



Arc Raiders Quest Guide: Missions 41–50 (Chunk E)

Mission 41: Communication Hideout

Mission Briefing: Shani has pinpointed an old Red Tower broadcasting site in Old Town (Buried City) that might still house functional communications equipment. Your task is to restore power to the tower and boot up its antenna to re-establish a signal. The mission is straightforward but must be completed in a single incursion. Fortunately, **no item extraction is required**, so you can take a low-risk loadout 1.

Mission Giver: Shani

Mission Map: Buried City (Old Town district)

Objectives:

- Reach the Red Tower in Old Town
- Find the missing battery cell
- Install the battery cell in the generator
- Enable the power on the generator
- Boot the antenna terminal near the Red Tower 2

Phase Breakdown:

1. **Reach the Red Tower in Old Town:** Head to the Red Tower marked on your map in Buried City's Old Town 2. The Red Tower is a tall, derelict radio tower structure. Be prepared for possible ARC patrols or other raiders in the area, but note that you won't need to carry anything out, so you can focus purely on completing the task 1. Once you arrive at the base of the tower, the quest will update.
2. **Find the missing battery cell:** Look around the base of the Red Tower for a power generator setup. Nearby, slightly **northeast of the tower**, there is a yellow-marked metal box on the street (against a boarded kiosk near a palm tree) containing the battery cell 3. Interact with the box to retrieve the **Missing Battery Cell**. (Tip: The box is similar to those holding quest items in other missions, making it stand out with yellow markings 4.)
3. **Install the battery cell in the generator:** Turn around from the kiosk – you'll see a small generator on the street, wired to the tower (next to a subway entrance) 5. Approach the generator and insert the retrieved battery cell into the open slot. This action restores power to the generator.
4. **Enable the power on the generator:** After inserting the battery, find the power switch on the end of the generator and flip it to turn the generator on 5. You should hear the generator hum to life and see lights indicating that the tower now has power.
5. **Boot the antenna terminal near the Red Tower:** With power restored, you must activate the antenna. Enter the Red Tower building through the window just right of the generator and climb the interior stairs up to the roof platform 6. Use a ladder there to reach the upper exterior platform.

On the upper outside platform, go around the corner of the tower to find a yellow-marked antenna terminal 7 8 . Interact with the terminal to **boot it up** – this will complete the mission 8 . (Tip: The terminal can be tricky to spot – it's essentially on the *outside* of the tower's upper level. Climb out and circle the exterior ledge to find it 7 .)

Strategy Notes: Since no extraction is needed upon completion, don't worry about carrying loot out – the quest completes as soon as the antenna terminal is activated. This means you can attempt this mission with minimal gear (a "free" kit) without fear of losing valuable items 1 . However, remain cautious of enemy presence around Old Town; clear out any nearby ARC drones or foot soldiers before focusing on the generator tasks. All steps must be done in one raid session, so if you die before finishing, you'll need to restart from the beginning.

Mission 42: After Rain Comes

Mission Briefing: Celeste has received reports of malfunctioning solar panels after a recent downpour. She tasks you with **repairing a set of flooded solar panels** in Buried City to restore power for the survivors. The catch is that you'll need to bring or find the repair materials (Wires and Batteries) to fix the panels 9 10 . Be prepared: this quest is short but takes place in a high-traffic area where other raiders or ARC units may be active.

Mission Giver: Celeste

Mission Map: Buried City (Grandioso Apartments vicinity)

Objectives:

- Find the flooded solar panels nearby the Grandioso Apartments
- Repair the solar panels using 5 Wires and 2 Batteries 11

Phase Breakdown:

- 1. Locate the flooded solar panels (Grandioso Apartments):** Drop into Buried City and head toward the **Grandioso Apartments** on the west side of the map 12 . The solar panels are on the ground outside the apartment complex, near a highway. This spot is known to be busy – Grandioso is a popular looting area – so move carefully and watch for snipers or hostile players above you on the apartments 12 . Once you reach the array of solar panels (they're large and hard to miss), the objective will update.
- 2. Prepare/obtain repair materials:** Ensure you have **5x Wires** and **2x Batteries** available to use for the repair 11 . It's strongly recommended to bring these items with you in your safe pockets or inventory before starting the mission 10 . (Celeste's shop in Speranza sells up to 10 Wires and 10 Batteries daily, if you need to stock up 13 .) If you didn't bring them, you'll have to scavenge nearby electrical loot points or toolboxes, which could be risky and time-consuming. Having them on hand means you can fix the panels immediately.
- 3. Repair the solar panels:** Among the flooded panel equipment, look for a **small yellow control box** under one of the tilted panels 14 . Interact with this box – you'll be prompted to use the Wires and Batteries. Your character will automatically install the 5 Wires and 2 Batteries into the panel's control

unit. Once the components are added, the solar array will spring back to life, completing the repair ¹⁴. This finishes the quest objectives.

4. Extraction (optional): You do not have to extract to complete this quest – it completes immediately after the panels are repaired ¹⁵. However, it's wise to leave safely to avoid losing any gear you brought. A convenient extraction point is the **Western Station** lift just slightly northeast of the solar panel site ¹⁵. Consider heading there once the job is done, especially if you've fired shots or made noise that could attract enemies.

Strategy Notes: This mission is essentially a quick repair job. **Carry the required materials in advance** ¹⁰ – showing up without Wires and Batteries can leave you scrambling as other raiders might ambush you. Because the task is in an open area, try to approach from cover (e.g., through alleyways or under the highway) and scout for threats. If you suspect enemy players nearby, you might clear them out or wait until it's quieter. Once at the panels, the repair interaction only takes a moment. After completion, since the quest auto-completes without needing any item extraction, you can either safely extract at the nearest point or even continue exploring the map. Just remember that if you die after completing the task, you'll lose any gear you're carrying – though the quest itself will still be marked complete.

Mission 43: A Balanced Harvest

Mission Briefing: Celeste is investigating an old agricultural research project. She needs you to search the **Research & Administration (R&A) building** in the Dam Battlegrounds for records of this project. In this mission, you must infiltrate a notoriously contested building, locate **Lab 1**, and retrieve documents about the failed harvest experiment. Expect heavy resistance – both ARC and other raiders – as the R&A building is a known hot zone ¹⁶. The good news: the quest doesn't require extracting any item, so your focus is on finding the intel, not hauling loot ¹⁷.

Mission Giver: Celeste

Mission Map: Dam Battlegrounds (Research & Administration Building)

Objectives:

- Go to the Research & Administration building
- Locate Lab 1 on the upper floor above the reception
- Search for any traces of the agricultural research project ¹⁸

Phase Breakdown:

1. Infiltrate the Research & Administration building: Head to the R&A building, which is a large structure in the Dam Battlegrounds (often marked on your map). This building is a **high-traffic PvP area** due to valuable loot spawns inside ¹⁶. We advise entering from the **southwest side (reception entrance)**, which puts you directly into the reception lobby ¹⁹. As you approach, move cautiously – it's common to encounter other raiders or ARC units around here. Once you step into the reception area, your quest will update to the next objective.

2. Tip: Because you don't need to extract an item for this quest, consider using a minimal loadout. Dying here is quite possible given the frequent firefights, so you might not want to risk rare gear ¹⁷.

Conversely, if you anticipate player combat, bring a reliable weapon and armor to give yourself a fighting chance ¹⁷. Balance the risk as you see fit.

3. **Locate Lab 1 (upper floor):** From the reception lobby, find a way up to the second floor. The fastest route is a **zipline at the back wall of reception** which leads upward ²⁰. Take that zipline to reach the next level. Once on the upper floor, proceed down the hallway and **take the first door on your left** – this is **Lab 1** ²¹. (It's above the reception area, consistent with the quest hint.) Be on guard; other players might camp these halls. Lab 1 should be labeled or recognizable by the lab equipment and computers inside.
4. **Search for traces of the research project:** Inside Lab 1, look for any clue or document regarding the agricultural project. In the center of the lab, there is a **desk with a stack of papers** that are highlighted for the quest ²². Interact with the **papers** on the desk to “search” them – your character will examine the documents. This action counts as finding the trace of the project ²². As soon as you do this, the mission objective is fulfilled.
5. **Mission completion and exfiltration:** After interacting with the papers, **A Balanced Harvest is complete** ²². No item is picked up, so the quest completes without needing extraction. You are free to stay and loot or leave the area. Given the building’s high danger, you may choose to extract immediately to avoid unnecessary fights. However, since completion is secured, even if you die afterward, you won’t lose quest progress (though you will lose any loot). Many players choose to grab nearby loot after the quest, then exit. Plan an extraction route (perhaps the same way you came or via a close extraction point on the Dam map) if you want to play it safe.

Strategy Notes: The R&A building is essentially a **PvP hotspot**. Use audio cues and clear rooms methodically. If you hear heavy gunfire, consider waiting until it dies down or use alternate entrances (there are multiple ways in – e.g., climbing through upper windows or other doors – if the front is camped ¹⁶). Inside, move quickly to the objective. The longer you linger, the higher the chance of running into trouble. Once the intel is secured, decide if you want to risk searching for loot in this lucrative building or get out with just the mission done. Remember, **you don’t carry out any items for the quest itself**, so dying after interacting with the papers won’t force you to repeat the quest – but it might cost any gear you brought.

Mission 44: Untended Garden

Mission Briefing: Celeste’s investigation continues, following clues from the lab documents. The data suggests the agricultural researchers set up a **hydroponic dome complex** out in the Dam’s swamps. Celeste believes those domes might hold valuable information about the failed cultivation project ²³. Your mission is to search the domes for a data archive and upload that data to the Raiders’ network. This quest must be done in one run and involves both exploration and a quick data transfer, providing a short respite from combat – though the domes area is still dangerous due to roaming ARC units.

Mission Giver: Celeste

Mission Map: Dam Battlegrounds (Swamp area – Hydroponic Dome Complex)

Objectives: *(Complete in one raid)* ²⁴

- Go to the Hydroponic Dome Complex
- Access the data archive in one of the domes
- Upload the data to the computer terminal in any Field Depot ²⁵

Phase Breakdown:

1. **Travel to the Hydroponic Dome Complex:** Make your way to the **hydroponic domes** located in the **northwestern corner** of the Dam Battlegrounds map ²⁶. The complex consists of a couple of large, dome-shaped greenhouses in the swamp (often labeled on the map). Expect resistance as this area is frequented by ARC creatures and possibly other raiders – the swamp can host heavier ARC units, so move carefully through cover ²⁷. Once you arrive at the dome site, your objective will update.
2. *Tip:* Set a waypoint on your map for the dome complex before deploying, so you can follow the compass straight there ²⁸. Avoid open areas on your approach, as swamp ARC (like gunners or snipers on ridges) can catch you off guard ²⁹. Using cover and moving quickly will help you reach the domes with minimal confrontation.
3. **Access the data archive in one of the domes:** Among the cluster of hydroponic domes, **head to the northernmost dome** (there are two big domes on the north edge of the complex) ³⁰. Enter the dome – you should be able to go inside through an opening or door. Inside, look for a **computer terminal** that is still powered. (It will likely be highlighted or marked once you're inside the correct dome.) Interact with the terminal to **download the research data** ³¹. No physical item will go into your inventory; rather, you are effectively grabbing digital data. Be alert while inside the dome: ARC units might wander in or be guarding the area, so you may need to dispatch them in the confined space. Close-quarters weapons or grenades can help if things get tight ³².
4. *Note:* If you have trouble finding the terminal, know that it's usually in the **northwest dome**, as hinted by Celeste's intel (the "northwest most dome") ³¹. However, either of the two large domes in the area could potentially contain it – typically it's in the one with accessible computer stations. Check for a glowing or sparking console.
5. **Upload the data at a Field Depot:** After securing the data, you need to transmit it from a **Field Depot** (a small outpost building where raiders can call extracts, etc.). The quest doesn't specify a particular depot, so **any Field Depot on the map will do** ³³ ³⁴. Conveniently, the **closest Field Depot** is just **southwest** of the domes – it should be visible on your map as a white building icon not far from your location ³⁵ ³⁶. Head to that depot while avoiding or fighting off any ARC in your way.

Once at the Field Depot, go inside and find the computer terminals (usually near the entrance or central area of the depot building). Interact with a terminal to **upload the research data** you gathered ³⁵. This will complete the quest objectives. You'll get a confirmation once the upload finishes.

1. **Extraction:** The mission completes upon uploading, and you **do not have an item to extract** (the data is transmitted, not carried). Therefore, as soon as the upload is done, you're technically free to leave or continue playing. We recommend extracting at this point since you likely traveled a bit and may have aggroed enemies. The **Field Depot you're in often doubles as an extraction point** (if there's a call station, you can summon a lift). Use the Field Depot's extraction lift or move to the nearest available extract to safely end your run. If you choose to linger and loot nearby areas (the swamp has some caches), stay vigilant; the upload will likely have made noise that could draw attention.

Strategy Notes: “Untended Garden” is more about **navigation and swift execution** than protracted fighting. Still, the swamp domes can attract ARC due to whatever was “grown” there (expect creatures like Striders or the occasional Baron Husk in the area). Clearing a path or sneaking is up to you – if you prefer stealth, time your movements between patrol patterns. Once the data is in hand, it’s wise not to stick around. The upload at a Field Depot will expose you for a short time while interacting, so before you start the upload, clear the depot of any enemies and shut the door (if possible) for cover. Because the objectives must all be done in one life, prioritize survival over loot. Healing items and maybe a trap (like a mine at the depot door) can give you peace of mind during the upload. Upon completion, you’ll receive some useful crafting components ³⁷, making this a quick but worthwhile quest.

Mission 45: The Root of the Matter

Mission Briefing: The clues from the domes have led to a final piece of the puzzle – the **lead researcher** on the project took some seed samples when the project was shut down ³⁸. Celeste wants you to retrieve an **Experimental Seed Sample** from a secret seed vault hidden in a room with “a great view.” This mission returns you to Buried City, specifically to the **Research Building** near Marano Park. You’ll need to decipher the clue about the “room with a great view,” find the seed vault, and extract with the seed sample for Celeste ³⁹ ³⁸. This is a dangerous job requiring you to carry and extract an item, so come prepared for a fight and ensure you survive to evac.

Mission Giver: Celeste

Mission Map: Buried City (Research Building by Marano Park)

Objectives: (*Complete in one raid*) ⁴⁰

- Go to the Research Building
- Search the seed vault in the “room with a great view”
- Deliver the Experimental Seed Sample to Celeste ⁴¹

Phase Breakdown:

1. Reach the Research Building (Buried City):

Make your way to the **Research Building** in Buried City. This building is located near **Marano Park**, adjacent to the “Space Travel” facility, roughly towards the center of the map ⁴². Look for a multi-story building that stands near some open park space (Marano Park) – this is your target. Approach from the south side: you’ll find a sandy slope that leads up to an **open window on the second floor** of the building ⁴³. Enter through that blown-out window to get inside. This places you in an upper corridor of the Research Building.

2. Tip:

The area around Marano Park is often crawling with hostiles. Notably, a **Bastion ARC (heavily armored mech)** often patrols the park and the street between the Space Travel building and the Galleria ⁴⁴. Avoid or skirt this enemy if possible – fighting it is loud and risky. Also, other players frequently roam this central zone, so be alert. Because you’ll have to extract an item, consider equipping a **safe pocket** to store the seed sample once you get it ⁴⁵ ⁴⁶. That way, even if you get ambushed on the way out, you won’t lose the quest item.

3. Find the “room with a great view” (seed vault location):

Inside the Research Building, you need to locate the specific room described by the clue. From the window where you entered, **go straight down the hallway** and then take the **second left** ⁴⁷. You should enter a room that has another open window **looking west over Marano Park** ⁴⁸ ⁴⁹. This is the “room with a great view” – the

view of the park is the hint. In this room, scan for anything unusual. What you're looking for is a **big yellow-marked cylindrical container** labeled with *Cryogenic Hazard* ⁵⁰. This container is actually the **seed vault**. It's hard to miss due to the yellow markings and its size.

4. **Search the seed vault:** Approach the yellow cryo container and **interact with it** ⁵⁰. Upon interacting, the container will open or be "searched," and it will **drop the Experimental Seed Sample** item onto the floor ⁵¹. The seed sample might appear as a small canister or object you can pick up (look for a highlighted item where the container was). **Pick up the Experimental Seed Sample** ⁵². Once it's in your hands/inventory, **stow it into your safe pocket (if you have one)** to protect it ⁴⁶. This item is the key quest item and must survive until extraction. As soon as you grab it, the mission objectives update to prompt delivery (which means extraction).
5. **Extract with the Experimental Seed Sample:** Now you must **exfiltrate successfully** to deliver the sample to Celeste. Plan your exit. A recommended extraction point is the **Southern Station (subway) north of your location** – it's fairly close, just north of Marano Park ⁴⁴. However, be cautious heading there: as mentioned, a Bastion ARC patrols near that route ⁴⁴. You may either sneak around it or take a longer route east or west to avoid direct confrontation. If the Central Station is too hot, any other extraction on the map will do, as long as you survive with the item. Move deliberately, watching for PvP ambushes (with such a central mission, players might guess someone will be carrying a valuable item out). If you stored the seed in a safe pocket, you have a safety net, but you should still try to avoid dying as it's time-consuming to repeat the trek. Once you ride an extraction elevator or transport out, the seed will be delivered to Celeste, completing the mission ⁵².

Strategy Notes: This mission is a mix of puzzle and peril. The **riddle "room with a great view"** is solved by knowing vantage points in Buried City – now you know it's the park-facing room on an upper floor ⁵³ ⁵⁴. The actual building interior isn't too maze-like, but the **real danger is other players and ARC while you're carrying the seed**. Many players consider the Research Building/Marano Park area one of the most PvP-active in Buried City ⁵⁵. Thus, it's often wise to **bring strong gear** for combat, despite the risk of loss – you may need it to fight off threats. If you have teammates, moving as a group can greatly increase your survival odds (one can carry the item while others cover). The seed sample is a rare quest item, so if you're solo, using stealth or waiting for quieter raid times could help. Also, **use the environment to your advantage**: the building has multiple zip lines and window exits – you might escape a pursuer by zig-zagging through buildings or jumping down rubble that a heavy ARC can't follow. Finally, if you do get killed but had the seed in your safe pocket, the quest will count as complete (you'll see a cutscene "The Root of the Matter" play when you return to base) ⁵⁶. Of course, try not to let it come to that. Once back in safety, talk to Celeste to hand in the sample (usually automatic upon extract) and claim your reward – you've finally gotten to the "root" of this mystery.

Mission 46: Water Troubles

Mission Briefing: Celeste has been inundated with complaints about the drinking water in Speranza – it smells or tastes off ⁵⁷. Suspecting something's wrong with the water supply, she asks you to head topside and **collect a water sample** from the source. This quest kicks off a multi-part storyline about contaminated water ⁵⁸. For now, your goal is to find the **Flood Access Tunnel** at the dam's Red Lake and take a sample from the intake. All objectives must be done in one run, but once you gather the sample, the quest completes without needing to extract any item (though extracting safely is advised).

Mission Giver: Celeste

Mission Map: Dam Battlegrounds (Red Lake area)

Objectives: (*Complete in one raid*) ⁵⁹

- Locate the Flood Access Tunnel under the Red Lake Balcony
- Find the intake to the district's water supply
- Sample the water ⁶⁰

Phase Breakdown:

1. **Locate the Flood Access Tunnel (Red Lakes area):** Deploy to Dam Battlegrounds and make your way to the **Red Lakes** region, which is on the eastern side of the map (the “Red Lake Balcony” is a raised area overlooking a reddish water reservoir) ⁶¹. Specifically, look near the **Control Tower** point-of-interest – the flood access tunnel is on the dam’s outer wall, beneath the Control Tower and balcony. If you’re up on the balcony, you may need to drop down or take a zipline down towards the water. From below, it appears as a **large concrete drainage opening** in the side of the dam ⁶¹ ⁶². It’s marked by a massive round tunnel entrance. Approach that tunnel; once you’ve identified it, the quest will update.
2. **Tip:** The tunnel entrance is somewhat hidden by the terrain if you’re not at the right angle. It’s basically **“to the right of the Control Tower”** when facing the dam, on ground level ⁶³. Use the red/brown color of the lake and the distinct concrete structure as a visual cue. Be careful of fall damage if dropping from the balcony – use ziplines or descend gradually. Also, the Dam area can have ARC patrols (e.g., troopers near the Testing Annex nearby), so clear a path if needed.
3. **Find the water intake inside the tunnel:** Enter the Flood Access Tunnel. You’ll be going into a dim, concrete corridor leading into the dam’s infrastructure. Follow the **linear tunnel path** forward; it’s fairly straight with only one direction to go ⁶⁴. Eventually, the tunnel opens up to a small chamber where you’ll see a pool of filthy, stagnant water (this is part of the water supply intake system). The **district’s water intake** is essentially the pipe or grate where water is drawn in. Look on the **left side** of the chamber: there should be a pipe outlet or valve that’s accessible near the pool ⁶⁵ ⁶⁴. As you approach the pool of murky water, the objective should tick off that you’ve found the intake.
4. **Collect a water sample:** Stand by the intake (you might see an interact prompt on a specific valve or pipe end submerged a bit in the water). **Interact with the intake/pipe to collect a water sample** ⁶⁴. Your character will take a sample of the water in a vial. This completes the main objective – you now have what you came for. Notably, the sample is automatically handled by your character (no inventory item is given), so the quest is flagged as complete immediately after the interaction.
5. **Extraction (recommended): You don’t need to extract to finish this quest** (the quest is marked complete once the sample is taken) ⁶⁶. However, it’s wise to leave safely, especially if you brought gear. One suggested extraction point is the **Red Lake Balcony lift** which is not far from where you came in (to the southeast of the tunnel entrance) ⁶⁷. Backtrack out of the tunnel the way you came. On exiting, be cautious: the area around the Red Lake Balcony and Testing Annex often has ARC (e.g., Formicans or turrets) and can attract other players hunting for loot. Use stealth – the tunnel provided cover, but outside you might need to sneak along the dam wall or through bushes. If things look too hot at the balcony lift (maybe ARC congregated there), consider another extract like the

Dam Control elevator or any available one on your map. Since the quest is already complete, your priority is keeping your loadout.

Strategy Notes: This mission is mostly navigational and not combat-heavy, *unless* you encounter enemies en route. That said, the **dam area is known to have frequent ARC patrols and even player presence** (especially around the Testing Annex key area). Going in with a “free loadout” is a safe bet because you truly don’t have to bring anything back ⁶⁶. If you do that, even if you’re killed post-sample, you lose nothing except some time. The tunnel itself is a tight space – if an ARC enemy follows you inside, you’ll have limited mobility, so it can be useful to dispatch any pursuers before entering. The sample interaction is quick, but your guard might be down while doing it; ensure the chamber is clear first. Finally, on extraction: if you want to be *extra* cautious, you can wait in the tunnel for a bit and listen. Many players zoom through this quest and leave, so patience can let nearby threats clear out. Once back in base, Celeste will have Lance analyze the sample immediately ⁶⁸, paving the way for the next quest in the storyline.

Mission 47: Into the Fray

Mission Briefing: Shani is rallying the Raiders to prove they can challenge even the deadliest ARC machines. She assigns you a bold task: **hunt down and destroy a Leaper**, one of the giant spider-like ARC walkers known for their leaping ability and crushing legs ⁶⁹. You’ll need to retrieve a component called a **Leaper Pulse Unit** from its wreckage as proof. This mission can be completed on **any map** – Leapers roam all over – and it does *not* restrict you to a single location. However, it does require you to successfully extract with the Pulse Unit to count. “Into the Fray” is a high-risk combat mission, so gear up accordingly and possibly team up.

Mission Giver: Shani

Mission Map: Any (find a Leaper on any map)

Objectives:

- Destroy a Leaper
- Obtain a Leaper Pulse Unit ⁷⁰

Phase Breakdown:

1. **Find a Leaper:** Leapers are large, towering ARC machines with long legs that allow them to jump far distances. They can spawn in various maps and typically appear in open outdoor areas or near significant landmarks. **There’s no fixed spawn**, but Shani’s intel and community tips suggest checking the **Dam Battlegrounds** map around the **Water Treatment Control Building and R&A Building elevator area** ⁷¹. In that region, there are bunkers and a lift, and players often report Leaper sightings there (this may depend on map rotation and timing). Another common area is near big open fields or Baron husk sites. Once you load into a raid, you can either roam until you hear/see a Leaper (they make distinctive thudding sounds and roars when active), or deliberately go to known spawn spots. When a Leaper appears, it will likely spot you (they have long sightlines). **Prepare to engage**.

2. **Tip:** One effective strategy is to **fight the Leaper near structures or bunkers**. For example, at the Dam location mentioned, there are **concrete bunkers** you can hide inside ⁷². A Leaper cannot enter small buildings, giving you cover. If you provoke a Leaper and then duck into a bunker, the

Leaper will approach but cannot reach you inside ⁷³. Use this to your advantage no matter where you fight: identify any nearby building, bunker, or even tall rock that can block the Leaper.

3. Destroy the Leaper: Engaging a Leaper is a challenging fight. Leapers attack by leaping into the air and crashing down, and by spearing or stomping with their legs. They also have a weak point – the **glowing eye-like sensor in the center of their body** – and vulnerable leg joints. If using the bunker tactic, **stay inside and shoot the Leaper from cover** ⁷³. It won't be able to hit you if you're fully inside. Peek out to draw its attention if it wanders off, then duck back in and continue firing ⁷⁴.

4. Use heavy firepower: Bring weapons that deal high damage – **explosives and heavy ammo** are very effective ⁷⁵. Grenades, rocket launchers, or high-caliber sniper shots to the weak spot will take it down faster. Many raiders bring a shotgun or LMG (for heavy DPS) plus explosives. Aim for the **knee joints** to immobilize it or directly for the **central eye** for maximum damage ⁷⁵. If you're safely in a bunker or behind robust cover, focusing on the eye is best, since breaking legs won't matter if it can't reach you anyway ⁷⁶.

5. If you're caught in the open, keep moving. A Leaper's jumps can be dodged if you sprint perpendicular to its landing trajectory. The legs can trap or one-hit kill you, so never stay too close unless you're dodging between its legs to confuse it (an advanced tactic). Using terrain like dense ruins or large rocks can block its line of sight and leaps.

Keep up the assault and don't let the Leaper disengage – if it starts to wander off, pop out and shoot it to regain aggro ⁷⁴. Eventually, with sustained damage, the Leaper will collapse in a fiery wreck.

1. Obtain the Leaper Pulse Unit: When the Leaper is destroyed, it will drop loot, notably the **Leaper Pulse Unit**, which is the quest item you need to retrieve ⁷⁰. Approach the Leaper's wreckage and look for a glowing or indicated item on the ground. Pick up the **Leaper Pulse Unit**. It is a single-unit quest item (ensure you have at least one inventory slot free to carry it, though it should fit even in a small pack). This item is required for quest completion, and now you must survive with it.

2. Extract with the Pulse Unit: With the Pulse Unit in your possession, head to the nearest extraction point. Put the Pulse Unit in your **secure container (safe pocket)** if you have one, to guarantee you don't lose it on death ⁷⁷ ⁷⁰. (However, do note: some quest items might not go into secure containers depending on game design – but usually small items like this can. If it doesn't fit, you *must* survive.) The fight likely made a lot of noise, potentially attracting players. Use the fact that you picked a fight location near an extraction (if you lured the Leaper near an evac lift) to your advantage. For instance, in Dam Battlegrounds, there's an **elevator lift in the Water Treatment area** you can take immediately after looting the Pulse Unit ⁷⁸. If you're on another map, plan your extraction route before engaging the Leaper so you know where to run afterward.

Call the extraction and hold out until it arrives. Keep your head on a swivel for opportunistic enemies – a Leaper fight is like a flare drawing attention. Once the elevator/ride arrives, get out safely. Upon extracting, deliver the Pulse Unit to Shani (the handover is automatic when you successfully exfil with the item). The mission completes once you're back in base with the Pulse Unit secured ⁷⁹.

Strategy Notes: This quest is essentially a **mini-boss fight**. Going solo is possible (many have done it by exploiting cover), but having a team makes it easier – one can distract the Leaper while others shoot its

weak point. Shani's dialogue hypes that raiders "have what it takes" now, implying you likely have decent gear by this point ⁸⁰. Don't hesitate to use your best weaponry; the Leaper is not a foe to take lightly. If you die, you'll have to find and fight another one in a new raid, so survival is key. The recommended strategy of using a **bunker or building for cover** cannot be overstated – it almost trivializes the Leaper's threat if done right ⁷³. Just be wary of any ARC minions or players that join the fray; you might have to fend them off from your hideout. Lastly, remember to place the Pulse Unit in a safe container if possible, as that guarantees quest completion even if someone ambushes you before you extract ⁷⁵. Shani will reward your bravery with a unique outfit and gear ⁸¹ ⁸². More importantly, this mission's completion marks a significant milestone – you've proven Raiders can bring the fight to the ARC on their own terms.

Mission 48: Source of the Contamination

Mission Briefing: The water sample from "Water Troubles" confirmed Celeste's fears – the contamination isn't natural ⁸³ ⁸⁴. Now, she needs you to pinpoint and neutralize whatever (or whoever) is polluting the water. The quest directs you back to the Dam Battlegrounds, specifically the **Water Treatment Center** by the swamp. You must inspect the **Flood Spill Intake** area for anything suspicious. Essentially, you're looking for the **source of the contamination** in the water system. This mission is straightforward: go to the location, investigate, and disable the contaminant. No item needs extracting, but do it in one raid. Expect possible resistance around the Water Treatment facility as it's a known hotspot.

Mission Giver: Celeste

Mission Map: Dam Battlegrounds (Water Treatment Center, near the swamp)

Objectives:

- Reach the Water Treatment Building in the Dam
- Search for the Flood Spill Intake near the swamp
- Investigate any suspicious objects (at the intake) ⁸⁵

Phase Breakdown:

1. Reach the Water Treatment Center (Dam map): Head to the **Water Treatment Building** on the Dam Battlegrounds. This facility is roughly **mid-map, slightly to the left (west) of center**, bordering the swampy Red Lakes area ⁸⁶. It's a large structure where water from the swamp is processed. The building is a common landmark, and often other raiders loot there, so be cautious. **Approach from the swamp side (north side)** if possible ⁸⁷. Approaching from the swamp is suggested because the intake you need is on the exterior northern wall of the treatment plant, facing the swamp ⁸⁸ ⁸⁹. By coming from the swamp, you can potentially avoid the front of the building where PvP is more likely, and you'll be closer to your objective.

2. Tip: Move quietly through the swamp's foliage. The Water Treatment Center is a high-traffic area (lots of loot inside, many players and NPCs) ⁸⁷. By skirting around to the back, you minimize contact. Still, keep eyes open for patrols or snipers on the roof. If you're detected, you might choose to engage or retreat into the swamp and come back around.

3. Find the Flood Spill Intake (exterior near swamp): Once you're behind the Water Treatment building (north side), look for the **Flood Spill Intake** structure. This is basically a channel where overflow water spills out towards the swamp. In practice, you'll see **concrete walls holding polluted water** pooling out in the open ⁹⁰. It's on the **northern part of the facility**, fairly low to the ground.

You might notice murky, discolored water and maybe some debris. When you find this polluted water area bounded by concrete, you're in the right spot ⁹⁰. Jump down or move into that area (it's slightly sunken) and wade into the water.

As you step into the spill basin, the quest should prompt you to look for "suspicious objects." The environment itself looks nasty, but there's a specific item to find.

1. **Investigate any suspicious object (find the contaminant):** Search the pool of dirty water for an unusual object. **Look for a barrel or container submerged in the water** ⁹¹ ⁹². Indeed, there is a **barrel leaking something toxic** – this is the **source of the contamination** in the water supply ⁹¹. It should be marked or at least obvious once you're close (likely glowing or highlighted as an interactable). Approach the barrel and **interact with it to "investigate" or remove it**. Your character will presumably disable or neutralize the barrel (in-game, this might be represented as defusing a chemical barrel bomb, for example). Once you interact with the suspicious barrel, the quest will complete – you have effectively "removed" the contamination source ⁹¹.

Be aware: Interacting with the barrel might take a second or two, and you're exposed in the waist-deep water. Ensure the area is clear of hostiles before doing so. If ARC creatures or enemy players are around, take them out or scare them off first.

1. **Extraction (optional):** With the contaminant dealt with, **the mission ends immediately upon interaction**. You don't pick up the barrel; you neutralize it on the spot ⁹¹. Therefore, no item needs to be extracted. Nevertheless, consider a safe exit. From the spillway, a convenient extraction is the **Central Swamp lift** just north of you (which you may have even passed if you came from that direction) ⁹³ ⁹⁴. You could also slip back into the swamp and extract at Red Lakes Balcony or elsewhere. Since you likely didn't alert too many enemies if all went smoothly, exfiltrating quietly is feasible. Additionally, Celeste mentioned time is of the essence to stop any sickness spreading ⁹⁵ – by completing this, you've bought some time, and Celeste will now direct efforts to restoring clean water (which leads into the next quest). Feel free to loot the Water Treatment building now if you want; many parts of it might be less contested after a big fight or late in the raid. Just remember that any fighting is optional – your primary job is done.

Strategy Notes: "Source of the Contamination" is an **investigative mission** with minimal combat required. Still, the challenge comes from the location's danger. It's wise to bring at least a mid-tier weapon and some defense in case another team had the same idea or an ARC brute wanders by. The **swamp side of Water Treatment** can sometimes have Striders (mid-size walkers) or colonies of Rovers (the dog-like ARC) – if they're present, dispatch them stealthily (silenced weapons or melee) to avoid drawing unwanted attention. One advantage of this quest is its quick completion – many players will be busy inside the building or elsewhere, and you might be in and out before anyone notices. Celeste explicitly noted you won't be carrying anything out here ⁹⁶, so you can go in with a light kit to minimize risk. If things go loud, you can always bail into the swamp; ARC don't navigate water well and you can break line of sight in foliage. Once finished, Celeste is alarmed by what you found (a deliberate act – "Oh... this is bad," she says upon completion ⁹⁷) and she'll be preparing the next steps. In the meantime, pat yourself on the back for preventing further poisoning of the colony's water supply.

Mission 49: Switching the Supply

Mission Briefing: With the contaminant identified (and clearly an act of sabotage), Celeste's priority shifts to protecting the colony's water source. The plan is to **reroute the water supply** from an alternate reservoir to buy time while the sabotage is investigated ⁹⁸. There's an old **water reservoir under the Spaceport**, and you've been tasked with going into the Spaceport's underground tunnels to turn a **valve** that will switch Speranza's water to this backup source ⁹⁸. This mission is quite straightforward: find the tunnels, find the valve, turn it. It must be done in one raid, but requires no item extraction. That said, Spaceport is a dangerous map full of both ARC and PvP action, so caution is warranted despite the simple objectives.

Mission Giver: Celeste

Mission Map: The Spaceport (underground tunnels)

Objectives: (*Complete in one raid*) ⁹⁹

- Find the tunnels under the Spaceport
- Find and turn the valve in the tunnels under Spaceport ⁹⁹

Phase Breakdown:

1. **Find the tunnels under the Spaceport:** Navigate to the **Spaceport map**, and specifically look for an entrance into the underground tunnel network. There are multiple tunnel entry points scattered around the central area of Spaceport (the trench lines). **The easiest entrance** for this quest is described as a **large hole in the ground in front of the Spaceport Launch Towers (central launch pads)** ¹⁰⁰. Essentially, near the big rocket launch structures, you'll find a gaping hole/collapse in the earth. It's pretty noticeable once you know to look for a giant crater ¹⁰¹. Go to that crater and **head down into it**, using pieces of collapsed concrete as ramps ¹⁰². This drops you into the subterranean tunnel complex beneath Spaceport.
2. *Tip:* Before dropping in, double-check your surroundings. The Spaceport surface often has roaming ARC (especially humanoid troopers and snipers on the towers) and is notorious for sniper battles between players. It's recommended to **drop with a decent weapon and meds** even though you don't need to extract items ¹⁰³, because Spaceport can be unforgiving. Use smoke grenades or cover if you come under fire while approaching the hole. Once you're in the tunnels, you'll find relative safety from the big ARC above ¹⁰⁴, but other players might also use tunnels to rotate, so listen for footsteps.
3. **Navigate the tunnels to find the valve:** The underground tunnels are a maze of concrete corridors and pipeways. However, the **valve you need to turn is actually very close to where you drop in** ¹⁰⁵. After descending through the hole, you'll be on a platform or rubble pile in the tunnels. **Do not wander off too far**. Instead, from the base of your entry point, **circle around behind a large piece of collapsed concrete (northeastern side of the entry)** ¹⁰⁵. On a wall pipe there, you should spot a **red valve wheel** attached to the pipeline ¹⁰⁶. It's slightly tucked behind debris and easy to run past if you're not looking carefully.

If you have trouble: essentially, **turn 360 degrees around the immediate area of the drop**, scanning the walls for anything colored (red stands out in the gray tunnels). The valve is likely within a few dozen feet of the entry hole. Once you find the **red valve wheel**, move to it.

1. **Turn the valve to switch the water supply:** Approach the valve and **interact with it** (it might say "Turn Valve" or similar) ⁹⁸. Your character will spin the wheel, triggering the mechanism to reroute the water flow. This is the main objective – as soon as the valve is turned, the quest objective is completed ⁹⁸. You should hear or see some confirmation (maybe an in-game audio of water pressure changing). Celeste will be relieved; the colony now temporarily switches to the reservoir under Spaceport for fresh water ⁹⁸.
2. **Extraction (optional):** With the task done, you can take your time to exfil. **No item needs to be carried out**, since turning the valve was the goal ¹⁰⁷. However, be mindful that Spaceport's tunnels, while safer from aerial ARC, can still have patrols of ARC (like Sentries or the occasional Tick nests) and definitely can funnel players. After completing the quest, you have a couple of choices:
3. **Loot and explore:** The tunnels often contain supply crates, and as mentioned, you're relatively safe from large ARC above ¹⁰⁴. You might scavenge a bit. Just remember, extraction still requires going back topside or to a connected area with a lift.
4. **Extract promptly:** You could go back out the way you came (climb the rubble) and hit an extraction point on the surface, but that could expose you again. Alternatively, follow the tunnel network to a known extraction. For instance, Spaceport often has an extraction elevator in the trenches (like the **Central Trench Lift**). The tunnels might lead near one – use your map to navigate. If unsure, you can simply climb out and dash to the nearest evac while everyone else might be busy at the launch pads.

Either way, since there's no pressure of losing a quest item, you can weigh risk vs reward here. Celeste jokingly notes that thanks to you, they had "enough reserve water for one more cup of coffee" – implying your quick action saved the day ¹⁰⁸. Take pride in that as you leave the area.

Strategy Notes: The trickiest part of "Switching the Supply" is actually **finding the valve** if you're not observant ¹⁰⁹ ¹⁰⁵. Many raiders initially get lost in the tunnels, but remember the hint: it's *right near where you drop in*. By not straying too far, you'll save a lot of time. As such, there's typically no need to clear the entire tunnel system of enemies – you can be in and out quickly. That said, **Spaceport is a warzone**. It's noted that you should consider a free loadout because the map is so hot ¹⁰³. If you do that, you minimize losses if something goes wrong. But also consider bringing a decent close-quarters weapon (shotguns or SMGs excel in tunnels) because if you encounter another player down there, it might come to a quick firefight. Flashlights or NV scopes can help in the dark areas, too. Keep an ear out as sound echoes underground; you'll often hear others before you see them. Once you've turned the valve, Shani's crew will be hunting the saboteurs while the water flows from the new source ¹¹⁰, so you've done your part. The rewards include a unique outfit and a Spaceport tower key for future use ¹¹¹. Take a breather – but not too long, as Apollo has a request coming up next.

Mission 50: A Warm Place to Rest

Mission Briefing: A more humanitarian request comes from Apollo. A trader by profession, Apollo has heard of a family of survivors possibly hiding in an **abandoned highway camp** in Buried City ¹¹². He's concerned for their safety (especially if children are involved) and is unofficially asking you to check on them

and escort them if possible ¹¹³. This mission deviates from pure combat: it's about investigation and following a trail. You'll need to find the camp, look for signs of the family (which might tragically be evidence something went wrong), and follow their trail marked by red signals. Ultimately, you'll likely discover a grave – the "warm place to rest" – indicating a somber outcome. Complete the investigation to give Apollo closure. There's no item to extract, but you'll be traveling **across the entire Buried City map** during this quest ¹¹⁴, so gear up for a long trek.

Mission Giver: Apollo

Mission Map: Buried City

Objectives:

- Locate the Abandoned Highway Camp
- Search for any signs of survivors
- Follow the red markers
- Inspect the grave ¹¹⁵ ¹¹⁶

Phase Breakdown:

1. **Locate the Abandoned Highway Camp:** Head to the **Buried City** map, specifically looking for a highway that's no longer in use. The camp in question is on a raised highway section **southeast of the Grandioso Apartments** ¹¹⁷. Essentially, find the highway that cuts through the city – one end of it is broken and elevated. On that stretch, near (or above) the Buried City outskirts, look for a cluster of **abandoned buses and makeshift tents**. That's the **Abandoned Highway Camp**. It's just off the main city blocks, on the elevated road. When you get onto the highway and see a group of derelict buses, you've found it ¹¹⁷. The quest will update, prompting you to search for survivor signs.
2. **Note:** As you approach, consider climbing up via ramps or rubble that lead to the highway. There may be ARC scouts around, but often these camps are empty of ARC (since they were human hideouts). Still, other players might be passing through, so clear the area if needed. The camp itself might feel eerily quiet.
3. **Search for any signs of survivors:** In the highway camp, look around the buses and shacks for something left behind by the family. **Approach one of the old buses** – on the ground next to it, you should see a **discarded backpack or pack** ¹¹⁸. This is a clue. Interact with the **pack** to examine it ¹¹⁸. Doing so will trigger the next objective: *follow the red markers*. The pack might contain a note or simply indicates that whoever was here left in a hurry, marking their path.
4. **Follow the red markers:** After you inspect the bag, start looking for **red markers** painted or placed around the environment. These could be red cloth strips, spray-painted arrows, or red graffiti marks – something clearly artificial and red-hued. These markers form a trail leading away from the highway camp. If you want, you can literally walk from one marker to the next. They tend to lead **eastward across the map**, likely winding through alleys and side streets of Buried City, guiding toward where the survivors went ¹¹⁹.

However, note that **you don't actually have to follow each marker one by one** if you already know where they end up ¹²⁰. The final destination is a site on the **far eastern side of the map, in the Buried Properties district** (the area with partially buried buildings). If you want to save time, you can head straight there, which is basically to a ruined building with rubble – the approximate location of the grave you need

to find ¹²⁰. But if you're unsure, follow the trail: - From the highway, drop down and go east through Old Town and Buried Properties. - Keep an eye on walls, ground, and objects for red paint or cloth at intervals. They might be on building corners or street objects. - The path is somewhat long – Apollo wasn't kidding that you'd cross the entire map ¹¹⁴. Stay vigilant; this trek could lead you through ARC-infested zones or open sniping areas. Deal with threats as necessary, or slip past them, but try not to lose the trail if you're actively following it.

Eventually, you'll reach the **end of the trail** at a collapsed building on the eastern edge. The quest log will likely note you've arrived and update to the final task.

1. Inspect the grave: At the final location (some rubble in Buried Properties), look for a **grave site**.

This might be a shallow grave with a marker like a cross or piled stones, possibly with a red cloth tied to it (to continue the marker theme). It's tucked amidst the rubble of a ruined building ¹²¹. Once you spot it, go up to the **grave** and interact with it to inspect ¹²². Upon interacting, you'll complete the quest. The implication, sadly, is that the family (or at least some members) did not survive – the presence of a grave suggests a death. Apollo's reaction confirms this somber outcome (he "really hoped..." for a better result) ¹²³.

After inspecting, there's nothing to pick up; your job was to find out what happened. The mission concludes here.

1. Extraction: The quest is done upon inspecting the grave, and no items are needed for turn-in. You can choose to extract whenever convenient. Check your map for the nearest extraction point – possibly the **Eastern Station** if it's nearby, or you might backtrack to Southern Station. Since you've traversed so far, consider hitting any remaining objectives in Buried City or doing some looting now that your main task is done ¹²⁴. Just remember Buried City can be unpredictable; don't drop your guard yet. When ready, extract to return and report to Apollo.

Strategy Notes: This mission is a **long, winding journey** rather than a fight. The key challenge is endurance and navigating possible encounters along the route. Because **you'll likely cover almost every neighborhood of Buried City**, plan for varied threats: bring ample **healing items** and maybe extra ammunition ¹¹⁴. Apollo even suggests not going in with a minimal kit, given the distance and likely encounters ¹¹⁴. A balanced loadout (medium-range rifle for street combat, plus close-range for building interiors) is wise. Use vehicles and walls as cover when moving between markers, and don't chase a marker into an obvious trap (like an open plaza) without scanning from a distance first. The **red markers** are a clever guidance system; if you lose sight of the next one, slow down and scout from a high point or use your visor if available. Also note that the guide at the time suggested you could skip following the markers by heading straight to the grave's known location ¹²⁰. If you replay the mission or know where to go, this is a time-saver. However, if it's your first time, it's immersive to follow the trail and ensures you don't miss the credit for "follow the red markers" (though the game likely flags completion even if you go direct to grave).

Emotionally, this quest is a bit of a downer – finding a grave instead of live survivors. Apollo thanks you for trying, and still rewards you, recognizing the effort even though the outcome was grim ¹²³. In terms of gameplay, treat this like a wide-ranging **exploration quest**. Sometimes you might avoid combat entirely by clever routing; other times you might have to shoot your way through an ARC blockade. Always have an exit in mind if things get hairy. By finishing this quest, you tie off a narrative thread about hope and loss on the surface, and you've helped provide closure. You also receive some unique items (like a Radio Renegade outfit variant and trinkets) as Apollo's reward for your compassion ¹²⁵.

Sources: The mission details, objectives, and strategies were compiled from official ARC Raiders quest descriptions and community walkthroughs, including the ARC Raiders Wiki and guides from PC Gamer and GameSpot, to ensure accuracy: - ARC Raiders Official Wiki – Quest listings and dialogues for missions 41–50

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