

The popular guide to guardian xenoarchaeology



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Guardian Blueprints

In order to obtain 'guardian' modules and weapons, you have to go out there with an SRV and scan ancient consoles. Various blueprints are necessary to unlock these items at the guardian tech brokers.

Note that unlocking is done only once, then you can buy unlimited modules and guns...

***Rule 1: Know your resources.** [Inara](#) has a great listing for the materials needed per module. The Canonn website has done the core of the research. This is the general [page about guardians](#). I recommend this awesome [Canonn map tool](#) to find specific structures. Especially Alpha-Beta-Gamma ruins.*

***Rule 2: Get a small exploration ship.** When searching for blueprints, you'll find most of these sites have broken ground which make it impossible to land nearby in large ships. Even the Asp Explorer is too broad. I recommend a DBX, Type-6 or Dolphin.*

A cargo hold is necessary and a point-defense system is useful.

Read on for the how-tos.



Telling guardian sites apart

Ancient ruins are used for lore missions 1 and 2 from Ram Tah's system. They have many obelisks for data.



Guardian beacons are found in space. You need guns and a cargo hold to activate them and get an ancient key.

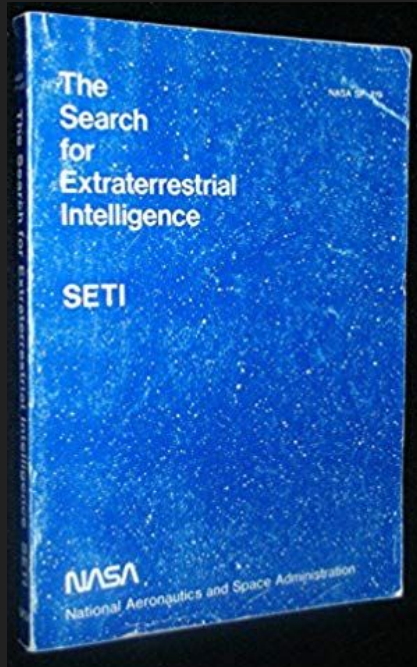


Ancient structures are the source of blueprints. When you try to retrieve them, many active sentinel drones will challenge you. Also, many panels hold materials to pick up.
SRV playgrounds, really.



How to find the sites

Searching for new guardian sites might be the goal of the true-blue explorer; To seek out old life and civilisations and such... If so, be mindful of spoilers in the next few pages. Here are some pointers.



Draw a line from the bubble towards the Pencil Nebula. Most guardian discoveries are in that rough direction, below the pencil nebula and a bit Rimwards (for instance, sector names Synuefe, and IC 2391) .

- Not all discoveries are in that area; some ruins were found way out there.*
- Guardians seemed to favor systems/planets a little cooler than humans like.*
- '[Brain trees](#)' have often been found in the stellar areas where guardian ruins lie.*

If you want to check if a system has guardian ruins or beacons, take the time to look at your navigation tab and travel within 1000 Ls of any bodies. Any guardian point of interest appears in the nav tab if it is within 1000 Ls, even if the body is unscanned.

One dirty trick: if you target nothing and pan your targeting reticle across all bodies of the system, you can sometimes see a guardian ruin pop out as a targetable item, despite it being far, far away.

How to get module/weapon blueprints

For the guardian blueprints you'll need to go to 'Ancient structures'; a good listing is available at the end of this [Cannon Research site](#).

A few things you should do as you drive around...

- Shoot down any guardian drones that pop out; use cover from the structures to avoid fire.*
- Grab a 'guardian relic' from a tower that comes out of the ground; it'll come in handy later.*
- Blue panels can be shot to reveal materials you can pick up (power cells, conduits, etc.).*
- Obelisks that light up can be targeted and scanned from up close; they give useful obelisk data.*

Step 1: Approach the main console of the structure. That will 'start up' the structure.

Step 2: visit the six stubby power pylons one by one (in any order) and shoot their crystal enough to charge them up. There is a generous time limit to do all six.

Step 3: Once all the power pylons are charged, return to the console and jettison the relic on the lit up area near it; there is a big 'X' to mark the spot.

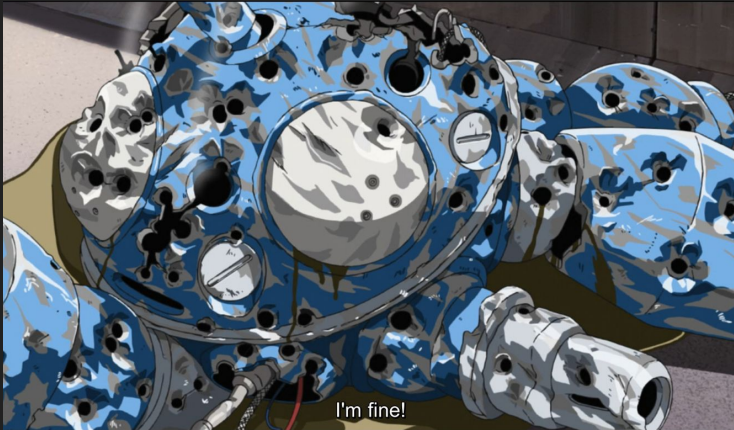
Step 4: Scan the console to get one blueprint! Watch out for drones, as many activate when you start the console and a few more as you scan it. Running for one's ship is a perfectly viable strategy.

Fighting the sentinels

Ancient ruins are inactive and safe, but when going into guardian structures to obtain materials and blueprints you will meet active sentinels. Drones that come out of the ground to fight you armed with force weapons that push you back, and homing missiles. Here are a few fighting tips.

Prep work:

- A lot of ammo will be needed, be ready to synthesise some when needed, carry the right materials.*
- Having a small ship with a Point Defense System on top is a plus, as it can help against incoming missiles.*



Fighting tips:

- Use turret mode to gain accuracy, and practice strafing.*
- Abuse cover: Stay near towers and obstacles, pop out to shoot a bit, hide from incoming fire; Rinse and repeat.*
- If several sentinels pop out, run further away till you have cover from them all and control the fight.*

The sentinels are tough but don't have shields, so take your time. Their weapons have trouble piercing shields but will rock the SRV a lot, several sentinels can juggle a SRV.

Small vehicles use guile, cover and agility to survive.

Weapon blueprint: These ruins have quite a few sentinels. Only come here in a light ship as the surrounding mountain does not offer any decent landing areas for kilometers.



Weapon blueprint: A similarly patterned structure, Vela dark region JS-T B3-0 planet 3 is close to the star. The jagged terrain will make landing quite difficult even for smaller ships. I was a kilometer away in a Dolphin. Cmdr Ragnar Starquester found a large-ship-friendly landing area 'only' 4.5 km away, at 25.27 by 145.58.



Weapon blueprint: Planet 6 (actually a brown dwarf) moon B of this system is only 1400 ls from the star and has this structure. Located on a knobby crag of a jagged mountain, only small ships may land here. Be mindful that many sentinels tend to appear when the console is activated.

Vela dark region ZE-A D66
moon 6B guardian structure



Module blueprint: This planet is 143000 LS from arrival. There are few sentinels at the beginning but many appear when you charge the last pylon, and two more after you scan it, so be wary. The console is in a high area, so either use jump jets on the east-west 'highway' or climb a steep hill north or south of the console.

Structures with similar
pattern:

Vela dark region
DL-Y D112



Module blueprint: This structure is around star 4, planet 2 of COL 173 sector GS-J B25-4. The pattern is similar to the previous structure but surprised me as the pylons weren't in the same places. Landing nearby is much easier, however.

Circa 3.1: The incredible
floating pylon!



Vessel blueprints

Vessel blueprints are used to unlock the three guardian-tech fighters. In [galnet news](#), Ram Tah gave us a hint by mentioning unusual power signatures in three sectors: NGC 2451A sector, IC 2391 sector and the Synuefe EN-H sector. Commanders swiftly discovered spaceborne '**Guardian beacons**' in IC 2391 sector MX-T b3-6, Synuefe KU-F B44-4 and NGC 2451A Sector LX-U D2-25.

(others are being compiled by the [Cannon Research](#))

Bring guns and a cargo hold. **Use a small ship** as some bigger ships cannot approach enough to scoop the key.

Look around in one of those systems, the beacons are visible in the navigation tab when you're within 1000 Ls.

- Three 'arms' on the structure must be shot to activate it.
- A sphere is then revealed that can be scanned for coordinates.
- After the scan, you can scoop an 'ancient key' from the top (It will be necessary for the site you visit next).
- Read the scanned data and the coordinates of a site is given.

You need to visit the site in an SRV, and use the ancient key instead of a relic to activate the console.



Alien fighters, when a Condor just won't do.

Vessel blueprint: This structure holds vessel blueprints, so you'll need an ancient key. There seems to be more sentinel drones than most at the vessel locations, beware! Luckily, landing is easy around this particular site.

I've attempted to give the console an ancient relic, it simply didn't fit in the slot. Canonn call this pattern the 'Robolobster'

Synuefe EN-H D11-28 guardian structure



Vessel blueprint: This structure is a different pattern offering a vessel blueprint. Easy to land at. Canonn call this ruin style the 'stickyhand'.

Synuefe AH-J D10-20 A 3



Guardian lore missions-1

There are other fun things one can do involving the guardians; for example, lore missions from Ram Tah that involve learning about them from the guardian 'ruins' (which are different from the guardian structures). Information about these missions is gathered in this [webpage from the Canonn](#).

The [easier first mission](#) is picked up by landing in Meene - Felice Dock. Called 'Decoding the ancient ruins' It should be offered through comms. Make sure you can carry 11-16 tons of cargo in your ship as you travel.

- Have a look at [the Canonn map tool](#) so you can head to Alpha, Beta or Gamma ruins.
- [Consult this page](#) to see maps of the ancient ruins.
- Once there, try and pick up two of each guardian item (orbs, caskets, etc) as you go.
- Many obelisks dot these ruins; the trick is to carry the correct two items in your SRV before you scan an obelisk. The example here involves an urn and a casket.

Scanning with the proper items and the mission active will decrypt lore data!



Guardian lore missions-2

A second lore mission exists, picked up from either Mitchell Dock or Weber Dock in Ram Tah's system. This tougher mission called 'Decrypting the guardian logs' will involve thargoid materials in addition to the guardian items. I highly recommend you obtain a 'CRCR', or corrosion resistant cargo rack, from the human tech brokers before gathering the materials and attempting this mission. A very useful page is the lore locations.



It turns out the guardians had a very Cyberpunk phase.

Tissue samples are obtained from thargoid interceptors by using the research limpet. Sensors and probes are found in 'Thargoid space', low threat level USSs for instance. Thargoid links are found in their bases. (bring a sensor to open the door)



Thank you for reading

As a parting shot, here's a few links you might like:

The [Canonn Research Group](#) deserves the highest praise for its work.

<https://eddb.io/> is the best resource for finding ... most anything, really.

The [Market Connector](#) is a favorite tool to give data for EDDB and EDSM, I recommend every Cmdr use it (or something similar)

Some funny Elite music: [Learn to mine](#), [The Great Explorer](#) and [Hotel Dalgarmo](#). (That guy did [other good stuff](#) too)

Of course one must mention [Radio Sidewinder](#)

Elite Dangerous Community Developers: <https://edcd.github.io/>

Elite forums, the various popular guides:

[The popular guide to powerplay](#),

[The popular guide to exploration](#), [The popular guide to planetary landings](#),

[The popular guide to mining](#),

[The hitchhiker's guide to the frontier](#), [The popular guide to guardian xenoarchaology](#)

This guide was brought to you by: *Lance 'Spacecat' D.*