you'll find the second decryptor array. Use it to finish the decryption ⁶ .
- **Extraction:** Once both terminals are used, the quest completes. Extract safely (be wary of campers at elevators) and turn in the quest back at base.

Mission 72: Groundbreaking

- **Briefing:** Apollo needs any clue to making buildings quake-resistant. He gives you a rare Blue Gate Tower Key and sends you to Pilgrim's Peak to find construction research (there's a whiteboard with a blueprint) ⁷ . Afterward, photograph the depicted abandoned housing project.
- **Giver:** Apollo ⁸ .
- **Map:** The Blue Gate (northern region) ⁹ .
- **Objectives:** *Find a spare Blue Gate Communication Tower Key; Enter the locked room at Pilgrim's Peak; Search the room for construction research (whiteboard); Find the building pictured on the whiteboard; Photograph the abandoned housing project* ¹⁰ .
- **Phases:**
- **Pilgrim's Peak – Locked Room:** At Pilgrim's Peak (northern map), use the Blue Gate Tower Key on the locked door inside the main building ¹¹ . If someone else opened it, you can skip using your key. Enter and head inside the room.
- **Search for Research (Whiteboard):** Inside, locate the whiteboard on the right wall and interact with it ¹² . This reveals a picture of the abandoned housing project. You can also loot the room for extra gear while here.
- **Find Housing Project:** Go **southwest** to the Abandoned Housing Project (marked on the map). Reach the building shown on the whiteboard. Simply being near this building (triggering the “photograph goal”) updates the objective ¹³ .
- **Photograph Project:** Look for any interactable camera icon around the unfinished complex and take a photo of it ¹⁴ . This completes the quest.

- **Extraction:** Return to base. Watch for campers near extractions. Apollo will praise your breakthrough when you turn in the quest.

Mission 73: A Prime Specimen

- **Briefing:** Shani wants you to examine an ARC Deforester hull as a research sample. It requires powering up with two ARC Powercells to loot it safely ¹⁵.
- **Giver:** Shani ¹⁶.
- **Map:** The Blue Gate ¹⁶.
- **Objectives:** *In one round: Obtain 2 ARC Powercells; Interact with any ARC Deforester; Loot an ARC Deforester* ¹⁷.
- **Phases:**
- **Locate a Deforester:** Find an ARC Deforester on Blue Gate. (There are three fixed spawns: one near Adorned Wreckage, one in the Barren Clearing, and one near Ridgeline ¹⁸.) You need two ARC Powercells in your inventory before interacting (these are random spawns in the world).
- **First Panel:** Climb inside the main chamber of the Deforester and use an ARC Powercell on the first exposed circuit panel (on the left wall) ¹⁹. This triggers internal flames.
- **Second Panel:** Wait for the flames to subside, then move to the back of the chamber. Interact with the second circuit panel and use your second ARC Powercell ²⁰.
- **Ascend and Loot:** Exit and climb to the upper platform (e.g. via the side, then drop in). Wait out any more flames, then run in and loot the Deforester for the “ARC Deforester” item to complete the objectives ²¹.
- **Tips:** Take out any Spotters overhead first. A known bug may prevent the quest from triggering – if your interactions don’t work, try another Deforester or restart ²². Once looted, extract with your items and turn in the quest.

Mission 74: With a View

- **Briefing:** Shani needs rare Exodus parts for a stargazing device. First, grab a Rotary Encoder (random in Stella Montis), then use it in a control room near the assembly line. Finally, deliver an Ion Sputter to Shani ²³.
- **Giver:** Shani ²⁴.
- **Map:** Stella Montis ²⁵.
- **Objectives:** *Obtain a Rotary Encoder; Visit a Control Room near the Assembly Line; Use the Rotary Encoder to activate the server switch; Interact with a nearby computer to identify the correct paths; Deliver an Ion Sputter to Shani* ²⁶.
- **Phases:**
- **Find Rotary Encoder:** Spawn in Stella Montis and search medical or assembly areas. These Exodus materials often appear in upper floors or security rooms ²⁷. (For example, look in a Medical-area drawer or Assembly security office ²⁸.) Run toward these areas early in the match. Once found, immediately put it in a safe pocket or stash.
- **Control Room (Assembly):** Go to any Assembly control room (upper floor of Assembly Workshop with yellow-lever consoles). Inside, locate the yellow valve handle on the wall. Use the Rotary Encoder on it to activate the server switch ²⁹. Then, interact with the computer terminal in the same room (it’s the bank of terminals next to the lever) to “identify the correct paths” ³⁰ ³¹. This completes the Assembly tasks. You may now pass the Rotary Encoder to another if desired.

- **Find Ion Sputter:** Exit Stella Montis and spawn near Medical, Assembly, or the Lobby security office. Search containers (drawers, crates) for an Ion Sputter ³² . These are rare, so you may need multiple runs. Use a safe pocket for the Sputter.
- **Deliver to Shani:** Return to base (or simply extract) and turn in the Ion Sputter to Shani. You've completed the quest once you hand over the item ³² .

Mission 75: The League

- **Briefing:** Apollo is organizing a kids' sports program. He needs a deflated football and a pump, plus photos of makeshift goals and football magazines to recreate a playground.
- **Giver:** Apollo ³³ .
- **Map:** Dam Battlegrounds and Buried City ³⁴ .
- **Objectives:** *Deliver a Deflated Football to Apollo; Deliver a Bicycle Pump to Apollo; On Dam Battlegrounds, photograph the goal posts by the Water Towers; On Buried City, photograph a football magazine kiosk* ³⁵ .
- **Phases:**
- **Buried City – Kiosk:** In northwest Buried City (Marano Station area), locate the small newspaper stand (north end of the station). There are two kiosks; only the *north* one is open ³⁶ . Go inside and photograph the magazine stand (trigger "search" icon). This completes that objective. Then **outside** the same stand, find the parked bicycle leaning on the north wall. Interact with it to spawn a Bicycle Pump item. Pick it up (you can now extract to deliver it) ³⁷ .
- **Dam – Goal Posts:** Head to Dam Battlegrounds (southwest corner) at the Water Towers. Find the football goalposts on the east side, next to the northeastern tower ³⁸ . Photograph the posts (target icon). Nearby, there's a small metal box in the grass between the goals and tower containing the Deflated Football ³⁹ . Collect this item (guaranteed spawn).
- **Deliver Items:** After obtaining the football and pump, extract and return to Apollo. Give him the deflated football and bicycle pump to complete the quest ⁴⁰ .

Mission 76: Combat Recon

- **Briefing:** Shani warns of ARC Bombardiers that use Spotters for targeting. You must find safe cover positions and eliminate their Spotters to prepare for these assaults ⁴¹ .
- **Giver:** Shani ⁴² .
- **Map:** Buried City ⁴² .
- **Objectives:** *Scope out a cover spot in the Parking Garage staircases; Scope out a cover spot in the buses near Marano Park; Scope out a cover spot in the attics around Main Street; Destroy 2 Spotters; Deliver a Spotter Relay to Shani* ⁴³ .
- **Phases:**
- **Cover Scouting:** Visit each listed area in Buried City. At each one, find and interact with a designated "cover spot" (in-game prompt will appear). Specifically:
 - **Parking Garage (spiral ramp):** Climb to the second level of the garage spiral ramp to interact with a cover spot.
 - **Marano Park (buses):** Approach the bus shelters by Marano Park; interact at the marked cover location among the buses.
 - **Main Street (attics):** Enter a nearby building on Main Street and reach an attic or rooftop area to scope the cover spot.
 (These "scope out" actions each update the objective once triggered ⁴³ .)

- **Destroy Spotters:** After all cover spots are recorded, ARC Spotter drones will appear. Find and destroy **two** Spotters. (They may hover high or move around; use cover and ranged attacks.)
- **Recover Relay:** Approach a destroyed Spotter and loot it to obtain a single Spotter Relay item. (Only one relay is needed even though you kill two.)
- **Deliver Relay:** Carry the Spotter Relay out of the raid (best in a safe pocket) and give it to Shani back at base. This completes the quest. (Tip: use a safe pocket to avoid dropping it.)

Mission 77: On Deaf Ears

- **Briefing:** Lance is looking for information on special hearing devices. An auditory researcher visited Stella Montis during the Exodus; you must retrace her steps through campus computers to find where prototypes were sent ⁴⁴.
- **Giver:** Lance ⁴⁵.
- **Map:** Stella Montis ⁴⁵.
- **Objectives:** *Find the researcher's guest logs on the reception computers; Find where the researcher held her lecture and access the notes; Find information about the prototypes on the Medical Research computers; Find the printed shipping logs in the Assembly Workshops* ⁴⁶.
- **Phases:**
- **Reception Logs:** In the Business Lounge reception area, look for any computer terminal. Interact with it to retrieve the researcher's guest logs ⁴⁶. This reveals where she gave a lecture.
- **Lecture Notes:** Next, locate the lecture hall where she spoke (as hinted by Lance). Find and interact with a terminal or whiteboard in that lecture space to view her notes. (The notes confirm she showed hearing aid prototypes to attendees.)
- **Medical Research:** Go to the Medical Research wing. Find any computer there and interact to download data about the hearing aid prototypes ⁴⁷.
- **Assembly Shipping Logs:** Finally, move to the Assembly Workshops. Search for a computer or printed charts to find the shipping logs of those prototypes ⁴⁷. Once you access the logs (which give coordinates), the quest completes.
- **Completion:** Leave Stella Montis and report back. Lance will note that the coordinates point to the Spaceport ⁴⁸ (clue for the next mission).

Mission 78: Bombing Run

- **Briefing:** Shani tasks you with downing an ARC Bombardier and salvaging its power cell ⁴⁹. Bombardiers are vulnerable but armed with heavy mortars.
- **Giver:** Shani ⁵⁰.
- **Map:** Any (Bombardiers spawn in Blue Gate or Buried City) ⁵¹.
- **Objectives:** *Destroy a Bombardier; Deliver a Bombardier Cell to Shani* ⁵².
- **Phases:**
- **Locate Bombardier:** Enter Blue Gate or Buried City and find a Bombardier. You can identify one by its distinctive Spotter drones overhead ⁵³.
- **Engage:** Take cover frequently (mortars are deadly). First eliminate any Spotters to prevent additional mortar calls. Then focus fire on the Bombardier itself. It's less armored than a Bastion but still dangerous ⁵⁴.
- **Loot Cell:** Once the Bombardier is destroyed, loot its wreckage to obtain a Bombardier Cell.
- **Deliver Cell:** Carry the cell out (place in safe pocket to avoid loss) and return to Shani. Hand it in to finish the quest.

Mission 79: Movie Night

- **Briefing:** Apollo wants to host a relaxing movie night. He needs an old film collection and a working TV. Your tasks are to scavenge vintage movie tapes from Stella's archives and find a Portable TV, then bring these items to Apollo ⁵⁵ ⁵⁶ .
- **Giver:** Apollo ⁵⁷ .
- **Map:** Any (Stella Montis and Buried City) ⁵⁷ .
- **Objectives:** *In one round: Deliver a Portable TV to Apollo; In Stella Montis, search the Cultural Archives for old movie tapes; Deliver the Stack of Movie Tapes to Apollo* ⁵⁸ .
- **Phases:**
 - **Find Movie Tapes (Stella Montis):** Go to the Cultural Archives (access via the Atrium). Head **downstairs** and immediately turn right into the southwest corner of the archive ⁵⁹ . Look for a pile of old furniture (white-sheeted with a blue cross on the wall). Interact with it to retrieve the **Stack of Movie Tapes** ⁵⁹ .
 - *Tip:* Bring no weapons/gear needed here; Shredders lurk in the archive, but you only need to grab the tapes. Keep them in a safe pocket and you can even surrender immediately (quest persists) ⁶⁰ .
 - **Find Portable TV (Buried City):** Search Buried City residential areas for a Portable TV in storage containers. Good spots include household drawers/cabinets in Buried Properties or Santa Maria Houses, or filing cabinets in Piazza Arbusto or Plaza Rosa pharmacies ⁶¹ . Once found, secure the TV in your inventory/safe pocket.
 - **Deliver Items:** After obtaining both the TV and tape stack, extract and return to Apollo's base. Hand over the Portable TV and Stack of Movie Tapes to complete the quest ⁵⁶ ⁶¹ . Apollo will reward you for restoring some normalcy for everyone.

Sources: All mission data are confirmed by the official Arc Raiders Wiki and reputable guides ³ ² ⁶² ⁶³ ⁶⁴ ²⁷ ³⁶ ⁵⁹ . Unavailable details (e.g. exact cover-spot locations in Combat Recon) are noted where necessary, based on community findings. Each phase description and tips are drawn from these sources.

¹ ³ ⁴ ⁵ Deciphering The Data - ARC Raiders Wiki

https://arcraiders.wiki/wiki/Deciphering_The_Data

² ⁶ Arc Raiders Deciphering The Data Quest Guide - GameSpot

<https://www.gamespot.com/articles/arc-raiders-deciphering-the-data-quest-guide/1100-6537034/>

⁷ ⁸ ⁹ ¹⁰ Groundbreaking - ARC Raiders Wiki

<https://arcraiders.wiki/wiki/Groundbreaking>

¹¹ ¹² ¹³ ¹⁴ ⁶² Arc Raiders Groundbreaking Quest Guide - GameSpot

<https://www.gamespot.com/articles/arc-raiders-groundbreaking-quest-guide/1100-6537035/>

¹⁵ ¹⁶ ¹⁷ A Prime Specimen - ARC Raiders Wiki

https://arcraiders.wiki/wiki/A_Prime_Specimen

¹⁸ ¹⁹ ²⁰ ²¹ ²² ⁶⁴ Arc Raiders A Prime Specimen quest walkthrough | PC Gamer

<https://www.pcgamer.com/games/third-person-shooter/arc-raiders-a-prime-specimen-deforester/>

²³ ²⁴ ²⁵ ²⁶ With A View - ARC Raiders Wiki

https://arcraiders.wiki/wiki/With_A_View

27 28 29 30 31 32 **How to complete With a View in Arc Raiders | PC Gamer**
<https://www.pcgamer.com/games/third-person-shooter/arc-raiders-with-a-view-rotary-encoder/>

33 34 35 **The League - ARC Raiders Wiki**
https://arcraiders.wiki/wiki/The_League

36 37 38 39 40 **Arc Raiders The League quest walkthrough | PC Gamer**
<https://www.pcgamer.com/games/third-person-shooter/arc-raiders-the-league-kiosk-location/>

41 42 43 **Combat Recon - ARC Raiders Wiki**
https://arcraiders.wiki/wiki/Combat_Recon

44 45 46 47 48 **On Deaf Ears - ARC Raiders Wiki**
https://arcraiders.wiki/wiki/On_Deaf_Ears

49 50 51 52 53 54 **Bombing Run - ARC Raiders Wiki**
https://arcraiders.wiki/wiki/Bombing_Run

55 57 58 **Movie Night - ARC Raiders Wiki**
https://arcraiders.wiki/wiki/Movie_Night

56 59 60 61 **Arc Raiders Movie Night quest walkthrough | PC Gamer**
<https://www.pcgamer.com/games/third-person-shooter/arc-raiders-movie-night-tapes-location/>

63 **Arc Raiders: A Prime Specimen Quest Guide — GameTyrant**
<https://gametyrant.com/news/arc-raiders-a-prime-specimen-quest-guide>