

A GUIDE TO SALVAGING & RIGS



Written by – Radix Salvilines

Published in PDF format by [aeo].net
www.allabouteveonline.net

This guide covers some basic facts about salvaging and rigs. I have split it into 4 sections: Basics, Rigs description and what kind of stuff they need to be built, Salvaging - what ships and which faction drops specific parts and Hints.

Basics:

So what are those rigs...? Well they are in simplest words - implants for ships. They can be fitted into a specific rig slot but cannot be removed - you will have to repackage your ship in order to free rig slots, however you will lose all the rigs you had.

How do rigs work? For the most part they increase one stat of your ship while decreasing another - that way you can create an uber tank sacrificing for an example some speed or power grid if you don't need it that much. This way you can create more specialized ships, good only in their intended by you field.

Each rig needs one rig slot and a certain amount of calibration points. You can find how much calibration points have your ship in its info screen under fitting tab just below CPU and POWERGRID bar. Like all normal modules you cannot fit for an example 3 rigs requiring 200 calibration points each on a ship that has only 400 calibration points to spare.

T1 ships always have more rig slots and calibration points than T2 ships.

To make a rig you need a blueprint - they can be easily bought on the market for a small amount of money (Manufacturing and research section, then ship modifications). BPO's are cheap, but that does not mean rigs are easy to obtain - it can take a load of mission running/pvping to gather enough parts in order to build a rig.

How to put a hand on some of those parts then? The answer is salvaging. Once you will make it to mechanics lvl3 and survey lvl3 you can train the salvaging skill. Just when you will reach lvl1 in it you can buy yourself a Salvager I module and start searching for parts in the wrecks :) Easy isn't it? Well I wish it was...
Certain types of rats drop different parts - it depends on what faction they belong to. This will be covered later :) Now for the rigs.

Rigs:

Rigs are divided into sections. Each section needs certain parts for all the rigs it contains to build. Each rig needs three types of parts, in some sections there are rigs that use more types (always three but the rig requirements in the specific section don't match) here is a small list of what rigs do and what kind of parts they need to be assembled:

Armour rigs.

Requirements in parts:

Charred Micro Circuit

Contaminated Nanite Compound

Fried Interface Circuit

Role: Armour improvements, [salvaging improvements](#).

Drawback: Reduced speed.

Astronautic rigs:

Requirements in parts:

Burned Logic Circuit

Charred Micro Circuit

Thruster Console

Alloyed Tritanium Bar

Fried Interface Circuit

Tripped Power Circuit

Role: Improved speed and agility (also AB and MWD). Some hull upgrades.

Drawback: Less armour.

Drone rigs:

Requirements in parts:

Broken Drone Transceiver

Burned Logic Circuit

Charred Micro Circuit

Tripped Power Circuit

Role: Upgrades for all drones.

Drawback: Reduces ship's CPU.

Electronic rigs:

Requirements in parts:

Conductive Polymer

Damaged Artificial Neural Network

Tripped Power Circuit

Fried Interface Circuit

Charred Micro Circuit

Role: Improvements to hacking, archaeology and scanning. Also reduces the requirements of CPU and Capacitor for Electronic modules and ECM.

Drawback: NONE

Electronic Superiority rigs:

Requirements in parts:

Damaged Artificial Neural Network

Fried Interface Circuit

Tripped Power Circuit

Charred Micro Circuit

Burned Logic Circuit

Role: Upgrades to ship's sensors, ECM modules, targeting, tracking etc.

Drawback: Fewer Shields

Energy Grid rigs:

Requirements in parts:

Burned Logic Circuit

Tangled Power Conduit

Tripped Power Circuit

Melted Capacitor Console

Fried Interface Circuit

Role: Improvements to Capacitor, Power grid.

Drawback: NONE

Energy Weapon rigs:

Requirements in parts:

Charred Micro Circuit

Defective Current Pump

Fried Interface Circuit

Role: Improvements to Energy Weapons.

Drawback: Guns need more Power grid.

Hybrid Weapon rigs:

Requirements in parts:

Charred Micro Circuit

Contaminated Lorentz Fluid

Fried Interface Circuit

Role: Improvements to Hybrid Weapons.

Drawback: Guns need more Power grid.

Missile Launcher rigs:

Requirements in parts:

Burned Logic Circuit

Scorched Telemetry Processor

Tripped Power Circuit

Role: Improvements to missiles and launchers.

Drawback: Launchers need more CPU.

Projectile Weapon rigs:

Requirements in parts:

Charred Micro Circuit

Fried Interface Circuit

Smashed Trigger Unit

Role: Improvements to Projectile Weapons.

Drawback: Guns need more Power grid.

Shield rigs:

Requirements in parts:

Charred Micro Circuit

Fried Interface Circuit

Malfunctioning Shield Emitter

Burned Logic Circuit

Tripped Power Circuit

Ward Console

Role: Improvements to shields.

Drawback: Increased Signature Radius.

Also note that in order to use rigs u have train specific skills. First off train Mechanic to lvl3, then Jury Rigging to lvl3.

Now for each rig section there is another skill. For armour rig its armour rigging and it goes similar for all other sections.

Now for the salvaging...

Salvaging:

In order to use Salvager I module u need mechanic skill trained up to lvl3, survey lvl3 and finally salvaging skill lvl1. At the first level it will allow you to salvage npc wrecks. At lvl3 u can salvage tech2 ships, but it will take loads of time.

To salvage a wreck u need to remove loot from it first (if it contains any). You have a chance to be successful and retrieve some parts from the wreck. In any way the wreck will disappear.

New in patch: Once u will examine it there is anything in the wreck to loot it becomes darker.

Here is a list from what ship how many parts you can salvage (soon to be updated):

Frigate -> 1-2

Destroyer -> ?

Cruiser -> 1-3

Battle cruiser -> ?

Battleship -> 1-4

Carrier -> ?

It's not yet confirmed but it seems with higher levels of Salvaging skill you can get more parts from each wreck (salvaging lvl3 allows u to get even 2 parts from frigate).

Also each faction drops specific parts. Here is a list of what u can expect to salvage from npc wrecks. In () I put the probability of dropping the item:

Gallente Navy:

Damaged Artificial Neural Network (?)

Caldari Navy:

Tripped Power Conduit (?)

Republic Fleet:

Amarr Navy:

CONCORD:

[grey]Metal Scraps[/grey]

Angel Cartel:

Alloyed Tritanium Bar (Very Good)

Thruster Console (Good)

Smashed Trigger Unit (Good)

Fried Interface Circuit (Rarely)

Tripped Power Conduit (Rarely)

Charred Micro Circuit (Rarely)

Burned Logic Circuit (Rarely)

Fried Interface Circuit (Rarely)

Serpentis:

Conductive Polymer (Very good)
Contaminated Lorentz Fluid (Very good)
Broken Drone Transceiver (Good)
Malfunctioning Shield Emitter (Good)
Tripped power Circuit (Rather rarely)
Burned Logic Circuit (Rarely)
Charred Micro Circuit (Rarely)
Fried Interface Circuit (Rarely)

Sansha's Nation:

Armour Plates (Good)
Defective Current Pump (Good)
Fried Interface Circuit (Rarely)
Charred Micro Circuit (Rarely)
Contaminated Nanite Compound (?)
Burned Logic Circuit (?)
Tripped Power Circuit (?)

Mordu's Legion:

Armour Plates (?)
Burned Logic Circuit (?)
Conductive Polymer (?)
Defective Current Pump (?)

Blood Raiders:

Tangled Power Conduit (?)
Defective Current Pump (?)
Melted Capacitor Console (?)
Contaminated Nanite Compound (?)
Tripped Power Conduit (?)
Burned Logic Circuit (?)
Charred Micro Circuit (?)

Thukker Tribe:**Guristas Pirates:**

Burned Logic Circuit (?)
Scorched Telemetry Processor (Good)
Ward Console (Good)
Malfunctioning Shield Emitter (Good)
Thruster Console (?)
Fried Interface Circuit (?)
Charred Micro Circuit (?)
Tripped Power Circuit (?)

Drones, Mercenaries and structures:

This relates only to mission ones - they do not drop parts - wrecks apart of standard loot are empty. Drones in new 0.0 regions do drop parts. If I will wind out what kind of will update the guide ASAP.

Big thanks to CaptainSeafort for allowing me to use his work in keeping this list updated. He made a mailing list to gather all information on what parts comes from which faction. If you would like to help join 'Salvage Tables' mailing list.