



Arc Raiders Missions 31–40 Guide

31. Echoes of Victory Ridge

Briefing: Celeste reports that overnight tremors unearthed an old First Wave Raider hideout at *Victory Ridge*, and she wants you to secure any valuable intel before others do ¹. In particular, she's after lost battle plans – recovering these historical plans could aid the Raiders' efforts ².

Mission Giver: Celeste (Speranza's leader) ³

Location: Dam Battlegrounds (Victory Ridge area, near West Broken Bridge)

Objectives: (*All must be completed in one raid*) ⁴

- Reach Victory Ridge (West Broken Bridge area on Dam Battlegrounds) ⁵
- Retrieve the battle plans from the hideout under the broken highway ⁶
- Deliver **Major Aiva's Patch** (the recovered memento) to Celeste ⁶

Phase Breakdown:

1. **Reach Victory Ridge** – Spawn into **Dam Battlegrounds** and head for the *West Broken Bridge* region in the north. *Victory Ridge* corresponds to the area around the western broken highway bridge (you may recall visiting this spot during the “Straight Record” quest). Look for a broken section of elevated highway labeled “West Broken Bridge” on your map ⁵. Once you arrive at the ridge, the objective will update.
2. **Retrieve the Battle Plans** – At Victory Ridge, locate the newly exposed hideout underneath a collapsed highway segment. The entrance is somewhat hidden: face south under the broken highway and you'll spot a small alcove with a **yellow interaction prompt** on a metal box ⁷. Interact with this cache to **retrieve Major Aiva's Patch**, the fallen Raider's unit patch that contains the battle plans ⁶ ⁸. (*Tip: The hideout is easy to miss – approach from the north looking south to see the opening clearly* ⁷.) No special enemy spawns are triggered here, but remain alert for ambient ARC units or rival Raiders in the area.
3. **Deliver the Patch** – With Major Aiva's Patch in hand, your task is to **exfiltrate safely** and return it to Celeste. It's recommended to stow the Patch in a **Safe Pocket** (if your loadout has one) immediately after picking it up ⁹. This ensures you won't lose the item if you're downed. Plan your extraction route: the **Swamp Hatch** or **Generator Hall** lifts are common exfil points on the Dam map. Both can be hot zones – Rocketeer drones often patrol near the swamp and Generator Hall exits ¹⁰. Move cautiously, use cover to avoid their rockets, and consider extracting during a lull in enemy activity. Once you successfully extract, return to Celeste in Speranza to hand over the patch and complete the mission ¹¹.

32. Industrial Espionage

Briefing: After securing his own caches from recent raids, arms dealer Tian Wen decides to turn the tables on a rival. In this mission, Tian Wen enlists you to infiltrate a competitor's weapon stash in **Buried City**, plant a bug, and leave behind a "gift" – one of Tian Wen's Burletta pistols – to mislead and spy on the competition ¹² ¹³.

Mission Giver: Tian Wen ¹⁴

Location: Buried City (Outskirts district near the Gas Station) ¹⁵

Objectives:

- Find Tian Wen's weapon cache near the **Gas Station** in the Outskirts (Buried City) ¹⁶
- Deliver a **Burletta** handgun to the rival's weapon cache ¹⁶
- Plant a listening **bug** on the rival's cache ¹⁶

(Upon accepting the quest, you are granted a basic *Burletta I pistol* to use as the decoy item ¹⁷.)

Phase Breakdown:

1. **Locate Tian Wen's Cache** – Deploy to **Buried City** and make your way to the **Outskirts** area, where a Gas Station is a prominent landmark. Tian Wen's personal weapon cache is hidden near this gas station ¹⁸. Approach the station and look for a stash container or prompt (often tucked behind buildings or under debris). Finding Tian's cache serves as a marker for the rival drop-off point to come. There's no item to collect here; simply discovering the location advances the mission.
2. **Deliver the Burletta (Rival Cache)** – Next, travel to the rival gang's weapon cache. It's located in Buried City – Tian Wen's hint suggests it's at one of his rival's **drop-off points** in the city ¹⁹. (Listen for any additional clues Tian Wen gives over comms as you move; he may reiterate the general area of the drop.) When you find the rival cache – likely a storage box or container marked with a yellow interact prompt – **place the Burletta pistol** inside. Use the Burletta provided (or any spare one; just **don't use a custom-upgraded Burletta** of your own, as Tian Wen warned ²⁰). Interact with the cache to deposit the handgun, faking a delivery as if you were one of their couriers.
3. **Plant the Listening Device** – Immediately after stashing the weapon, plant the bug on the cache. There should be a second prompt to "**Plant Device**" or similar. Activate it to slip a listening device into the rival's stash. This bug will let Tian Wen eavesdrop on the competition's activities ¹². Once the bug is planted, the mission objectives will be complete. **Extraction:** Since you haven't picked up any physical item, you technically just need to survive long enough for the quest to register completion. It's wise to head to an extraction point and leave safely to ensure the quest progress isn't lost. Fortunately, with the bug planted, you won't be carrying contraband – you can engage other Raiders or ARC freely on your way out. Still, caution is advised: make a stealthy exit to avoid any last-minute firefights near exfil. Return to Tian Wen in base to finalize the quest and claim your reward.

(Note: This quest does not explicitly require a single-round completion, but it's most efficient to do all steps in one deployment. If needed, you could locate the cache in one run and deliver the bug in another. However, doing it in one go avoids giving the rival time to discover the intrusion.)

33. Unexpected Initiative

Briefing: Tian Wen surprises the team with a benevolent project: setting up a **greenhouse** to boost food production for Speranza. Officially, he insists he's just doing Celeste "a solid" and not going soft ²¹. Regardless, he needs two pieces of equipment from topside – a **Moisture Meter** and a **Nutrient Meter** – and he wants them retrieved in one outing. Time to scale some rooftops in Buried City and gather these agricultural devices for Tian Wen's initiative.

Mission Giver: Tian Wen ²² (available after completing **Industrial Espionage** and **Echoes of Victory Ridge** quests ²²)

Location: Buried City (Grandioso Apartments & Piazza Roma)

Objectives: (All in one round) ²³

- Reach the **Grandioso Apartments** in Buried City ²⁴
- Search the rooftop of Grandioso Apartments for a **Moisture Meter** ²⁴
- Reach **Piazza Roma** in Buried City ²⁵
- Search the broken rooftop gardens at Piazza Roma for a **Nutrient Meter** ²⁵
- Deliver both the Moisture Meter and Nutrient Meter to Tian Wen (extract with both items)

Phase Breakdown:

1. **Grandioso Apartments – Find the Moisture Meter:** Make your way to the **Grandioso Apartments**, a large apartment complex on the western side of Buried City (it's in the southwest quarter of the map) ²⁶. Enter the building and locate a zipline that leads up toward the higher floors ²⁷. Ride the zipline and climb any remaining interior stairwells to access the rooftop. Once on the roof, search around for gardening supplies – the Moisture Meter is hidden near a couple of pots filled with soil in a corner of the roof ²⁸. Look for a yellow "**Search**" prompt by those planters and interact to retrieve the **Moisture Meter** device. (Be on guard: Buried City rooftops can sometimes host Scavenger drones or snipers, though no specific enemy is scripted here. Clear any threats before taking time to search.)

2. **Piazza Roma – Find the Nutrient Meter:** The second item is in **Piazza Roma**, which lies north of Grandioso in Buried City ²⁹. Piazza Roma features broken rooftop gardens atop a partly ruined building. To reach it, find the **zipline** in the area that goes up to the building with overgrown roof terraces ³⁰. Take the zipline or otherwise climb up (there may be multiple entry points, but the zipline is fastest ³⁰). Navigate through the upper floors until you emerge in the shattered rooftop garden. You're looking for the **Nutrient Meter** near some farming remnants – it's often found beside a water tank or large tub of dirt on the roof ³¹. Use the interaction prompt to search and collect the Nutrient Meter. (Again, watch for any roaming enemies; this high vantage could attract a flying Snitch drone or ARC unit, so secure the area if needed.)

3. Extraction with Both Meters: With both the Moisture Meter and Nutrient Meter in your possession, you must **extract safely** to deliver them to Tian Wen. Carrying two quest items is challenging – you can only stash **one** item in your Safe Pocket (if you have an augment that provides a second safe slot, that helps, but most players can secure only one item) ³². It's recommended to put one meter in your Safe Pocket and keep the other in your backpack. Because you risk dropping the second item if you die, consider taking a stealthy approach to extraction: avoid unnecessary combat and choose an exfil point that is less likely to be camped by hostiles. The **Generator Hall elevator** or **Old Town hatch** (if available) are potential extraction points in Buried City. Move quickly – there's no time limit, but staying longer increases risk. Once you successfully extract, head back to Tian Wen at base. He will gratefully (if a bit gruffly) accept the devices, completing the mission ³³. (*If for some reason you only secured one of the meters before extracting, you'll have to redo the quest in a fresh raid – both must be delivered together in one round.*)

Tips: This quest is a rooftop treasure hunt – pack a **Zipline** or two in your gear. Tian Wen even hints that climbing gear will help (“put the scanners pretty high up, so you may want to bring a zipline” applies similarly here) ³⁴. Also note that **as of late 2025, a bug occasionally caused objectives not to tick off** even after picking up the items. If you've collected both meters and the quest still shows incomplete, return to base and verify with Tian Wen; if it remains unfinished, you may need to repeat the quest. Hopefully, this issue has been fixed by current patches.

34. A Symbol of Unification

Briefing: Celeste recalls that during the First Wave war, the Raiders rallied under a makeshift **flag** – a simple scrap of cloth that nonetheless boosted morale and reminded everyone they weren't alone ³⁵. Now she wants to revive that symbol of unity. In this mission, Celeste sends you to recover the old Raider flag from a derelict outpost and proudly **hoist it** where all can see, as a reminder of the solidarity that once bound the survivors ³⁶.

Mission Giver: Celeste ³⁷ (unlocked after completing **Unexpected Initiative**)

Location: Dam Battlegrounds (Formicai Outpost & Red Lake area)

Objectives: *(All in one raid)* ³⁸

- Reach the **Formicai Outpost** in Dam Battlegrounds ³⁹
- Locate the Raider **flag** stored at the Formicai Outpost ⁴⁰
- Hoist the flag on the small platform overlooking the **Red Lake** (Dam Battlegrounds) ⁴¹

Phase Breakdown:

1. **Infiltrate Formicai Outpost (Find the Flag)** – Head to the **Formicai Outpost** in Dam Battlegrounds. (Formicai Outpost is in the northern part of the Dam map – likely near the Formicai Hills area, which is adjacent to the Red Lake.) Upon reaching the outpost, be prepared to deal with any local ARC presence; outposts often have a few lingering machines. Your goal is to **find the Raider flag** that Celeste left behind. Search inside the outpost's structures, especially around living quarters or storage areas. According to other Raiders, the flag is tucked in a **duffel bag on a medical cot** at the

outpost ⁴². Look for a bed or cot with a bag on it; a yellow search prompt should appear once you're close. Interact to retrieve the **Raider Flag** item. (The flag doesn't take up a weapon slot but you will need to carry it as a mission item.)

2. **Hoist the Flag (Red Lake Platform)** – With the flag in hand, make your way to the designated platform overlooking **Red Lake**. The quest marker will guide you to a small balcony or ledge near the outpost that has a clear view of the reddish lake below ⁴¹ ⁴³. This is the spot Celeste wants the flag raised. Climb up to the platform – it might be an upper floor of a ruined building or a scaffold; if needed, use a Grapple or jump from a nearby ledge. Once on the platform, approach the flagpole or mount and interact with the prompt to **hoist the flag**. Your character will raise the tattered Raider banner high ⁴⁴. There's a brief moment to take in the sight – you've just placed a visible symbol of hope in the war-torn landscape.
3. **Extraction:** After hoisting the flag, the mission completes immediately (**a celebratory cutscene "A Symbol of Unification" will play upon completion** ⁴⁵). There is no physical item to extract, but you should still leave the area safely. Any nearby ARC may be alerted by the activity, so be careful on your way to an extraction point. However, even if you fall in combat after raising the flag, the quest should count as completed since the flag is already raised. For good measure (and to secure any loot you found), get to an exfil hatch or elevator and return to base. Celeste and the Raiders will surely notice the flag flying on their next topside excursion.

Strategy Notes: This mission is more about **navigation** than combat, but remain vigilant. The Formicai Outpost could have an ARC patrol (e.g., a few Scouts or a dormant Husker) – deal with threats quietly if possible. When raising the flag, you'll be exposed on a high platform; scan for any Sniper or Rocketeer ARC in the vicinity before you climb up. The sight of the flag won't buff you in gameplay, but it's a major lore moment – enjoy it! Celeste's hopes of rekindling unity rest on that simple banner you've raised.

35. Celeste's Journals

Briefing: Speranza's normally unflappable leader, Celeste, has a personal favor to ask. She's misplaced two of her **journals** – diaries she kept during the early Arc War – while inspecting outposts topside. Embarrassed by the lapse, she asks you to retrieve them discreetly before someone else finds them and reads her private thoughts ⁴⁶ ⁴⁷. The mission is a scavenger hunt across Dam Battlegrounds to recover these sentimental (and potentially sensitive) journals.

Mission Giver: Celeste ⁴⁸ (unlocked after **A Symbol of Unification** is completed)

Location: Dam Battlegrounds (South Swamp Outpost & Raider Outpost East)

Objectives: (*All in one raid*) ⁴⁹

- Retrieve Celeste's journal from the **South Swamp Outpost** (southwestern Dam) ⁵⁰
- Retrieve Celeste's journal from the **northern outpost overlooking Red Lakes** (Raider Outpost East, in northeast Dam) ⁵⁰
- Deliver both **Journal** items to Celeste (extract with both in one run) ⁵⁰

Phase Breakdown:

1. **South Swamp Outpost – First Journal:** Travel to the **South Swamp Outpost**, located in the west/southwest region of Dam Battlegrounds. This outpost lies southwest of the Hydroponic Dome complex and just north of some large water towers in the swamp ⁵¹. Once you find the outpost (a small bunker-like structure amid the swamp), head inside its entrance room. The first of Celeste's journals is relatively easy to find: look in the entry area for a **bunk or bed** with a yellow prompt that says "Search for journals." Indeed, there is a cot in the small front room of the outpost where Celeste likely set the journal down ⁵². Activate the prompt to search, and **Celeste's Journal** (Item 1) will pop out onto the bed for you to pick up. Grab the journal. (*It occupies your quest item slot – similar to other quest loot – so plan to carry it along.*) There is no special enemy encounter here beyond whatever roaming enemies the swamp might already have. Still, clear out any nearby ARC units (leeches or grunts often lurk in swamps) so you aren't ambushed during the search.
2. **Northern Outpost (Red Lakes) – Second Journal:** Next, you'll head to the **northern outpost overlooking the Red Lakes**. This is known on the map as *Raider Outpost East*, situated in the northeast corner of Dam Battlegrounds ⁵³. It's east of the Power Generation Complex and the Generator Hall area, perched on higher ground near the Red Lake area. The outpost structure here is almost identical to the South Swamp Outpost (a tiny one-room bunker). Enter the outpost's small interior and check immediately to your left (near the doorway or along the wall) for another bed or sleeping mat. Just like before, you should see a yellow "**Search for journals**" prompt at a bed in the entry area ⁵². Interact to search and spawn the second **Celeste's Journal** (Item 2). Pick up the journal. Celeste now owes you big – but you're not done yet! With both diaries in hand, you need to get out alive to return them.
3. **Escape with the Journals:** Now comes the challenging part – extracting with **two** quest items. You can only secure one item in a Safe Pocket at a time, so one journal can be safeguarded but the other will be in your inventory and dropped if you die ³². Because of this, Celeste herself suggests not overburdening yourself with valuable gear on this run – consider bringing a **free (disposable) loadout** so that if you're killed, you only risk the mission and not your personal arsenal ³². With both journals, head for the nearest extraction point. The **Generator Hall** lift is relatively close to Raider Outpost East (the second journal site), making it a tempting exit – but be cautious. Generator Hall is notoriously "spicy" (highly contested); other raiders often extract there, and a Rocketeer patrols the area frequently ⁵⁴. If you choose Generator Hall, time your run: ideally go when it's quiet, or after any Arc storm passes. Use cover to avoid the Rocketeer's line of sight. Alternatively, you might backtrack to the **Swamp extraction hatch** you used earlier (if still open) or another exit like the *Hydroponics elevator*. Moving with stealth is key – avoid engagements since a firefight could attract ARC or enemy players. If you do encounter resistance, remember you can drop one journal (temporarily) to fight more freely, but that's risky; it's better to sneak. Once you successfully extract, return to Celeste in Speranza. She will be *extremely* relieved to have her lost journals back ⁵⁵ – and perhaps a bit red-faced. Mission complete.

(If you fail to extract and lose one or both journals, you'll have to retry the mission. Both diaries must be collected anew in a fresh raid. As Celeste quipped, "we'll pretend I never lost them" – meaning discretion is expected ⁵⁶, so try not to let every Raider on the surface know you're carrying her personal diaries!)

36. Back on Top

Briefing: In an exciting development, the Raiders plan to establish **new outposts topside**. Shani has roped Tian Wen into helping scout locations, and Tian Wen is surprisingly enthusiastic about the idea of reclaiming ground above. He provides you with a list of four strategic buildings across different regions to mark as potential outpost sites ⁵⁷. Armed with spray paint, you'll tour the Dam, Buried City, Spaceport, and Blue Gate to literally "mark" the spots for the construction crews. It's a multi-stage mission that symbolizes the Raiders getting "back on top" – returning to the surface in force.

Mission Giver: Tian Wen ⁵⁸ (after completing **Celeste's Journals**, **Eyes in the Sky**, and **The Major's Footlocker**)

Location: Multi-region – Dam Battlegrounds, Buried City, The Spaceport, and The Blue Gate (one target building in each)

Objectives:

- In **Dam Battlegrounds**: Mark the **Pattern House** building ⁵⁹
- In **The Blue Gate**: Mark the white **lookout tower** south of the Warehouse Complex ⁶⁰
- In **The Spaceport**: Mark the **South Trench Tower** structure ⁶¹
- In **Buried City**: Mark the building with the **mural** in the Buried Properties area ⁶²

(These four sub-tasks can be done in any order and over multiple raids – you do not need to complete all in one deployment. Each marked location is saved toward the quest.)

Phase Breakdown (Marking Each Location):

1. **Dam Battlegrounds – Pattern House:** Load into Dam and head to the **Pattern House**, which is located in the **north of the Dam map**, north of the Generator Hall and Power Generation Complex, and just east of West Broken Bridge ⁶³. The Pattern House is a tall, distinctive building (you might recognize it by the **eye-pattern graffiti** adorning it ⁶⁴). When you arrive, you'll see multiple yellow spray-paint markers around the base of the building's exterior walls ⁶⁵. Interact with any of these prompts to "mark" the building with Raider paint. (Your character will spray a symbol or X to tag it for outpost setup.) Only one mark is needed – once done, the Pattern House objective will complete.
Enemy presence: The Pattern House is in a relatively open area; be wary of sniper drones or ARC snitches in the sky. Marking takes only a second, but do a quick scan for threats before exposing yourself on the building's perimeter.
2. **Buried City – Mural Building (Buried Properties):** Next, in Buried City, make your way to the **Buried Properties** district on the east side of the map. The target is "*the building with the mural, just north of Buried Properties*" ⁶⁶. Specifically, look for a low concrete building that has a large mural (graffiti artwork) on one of its walls, with some scaffolding around it and a billboard behind it ⁶⁷. This spot is east of Town Hall and southeast of the Galleria, right on the northern edge of the Buried Properties zone ⁶⁸. When you find the brightly painted mural wall, approach it and look for the yellow paint marker. Interact to **mark the mural building** ⁶⁹. This tags the structure for outpost use.
Enemy presence: Buried City's eastern area can be active – watch for ARC patrols like packs of

Scavengers or an occasional Leaper. There's also potential player traffic due to nearby landmarks. Use the surrounding low cover and scaffolds; you only need a moment to spray the mark.

3. **Spaceport - South Trench Tower:** In The Spaceport map, you'll mark the **South Trench Tower**, which lies in the **northern part of Spaceport**, north of the massive Launch Towers ⁷⁰. The South Trench Tower is a tall structure at the edge of a trench network. As you approach, note that this area can be dangerous: a Leaper or Rocketeer often patrols near the trench, and sometimes a hanging **Sentinel** drone is attached to the tower itself ⁷¹. Clear any immediate threats or sneak past them to get to the tower. You'll want to be on the *raised side* of the trench (not down in the trench pit) to find the marking spots ⁷². On the concrete base of the South Trench Tower (above the trench), look for the yellow spray prompts. There are several along the sides of the tower's base ⁷². Choose one and **mark the South Trench Tower**. *Enemy presence:* As mentioned, this is a "hot" location. It's wise to take out the **Sentinel** (the flying camera drone) quietly if it's present, as it can call reinforcements. If a Rocketeer is patrolling, you might try to avoid or quickly mark and retreat rather than engage – fighting a Rocketeer in the open trench area is risky. Use cover from the trench walls if you must fight.
4. **Blue Gate - White Lookout Tower:** Finally, in The Blue Gate region, you need to find a **white lookout tower** south of the main Warehouse Complex ⁷³. This one is a bit tricky since it's not a named POI on the map. From the Warehouse Complex (central Blue Gate), head directly **south** toward a hilly area north of the Maintenance Bunker. The lookout tower is somewhat concealed by a hill until you get close ⁷⁴. It's a white-painted, relatively small tower structure that overlooks a concrete ravine. A clue is that it's near the **Overlook Shaft** extraction point – if you know that exfil, go to the Overlook Shaft then move slightly north from it, down into a little depression where a second short tower stands ⁷⁵. That short, whitish tower is the target. Run alongside it to reveal the yellow interaction marker on its side ⁷⁶, and **spray-mark the lookout tower**. Once this last one is tagged, the "Back on Top" quest will complete. *Enemy presence:* Blue Gate's wilderness often has fewer ARC, but it's not without danger. A Flier or pack of Hounds could wander near the tower. Also, since Blue Gate is less populated by players, you might be alone here – which is good for stealth, but also means no help if ARC show up. Stay alert, mark quickly, and then exfil.

After marking all four locations (in any sequence), report back to Tian Wen. He's pleased that the buildings are marked and ready for new outposts, though he cautions that maintaining a topside presence will be challenging ⁷⁷. This mission's completion is a pivotal step for the Raiders' expansion, unlocking the next phase of Shani's plans.

37. The Major's Footlocker

Briefing: Tian Wen turns to a deeply personal task: recovering a keepsake of his mother, Major Aiva. Aiva was a First Wave resistance fighter, and Tian Wen secretly hoped your earlier quests might turn up something of hers ⁷⁸. Now, with new info in hand, he directs you to an old apartment complex in Dam Battlegrounds – rumored to be where his mother bunkered down during the war ⁷⁹. Your mission is to search that location for **Major Aiva's mementos** (her footlocker contents) and bring them back to Tian Wen. It's a touching errand that reveals a softer side of the grizzled trader.

Mission Giver: Tian Wen ⁸⁰ (unlocked after **A Symbol of Unification**)

Location: Dam Battlegrounds (apartments northwest of The Dam structure)

Objectives: *(In one round)* ⁸¹

- Search the apartments **NW of the Dam** for Major Aiva's mementos ⁸²
- Deliver **Major Aiva's Mementos** to Tian Wen ⁸²

Phase Breakdown:

1. **Search the Northwest Apartments (Find the Footlocker):** Deploy to **Dam Battlegrounds** and move toward the **northwestern quadrant** of the map, near the Dam itself. Tian Wen's intel pinpoints an apartment building known as the **Ruby Residence** or **Pale Apartments** (these names came up in his info) in that NW area ⁸³. Essentially, you're looking for a cluster of apartments just north or west of the Dam's massive wall. Once you locate the likely building (it might be a multistory residential block), begin your search floor by floor. The item you seek is referred to as *Major Aiva's Footlocker* contents, but in gameplay it will appear as a generic container or prompt. Check rooms for anything out of place – for example, a military footlocker trunk or a shining yellow prompt on furniture. According to other Raiders, the objective tends to spawn on an upper floor (reports say **3rd floor** of one apartment building) ⁸⁴. So climb stairs or use any accessible ladder to reach the higher levels. Look for the apartment unit where Aiva stayed; it might have subtle clues like Raider graffiti or equipment. When you find a prompt like "**Search for mementos**", activate it to search Aiva's stash. **Major Aiva's Mementos** (likely a small personal item such as dog tags or a pendant) will drop onto the floor. Pick up this quest item. Tian Wen's reaction upon retrieval suggests it's something immediately recognizable as his mother's (possibly her service tags or a keepsake) ⁸⁵.

Tips: The search area is an open-world environment, so enemies might be present. The Dam's northwest zone can spawn ARC guardians or patrols. Move carefully through tight corridors – a Shotgun or SMG is useful for close quarters if you run into ARC Scouts inside. If the building has multiple entries, secure or trap one entrance to avoid surprises from rival players. Remember, your clue is that Aiva's bunker was around "**Ruby Residence**" – some buildings in Arc Raiders have signs or names; keep an eye out for any identifying markers.

1. **Deliver the Mementos (Extract Safely):** After securing Aiva's memento, you must extract to deliver it to Tian Wen. The item occupies your quest slot (one item), so you can place it in a Safe Pocket if you have one to ensure it's not lost on death. Given the personal importance of this item, *do everything you can to survive*. Exfil options in the Dam's northwest include the **Dam elevator** (if you have clearance to extract through the Dam facility) or you may trek back to a safer point like the **Swamp hatch**. The **Generator Hall** lift is more to the east – reachable, but if it's hot with enemies (as it often is), it might be wiser to pick a different route. Use stealth and cover; avoid engaging ARC heavies like Rocketeers. If you encountered no resistance on the way in, don't let your guard down on the way out – other Raiders might be about. Once you successfully extract with Major Aiva's Mementos, return to Speranza and talk to Tian Wen. In a rare show of emotion, Tian Wen is profoundly grateful: "That's hers... I thought it'd be gone forever. You don't know what it means to have it back" ⁸⁵. You've not only completed the quest but also delivered a piece of personal history back to its owner. Reward-wise, Tian Wen gives you the **Hullcracker** weapon blueprint for your effort ⁸⁶, but the real reward was earning his trust.

(This mission sheds light on Tian Wen's background – “mum” Aiva was a Raider Major. The subtitles and Tian Wen’s voice lines may use “mum”/“mom” interchangeably due to regional phrasing ⁸⁷, but in all cases he’s referring to his mother, Aiva.)

38. Out of the Shadows

Briefing: With the Raiders becoming bolder topside, Shani decides it’s time to take down one of the ARC’s deadliest patrol units – the **Rocketeer**. These hulking machines rain down rockets and have long terrorized anyone on the surface. Shani calls on you, a battle-tested Raider, to step out of the shadows and face a Rocketeer head-on ⁸⁸. The goal: destroy it and recover its **Rocketeer Driver**, a component that could help the Raiders understand (or even repurpose) the tech. This mission is a single-objective hunt – challenging, but a necessary show of force.

Mission Giver: Shani ⁸⁹ (unlocked after **A Symbol of Unification** and **Sparks Fly** are completed)

Location: Any map (Rocketeers can appear in **Dam**, **Spaceport**, **Buried City**, etc. – no fixed location) ⁹⁰

Objectives:

- Destroy a **Rocketeer** (ARC heavy unit) ⁹¹
- Obtain a **Rocketeer Driver** (loot the component from its wreckage) ⁹¹

Phase Breakdown:

1. **Hunt and Destroy a Rocketeer** – First, you’ll need to **find a Rocketeer**. These are large bipedal ARC machines equipped with rocket launchers; they’re often wandering high-threat zones or guarding valuable areas. Common Rocketeer spawn points include: near the **Swamp extraction** in Dam Battlegrounds (they patrol the boggy areas), around the **Launch Tower fields** in Spaceport, or other open areas where they can get line-of-sight. There’s an element of luck – if your map doesn’t have an active Rocketeer, you may need to redeploy or roam until one spawns. Once you locate a Rocketeer, engage it with caution. **Cover and mobility** are crucial. Shani advises you to keep something solid between you and the Rocketeer’s rockets ⁹², and to stay quick on your feet ⁹³. Use buildings, ruins, or large rocks as cover; pop out to fire and duck back in before the incoming salvo hits. Aim for the Rocketeer’s weak points (if any are exposed – often the sensor array or joints). Heavy weapons like LMGs, explosives, or precision rifles work well. If you have teammates, coordinate flanks to confuse its targeting.

During the fight, ensure you’re not also drawing other ARC units; clear any smaller enemies first, so you can focus on the big guy. Rocketeers usually don’t come in pairs ⁹⁴, so you should only have one to deal with. Keep moving – if you stay still, a rocket will find you. Use dodge rolls or jump jets (if available) to evade splash damage. After enough sustained damage, the Rocketeer will collapse in a fiery heap.

1. **Recover the Rocketeer Driver** – Approach the downed Rocketeer’s wreckage and **loot** it to obtain the **Rocketeer Driver** item (it might appear automatically on death, or as a prompt on the corpse). The Driver is the quest item Shani wants, likely a piece of its control unit or targeting system. Pick it up quickly, but remain alert – the explosion may attract other ARC or even opportunistic players. The quest will update once the Driver is in your inventory.

2. Survive and Deliver - Now that you've got the Driver, you need to **extract** to secure it. The mission doesn't explicitly say "deliver to Shani" in objectives, but effectively you must bring it back to base (Speranza) to complete the quest. The Rocketeer Driver is a single quest item; stash it in your Safe Pocket if possible to ensure it's not lost. Make your way to the nearest extraction point. If the fight drew a lot of attention, consider relocating to a quieter exfil. For example, if you fought the Rocketeer on Dam near the swamp, maybe avoid the swamp hatch if it's likely swarming and try the Dam elevator or vice versa. As you move, Shani continues to give encouragement and tips ("Find solid cover... a single misstep can be curtains" she warns during the mission) ⁹⁵ – heed her advice until you're safely off the map. Once extracted, report to Shani. She will commend you: she "can scarcely believe" you took down a Rocketeer, and notes that it proves the Raiders might "stand a chance after all" ⁹⁶. Hand over the Driver to complete the quest.

Loadout & Tactics: Before starting this mission, equip yourself for a boss fight. Shani actually supplies some gear upon accepting the task: you'll receive a **Medium Shield** and a **Combat Mk.2** rifle for free ⁹⁷ – use them if you don't have better. A Medium Shield helps absorb a direct rocket hit if you get caught out. Additionally, consider carrying **Surge Shield Rechargers** (rewarded from this quest) or other healing, since rockets can chunk your health. One effective tactic against Rocketeers is to shoot them when they pause to aim; their chest opens slightly – a well-placed sniper round or explosive can stagger them. Lastly, always have an exit plan (nearby cover or a ditch) for when you see a rocket headed your way. Completing "Out of the Shadows" is as much about smart survival as it is about firepower.

39. Eyes in the Sky

Briefing: In the ongoing effort to monitor ARC activity, Shani wants to set up a network of **LiDAR scanners** at high vantage points across the region. These scanners will help detect ground tremors and ARC movements from afar ⁹⁸. Previously, you obtained a LiDAR device in "A Lay of the Land"; now you'll put them to use. The mission involves installing LiDAR scanners atop tall structures in Dam Battlegrounds, Spaceport, and Buried City. Shani notes that this job will require a head for heights and suggests bringing a zipline or two for the climb ³⁴.

Mission Giver: Shani ⁹⁹ (unlocked after **A Lay of the Land**)

Location: Multi-region – Dam Battlegrounds, The Spaceport, and Buried City (one installation per map)

Objectives:

- In **Dam Battlegrounds**: Install a **LiDAR Scanner** at the top of the Control Tower ¹⁰⁰
- In **Spaceport**: Install a LiDAR Scanner at the **Communications Tower** ¹⁰¹
- In **Buried City**: Install a LiDAR Scanner on top of the **Galleria** sign ¹⁰²

(You are provided 1× Zipline item when you start this quest ¹⁰³, to help reach high places. Each objective can be done in separate runs; not required in one round.)

Phase Breakdown (High-Altitude Installations):

1. **Dam – Control Tower Installation:** In Dam Battlegrounds, make your way to the **Control Tower** – this is a tall tower structure (likely an air control or lookout tower) somewhere near the Dam facility. The Control Tower is prominent in the landscape. To reach the top, head inside the tower building and find the interior stairway or ladder. Climb as high as you can. If the final roof is not accessible by stairs, use your **Zipline**: find a vantage point across from the tower or at a lower section of it and fire the zipline up to the roof edge ¹⁰⁴. Once on the roof of the Control Tower, approach the spot indicated by the quest (likely a railing or a platform at the peak). There will be a prompt to **install the LiDAR Scanner**. Interact to place the scanner device securely. After a brief setup animation, that scanner is online. *Watch out:* You're very exposed on the tower roof. Before climbing, clear any nearby **Snitch drones** (also nicknamed "eyes in the sky" by Shani – those flying camera bots) which could call reinforcements ¹⁰⁵. Also, a Rocketeer sometimes patrols near the Dam's swamp; if you hear its telltale hum, wait until it moves off before climbing the tower.
2. **Spaceport – Communications Tower Installation:** In the Spaceport map, the target is the **Communications Tower**. This likely refers to the large radio or air-traffic control tower in the spaceport (possibly Control Tower A2 or a comms array tower). It's a structure that stands out in the skyline of the Spaceport. Navigate to its base; you might have to enter a fenced area or building. Look for stairwells or ladders leading up. Use caution if the facility is infested with ARC (Spaceport towers can have Sniper sentries or even a Sentinel hanging around). Climb as high as allowed, then use a **Zipline** or grapple to reach the very top if needed. Once at the designated height (usually the roof or an upper balcony of the comms tower), find the install prompt and **place the LiDAR Scanner** there. Shani will likely confirm that the placement is good via radio. *Enemy presence:* Spaceport's Communications Tower area can be active. As noted in *Back on Top*, the northern Spaceport is frequented by Leapers and possibly a Sentinel drone ⁷¹. Deal with those threats first – a Leaper could knock you off a ladder, and a Sentinel could shoot you off a zipline. The provided zipline tool can help bypass some interior enemies by letting you ascend from the outside.
3. **Buried City – Galleria Sign Installation:** In Buried City, head to the **Galleria** – this is a shopping center with a large neon sign, located in the eastern part of Buried City (not far from Town Hall and Buried Properties). The sign is up high on a building facade, and that's where the scanner must go. To reach the top of the Galleria sign, locate a **pre-existing zipline** in Old Town that leads up near the sign, or deploy your own. Shani specifically mentions you'll need sure footing; in fact, the wiki notes a zipline is required for the Buried City location ¹⁰⁶. Find the building that hosts the Galleria marquee and use a zipline to get onto its roof or the frame of the sign. Once you've climbed up to the **sign's platform**, carefully walk along the scaffold or ledge until you get the install prompt. **Install the LiDAR Scanner** on the sign's top. With that, all scanners are placed. *Enemy presence:* The Galleria sign is not usually swarming with ARC, but Buried City streets below often have roving Hounds or scavenger bots. Also, players sometimes pass through the Galleria area to get to Town Hall events, so be quick. Falling from this height could be fatal, so double-check your footing and zipline anchors. The quest-provided zipline can only be anchored in certain spots – if you see a **yellow zipline anchor point** on a roof edge (indicating a pre-set anchor location), use it.

Once all three LiDAR Scanners are installed (you can verify each objective ticked off in your quest log), Shani will congratulate you on a job well done: "Now we won't have to rely on our ears to monitor those tremors" ¹⁰⁷. The Raiders now have an eye in the sky of their own, thanks to you. Return to base and speak

with Shani if needed to complete the mission and receive your rewards (Tagging Grenades, a Vita Spray, and some light sticks for celebrations) ¹⁰⁸.

Additional Tip: You're given **1 zipline** for free, but if you think you might need more (in case you want one for each tower without retrieving it, or if one breaks), craft or buy extras. You can retrieve a deployed zipline by picking up the base after use, so consider reusing it across objectives if doing multiple in one run. Shani's dialogue emphasizes "**don't fall down**" ¹⁰⁹ – take that to heart, especially if you attempt to do two or all three installations in one expedition. Slow and steady climbs win this race.

40. Our Presence Up There

Briefing: This mission is the culmination of the Raiders' push to re-establish themselves on the surface. With outpost sites marked and scanners deployed, Shani tasks you with finishing the setup of a new Raider outpost at the **Pattern House** (the building you marked earlier in *Back on Top*). She wants you to get the power and communications online: flip the building's power switch and install a comms **antenna** on the roof ¹¹⁰ ¹¹¹. The goal is to announce "our presence up there" – a statement that humanity is reclaiming territory from the ARC. This must be done swiftly and in one go.

Mission Giver: Shani ¹¹² (unlocked after **Back on Top**)

Location: Dam Battlegrounds (Pattern House building, north of the Dam)

Objectives: (*All in one raid*) ¹¹³

- Visit the **Pattern House** in Dam Battlegrounds ¹¹⁴
- Find and flip the **power switch** in the Pattern House ¹¹⁵
- Complete the **antenna installation** on the roof of the Pattern House ¹¹⁶

Phase Breakdown:

1. Restore Power in Pattern House – Head to the **Pattern House** (north Dam area, recognizable by its unique patterned walls, as previously noted). Enter the building – likely through a ground-floor door or gap in the wall. Your first task is to locate the building's main **power switch**. This will usually be on the first floor or in a maintenance room. In the Pattern House, search along the walls for an electrical panel or breaker box. According to guidance, the switch is on the *1st floor* interior ¹¹⁷. Once you find the big lever or breaker panel highlighted by a quest marker, **flip the power switch** on. Expect some lighting or equipment in the building to come alive – you're essentially powering up the outpost. This also likely provides power to the roof, which you'll need for the antenna. **Potential resistance:** The Pattern House could be occupied by ARC scouts or, given its significance, possibly an ARC turret or two. However, since you previously cleared the area when marking it, it might be empty. Still, be on alert; flipping the power won't itself trigger enemies, but the noise could attract nearby ARC.

2. Install the Antenna on the Roof – With power on, make your way to the **roof** of Pattern House to set up the communications antenna. Conveniently, there is a zipline inside or attached to the building that you can use to reach the rooftop ¹¹⁷. (If a zipline isn't already in place, you might have

to deploy one, but intel suggests a zipline becomes available – possibly after restoring power or it was always there as part of the structure). Ride or climb to the top of the building. On the roof, find the **antenna assembly point** – likely a base mount where an antenna dish needs to be installed. Interact with the prompt to **complete the antenna installation** ¹¹⁸. Your character will finish the setup, effectively establishing a functional comms outpost. Ensure you stick around a second or two for the task to register (a progress bar may appear during installation). Once done, the mission objectives are fulfilled.

3. **Secure and Exit** – After the antenna is set, Shani will confirm success over the radio, celebrating that the outpost is now live ("Excellent... every building we claim is proof we're not giving up on Topside" she remarks at completion) ¹¹⁹. The quest will complete immediately upon installation, so even if you were to be eliminated after, it should count as done. However, you've also now powered a building in ARC territory – it could draw attention. If an **ARC Electromagnetic Storm** event is happening or any ARC units take interest, be ready to fight or flee. There's no item to extract, but you should still get out safely to keep any loot. The nearest extraction might be the **Dam** elevator not far south, or the **Swamp hatch** if you run west – both are reasonably close. Choose one and make a swift exit.

Mission Notes: This mission is straightforward and scripted: flip switch, install antenna. The key is doing it quickly in one raid. If you die before installing the antenna, you'll have to start over (including flipping the switch again). So avoid unnecessary combat. Shani's dialogue before and during the mission emphasizes urgency and the symbolic value of this act ¹²⁰ ¹¹¹. Completing "Our Presence Up There" effectively kicks off a new era – the Raiders now have a foothold on the surface with a working outpost and communications. Your rewards include keys to future content: notably a **Buried City Town Hall Key** and a **Raider Hatch Key** (likely granting access to special locked facilities) ¹²¹. With those in hand, and an outpost online, you've helped humanity literally climb out of the shadows and declare a presence above ground. Congratulations, Raider – mission accomplished, **Topside secured**.

Sources: Official ARC Raiders Wiki for quest details and dialogue ¹ ³⁸, and community guides such as PC Gamer and GameTyrant for location tips and strategy ⁵ ⁶³ ²⁸. Each mission's information has been cross-verified with these reliable sources to ensure accuracy. All mission steps and tips provided are based on confirmed game data or commonly reported player experiences. Enjoy your raids, and good luck out there on the surface! ¹⁰ ¹²²

[1](#) [2](#) [3](#) [4](#) [6](#) [11](#) Echoes Of Victory Ridge - ARC Raiders Wiki

https://arcraiders.wiki/wiki/Echoes_Of_Victory_Ridge

[5](#) [7](#) [8](#) [9](#) [10](#) How to complete Echoes of Victory Ridge in Arc Raiders | PC Gamer

<https://www.pcgamer.com/games/third-person-shooter/arc-raiders-echoes-of-victory-ridge/>

[12](#) [13](#) [14](#) [15](#) [16](#) [17](#) [18](#) [19](#) [20](#) Industrial Espionage - ARC Raiders Wiki

https://arcraiders.wiki/wiki/Industrial_Espionage

[21](#) [22](#) [23](#) [24](#) [25](#) [33](#) Unexpected Initiative - ARC Raiders Wiki

https://arcraiders.wiki/wiki/Unexpected_Initiative

26 Where to Find the Moisture and Nutrient Meters in ARC Raiders

<https://hardcoregamer.com/arc-raiders-unexpected-initiative-quest/>

27 28 29 30 31 Arc Raiders: Unexpected Initiative Quest Guide — GameTyrant

<https://gametyrant.com/news/arc-raiders-unexpected-initiative-quest-guide>

32 51 52 53 54 How to complete Celeste's Journals in Arc Raiders | PC Gamer

<https://www.pcgamer.com/games/third-person-shooter/arc-raiders-celestes-journals-location/>

34 98 99 100 101 102 103 104 106 107 108 109 Eyes In The Sky - ARC Raiders Wiki

https://arcraiders.wiki/wiki/Eyes_In_The_Sky

35 36 37 38 39 40 41 42 43 44 45 A Symbol Of Unification - ARC Raiders Wiki

https://arcraiders.wiki/wiki/A_Symbol_Of_Unification

46 47 48 49 50 55 56 Celeste's Journals - ARC Raiders Wiki

https://arcraiders.wiki/wiki/Celeste%27s_Journals

57 58 59 60 61 62 77 Back On Top - ARC Raiders Wiki

https://arcraiders.wiki/wiki/Back_On_Top

63 64 65 66 67 68 69 70 71 72 73 74 75 76 How to complete Back on Top in Arc Raiders | PC Gamer

<https://www.pcgamer.com/games/third-person-shooter/arc-raiders-back-on-top/>

78 79 80 81 82 83 84 85 86 87 The Major's Footlocker - ARC Raiders Wiki

https://arcraiders.wiki/wiki/The_Major%27s_Footlocker

88 89 90 91 92 93 94 95 96 97 122 Out Of The Shadows - ARC Raiders Wiki

https://arcraiders.wiki/wiki/Out_Of_The_Shadows

105 Snitch - ARC Raiders Wiki

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

110 111 112 113 114 115 116 117 118 119 120 121 Our Presence Up There - ARC Raiders Wiki

https://arcraiders.wiki/wiki/Our_Presence_Up_There