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Guardian technology component hd 63154

c: General materials, Materials, Materials, Materials, Materials, Materials, Guardian Comments Share this rescue advice contains schemes and other component is produced material derived from destroying destructive panels found in guardian structure sites. Notes A total of 284 Guardian Technology Components are needed to unlock all available Guardian Ship shot fighters, weapons, and modules. General Materials Materials Materials Guardian Power Cells you will need as 1 – in fact you need 21!! In this tutorial we will consider unlocking the Guardian FSD Booster. This is an additional internal module available in Class 1-5, which can be added to each ship to increase the jump range by a fixed amount based on the size of the module (4, 6, 7.75, 9.25 and 10.5) Guardian structure w/Module Blueprint Segments HD 63154 - B 3 Mandatory items 1x Module plan segment 21x power supply Cell 21x Guardian Technology Component 24x Focus Crystals 8x HN Stroke Mountain DiamondBack Explorer Build <2> <7> Requirements inara Finding HN Shock Mount Join Me on Patreon Join Me for Tuesday Lessons Every Tuesday at 8pm EST and Creators Roundtable Friday at 1pm EST five Xs marked on the map are the corner towers with three destructive panels each. The drops are fixed, and since the Guardian Technology component is the rarest drop on this drop of mass, the landing site is closest to the high-density heiver for this drop. Take your SRV out, shoot and scoop up the components you want, and then board your ship before they get out. The routes displayed do not trigger Sentinels (this end of this site is quite dead until the machine is activated). Shown on the left is a relic tower that rises from the ground as you approach - it has an ancient relic useful for the Guardian machine, but you don't have to guide it for this guide. Important: You will have a 15-second exit from danger and a warning to be moved to a safe place. Your ship won't risk triggering sentinel by driving through the perimeter. Exit the main menu and sign in again for a reset instance. I incorrectly state the size of Guardian Power Cells will you as 1 - you actually need 21!! In this tutorial we will consider unlocking the Guardian FSD Booster. This is an option for internal available in Class 1-5, which may be added to each ship in order to increase the jump range by a fixed amount, based on module size (4, 6, 7.75, 9.25 and 10.5 respectively) Mandatory elements 1x Module Protector Blueprint Segment 21x Guardian Power Cell 21x Guardian Technology Component 24x Focus Crystals 8x Shock Mount References Ship Build Diamond Explorer Build this module gives your ship a 10.5 light years jumping booster. Lessons: Unlock guardian FSD booster CMDR Exigeous or fdev forum theme: Short guardians-module-drawings needed ship: Good jump range (you will travel almost 1000 ly) Advanced detection scanner (system, which go is unexplored) SRV with plenty of ammunition, repair and load synthesis 8 tons of cargo space space point defense of the top utility mounted necessary materials: 1x module Blueprint Segment 8x HN Shock Mount 21x Guardian Power Cell 21x Guardian Technology Component 24x Focus Crystals Travel to HD 63154 B 3 A. Lock the quardian structure after it is displayed in the navigation panel. Land on the guardian structure. Or you can go to Sineef-N C23-4 B3. Find the six (6) guardians who come out of the ground as you approach. Activate the two main pillars to activate the remaining four. Guardian Sentinels are arriving, these are the flying alien things that are starting to shoot at you. You have to destroy these zenils. Fire in the blue flagpole downtown to charge them. Once you have loaded all six pillars, you need to find an ancient relic. It is located on top of some pylon (???). Photograph the relic at the top of the pole. When he falls to the ground, just hang it next to your cargo bay. Go to the machine at the top of the site and drop the relic there. Then a large stick appears, scan this edge to get the guardian's plan. You can get the materials by targeting destructive panels on some of the pylons, shooting them and taking the objects that fell into your cargo bay. You don't have to pick up scrap coming from the destroyed sufflage for the FSD Booster, but it doesn't hurt or because you may have use for it in the future. Now leave this planet and go to a settlement to collect the rest of the materials. Focus crystals can be obtained from ships after destroying them or if a stupid fight is not something that is not for most researchers, get them from a material trader. HN Shock Mounts can be purchased from stations, find the closest one with Inara Hyades sector DR-V c2-V 23-5 A coordinates 44.818, -31.389 is the hope of Dav. Here are a lot of materials when they expire, re-enter the game and they have loaded another from materials, repeat this loop as many times as necessary to get 24 focal crystals. Get ready to get bored, that's extremely annoying. Annoying. Stupid grind, but as a researcher you want a gaaardiya FSD booster, so you have to do it, he. Next go to guardian technology broker to unlock the FSD Booster module. Find the closest with Inara and choose galaxy -> systems and stations -> closer -> technology broker. If you have access, shinarta dejra jameson's memorial has. Once you arrive at the station go to Starport Services -> Contacts -> Technology Broker -> Guardian Fsd Booster Booster

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