

Riglist

Anti-EM Coating

Increases armor EM resistance at the expense of max velocity.

Anti-EM Coating II

Increases armor EM resistance at the expense of max velocity.

Anti-Explosive Coating

Increases armor explosive resistance at the expense of max velocity.

Anti-Explosive Coating II

Increases armor explosive resistance at the expense of max velocity.

Anti-Kinetic Coating

Increases armor kinetic resistance at the expense of max velocity.

Anti-Kinetic Coating II

Increases armor kinetic resistance at the expense of max velocity.

Anti-Thermic Coating

Increases armor thermal resistance at the expense of max velocity.

Anti-Thermic Coating II

Increases armor thermal resistance at the expense of max velocity.

Auxiliary Nano Pump

Increases repair amount for armor repairers at the expense of max velocity.

Auxiliary Nano Pump II

Increases repair amount for armor repairers at the expense of max velocity.

Nanobot Accelerator

Reduces armor repair duration at the expense of max velocity.

Nanobot Accelerator II

Reduces armor repair duration at the expense of max velocity.

Remote Repair Augmentor

Reduces capacitor need for remote armor repair modules at the expense of max velocity.

Remote Repair Augmentor II

Reduces capacitor need for remote armor repair modules at the expense of max velocity.

Salvage Tackle

This bulky unit increases the ship's chance of salvage retrieval at the expense of max velocity.

Salvage Tackle II

This bulky unit increases the ship's chance of salvage retrieval at the expense of max velocity.

Trimark Armor Coating

Increases total armor hit points at the expense of max velocity.

Trimark Armor Coating II

Increases total armor hit points at the expense of max velocity.

Cargohold Optimization

Increases cargo capacity at the expense of armor.

Cargohold Optimization II

Increases cargo capacity at the expense of armor.

Dynamic Fuel Valve

Reduces the capacitor need of afterburner modules at the expense of armor.

Dynamic Fuel Valve II

Reduces the capacitor need of afterburner modules at the expense of armor.

Engine Thermal Shielding

Increases duration of afterburner modules at the expense of armor.

Engine Thermal Shielding II

Increases duration of afterburner modules at the expense of armor.

Low Friction Nozzle Joints

Increases ship agility at the expense of armor.

Low Friction Nozzle Joints II

Increases ship agility at the expense of armor.

Polycarbon Engine Housing

Reduces the weight of a ship at the expense of armor.

Polycarbon Engine Housing II

Reduces the weight of a ship at the expense of armor.

Propellant Injection Vent

Increases the speed boost of afterburner modules at the expense of armor.

Propellant Injection Vent II

Increases the speed boost of afterburner modules at the expense of armor.

Vessel Velocity Rig

Increases subwarp velocity at the expense of armor.

Vessel Velocity Rig II

Increases subwarp velocity at the expense of armor.

Warp Drive Operation Rig

Reduces the capacitor need of initiating warp at the expense of armor.

Warp Drive Operation Rig II

Reduces the capacitor need of initiating warp at the expense of armor.

Warp Speed Rig

Increases warp speed at the expense of armor.

Warp Speed Rig II

Increases warp speed at the expense of armor.

Drone Control Range Augmentor

Increases drone control range at the expense of CPU.

Drone Control Range Augmentor II

Increases drone control range at the expense of CPU.

Drone Durability Enhancer

Increases drone shield, armor and structure hit points at the expense of CPU.

Drone Durability Enhancer II

Increases drone shield, armor and structure hit points at the expense of CPU.

Drone Mining Augmentor

Increases mining drone yield at the expense of CPU.

Drone Mining Augmentor II

Increases mining drone yield at the expense of CPU.

Drone Repair Augmentor

Increases drone repair amount at the expense of CPU.

Drone Repair Augmentor II

Increases drone repair amount at the expense of CPU.

Drone Scope Chip

Increases drone optimal range at the expense of CPU.

Drone Scope Chip II

Increases drone optimal range at the expense of CPU.

Drone Speed Augmentor

Increases drone max velocity at the expense of CPU.

Drone Speed Augmentor II

Increases drone max velocity at the expense of CPU.

EW Drone Range Augmentor

Increases drone control range at the expense of CPU.

EW Drone Range Augmentor II

Increases drone control range at the expense of CPU.

Sentry Damage Augmentor

Increases sentry drone damage at the expense of CPU.

Sentry Damage Augmentor II

Increases sentry drone damage at the expense of CPU.

Stasis Drone Augmentor

Increases stasis web drones' factor of velocity decrease at the expense of CPU.

Stasis Drone Augmentor II

Increases stasis web drones' factor of velocity decrease at the expense of CPU.

Electronics Analysis Rig

Archaeology rig. Needs code?

Electronics Analysis Rig II

Archaeology rig. Needs code?

Electronics Conserver Rig

Reduce capacitorNeed for all electronic modules

Electronics Conserver Rig II

Reduce capacitorNeed for all electronic modules

Electronics Hacking Rig

Increase chance of successful hacking

Electronics Hacking Rig II

Increase chance of successful hacking

Gravity Capacitor Upgrade

Reduce scan time with scan probes

Gravity Capacitor Upgrade II

Reduce scan time with scan probes

Liquid Cooled Electronics

Reduce CPU need of all Electronic Upgrades modules

Liquid Cooled Electronics II

Reduce CPU need of all Electronic Upgrades modules

Electronics Coercion Rig

Increase scan resolution & tgting range supprs. for RSD At the expense of shield

Electronics Coercion Rig II

Increase scan resolution & tgting range supprs. for RSD At the expense of shield

Electronics Impede Rig

Increase tracking speed & opt. Range disrpt. for Tr. Disrpt. At the expense of shield

Electronics Impede Rig II

Increase tracking speed & opt. Range disrpt. for Tr. Disrpt. At the expense of shield

Electronics Observation Rig

Increase targeting range At the expense of shield

Electronics Observation Rig II

Increase targeting range At the expense of shield

Electronics Scope Rig

Increase optimal range for ECM, RSD, TD and TP At the expense of shield

Electronics Scope Rig II

Increase optimal range for ECM, RSD, TD and TP At the expense of shield

Electronics Vise Rig

Increase strength of ECM jammers At the expense of shield

Electronics Vise Rig II

Increase strength of ECM jammers At the expense of shield

Survey Analysis Rig

Increase scanning speed At the expense of shield

Survey Analysis Rig II

Increase scanning speed At the expense of shield

Targeting System Subcontroller

Increases targeting speed at the expense of shields.

Targeting System Subcontroller II

Increases targeting speed at the expense of shields.

Targeting Systems Stabilizer

Reduce targeting delay after de-cloaking at the expense of shields.

Targeting Systems Stabilizer II

Reduce targeting delay after de-cloaking at the expense of shields.

Energy Conserver Rig

Reduce capacitorNeed for all energy emission modules

Energy Conserver Rig II

Reduce capacitorNeed for all energy emission modules

Powergrid Capacity Rig

Increase powergrid capacity

Powergrid Capacity Rig II

Increase powergrid capacity

Powergrid Conserver Rig

Reduce CPUNeed for all power upgrade modules

Powergrid Conserver Rig II

Reduce CPUNeed for all power upgrade modules

Vessel Capacitor Recharge Rig

Increase capacitor recharge rate

Vessel Capacitor Recharge Rig II

Increase capacitor recharge rate

Vessel Capacitor Rig

Increase capacitor capacity

Vessel Capacitor Rig II

Increase capacitor capacity

Energy Turret Conserver Rig

Decreases capacitor need of all energy turrets, at the expense of increased power grid need for lasers.

Energy Turret Conserver Rig II

Decreases capacitor need of all energy turrets, at the expense of increased power grid need for lasers.

Energy Turret Efficacy Rig

Increases Rate of Fire of all energy turrets, at the expense of increased power grid need for lasers.

Energy Turret Efficacy Rig II

Increases Rate of Fire of all energy turrets, at the expense of increased power grid need for lasers.

Energy Turret Potency Rig

Increases damage output of all energy turrets, at the expense of increased power grid need for lasers.

Energy Turret Potency Rig II

Increases damage output of all energy turrets, at the expense of increased power grid need for lasers.

Energy Turret Processor Rig

Decreases CPU need of all energy turrets, at the expense of increased power grid need for lasers.

Energy Turret Processor Rig II

Decreases CPU need of all energy turrets, at the expense of increased power grid need for lasers.

Energy Turret Rampant Rig

Increases accuracy falloff range of all energy turrets, at the expense of increased power grid need for lasers.

Energy Turret Rampant Rig II

Increases accuracy falloff range of all energy turrets, at the expense of increased power grid need for lasers.

Energy Turret Scope Rig

Increases optimal range of all energy turrets, at the expense of increased power grid need for lasers.

Energy Turret Scope Rig II

Increases optimal range of all energy turrets, at the expense of increased power grid need for lasers.

Energy Turret Stalk Rig

Increases tracking speed of all energy turrets, at the expense of increased power grid need for lasers.

Energy Turret Stalk Rig II

Increases tracking speed of all energy turrets, at the expense of increased power grid need for lasers.

Hybrid Turret Conserver Rig

Reduces capacitor need of all hybrid turrets, at the expense of increased power grid need for hybrid weapons.

Hybrid Turret Conserver Rig II

Reduces capacitor need of all hybrid turrets, at the expense of increased power grid need for hybrid weapons.

Hybrid Turret Efficacy Rig

Increases Rate of Fire of all hybrid turrets, at the expense of increased power grid need for hybrid weapons.

Hybrid Turret Efficacy Rig II

Increases Rate of Fire of all hybrid turrets, at the expense of increased power grid need for hybrid weapons.

Hybrid Turret Potency Rig

Increases damage done by all hybrid turrets, at the expense of increased power grid need for hybrid weapons.

Hybrid Turret Potency Rig II

Increases damage done by all hybrid turrets, at the expense of increased power grid need for hybrid weapons.

Hybrid Turret Processor Rig

Decreases CPU need of all hybrid turrets, at the expense of increased power grid need for hybrid weapons.

Hybrid Turret Processor Rig II

Decreases CPU need of all hybrid turrets, at the expense of increased power grid need for hybrid weapons.

Hybrid Turret Rampant Rig

Increases accuracy falloff range of all hybrid turrets, at the expense of increased power grid need for hybrid weapons.

Hybrid Turret Rampant Rig II

Increases accuracy falloff range of all hybrid turrets, at the expense of increased power grid need for hybrid weapons.

Hybrid Turret Scope Rig

Increases optimal range of all hybrid turrets, at the expense of increased power grid need for hybrid weapons.

Hybrid Turret Scope Rig II

Increases optimal range of all hybrid turrets, at the expense of increased power grid need for hybrid weapons.

Hybrid Turret Stalk Rig

Increases tracking speed of all hybrid turrets, at the expense of increased power grid need for hybrid weapons.

Hybrid Turret Stalk Rig II

Increases tracking speed of all hybrid turrets, at the expense of increased power grid need for hybrid weapons.

Launcher Efficacy Rig

Increases missile launcher Rate of Fire at the expense of increased CPU requirements for launchers.

Launcher Efficacy Rig II

Increases missile launcher Rate of Fire at the expense of increased CPU requirements for launchers.

Missile Maneuverability Rig

Decreases the effect of target's velocity for avoiding the radius of missile explosions, at the expense of increased CPU requirements for launchers.

Missile Maneuverability Rig II

Decreases the effect of target's velocity for avoiding the radius of missile explosions, at the expense of increased CPU requirements for launchers.

Missile Precision Rig

Decreases the signature radius factor for missile explosions at the expense of increased CPU requirements for launchers.

Missile Precision Rig II

Decreases the signature radius factor for missile explosions at the expense of increased CPU requirements for launchers.

Missile Velocity Rig

Increases missile velocity at the expense of increased CPU requirements for launchers.

Missile Velocity Rig II

Increases missile velocity at the expense of increased CPU requirements for launchers.

Propellant Conservation Rig

Increases maximum missile flight time at the expense of increased CPU requirements for launchers.

Propellant Conservation Rig II

Increases maximum missile flight time at the expense of increased CPU requirements for launchers.

Warhead Potency Rig

Increases missile damage at the expense of increased CPU requirements for launchers.

Warhead Potency Rig II

Increases missile damage at the expense of increased CPU requirements for launchers.

Projectile Turret Damage Rig

Increases damage output of all projectile turrets, at the expense of increased power grid need for projectile weapons.

Projectile Turret Damage Rig II

Increases damage output of all projectile turrets, at the expense of increased power grid need for projectile weapons.

Projectile Turret Processor Rig

Reduces power grid need of all projectile turrets, at the expense of increased power grid need for projectile weapons.

Projectile Turret Processor Rig II

Reduces power grid need of all projectile turrets, at the expense of increased power grid need for projectile weapons.

Projectile Turret Rampant Rig

Increases accuracy falloff range of all projectile turrets, at the expense of increased power grid need for projectile weapons.

Projectile Turret Rampant Rig II

Increases accuracy falloff range of all projectile turrets, at the expense of increased power grid need for projectile weapons.

Projectile Turret RoF Rig

Increases Rate of Fire of all projectile turrets, at the expense of increased power grid need for projectile weapons.

Projectile Turret RoF Rig II

Increases Rate of Fire of all projectile turrets, at the expense of increased power grid need for projectile weapons.

Projectile Turret Scope Rig

Increases optimal range of all projectile turrets, at the expense of increased power grid need for projectile weapons.

Projectile Turret Scope Rig II

Increases optimal range of all projectile turrets, at the expense of increased power grid need for projectile weapons.

Projectile Turret Stalk Rig

Increases tracking speed of all projectile turrets, at the expense of increased power grid need for projectile weapons.

Projectile Turret Stalk Rig II

Increases tracking speed of all projectile turrets, at the expense of increased power grid need for projectile weapons.

Anti-EM Screen

Increases the EM resistance of ship shields at the expense of increased signature radius.

Anti-EM Screen II

Increases the EM resistance of ship shields at the expense of increased signature radius.

Anti-Explosive Screen

Increases the explosive resistance of ship shields at the expense of increased signature radius.

Anti-Explosive Screen II

Increases the explosive resistance of ship shields at the expense of increased signature radius.

Anti-Kinetic Screen

Increases the kinetic resistance of ship shields at the expense of increased signature radius.

Anti-Kinetic Screen II

Increases the kinetic resistance of ship shields at the expense of increased signature radius.

Anti-Thermal Screen

Increases the thermal resistance of ship shields at the expense of increased signature radius.

Anti-Thermal Screen II

Increases the thermal resistance of ship shields at the expense of increased signature radius.

Core Defence Capacitor Safeguard

Reduces capacitor need of all shield modules at the expense of increased signature radius.

Core Defence Capacitor Safeguard II

Reduces capacitor need of all shield modules at the expense of increased signature radius.

Core Defence Charge Economizer

Reduces power need of all shield upgrade modules at the expense of increased signature radius.

Core Defence Charge Economizer II

Reduces power need of all shield upgrade modules at the expense of increased signature radius.

Core Defence Field Extender

Increases shield capacity at the expense of increased signature radius.

Core Defence Field Extender II

Increases shield capacity at the expense of increased signature radius.

Core Defence Field Purger

Improves shield recharge rate at the expense of increased signature radius.

Core Defence Field Purger II

Improves shield recharge rate at the expense of increased signature radius.

Core Defence Operational Solidifier

Reduces duration of shield booster cycles at the expense of increased signature radius

Core Defence Operational Solidifier II

Reduces duration of shield booster cycles at the expense of increased signature radius