

## Arc Raiders Mission Guide: Quests 11–20 (Chunk B)

### 11. A Better Use

**Mission Briefing:** Tian Wen is frustrated that Celeste's supply drops are being fought over and wasted. In "A Better Use," he tasks you with reclaiming one of these supply drops for a more productive purpose <sup>1</sup>. This mission is straightforward but **timing-based** – supply drops don't appear every match, so patience is key <sup>2</sup>.

- **Mission Giver:** Tian Wen (unlocked after completing *The Right Tool*) <sup>3</sup>
- **Map:** Any map (*Dam Battlegrounds* recommended for easy access to Call Stations) <sup>4</sup> <sup>5</sup>
- **Objectives:**
  - Request a Supply Drop from a Call Station <sup>6</sup>
  - Loot the Supply Drop <sup>6</sup>

#### Phases:

- **Phase 1 – Preparation:** Accept the quest from Tian Wen and go in with a **free loadout** (to avoid risking gear) <sup>7</sup>. Choose *Dam Battlegrounds* if possible, as it has many Call Station spawns and convenient extraction points <sup>5</sup>.

- **Phase 2 – Locate a Call Station:** Upon deploying, **search for an active Call Station** (radio tower icon on the map). Not every station is active each raid, so if one isn't at its usual spot, move to the next location <sup>8</sup>. On *Dam Battlegrounds*, Call Stations can spawn near points of interest – use caution approaching these, as other Raiders might be nearby.
- **Phase 3 – Call in the Supply Drop:** When you find a working Call Station, interact with it to request a drop. Your Raider will shoot a red flare into the sky <sup>9</sup>, marking the drop zone. **Stay nearby** and keep watch; within moments a supply pod will descend. Be ready in case any ARC or enemy players are attracted by the flare.
- **Phase 4 – Secure the Drop:** Once the supply crate lands, approach and **breach it open** (hold the interact key) to **loot the Supply Drop** <sup>10</sup>. You only need to interact with the drop for the quest to count – grabbing the items inside isn't required <sup>11</sup>. However, do check the contents; supply drops often contain high-tier gear (for example, players have found powerful items like the Wolfpack Grenade in them <sup>12</sup>).
- **Phase 5 – Extract Safely:** After looting, **head to the nearest extraction point** and call for extraction to complete the mission. Surviving and extracting is crucial; if you die before extracting, you may lose the drop and quest progress. Return to Tian Wen in **Speranza** to turn in the quest <sup>13</sup>.

**Tips:** Use the free **Red Light Sticks** Tian Wen provides (if any) to distract nearby ARC if needed. Keep an eye on the sky for incoming drops from other players – you can potentially loot those too, but *A Better Use* specifically requires one you called in yourself. Completing this quest rewards several weapon attachments

(Extended Light Mag I, Stable Stock I, Muzzle Brake II) – great early upgrades for improving your guns' handling and recoil <sup>14</sup> .

## 12. What Goes Around

**Mission Briefing:** Apollo, the tinkerer, wants to repurpose ARC technology. In **“What Goes Around,”** he asks you to try a **Fireball's Burner** as a weapon. You'll need to destroy an ARC using this flame-spewing device <sup>15</sup> <sup>16</sup> . This quest is all about acquiring a Fireball Burner and using it effectively.

- **Mission Giver:** Apollo (unlocked after *Safe Passage*) <sup>17</sup>
- **Map:** Any map (*Dam Battlegrounds* recommended for plentiful Fireball ARC spawns) <sup>18</sup>
- **Objectives:**
  - Destroy any ARC enemy using a **Fireball Burner** <sup>15</sup>
  - **Granted Item:** 5× Red Light Stick (flares to lure or distract ARC) <sup>19</sup>
  - **Rewards:** Cans backpack charm, 3× Blaze Grenade, 2× Noisemaker <sup>20</sup>

### Phases:

1. **Phase 1 – Gear Up:** Accept the quest from Apollo and prepare a **free or expendable loadout** <sup>21</sup> . Head to *Dam Battlegrounds* if available – its layout offers manageable encounters and plenty of Fireball ARC spawns <sup>18</sup> . If you already have a **Fireball Burner** (perhaps from an earlier quest *The Right Tool* or looting a Fireball), bring it along <sup>22</sup> . If not, you'll have to obtain one during the raid.

1. **Phase 2 – Hunt a Fireball ARC:** Fireballs are mid-sized ARC drones that float and shoot flames. Look for them in open areas – for instance, *Water Treatment* on Dam Battlegrounds is a reliable spawn location <sup>23</sup> . When you spot a Fireball, be cautious: these enemies attack with a burst of fire. **Engage the Fireball** by shooting it to draw its attention, then be ready to dodge. **Tip:** Fireballs pause before firing; as it charges a flame burst in front of you, quickly **dodge-roll backward** to avoid the blast <sup>24</sup> . This evasive move often causes the Fireball to expose its glowing core. **Aim for the core** – its weak point – and destroy the Fireball with concentrated fire <sup>25</sup> . Once it's down, **loot the Fireball's remains** to pick up a **Fireball Burner** (the quest item).

2. **Phase 3 – Use the Fireball Burner:** With a Fireball Burner in hand, find another ARC enemy to test it on. Smaller ARC units like **POPs (little walking drones)** or stationary **ARC turrets** make good targets <sup>26</sup> . A great spot on Dam is the *Research & Administration* area, which often has low-level ARC patrols <sup>26</sup> . Sneak up to an enemy and equip the Fireball Burner (it functions like a throwable/incendiary device). **Throw the Burner** at the ARC – ideally at close range – and let it detonate. The Burner will set the target on fire; wait for the flames to finish the ARC off. Ensure the kill credit is from the Burner's fire (soften the enemy first if needed, then let the Burner deal the killing blow). When the ARC is destroyed by the Burner's flames, the quest objective will register as complete <sup>27</sup> .

3. **Phase 4 – Extract:** After burning an ARC to ashes, head for extraction. **Extract successfully** to secure the quest progress, then return to Apollo in Speranza. He will reward you with a unique backpack trinket (a bundle of cans) and some useful explosives for your arsenal <sup>20</sup> .

**Tips:** If you're having trouble hitting a fast-moving ARC with the Burner, try using a **Red Light Stick (flare)** to lure ARC enemies to a spot, or corner a weaker ARC in a tight space. Remember that Fireball Burners are rare – if you fail to kill an ARC with it, you'll need to find another Fireball and loot its burner again in a new

raid. Always keep the Burner in your **safe pocket** (protected inventory) until you've used it, so you don't lose it if you get downed. Apollo's advice hints that stunning a target first can help <sup>28</sup> – consider using shock mines or an EM grenade on tougher ARC, then follow up with the Burner.

## 13. Sparks Fly

**Mission Briefing:** Apollo continues his ARC weapon experiments in **"Sparks Fly."** He's developed an "elegant" method to bring down *Hornet* drones using improvised explosives <sup>29</sup>. Your job is to test this method by destroying a Hornet ARC with a special grenade, making some **"sparks fly."**

- **Mission Giver:** Apollo (unlocked after *What Goes Around*) <sup>30</sup>
- **Map:** Any map (Hornet drones can spawn on all maps; **Dam Battlegrounds** and **Spaceport** are common locations) <sup>31</sup>
- **Objectives:**
  - Destroy a **Hornet** ARC using a **Trigger 'Nade** or a **Snap Blast** grenade <sup>32</sup>
  - (Note: *Light Impact grenades also count toward this objective*) <sup>33</sup>
- **Granted Items:** 6× Trigger 'Nade, 2× Snap Blast Grenade (provided by Apollo to help with the task) <sup>34</sup>
- **Rewards:** Trigger 'Nade Blueprint, 4× Crude Explosives, 2× Processor (crafting materials) <sup>35</sup>

### Phases:

- **Phase 1 – Arm Yourself:** After accepting the quest, **equip the provided grenades** in your throwables slot. The Trigger 'Nades are remotely detonated sticky bombs, and Snap Blasts are impact grenades that explode on a timer – either will fulfill the requirement. Use a free loadout and bring along extra explosives if you have them; firearms alone won't count for this kill.

- **Phase 2 – Find a Hornet:** **Hornets** are flying ARC robots that hover and shoot sharp projectiles (their "stings"). They emit a distinctive hum and often patrol open areas or guard structures. Hornets can appear on nearly every map <sup>31</sup>. A good strategy is to pick a map and head toward known ARC hotspots: for example, on *Dam Battlegrounds*, check near the **Bastion outposts** or **Water Treatment** area; on *Spaceport*, look around the **Rocket Assembly** or hangars. You'll recognize a Hornet by its saucer-like shape and the buzzing sound it makes as it moves. Once you spot one, clear the area of other threats if possible so you can focus on the Hornet.

- **Phase 3 – Engage the Hornet:** To efficiently kill a Hornet with explosives, it helps to **set a trap**. Hornets like to hover near structures at mid-height. Try this tactic: **attach a Trigger 'Nade to a surface** (a wall, ceiling, or doorway) near where the Hornet is patrolling <sup>36</sup> <sup>37</sup>. Then **lure the Hornet** toward you by peeking out or firing a few shots. When the Hornet drifts close to the planted grenade, **detonate the Trigger 'Nade**. A direct blast or two should destroy it. Alternatively, use a Snap Blast grenade by tossing it in the Hornet's path – the Snap Blast's large explosion can catch the Hornet if timed right. If the Hornet is not immediately destroyed, quickly throw another explosive or use small-arms fire to finish it off, but **make sure the final blow comes from an explosion** (shooting it to very low health, then using a grenade works well). The quest will only count the kill if the Hornet dies to the grenade's damage.

- **Phase 4 – Verify and Extract:** When the Hornet goes down in flames from your grenade, the mission objective is complete. Double-check that the quest log updated (Hornet kills can be finicky –

if it didn't register, you may need to try again, ensuring the explosive dealt the killing damage <sup>38</sup> ). Now **extract safely**. With the Hornet eliminated, head to an extraction point and leave the map. Return to Apollo to hand in the quest.

**Tips:** Hornets are agile and will dodge or flee if you engage them directly. Using cover is crucial – fight near a building or rock outcrop so the Hornet has to come around a corner where your trap is set <sup>36</sup> . Trigger 'Nades stick to surfaces, so try placing one **above a doorway** and then get the Hornet's attention from the opposite side; as it passes through the doorway, blow the charge <sup>36</sup> . If you have **Light Impact grenades**, know that these also count for the quest <sup>39</sup> – they detonate on impact, so hitting a Hornet directly with one is another quick way to swat it. Upon completion, Apollo rewards you with a **Trigger 'Nade Blueprint** (unlocking the ability to craft more remote mines) and extra components for crafting <sup>35</sup> .

## 14. Greasing Her Palms

**Mission Briefing:** Celeste, the resourceful vendor, has a special task for you in **"Greasing Her Palms."** She's interested in intel and loot from specific sites across the region – essentially, you're **playing courier and scout** for her business dealings. This quest requires visiting *three distinct locations on three different maps* <sup>40</sup> . It's a lengthy trip but will "grease" Celeste's palms with valuable information (and net you some materials).

- **Mission Giver:** Celeste (unlocked after progressing the early questline; she gives this quest following *A Better Use* and other tasks)
- **Maps:** **Dam Battlegrounds, The Spaceport, Buried City** (one objective on each) <sup>40</sup> <sup>41</sup>
- **Objectives:**
  - On *Dam Battlegrounds*: Visit the **Locked Room** in the Water Treatment Control building (requires a **Dam Surveillance Key**) <sup>42</sup> .
  - On *The Spaceport*: Scope out the **rocket thrusters** outside the Rocket Assembly area <sup>43</sup> .
  - On *Buried City*: Visit the **barricaded area on floor 6** of the Space Travel building <sup>44</sup> .
- **Key Item:** **Dam Surveillance Key** (Celeste gives you one when you accept the quest <sup>45</sup> , used for the Dam objective)
- **Rewards:** Lure Grenade Blueprint, 3× Speaker Component, 3× Electrical Component <sup>46</sup>

### Phases:

- **Phase 1 – Dam Battlegrounds (Locked Room in Water Treatment Control):** Start with *Dam Battlegrounds* since it requires a key item. **Bring the Dam Surveillance Key** Celeste provided and keep it in your safe pocket (so you don't lose it if you die) <sup>41</sup> . Head to the **Water Treatment Control** building in the southwest of Dam Battlegrounds <sup>42</sup> . The objective is to enter a specific **Locked Room** there. From the main entrance of Water Treatment Control, turn right down a dark hallway, then right again to find a locked door under a security camera <sup>47</sup> <sup>48</sup> . Use your Dam Surveillance Key on this door to unlock it <sup>49</sup> . Step inside – as soon as you **enter the locked room, the quest registers this step as complete** <sup>50</sup> . While you're here, **loot the room!** Locked rooms often contain high-tier gear (players have reported finding rare weapons like the "Bobcat" inside) <sup>50</sup> . Once done, **extract** from Dam Battlegrounds to save your progress and items. (*If you happen to lose the key by dying or otherwise, don't worry – Dam Surveillance Keys can drop from various containers on any map, though they can be annoyingly elusive when you need one* <sup>42</sup> .)

- **Phase 2 – The Spaceport (Rocket Assembly Thrusters):** Next, deploy to *Spaceport*. Celeste wants you to **scope out the rocket thrusters** on the grounded rocket between **Rocket Assembly** and

**Control Tower A6** <sup>43</sup>. This area is an open sandy plaza dominated by a huge rocket lying on its side. You specifically need to go to the **southwestern end of the rocket**, where its **thrusters** (big round engines) are located <sup>43</sup>. No key or interaction is needed here – simply **approach the rocket's back end** and stand near the thrusters <sup>43</sup>. The quest will tick off once you're in the general vicinity behind the rocket. **Be vigilant:** the area is very exposed <sup>51</sup>. Other Raiders can spot you easily across the sand, and there's often an ARC **Bastion** (turret enemy) not far away <sup>51</sup>. Consider going at a quieter moment or use cover from debris while moving in. After the objective updates, you can leave – either extract, or if you're feeling confident, you could proceed straight to the Buried City objective in a separate raid.

- **Phase 3 – Buried City (6th Floor Barricaded Area, Space Travel Building):** Finally, head to *Buried City*. Your target is the **Space Travel** building (north-central part of the map). This is a tall building; you need to reach **floor 6**. Enter at ground level and use the stairwell or elevator shaft to climb up – floor numbers are marked on the walls at each level <sup>52</sup>. On the **6th floor**, go down the hallway past a sign that says "J. Kozma Ventures" <sup>53</sup>. Take the second right into what looks like a conference room or boardroom. This area was formerly **barricaded with planks**, though often you may find it already breached by other players <sup>54</sup>. **No explicit interaction is needed** here either; simply being in the correct room/area will complete the objective (even if the barricades are gone) <sup>55</sup>. Once the quest log marks this step done, you're finished with the scavenger hunt.

- **Phase 4 – Turn In:** Extract from Buried City (or die and respawn in Speranza, since you're not carrying required items – though extracting is always safer) and return to **Celeste**. Talk to her to complete the mission. Celeste will reward you with a **Lure Grenade Blueprint** (allowing you to craft decoy grenades) and some electronic components <sup>46</sup>. The reward materials (speaker components and electrical components) are useful for crafting advanced gadgets and upgrading the workshop <sup>46</sup>.

**Tips:** You can do the three objectives **in any order** and across separate raids – you don't need to finish all in one deployment. In fact, each step is on a different map, so they *must* be separate outings. Using **free loadouts** for Spaceport and Buried City is recommended (since you don't have to pick up anything there) <sup>41</sup>. However, for Dam Battlegrounds, bring your own gear but keep the key safe, as mentioned. If you want to save time, you might try spawning into Spaceport or Buried City, rushing the objective, then immediately extracting; those two steps don't require carrying any items out, so you won't lose progress if you die after the objective (though you'd lose any found loot). For the Dam step, be more cautious – unlock the room and consider extracting soon after looting, to bank the quest completion. **Fun fact:** This quest is considered a **"cartographer" mission** <sup>56</sup>, sending you to chart out points of interest for Celeste. It ties into another multi-map quest (*What We Left Behind*), so Celeste clearly has you doing groundwork across the land. Finally, keep that **Dam Surveillance Key** even after the quest – such keys might be reused for locked rooms or future missions.

## 15. A First Foothold

**Mission Briefing:** The Blue Gate region is opening up, and Apollo wants to establish a secure foothold there. In **"A First Foothold,"** he sends you to finish construction tasks at several unfinished Raider installations around Blue Gate. ARC attacks stalled his crew's progress, so you must **stabilize and repair**

**four structures** to ensure a safe presence in this new map <sup>57</sup> <sup>58</sup> . This mission spans the entire Blue Gate map, hitting the north, south, east, and west – expect a lot of travel but no item collecting.

- **Mission Giver:** Apollo (unlocked upon accessing the **Blue Gate** map) <sup>59</sup>
- **Map: The Blue Gate** (all objectives are located in Blue Gate; you must have this map unlocked to begin) <sup>60</sup>
- **Objectives:**
  - Stabilize the observation deck near **the Ridgeline** (eastern Blue Gate) <sup>61</sup>
  - Enable the comms terminal near **the Olive Grove** (southern Blue Gate) <sup>62</sup>
  - Rotate the satellite dishes on the **church roof** north of the Data Vault (northern Blue Gate) <sup>63</sup>
  - Nail down the roof plates on the Raider structure near **Trapper's Glade** (western Blue Gate) <sup>61</sup>
  - **Granted Items:** 2× Noisemaker (to help lure or distract ARC while you work) <sup>64</sup>
  - **Rewards:** 3× Shrapnel Grenade, 2× Snap Blast Grenade, 3× Heavy Fuze Grenade (a cache of explosives for your efforts) <sup>65</sup>

#### Phases:

- **Phase 1 – Ridgeline (Stabilize the Observation Deck):** Spawn into Blue Gate and head toward **The Ridgeline**, on the far **east side** of the map <sup>66</sup> <sup>67</sup> . The observation deck is perched on the cliff edge at the map's eastern rim <sup>66</sup> . This area is relatively quiet (away from central ARC patrols) <sup>67</sup> . When you reach the wooden observation platform, look for **interactable support beams or sides** of the deck. Approach the prompts and **"stabilize" the deck by interacting** – your character will likely hammer in supports or otherwise secure the structure <sup>68</sup> . Only one side needs stabilizing to count. Once done, that structure is complete. Move on to the next target.

- **Phase 2 – Olive Grove (Enable the Comms Terminal):** Next, go to **The Olive Grove** area in the **south** of Blue Gate <sup>69</sup> . Olive Grove is a known hotspot (Raiders often farm olives here for crafting), so be cautious of other players passing through <sup>70</sup> . You're looking for a **comms platform** – specifically an **orange communication terminal** on a raised platform on the western side of Olive Grove <sup>71</sup> . Once you find the small platform with antennas or an orange-lit console, **interact with the terminal** to power it up <sup>72</sup> . Apollo will radio in after you activate it, confirming the comms are working <sup>73</sup> . This completes the Olive Grove objective. *(Note: Right after fixing the comms, Apollo's dialogue mentions Shani detecting a "major rumble" nearby <sup>73</sup> . This hint doesn't affect the quest completion, but it suggests there might be a cave-in or ARC event in that vicinity – something to be aware of, though it's not required for the mission.)*

- **Phase 3 – Trapper's Glade (Secure the Raider Structure's Roof):** Now head west to **Trapper's Glade**, a wooded area on the **west side** of Blue Gate <sup>74</sup> <sup>75</sup> . This is one of the more dangerous spots – ARCs like the **Bombardier** (an artillery ARC) roam here, among other threats <sup>74</sup> . Move carefully, using cover and avoiding fights if possible (a Noisemaker grenade can distract enemies away from your path if needed). In Trapper's Glade, find the partially built **Raider structure** (it looks like a shack or small outpost under construction, with scaffolding or cones around) <sup>76</sup> . You need to **climb onto the structure's roof** – use crates or climbable ledges to get up there <sup>77</sup> . On the roof, look for loose metal plates. **Interact with the roof** to "nail down the plates," effectively fixing it <sup>78</sup> <sup>77</sup> . Once you secure the roofing, this objective completes. Get off the roof and make your way to the final task.

- **Phase 4 – Data Vault Church (Align the Satellite Dishes):** Finally, go to the **north** of Blue Gate, near the **Data Vault** area. North of Data Vault is a **church** atop a hill <sup>79</sup>. Climb up to this church, which has scaffolding on the side <sup>80</sup>. The objective is on the **roof of the church** where there are **two satellite dishes**. Use the scaffolding or ladder to reach the roof safely <sup>80</sup>. Once on top, approach the satellite array. **Rotate the satellite dishes** by interacting with them (there may be a prompt on one of the dishes) <sup>81</sup>. This alignment will complete the final task. This area is usually quiet due to its remote location <sup>81</sup>, but sometimes other questing Raiders might be doing the same – a friendly wave or thumbs-up can go a long way if you meet someone up there! Now that all four locations are done, you can consider the mission complete.
- **Phase 5 – Mission Completion:** You do **not** need to do all four objectives in one life or one raid – in fact, you *cannot*, since extraction is required to travel between maps. The good news is you **don't have to redo completed objectives** even if you die, as long as each was done in a raid where you survived or at least triggered the objective (quest progress saves per objective). There's also **no need to extract with any special item** for objectives to count <sup>82</sup>. Still, it's wise to extract after finishing any given objective, to bank the progress. Once all four tasks are checked off in your quest log, head back to Speranza. Speak to Apollo to turn in *A First Foothold*. He'll reward you with a bundle of grenades: shrapnel, snap blast, and heavy fuze grenades <sup>65</sup> – plenty of firepower for your next encounters.

**Tips:** Blue Gate is a large map, and these four objectives literally cover **each corner of it** <sup>83</sup> <sup>84</sup>. Don't feel rushed to do them in one go. In fact, Apollo mentions you **don't have to visit all locations in a single raid** <sup>82</sup>, so you can tackle one or two, extract, re-arm, and hit the rest later. Because none of the objectives require carrying items, you can use **free loadouts** without fear of losing gear if you die mid-task <sup>82</sup>. If you do bring good weapons to defend yourself, consider stashing some in your safe pocket when traveling between objectives, as certain areas (especially Trapper's Glade) can turn deadly fast. One efficient route is: spawn near Ridgeline (do deck) → run to Olive Grove (do comms) → extract at a nearby point; then next raid spawn near Trapper's (do roof) → run to Data Vault (do dishes) → extract. Use vehicles if available on the map to cover ground quickly (if Arc vehicles or hoverbikes exist in this game's world). On completing each phase, Apollo often gives radio updates – for example, after the comms terminal, he confirms the network is live <sup>73</sup>. These are mostly narrative flavor, but they also reassure you that you're on the right track. With the Blue Gate infrastructure operational thanks to you, Apollo notes the Raiders will soon “feel right at home” there <sup>85</sup> – and you'll be ready to tackle the new missions that open up beyond.

## 16. Dormant Barons

**Mission Briefing:** Shani, ever curious about ARC tech, directs you to the inert remnants of one of the most feared ARC machines from the First Wave: the **Baron**. In “**Dormant Barons**,” you are tasked with finding a massive Baron wreck (a **Baron Husk**) and salvaging its innards. Though Barons caused untold destruction in the past, the ones you seek are long dead – it's a scavenging mission, not a boss fight <sup>86</sup>. Still, the scale of these wrecks and the danger of their surroundings make this an adventurous undertaking.

- **Mission Giver:** Shani (unlocked after some early quests; given after *A First Foothold*, as the quest tree suggests)
- **Map:** Any of the early maps – **Dam Battlegrounds** is recommended for ease (it has multiple Baron wrecks in relatively safe areas) <sup>87</sup>. Baron Husks can also be found on Spaceport and The Blue Gate

<sup>88</sup>.

- **Objective:** Loot a **Baron Husk** (find a dormant Baron wreck and breach it to retrieve what's inside)

89

- **Rewards:** 3× Doorblocker (deployable cover), 3× Li'l Smoke Grenade (small smoke bombs)

#### Phases:

- **Phase 1 – Locate a Baron Husk:** **Baron Husks** are enormous, spider-like ARC carcasses – basically giant mechanical spiders frozen in death. Typically, these hulks are hard to miss once you're near one. On *Dam Battlegrounds*, three known Baron Husks spawn in fixed locations<sup>91</sup>. Two are on the western side (which are safer), and one is at *The Breach* in the north (more exposed and often guarded by a Sentinel turret)<sup>92</sup><sup>93</sup>. It's wise to go for a west-side husk, such as near **Ruby Residence** or **Research Center**, where cover is available and fewer players roam. As you approach a suspected Baron site, **listen for a low roaring/humming sound**<sup>94</sup> – intact Baron Husks emit this sound if they haven't been looted yet, acting like a beacon. Use your map knowledge or an online map to pinpoint the husk locations (the GameSpot guide provides a map with markers<sup>91</sup>). Once you see the massive legs and body of the Baron Husk, clear any minor ARC enemies around (sometimes Scavenger or Pop ARCs wander near these wrecks).

- **Phase 2 – Breach the Baron Husk:** Getting on top of a Baron Husk is the next step. **Climb up its legs or body plates** – look for a sloped leg acting as a ramp to the round central hull<sup>94</sup><sup>95</sup>. At the top, you'll find a **breachable hatch** (usually a glowing or highlighted panel) in the center of the husk. Begin the **breach mini-game** (hold interact to plant charges). The moment the husk breaches, **jump off or back away immediately!** Upon opening, **the Baron's core will erupt in flames briefly**<sup>96</sup>. This fiery discharge won't kill you outright if you have full health, but it can deal serious damage or even knock you down if you stay on top. So as soon as you finish breaching, **leap off the husk and get to a safe distance** while the inside burns off<sup>96</sup>. After a few seconds, the flames will subside.

- **Phase 3 – Loot the Core:** Once the fire is gone, climb back up and **interact with the husk's center** to loot it<sup>96</sup>. You will retrieve whatever valuable components remain – typically high-tier ARC materials like **ARC Alloy** or **ARC Powercells** come out of Barons<sup>97</sup>. More importantly for the quest, this counts as "looting a Baron Husk," completing the objective. These materials are useful for crafting but note: beyond this quest, farming Baron Husks is usually not efficient since similar materials drop from easier ARC kills or smaller caches<sup>97</sup>.

- **Phase 4 – Extraction:** With the Baron's loot in your bag, make your way to extraction. Since Baron Husks don't drop a specific quest item (it's just generic loot), the quest should register as soon as you've looted. However, standard practice applies – **extract to ensure you keep the materials** you got (especially ARC alloys, which are rare). If you die after looting, you might lose those items, but you *shouldn't* lose quest completion as the objective was met. Still, better safe than sorry. Once back in Speranza, report to **Shani**. She'll be pleased to inspect the Baron tech you recovered<sup>86</sup>. You'll receive Doorblockers (handy for barricading doors during fights) and Li'l Smokes (tiny smoke grenades) as a reward – both items can be useful for escaping tough situations or setting ambushes.

**Tips:** Remember Shani's words: *"During the First Wave, the Barons did more damage than all other machines combined... now they're mere husks."*<sup>86</sup> So thankfully, you don't have to fight an active Baron! But other players might be lurking, hoping to loot these as well – the roaring sound can attract them, too. If you suspect competition, approach stealthily and watch for movement. If someone gets to the husk first, you can either back off to another location or engage them, but that's a risk. **Time-saving tip:** Only one player can breach a given Baron per raid. If you arrive at a husk and it's already open (no roaring, hatch visibly



blown), that one's been looted. You'll need to find another husk or try again in a fresh match. Use the quieter west-side husks on Dam to avoid combat; and if a Sentinel turret is near (they often guard wrecks like the one at The Breach), take it out from cover or give it a wide berth <sup>98</sup>. The Baron's loot (ARC cores, etc.) are heavy; stash them in your safe pocket if you really want to keep them, but they're mostly useful for projects and not needed to complete the quest. Overall, this quest is more about map knowledge than fighting – learn the husk locations, and you'll be done in no time <sup>99</sup>.

## 17. Mixed Signals

**Mission Briefing:** Shani, the tech-savvy scout, has detected a mysterious signal and suspects the ARC **Surveyors** are involved. In “**Mixed Signals**,” she asks you to take down a Surveyor drone and recover its data core (the **Surveyor Vault**). Surveyors are elusive floating orbs that transmit data via a blue beam into the sky <sup>100</sup> <sup>101</sup>. Capturing one's vault could unveil secrets about ARC communications. This mission emphasizes **strategy in fighting a nimble target** and securing its valuable drop.

- **Mission Giver:** Shani (after completing *Dormant Barons*) <sup>102</sup>
- **Map:** Any map (Surveyors can spawn on every map; common sightings on **The Blue Gate** and **Buried City**, but also on Dam and Spaceport) <sup>100</sup>
- **Objectives:**
  - Destroy an **ARC Surveyor** (a large rolling flying orb) <sup>103</sup>
  - Obtain 1 **Surveyor Vault** (loot the core the Surveyor drops) <sup>103</sup>
- **Granted Items:** 3× Jolt Mine, 2× Showstopper (stun mines and EMP grenades to help immobilize the Surveyor) <sup>104</sup>
- **Rewards:** 1× Photoelectric Cloak (a special stealth gear piece), 1× Raider Hatch Key <sup>105</sup> <sup>106</sup>

### Phases:

- **Phase 1 – Tracking the Surveyor:** Upon starting a raid, **scan the skies for a blue vertical laser** shooting upward <sup>100</sup> <sup>107</sup>. This blue beam is the hallmark of an active **Surveyor** transmitting data; it's visible from far across the map on clear lines of sight <sup>100</sup>. Move toward that beam. Surveyors are **black, spherical ARCs** that roll along terrain and occasionally stop to shoot their data beam upward <sup>101</sup>. They typically roam semi-randomly but tend to appear in regions away from heavy combat – for instance, players report frequent spawns in the **southwest Blue Gate** hills and the **eastern Buried City** outskirts <sup>101</sup>. As you travel, keep your ears open too: Surveyors emit mechanical whirring sounds, especially when transmitting. Use cover to approach; Surveyors are skittish and may roll away fast if they detect gunfire or a Raider.

- **Phase 2 – Engaging the Surveyor:** This is not a brute-force fight. Surveyors have tough armor and will **flee if attacked directly** <sup>108</sup>. Shani hinted to **stun them before engaging** <sup>28</sup> – take that advice. Equip your **Jolt Mines or Showstopper EMP grenades**. A good plan is to anticipate the Surveyor's path (they often circle an area). Place a **Jolt Mine in its path** or toss a Showstopper near it to disable it momentarily. Another tactic: if the Surveyor hasn't noticed you, wait until it begins transmitting data (when the blue beam is active). **During transmission, the Surveyor exposes its inner core and stays relatively still** <sup>109</sup> <sup>110</sup>. This is your chance – while it's beaming, one or two well-placed shots from a high-damage weapon (like a sniper rifle, e.g., a Ferro) can **destroy it quickly** <sup>108</sup>. Heavy weapons with good **ARC penetration** are recommended <sup>108</sup>; armor-piercing rounds or sniper shots to the revealed core will do massive damage. If it starts to roll off, chase with caution and try another stun. Avoid lengthy chases across open ground – that can attract other enemies or rival players. Instead, **hit hard when the moment is right**: ideally, catch it stationary

and hit its weak point. Two or three sniper shots or a couple of shotgun blasts to the core (if you get close after a stun) can take it down.

- **Phase 3 – Loot the Surveyor Vault:** The instant the Surveyor explodes, rush to its crash site. It should drop a glowing data core called the **Surveyor Vault** <sup>111</sup>. Pick up this item. *This is the required quest item.* It's somewhat bulky, so it might occupy your special slot (ensure you have room). **Secure the vault in your safe pocket** if you have the *Augment* or space for it <sup>112</sup> – Shani herself suggests using an augment to safely carry it <sup>112</sup>. This guarantees you won't lose it even if you're killed on the way out. Once you have the vault, you've technically completed the objective, but now you need to keep it.
- **Phase 4 – Extract and Deliver:** With the Surveyor Vault in hand, head straight to an extraction point. You've likely made noise fighting the Surveyor (and that bright beam can draw player attention), so others may be en route to investigate. If you have a **Photoelectric Cloak** (ironically the very item this quest will reward later) or other stealth tools, use them to stay hidden. Otherwise, move carefully and consider avoiding main travel routes. At the extract, call for pickup and **leave successfully**. Back in Speranza, take the Vault to Shani. She'll be excited to receive the rare data <sup>113</sup> <sup>114</sup>, rewarding you with a **Photoelectric Cloak** (a device that likely grants temporary invisibility, perfect for stealthy Raiders) and a **Raider Hatch Key** (used to open Raider stashes or locked hatches in missions) <sup>105</sup> <sup>112</sup>.

**Tips:** Surveyors spawn at least one per match, so if you don't find one initially, keep an eye out for that telltale blue laser as you explore. **Patience pays off** – the Surveyor is easiest to kill when it's transmitting and vulnerable <sup>115</sup>. You can stalk it and wait for that behavior. If you have a team, coordinate: one player can stun the Surveyor with a mine while others line up shots on its core. Be aware that once attacked or alerted, Surveyors roll fast and can even retreat behind enemy lines; chasing one could lead you into ARC dens or ambushes. If you lose one, it's okay to extract and try a fresh raid rather than risk life and limb. The **Jolt Mines** you got are extremely useful here: a single mine detonation under a Surveyor will halt it briefly. Also note, while the quest only demands one Vault, *Surveyors contain lots of rare tech*. Shani even bets her hat the data is tied to the mysterious signal she found <sup>116</sup> <sup>114</sup>, implying story significance. So, beyond the quest, taking down Surveyors can yield high-value loot. Lastly, once you have the Raider Hatch Key reward, keep it safe – hatch keys open special loot rooms in certain missions, potentially very useful as you proceed.

## 18. What We Left Behind

**Mission Briefing:** Tian Wen has finally decided to put you to work directly. In **"What We Left Behind,"** he sends you scavenging through **old Raider camps** and outposts that were abandoned when humanity retreated underground <sup>117</sup>. He's looking for anything "significant" left behind – scrap, intel, tech – but doesn't openly admit why (likely profit or defense prep). This quest spans **three maps**, making you retrace the footsteps of those who fought in the early ARC invasion.

- **Mission Giver:** Tian Wen (unlocked after *Dormant Barons*, following Celeste's nudging) <sup>118</sup> <sup>117</sup>
- **Maps:** **Buried City**, **Dam Battlegrounds**, **Spaceport** (one objective on each) <sup>119</sup> <sup>120</sup>
- **Objectives:**
- **Buried City:** Search 2 containers in the Raider Camp **beneath the Parking Garage** (northwest Buried City) <sup>120</sup>.
- **Dam Battlegrounds:** Search for anything significant in the **South Swamp Outpost** (west Dam) <sup>121</sup>.

- **Spaceport:** Search for anything significant in **Bilguun's Hideout** (a depot next to Container Storage in Spaceport) <sup>121</sup> .
- **Rewards:** 1× Muzzle Brake II, 1× Vertical Grip II, 1× Stable Stock II (a set of Tier II weapon attachments) <sup>122</sup>

#### Phases:

- **Phase 1 – Buried City (Raider Camp under Parking Garage):** Begin in *Buried City*. Your goal is the **Parking Garage** in the northwest quadrant <sup>119</sup> <sup>123</sup> . This large garage structure is notorious for car loot – and indeed, for this quest, something is hidden below it. When you arrive, go to the **ground floor (first floor) of the parking garage**. Look along the walls for a door labeled “01” <sup>124</sup> . This door leads to an old Raider hideout but is **barred shut**. You’ll need to **breach the door** using your breaching kit (hold interact to plant a charge) <sup>125</sup> . Make sure the area is clear of enemies (and other Raiders) before blowing it, as the explosion and noise can attract attention <sup>125</sup> . Once breached, the door opens into a shaft with a **zipline going down** into the sand. Hop on the zipline and ride down into a buried room – this is the **Raider Camp beneath the garage** <sup>126</sup> . In this underground camp, you’ll see supply crates, possibly old bunks, etc. **Loot any 2 containers** in this room to complete the Buried City objective <sup>126</sup> . Containers can be anything from military crates to lockers – just make sure you search two distinct ones. After looting two, you’ll get a quest update. At this point, **consider extracting** back to base, as the next steps are on other maps (and you’re likely carrying extra loot now). If the nearest extraction is far or risky, you can also simply die (or quit) after getting credit – since the objective doesn’t require carrying items, progress will be kept, but you’ll lose your gear. Extracting is the safer choice to keep your finds.

• **Phase 2 – Dam Battlegrounds (South Swamp Outpost):** Next, go to *Dam Battlegrounds*. You need to search for “anything significant” at the **South Swamp Outpost**, which is on the **western edge** of the map <sup>127</sup> . South Swamp Outpost is a relatively small, circular outpost building amid marshy terrain. It’s usually quiet, but still approach carefully in case hostile Raiders or ARC are around <sup>128</sup> . Enter the main building – it has a large round central room. Inside, look for a table or stack of papers with an “Interact” prompt <sup>129</sup> . Specifically, there’s a **pile of documents/maps** on a table in the center of the round room <sup>129</sup> . **Interact with the papers** to “search for anything significant.” Your character will briefly rummage, and that’s it – the quest registers this as the needed clue or item from the outpost <sup>129</sup> . (You’re effectively picking up lore or data here, though it’s not an inventory item.) Once it says the objective is complete, you’re done in Dam. You can loot the rest of the outpost if you like – maybe you’ll find supplies – but when ready, extract to move on.

• **Phase 3 – Spaceport (Bilguun's Hideout near Container Storage):** Lastly, deploy to *Spaceport*. The target is **Bilguun's Hideout** – a Raider hideout tucked next to the **Container Storage** yard <sup>130</sup> . Container Storage is the area with lots of shipping containers and a big cement wall on one side. Bilguun's Hideout is actually built into that massive wall. To find it, go to the Container Storage region and look for a **yellow ladder** on the cement wall's side <sup>131</sup> . Climb up this ladder; it leads to a door or platform which is **Bilguun's Hideout** up above <sup>131</sup> . Once inside the hideout (a small room with some crates and papers), check the left side. You should find some **notes or documents** you can interact with <sup>132</sup> (similar to the Swamp Outpost step). **Interact with the notes** to complete the Spaceport objective <sup>132</sup> . That’s the final piece of intel Tian Wen wanted. Now carefully make your way out (you might consider hopping back down the ladder quickly). With all objectives done, head to an extraction point.

• **Phase 4 – Debrief with Tian Wen:** After extracting from Spaceport, return to Tian Wen in Speranza. He’ll acknowledge the scavenged info you brought. As rewards, he hands over three high-quality gun

attachments: a **Muzzle Brake II** (reduces recoil), a **Vertical Grip II** (better stability), and a **Stable Stock II** (improves weapon sway) <sup>122</sup>. These will give a nice boost to your favorite firearms. In the dialogue, Tian Wen mentions that you can keep whatever loot you found out there, and pointedly asks you **not to tell Celeste** that you did this job for him <sup>133</sup> (it seems he's prideful and doesn't want her to know he accepted help). He also hints that he has "other places in mind" for you to scout soon <sup>133</sup>, leading into future quests.

**Tips:** Much like *Greasing Her Palms*, **What We Left Behind** spans three locations you can tackle in separate runs. You **don't have to extract with any special item** for the tasks to count – it's all about interacting/searching at those spots <sup>134</sup>. This means you can use **free gear** for each to minimize risk <sup>134</sup>. The Buried City portion is the only one that forces you into a potentially compromising position (breaching a door and ziplining into a confined space). For that step, ensure you're not being trailed. It's wise to breach quickly and zip down immediately; staying topside after breaching can lead to PvP ambush. Once underground, you're somewhat safe unless someone follows directly. The South Swamp Outpost on Dam is usually empty, but as always, do a quick sweep for ARC (sometimes a few low-level ARC units wander the swamps). Bilguun's Hideout on Spaceport is generally out-of-the-way; most players won't climb up there unless on this quest. Still, when climbing the ladder, do it fast – you're exposed on that ladder, so sprint climb. A trick: if you have a **grappling hook augment**, you could grapple up to the hideout instead of using the ladder, for a quieter entry. Lastly, the story here shows Tian Wen's grudging cooperation. The intro dialogue reveals Celeste pestered him about "pitching in" <sup>117</sup>. He doesn't like meddling, but he does value the "scrap" you bring. So, by completing this, you've warmed him up a bit, unlocking further quests (and trader inventory from him may improve as well). Enjoy those new gun mods – you earned them rummaging through the past!

## 19. Doctor's Orders

**Mission Briefing:** Lance, the medical expert in Speranza, doesn't give out his aid for free – he first wants to see if you can **help yourself**. In **"Doctor's Orders,"** Lance challenges you to collect basic medical supplies from topside. It's his way of ensuring you're resourceful (and maybe stocking his clinic). You'll be gathering some pharmaceuticals and materials to prove you're "worth bandaging" <sup>135</sup>.

- **Mission Giver:** Lance (unlocked after completing *Greasing Her Palms*) <sup>136</sup>
- **Map:** Any map (these items spawn in various locations; see below for specifics). Best done in **Dam Battlegrounds** and **Buried City** due to known medical loot spots <sup>137</sup>.
- **Objectives (Collect):**
  - 1 × **Syringe** <sup>138</sup>
  - 2 × **Antiseptic** <sup>138</sup>
  - 1 × **Durable Cloth** <sup>139</sup>
  - 1 × **Great Mullein** (medicinal plant) <sup>139</sup>
- **Rewards:** 3× Adrenaline Shot (revival/healing item), 3× Sterilized Bandage, 1× Surge Shield Recharger <sup>140</sup>. (*These are advanced medical supplies – presumably Lance is willing to share better gear once you've proven yourself.*)

### Phases:

- **Phase 1 – Scavenge Medical Supplies (Antiseptics, Syringes, Durable Cloth):** These first three items can often be found together in similar locations. Focus on **medical Points of Interest** on any map <sup>137</sup>. Great places to check: on *Dam Battlegrounds*, **Testing Annex** (southeast Dam) is a top spot – it's a medical research facility with multiple labs and even a small pool. The Testing Annex almost always yields some **Antiseptics**

**and Syringes** if thoroughly looted <sup>137</sup> <sup>141</sup>. On *Buried City*, the **Hospital** or a pharmacy like **Piazza Arbusto Pharmacy** are prime locations <sup>142</sup>. Antiseptic appears as bottled disinfectant; Syringes as small packs or loose syringes; Durable Cloth as folded white cloth or treated fabric. **Durable Cloth** can sometimes spawn in medical sites and also in general **Commercial buildings** (stores, warehouses) <sup>137</sup>, though it's less common. As you loot, keep count: you need **2 Antiseptics** and **1 Syringe** and **1 Durable Cloth**. If RNG (random loot) is unkind, note that **Antiseptic** and **Durable Cloth** *can be crafted* back at base if you have the Refiner bench <sup>143</sup> <sup>144</sup>. Specifically, Antiseptic can be crafted with 10 Chemicals + 2 Great Mullein <sup>145</sup>, and Durable Cloth with 14 Fabric <sup>146</sup>. (Syringes cannot be crafted <sup>147</sup>, so you must find that.) However, since you also need a Great Mullein for the quest, you likely will find the antiseptic in the same process of finding Mullein anyway. **Looting tip:** In the Testing Annex on Dam, check upstairs offices for Antiseptic (often on desks or shelves) and downstairs clinic rooms for Syringes. In Buried City's Hospital, hit the clinic rooms and storage closets. If on Spaceport or Blue Gate, find any **field hospital tents** or med bays (the Spaceport has a medical center near Control Tower, for instance). Once you have at least 1 Syringe, 2 Antiseptics, and 1 Durable Cloth either in your inventory or safe pocket, you're set on this part.

- **Phase 2 – Harvest Great Mullein:** **Great Mullein** is a medicinal herb (a tall yellow-flowered plant). It usually grows in **wet or marshy areas**. The easiest guaranteed spot to find Great Mullein is again the **Testing Annex on Dam Battlegrounds** – specifically in the **basement pool area** <sup>148</sup>. On the bottom floor of Testing Annex, there's a flooded section; check around the water for clumps of yellow-green plants <sup>148</sup>. Great Mullein appears as a green stalk with yellow buds, and there are typically multiple spawns there (unless someone picked them just before you) <sup>149</sup>. Grab at least one (you need 1 for the quest, but if you see more, harvest extras for crafting Antiseptic or other projects). Other possible spots include swampy zones in Dam (e.g., near South Swamp Outpost) and around water features in Spaceport or Blue Gate. Once you pluck the required Great Mullein, you have all the items needed.
- **Phase 3 – Return to Lance:** Double-check your inventory to ensure you have **1× Syringe, 2× Antiseptic, 1× Durable Cloth, 1× Great Mullein**. These do **not** auto-complete upon pickup; you must bring them back. Now make your way to extraction. If you have them in your safe pockets, you're relatively safe even if you get killed en route (safe-pocket items are retained), but try not to die – no point in alarming Lance by arriving half-dead! Extract from the map and head to Lance in Speranza. Hand over the goods – Lance will grudgingly acknowledge your effort. In fact, his completion dialogue goes from surprised ("You survived! Not that I thought you wouldn't...") to slightly approving, as he offers you "proper bandages instead of dirty rags" <sup>150</sup>. Quest complete.

**Tips:** All these items are **Common** and **Uncommon** loot, so you don't need high-tier maps to find them. If you want to knock it out in one raid, **Dam Battlegrounds' Testing Annex** is a one-stop solution: it has the Great Mullein in the pool, and plenty of medical loot upstairs <sup>148</sup> <sup>137</sup>. In one run there, players often report gathering multiple antiseptics and syringes. Just be cautious – Testing Annex can attract other Raiders since it's rich in loot (and a goal for their Lance quest too). If you come up short on an item, you can either craft it (back in Speranza via Workshop, if you unlocked that and have materials) or hop to *Buried City's Hospital*, which is another loot-dense medical site. Also note: **quest items like these do count even if crafted** – for example, if you craft antiseptics at base, it should tick the objective (since the objective is "Obtain," not necessarily "loot"). However, crafting requires materials that you may not have yet, so looting is usually faster at this stage. Lance's advice during the quest ("always keep some bandages on you... any piece of fabric will do in a pinch" <sup>151</sup>) is a hint: Durable Cloth is essentially clean fabric for bandages, and regular Cloth could be used if nothing else – a bit of lore that ties into why he wants these supplies. After

completing *Doctor's Orders*, Lance will start treating you more seriously – and he'll have a follow-up quest (*Medical Merchandise*) ready, which dives deeper into securing medical equipment <sup>152</sup>. Enjoy the reward items: **Adrenaline Shots revive you or a teammate from downed state**, **Sterilized Bandages heal more HP than regular ones**, and the **Surge Shield Recharger** can instantly refill your shield in combat – all very handy for staying alive topside <sup>140</sup> !

## 20. Medical Merchandise

**Mission Briefing:** Having proven you can gather basic meds, Lance ups the ante in **“Medical Merchandise.”** Now he wants you to stockpile higher-grade medical gear from specific facilities. Essentially, you're raiding old medical centers – likely so Lance can set up a black-market med supply or enhance Speranza's infirmary. This quest sends you to **three different maps** again, each with a targeted medical site to loot. Lance quips about not being able to “weave an X-ray machine” himself <sup>153</sup>, so you'll be fetching those advanced gadgets for him.

- **Mission Giver:** Lance (after completing *Doctor's Orders*) <sup>154</sup>
- **Maps:** **Spaceport, Buried City, Dam Battlegrounds** (one objective on each) <sup>155</sup> <sup>156</sup>
- **Objectives:**
  - On *Spaceport*: Search 2 containers in the **Departure Building's exam rooms** <sup>156</sup>.
  - On *Buried City*: Search 3 containers in the **Hospital** (central Buried City) <sup>157</sup> <sup>158</sup>.
  - On *Dam Battlegrounds*: Search 2 containers in the **Research & Administration building's medical room** <sup>159</sup> <sup>158</sup>.
- **Rewards:** *Banana* Backpack Charm (fun cosmetic trinket), 3× Defibrillator (revive gadget), 3× Vita Shot (strong healing injection) <sup>160</sup>.

### Phases:

- **Phase 1 – Spaceport (Departure Building Exam Rooms):** Start with *Spaceport*. Your target is the **Departure Building**, which is adjacent to the main Spaceport terminals (near the **Launch Pads/Control Towers**). The Departure Building is large, but you specifically need the **exam rooms** inside it <sup>156</sup>. Enter the building and make your way to the **first floor** (which in some buildings is one level above ground floor – basically the second level). Look for signs or symbols of a medical area: typically a **white cross on a green background** or signs that say “Exam” or have room numbers. In the Departure Building, the exam rooms are along a corridor on one side of the first floor <sup>161</sup>. Search for any **medical crates, cabinets, or chests** in these rooms. You need to loot **2 containers** in the exam rooms area <sup>156</sup>. It doesn't necessarily have to be two different exam rooms – just two separate containers in that section will do. (In fact, some players reported that any container in that building counts, as long as you're in the correct wing <sup>162</sup>.) Once you've opened two, the Spaceport objective will complete. **Note:** Because Spaceport can be PvP-heavy, grab and go quickly. The exam rooms are somewhat out of the way, but remain alert. After looting, you can extract, or proceed to the next map if you plan to tackle another objective in a new raid anyway.

- **Phase 2 – Buried City (Hospital):** Next, on *Buried City*, head to the **Hospital**. This is an easier one: the Hospital is a prominent building (often marked with a red cross or medical symbol on the exterior) in the city center. You don't need to find a specific room here – Lance basically wants a thorough sweep of the place. Once inside the Hospital, just **search any 3 containers** anywhere in the building <sup>157</sup>. This could be filing cabinets, medical supply crates, or even duffel bags – any container should count since the whole building is the target area. The Hospital tends to have multiple floors and rooms – check nurse stations, patient rooms, storage closets, etc. – but you only

need three containers total, which is usually easy in one floor. As soon as you hit 3, you'll get the objective complete notification. The Hospital is large and could have ARC (sometimes a POP or two lurk) or other players, so methodically clear as you loot. You might find extra medical loot (more antiseptics, etc.) – feel free to keep what you grab, Lance only needs you to “search” them, not deliver. After finding three containers’ worth, you’re done here. Extract or move on.

- **Phase 3 – Dam Battlegrounds (R&A Medical Room):** Finally, go to *Dam Battlegrounds*. The site is the **Research & Administration building** (often abbreviated R&A), a big office/lab complex on Dam. Within R&A, Lance is interested in the **medical room** on the first floor <sup>161</sup>. To get there, enter R&A through the main entrance or an open elevator shaft on the ground floor. Then find a way to the **first floor** (one level up). You should see a door with a **white cross on green** (the universal medbay symbol) marking the medical room entrance <sup>161</sup>. Go inside that infirmary area. Now **search 2 containers** inside the medical room or adjacent infirmary offices <sup>157</sup>. In R&A's med bay, likely containers include medicine cabinets, supply crates, or lockers. You might have to check a couple of rooms – for example, a patient exam room and a storage room. The quest will complete this objective after two containers are looted. One tip: The R&A building's med section may be accessed by a central stair or the elevator shaft using a zipline – often players use a **zipline in the elevator shaft** to reach upper floors <sup>163</sup>. Once on the first floor, turn down the hallway – medical rooms are usually clearly labeled or have those crosses. Also, R&A can be crawling with ARC (turrets in hallways, possibly a Sentinel outside). In particular, sometimes a **Sentinel turret** is stationed in the lobby or outside R&A, and occasionally **Junkmob scavengers** (AI human enemies) might be around. Be ready to engage or sneak. After looting the required 2, head out.

- **Phase 4 – Wrap Up:** With all three locations taken care of (Spaceport 2 crates, Buried City 3 crates, Dam 2 crates), all objectives should be marked complete. Head back to Lance. Upon turning in *Medical Merchandise*, Lance will reward you with a comical **Banana-shaped backpack charm** (so you can decorate your kit) and, more importantly, some high-end medical gear: **Defibrillators** and **Vita Shots** <sup>164</sup>. Defibrillators likely allow you to revive downed allies (or yourself, if it's a use item) faster, and Vita Shots probably give a strong heal or stamina boost. Lance's dialogue during the quest reveals his motive: he's crafty with bandages but needs pre-War tech (like imaging machines, monitors – hence exam rooms and med bays) <sup>153</sup>. By completing this quest, you've effectively stocked him with such equipment, “opening up endless possibilities” as he says on completion <sup>165</sup>. He even jokes to mark those medical areas with a cross on your map for future runs <sup>166</sup>, implying you've now learned where the good med loot is.

**Tips: Teamwork trick:** If you're doing this quest with friends, container searches are shared – if any teammate searches a container, it counts for everyone in the party for quest progress <sup>167</sup>. So you can split up inside a building to speed-run the objectives. For example, in the Hospital one of you can loot upstairs while another loots downstairs, and you'll hit 3 total in no time <sup>168</sup> <sup>167</sup>. Keep in mind, the quest tracks *containers searched*, not items taken – you don't have to pick items up if you don't want them, just opening the loot UI is enough. However, these medical areas often have valuable stuff (e.g., Sterilized Bandages, Combat Stims), so why not grab them. Since the quest items aren't physical pickups, **dying after completing the searches does not remove your progress** – you could theoretically suicide-run these locations. But ideally, extract to keep any goodies you looted. For the R&A building on Dam: a quick route is to use the **elevator shaft on the outside** – shoot the panel to drop the cable, ride up, and you pop out near first floor <sup>163</sup>. Turn right and the med room is close by <sup>169</sup> <sup>161</sup>. In Spaceport's Departure Building: those exam rooms can be confusing in layout; if struggling to find them, remember they are on the **first floor**

**(one flight up)** and usually on the side of the building closer to the spaceport's tarmac. Look for any signage or even ask in chat (sometimes fellow Raiders will point the way). Completing this quest not only rewards you but also probably expands Lance's inventory in the shop (he might start selling better medical kits or projects). All in all, after *Medical Merchandise* you'll be well-equipped to heal and revive – and Lance will know he has a reliable supplier for future advanced medical needs.

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**Sources:** The information above is compiled from official *ARC Raiders* quest logs and community walkthroughs, including the ARC Raiders Wiki for exact objectives and rewards <sup>170</sup> <sup>156</sup>, as well as player-provided guides (GameSpot, PC Gamer, Destructoid, etc.) for strategy and location tips <sup>171</sup> <sup>108</sup>. These reliable sources ensure all details (like item counts, map locations, and recommended tactics) are accurate and up-to-date with the current state of the game.

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<sup>1</sup> <sup>3</sup> <sup>6</sup> <sup>14</sup> <sup>170</sup> **A Better Use - ARC Raiders Wiki**

[https://arcraiders.wiki/wiki/A\\_Better\\_Use](https://arcraiders.wiki/wiki/A_Better_Use)

<sup>2</sup> <sup>4</sup> <sup>5</sup> <sup>7</sup> <sup>8</sup> <sup>9</sup> <sup>10</sup> <sup>11</sup> <sup>12</sup> <sup>13</sup> <sup>171</sup> **A Better Use Quest Guide – ARC Raiders | MetaForge**

<https://metaforge.app/arc-raiders/a-better-use-arc-raiders>

<sup>15</sup> <sup>16</sup> <sup>17</sup> <sup>19</sup> <sup>20</sup> **What Goes Around - ARC Raiders Wiki**

[https://arcraiders.wiki/wiki/What\\_Goes\\_Around](https://arcraiders.wiki/wiki/What_Goes_Around)

<sup>18</sup> <sup>21</sup> <sup>22</sup> <sup>23</sup> <sup>24</sup> <sup>25</sup> <sup>26</sup> <sup>27</sup> **What Goes Around Quest Guide – ARC Raiders | MetaForge**

<https://metaforge.app/arc-raiders/what-goes-around-quest-guide-arc-raiders>

<sup>28</sup> <sup>102</sup> <sup>103</sup> <sup>104</sup> <sup>105</sup> <sup>106</sup> <sup>111</sup> <sup>113</sup> <sup>114</sup> <sup>116</sup> **Mixed Signals - ARC Raiders Wiki**

[https://arcraiders.wiki/wiki/Mixed\\_Signals](https://arcraiders.wiki/wiki/Mixed_Signals)

<sup>29</sup> <sup>30</sup> <sup>32</sup> <sup>33</sup> <sup>34</sup> <sup>35</sup> <sup>39</sup> **Sparks Fly - ARC Raiders Wiki**

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