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Repair and refueling synthesis 8 tons of cargo space Point defense on top utility mounts necessary materials: 1x Guardian Module Blueprint Segment 8x HN Strike Mountain 21x Guardian Power Cell 21x Guardian Technological component 24x Focus Crystals Journey in HD 63154 B 3 A. Locking the guardian's structure as soon as it appears in the navigation panel. The land is in the guardian's structure. Or you can go to synuefe NL-N C23-4 B 3. Find six (6) keeper pylons that come out of the ground as you approach. Activate the two main pylons to include the other four. Guards of order arrive, it's flying alien things that start shooting at you. You need to destroy these sentry. Fire on the pylon blue ball in the center to charge them. Once you charge all six pylons you need to find an ancient relic. It is located on top of the pylon (???). Shoot the relic at the top of the pylon. When it falls to the ground, just scoop it up to your cargo hold. Go to the car at the head of the site and drop the relic there. Then a large ball appears, scan this ball to get the drawings of the guardian. You get materials, focusing on the destructible panels on some pylons, shoot them and pick up items dumped in your cargo hold. You don't need a scrap pickup coming from a destroyed watch for the FSD Booster, but it doesn't hurt either because you might use this material for the future. Now leave this planet and go to the populated area to collect the remaining materials. Focus crystals can be gained from ships after you destroy them, or if a stupid fight is not your thing as it is not for most researchers to get them from the material of the trader. HN Shock Mounts can be purchased at stations, find the closest sector from Inara Hyades sector DR-V c2-23 A 5, coordinates 44.818, -31.389 Hope Dav's. Here are a lot of materials that you can collect with SRV. Get your focus crystals here. image of the map of Hope Dawa. How to do it: Ride the place with the SRV and collect the materials when they are over, re-enter the game, and they spawned another set of materials, repeat this cycle as many times as necessary to get 24 crystals focusing. Be prepared to get bored, it is a very tiring and silly grind, but you like want a gaaaardian FSD booster so you have to do it, hehe. Next, go to the broker's technology guardian to unlock the FSD Booster module. Find the nearest one with Inara and select the galaxy . and the stations of the nearest technology broker. If you have access, the shinrarta dezhra Jameson Memorial has one. As soon as you arrive at the station go to Starport Services - contacts - the tech broker - the guardian fsd steering I incorrectly indicated the number of Guardian Power Cells you need as 1-you actually need 21!! In this tutorial we will look at unlocking the Guardian FSD Booster. This is an additional internal module available in class 1-5, which can be added to any ship, To increase the jump range by a fixed amount depending on the size of the module (4, 6, 7.75, 9.25 and 10.5 respectively) Necessary elements 1x Guardian Module Blueprint Segment Blueprint Segment 21x Guardian Power Cell 21x Guardian Technology Component 24x Focus Crystals 8x HN Strike Mountain Links Ship Build DiamondBack Explorer Comments Share Shift Guardian Booster Drive , increase the light year jump distance. - In The Guardian Frame Shift Drive Booster, the Guardian is an additional internal module derived from Guardian technology. It provides a flat increase in the total jump range of the vessel as defined by its Frame Shift Drive. In order to purchase Guardian Frame Shift Drive Booster, it must first be unlocked through a technology broker. Unlocking The Guardian Frame Shift Drive Booster can be permanently unlocked for purchase by providing the following materials for guardian Technology Broker: Specifications Guardian has explored a module that patches in most human drives to shift the frame, enhance their capabilities and provide increased power and distance. The fuel efficiency of the frame shift increases, increasing the distance traveled per unit of fuel and allowing single jumps of larger size. - Extra in-game Description Class Grade Mass (T) Integrity Power Draw (MW) Jump Range Increase (LY) Value (CR) 1 H 1.30 32 0.75 4.00 394,4896 2 H 1.30 32 0.98 6.00 790.257 3 H 1.30 32 32 ed 1.27 7 7 5 1 579 920 4 H 1.30 32 1.65 9.25 3 163 887 5 H 1.30 X32 2.14 10.50 6,321,023 Buying Places Guardian Shift Frame Put is available for purchase at all stations where the Guardian Technology Broker is present after the module has been unlocked. Class Rating Station System All H Shinrarta Dezhra Jameson Memorial All H Equalizer Aquarius Magnus Gateway All H LTT 1349 Lundwall City All H LHS 20 Ohm City All H Angurongo Dahm Port All H Turir Brooks Terminal All H Colon Jaques Station All H LP 908-11 So-Yeon City All H Urvantju Onufrienko Terminal All H LFT 926 Meredith City All H Fionn Curry Enterprise Notes Guardian Shift Drive Booster was originally available On April 5 , 2018, but removed from the game only a few hours after it was observed that the increase in fuel use value was excessively high, in some cases preventing ships from being able to jump with the module Players who have already unlocked it through the Tech Broker have been returned. This was later corrected and the module was added again in the 3.1 update in June June 2018, but with the fuel consumption factor removed and the jump in range rising slightly increased. Community content is available under CC-BY-SA unless otherwise stated. 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