

Wrecks Into Rigs



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Things you need to know before salvaging.

- * Train Mechanic Level 3 - Under the Mechanic Rank.
- * Train Survey Level 3 - Under Electronic Rank.
- * Train Science Level 4- Under Science Rank.
- * Get a Destroyer or a Ship with many high slots, that's fast and has a healthy cargo-bay.
- * Purchase a Survey | , Small Tractor Beam. Try to use even am-mounts 4 tractor= 4 salvager.
- * (Moraguth) Added: You are able to use all your salvagers on one target if your salvager skill is too low.

Once you get set up with these skills as well a ship you are well on your way to start salvaging.

Every ship in the game when it dies leaves a "wreck" behind. This means that in missions, Asteroid belts, and player controlled ships when killed leave a "Wreck" behind. Most wrecks don't have components with salvage level 1.

On your first day of salvaging you should spend your time wisely.

(For example)With my knowledge I have learned that with salvage level 1 you should stick to asteroid belts. You ask why, why must "I" do asteroid belts. Remember you are just started on your way to build your first rig. In High Security 0.5-0.8 Systems you should not have any problems finding frigate wrecks "Small wrecks".

Small wrecks have the most basic items you can salvage, the easiest success rate as well. Medium wrecks come from cruiser sized ships-Battle Cruiser, I have found that to be able and fairly successfully with salvaging "Medium Wrecks" it is good to have level 2 Salvaging as medium wrecks give semi common parts or multi parts.

Large Wrecks are from Battle ship sized wrecks. These can be found in mission and in 0.0 unsecured space. The hardest components come from these and fairly basic items, (sometimes multiple).

Rumour's are that mission Rats do not have any good salvaging items, this is completely. FALSE, simply not true. Know your rat.

For example I live in Gallente space at our asteroid belts we have Serpents, if you do a mission against serpents you will get the same amount of salvageable items. Only difference is that when you do mission's you usually go up against cruisers and in asteroid belt you go up against frigates with "small wrecks" easy to salvage successfully, cruisers take higher skill as explained.

Amarr Space At asteroid Belts you have the Blood Raiders. Gallente space in Asteroid belts you have Serpents. Mimitar space you have the Angel cartel.

During missions you will face angle cartel you will get items For Speed and other Rigs. In Amarr space you get rig components for the energy department. Rigs that have to do with capacitor and capacitor battery all the items you get from them as drops in asteroid belts they have those items for rigs that you salvage.

Works in the Caldari space as well, Items obtained here have to do with the types of drops and the types of rats that spawn there.

Recap

*Serpents - Salvaged wrecks are components for Drone, Hybrid guns, and cargo. (Same as loot)

*Angle Cartel - Salvaged wrecks are components for Speed, Artillery some Armour Resistance. (Same as loot)

*Blood Raiders - Salvaged wrecks are components for energy capacitor, and capacitor recharge. (Same as loot)

Will be adding stuff in the future just thought id give you a head start, Good luck and happy salvaging.

P.S. Thanks for your support.

Killin Villin