

**SALVAGING & RIGGING GUIDE WITH Q&A**  
**V.2.2**



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## Salvaging & Rigging guide and Q&A- Ver 2.2

Rigs act like implants for your ships and are harvested from wrecks if you repackage a ship the Rigs are destroyed. All rigging modules have a calibration (calibration is like grid) which limits what Riggs can be fitted.

Rigs come in T1 and T2 versions and are built from blueprints. The T1 blue prints version can be brought on the market. But I think the T2 must be invent from T1. A salvaging Module gathers salvaged materials form wrecks of ships. There are Rigs that help you collect salvaged materials. Thus a ship rigged to be good at salvaging would be a good idea. It seems salvaged materials come in two types damaged and undamaged comes from T2 ships and is need by T2 rig blueprints while T1 uses damaged materials.

T1 parts from T1 ships (NPC will be the main source of wrecks)

T2 parts from T2 ships (PvP will be the main source of wrecks)

then there are basic two sub groups:

Circuits & Non-circuits

Circuits drop all over eve. Non-circuits are race/faction specific.

T2 ships have 2 slots and T1 ships have 3 slots.

Salvaging skill needs survey and mechanics at level 3. Which allows the use of salvaging module on wrecks. The higher the skill level of salving the better the chance of get materials from wrecks (5% per level) if there are material on the wreck.

You need level 3 in salvaging to salvage T2 pod pilot and pirate faction ships.

The salvaging module fits in a high slot and requires 1 grid and 20 cpu, with a range of 5 km (tractor beaming wrecks to you might be a good idea). You can fit (and use) multiple modules on the same wreck. Wrecks have to be "empty" of loot. They don't work on it if there's that civilian shield booster in there, so grab that phat loot first. Once you pull it to within 5k, you can activate the module. There are four things that can happen

- 1 - failing to find any thing (keeps trying)
- 2 - find out that their no slaved material to be found (wreck disappears)
- 3 – getting 1 or 2 salvaged materials (wreck disappears)
- 4 - anther salvaging module as all ready done 2 or 3 (de actives)

Wrecks drop rate depends on if it's from a mission (50%) or asteroid belt (75%) - asteroid belt NPC pirate ships have a better drop rate

To fit rigs into ships you need the jury rigging which needs engineering at level 3 and there are sub skills that need jury rigging and engineering at level 3. Each level of the sub skills reduce the drawback cost by 10% (worth getting to level 5). Intelligence and memory are the attributes the skills use all sub skills are rank 3 besides jury

rigging which is rank 2.

### **List of rigging sub skills and their drawbacks**

Armour - reduce speed – 9 different rigs  
Astronautic - lowers ship armour – 9 different rigs  
Drones – decreases ship CPU - 9 different rigs  
Electronics - some rigs don't have a drawback – 5 different rigs – uses jury rigging only  
Electronic superiority – lowers ships shields - 8 different rigs  
Energy Grid - some rigs don't have a drawback - 5 different rigs – uses jury rigging only  
Energy weapons – increase weapon grid need - 7 different rigs  
Hybrid - increase weapon grid need - 7 different rigs  
Missiles launchers - increase missiles cpu need - 6 different rigs  
Projectile weapons - increase weapon grid need - 5 different rigs  
Shields - increases a ships signature radius - 9 different rigs

### **Questions & Answers**

Wrecks

Q: Can wrecks can be tractor beamed.

A: yes

Q: How do I get salvaged materials.

A: With a salvager module – takes one high slot - 20 cpu 1 grid, active it on a wreck with nothing in it with in 5km.

Q: do all wrecks contain all salvageable materials?

A: nope

Q: how much space do salvaged materials take

A: 1m<sup>3</sup>

Q: how many salvaged materials do I get per wreck.

A: depends on what ship was destroyed and made the wreck.

frigates - 1 non-circuit, 2 circuits

cruisers - 1 non-circuit, 4 circuits

battlecruisers - 1 to 2 non-circuit, 6 circuits

battleship - 1 to 3 non-circuit 8+ circuits

capital ship - not sure

Q: how many materials on average will I need make one rig.

A: between 100 to 260 per rig BPO.

Q: Is the amount of salvageable material needed linked to the calibration needed

A: It does seem that that more calibration a rig requires the more salvageable materials to uses.

Q: Can I salvage from newbie ships.

A: Yes – you just get scrap metal – 10 trit.

Q: Does my salvaging skill increase the chance a wreck could have salvageable materials in it.

A: No – it does not seem to matter what your skill level is – you can salvage stuff with level 1.

Q: So what's the point in training past level 1.

A: Less time wasted on failed tries – using more than one salvager also lowers time.

Q: Do all wreck have the same difficulty to salvage from.

A: Nope - T2 ship wrecks are more difficult to salvage from and your get a lot more failed attempts.

Q: Do different types of NPCs pirates drop different types of salvageable materials.

A: Yes – they drop 7 to 8 different materials 4 circuits (large amount) and 3 to 4 other materials types.

Also pod pilot ships currently produce salvage. It seems Structures don't, rogue drones don't, Empire navies don't, Mordus legion don't. Complex Boss's don't, named rats don't.

Q: Do NPCs pirates drop salvageable materials to build rigs that are the same as the loot they mainly drop.

A: It seems from what info I have gathered that NPC drop:

Serpentis – hybrid, Electronics, Electronic superiority

Angel – projectile, Astronautic, shields, drones

Guristas - shield, missile

Sasha - armour, energy weapon

Blood - energy grid, electronic??

Rogue drones – drones??

Serpentis - Contaminated Lorentz Fluid (T1 hybrid rigs), Malfunctioning shield emitters (T1 shield rigs), Broken Drone Transceiver (T1 all drone rigs), Contaminated Lorentz fluid (T1), conductive polymer (T1 electronic rigs).

Sansha - Armour Plates (not T1 armour rigs?), Defective Current Pump (T1 energy weapons rigs), Contaminated Nanite Compound (T1 armour rigs).

Blood - melted capacity console (one T1 energy grid rig), tangled power conduit (most T1 energy grid rigs) common, Defective Current Pump (T1 energy weapons rigs), Contaminated Nanite Compound (T1 armour rigs).

Guristas – ward consoles (T1 shield rigs), scorched telemetry process (T1 missiles rigs), Malfunctioning shield emitters (T1 shield rigs)

Angel – alloyed tritanium bar (T1 Astronautic rigs), Smashed trigger unit (T1 projectile rigs), thruster console (T1 Astronautic rigs),

?? Rogue drones - Broken Drone Transceiver (T1 all drone rigs) ??

Player ships Artificial Neural Network (T1 Electronic superiority, Electronics rigs)

Q: Is there any difference between drops from the same NPC pirate faction in asteroid belts, complexes or missions.

A: seems a NPC pirate faction drops the same materials.

Q: Do npc pirate faction drop all four damaged circuits.

A: Yes - all npc pirates drop all circuits (in small amounts) - Buried Logic Circuit, Charred Micro Circuit, Fried Interface Circuit, Tripped Power Circuit.

Q: does the system security states effect drop rate of salvageable materials.

A: Yes (or so it seems) – low security system have better drop rates

Q: What is calibration?

A: It's like the power grid for rigs.

Q: Can you use more than one of the same types of rig on a ship?

A: Yes – has many of the same rigs as you have calibration point for.

Q: Can you increase the amount of calibration a ship has?

A: No.

Q: Do all ships get the same amount of rig slots?

A: Most T1 get three all T2 get two – shuttles and freighters get none

Q: Is the amount of calibration ship class based or race (could Minmatar get more calibration)

A: No – all races get the same amount of calibration.

Q: How much calibration do ships have?

A: all ships have 400 calibration, faction ships get less than 400 calibration.

Q: Do rigs get stacking penalties and or bonus's

A: Yes – the cargo T1 expander rig for example acts just like having a 10% cargo expander fitted

Q: Do rigs get compound bonus's

A: Yes – using three T1 10% cargo expander rig will give more than 30% to total cargo hold size.

Q: How do compound bonus work?

A: The first rig / module adds it's bonus which makes a new 100% then the second bonus is applied and so on.

Example – a ship's cargo hold starts at 100m<sup>3</sup> and a 15% T1 rig is added, giving the ship 115m<sup>3</sup> cargo. Then a 20% cargo expander module is added which gives 20% of 110 which is 23, bring the new total of 133m<sup>3</sup>. If a second T1 15% rig is added

(bringing the total bonus to 3) it would bring the total to 152.95m3.

Q: How does compound penalties work then

A: The first rig / module adds its penalty which makes a new 100%, then the second penalty is applied and so on.

Example - a ship's speed starts at 200m/s and a % T1 rig is added (at max rigging skill), giving the ship a 5% speed penalty make ship max speed 190m/s. Then a 20% cargo expander module is added which gives a 10% penalty which bring the new speed to 171m/s. If a second T1 rig is added (bringing the total penalties to 3) it would bring the total to 162.45m/s.

Q: When you use more then one of the same rig do they get the extra stacking penalties?

A: resistance no – weapons yes- A resistance rig only gets the halving penalty but not the stacking penalty, unlike modules.

Q: What's the resistance halving formula

A: Fitting one 50% EM shield hardener modules to a t1 ship say a Rifter, would give you 50% EM resistance. The second 50% EM resistance hardener added would give half the current value, so giving 25% bring the resistance to 75% in total – thus it is impossible to ever get 100% resistances.

Q: So what the stacking penalty

A: Some modules when more then one module which effect the same aspect of a ship is fit

Q: Do I have to rig my ship my self

A: No a professional rigger could do it for you

Q: Can rigs be turn on and off once installed

A: No – they have to be removed by repackaging the ship their in

Q: How bad is the drawback for fitting say a hybrid turret damage rig

A: At hybrid rigging skill level 5, a T1 turret rig needs 5% more grid – thus a 425 hybrid will go from 2500 to 2625 per turret

Q: And with three hybrid turret damage rigs how much gird will each turret need

A: A 425 hybrid will go from 2500 to 2894.0625 – but with a 1.1% damage bonus

Q: does advanced weapon upgrade help with rig

A: yes – at level five it will reduce a hybrid 425 grid need by 10% - from 2894 to 2604

Q: Does trade or some else rigging and insured ship

A: Nope - Insurance is never voided unless LOST outside of the parameters of its insurance (individual or corp.) or repackaged before it expires. **Undefined**

## **Rigging economic viability**

The factors that affect the economic viability of rigging are:

1 - salvageable materials drop rate.

At the moment the drop rate for materials is one per wreck, rarely two and their ratio between circuits and other materials is way off.

In the patch on Wednesday 13/12/2006 this will change with a much large amount dropped circuits dropping in batch of 8+ from npc battle ships.

2 – Percentage of wrecks that have salvageable materials.

This is govern by sec rating lower sec has much high chance for wrecks to have materials in them. But level mission will still provide a lot of rig materials.

3 – Time taken to salvage

4 – how many people will train the salvage skill

the skills need to salvage has been lower to three from 5, this greatly increase the amount of people that can salvage.

5 – What is the ratio of material drop compared to what rig bpo need

6 - how many materials a rig bpo needs.

7 – What price the market settles on for salvaged materials

8 – what people are will to pay for rigs.

9 – Will people let other people rig their ships

10 – when CCP plan rigging, how commonly used did they want them to be