

Space Loot RE Table

v.0.2

Directive values for looted space ship components for reverse engineering quality components

Crafted comp. quality

RE Level & bonus		1	1%	2	2%	3	2%	4	3%	5	3%	6	4%	7	4%	8	5%	9	6%	10	6%	Mark I	Mark II	Mark III	Mark IV	Mark V
Engine	Drain <	Poor PYR and Speed	1,3k	Poor levelling only	Poor PYR and Speed	1,6k	Poor levelling only	Poor PYR	1,5k 1,4k	Poor PYR and Speed	1,6k 1,45k	Poor PYR and Speed	1,6k 1,5k	poor												
	Mass <		1,5k			3,8k			10k 9k		26k 24k		45k 42k	competitive												
	Pitch		58			62			67 69		70 73		73 77	fair												
	Yaw		58			62			67 69		70 73		73 77	fair												
	Roll		58			62			67 69		70 73		73 77	fair												
	Speed		60			62			78 92***		90 98'		90 94	superior												
Reactor	Mass <	1k	1,8k	2,5k	4k	6,5k	Low Gen. vs. Mass	16k 14k	26k 24k	Low Gen. vs. Mass	45k	Gen/mass quality														
	Generation	12k	12,5k	13k	13,3k	14k		25k** 35k**	30k** 35k**		30k** 35k**	competitive		fair												
Capacitor	Drain <	Low Recharge	800	Low Recharge	800	Low Recharge	800	Low Recharge	900	Low Recharge	1100	fair														
	Mass <		1,4k		3,3k		8,5k		22k		42k	competitive														
	Energy		900		1000		1100		1200		1300	poor														
	Recharge		37		40		45		47		50	superior														
Shield	Drain <	Dispensable	Dispensable	2,2k	2,4k	2,2k	2,2k	2,3k 2k	2,3k 2k	Low HP vs. Mass	2,5k	poor														
	Mass <			2,5k	4,6k	7k	12k	18k 16k	30k 25k		50k	competitive		fair												
	Front HP			600	898*	1,1k	1,3k	1,7k 2k²	2,433k*		2,5k	good	comp.	fair												
	Back HP			550	898*	1,1k	1,2k	1,6k 2k²	2,433k*		2,5k															
	Recharge			4	5,5	7,5	9,5	11,5 13	14 16		16	competitive														
	Drain <			500	850	1,2k	2,1k	3,1k	5,3k		7,4k	13,3k	14k	23k	good		fair									
Weapon	Drain <	Dispensable	Dispensable	2k	2k	2k	2k	2k	2,1k	2,1k	2,1k	fair														
	Mass <			2,3k	4,2k	6k	10k	15,5k 14k	28k 24k	39k 37k	50k 45k	comp. good														
	Min.Dam.			650	900*	1150	1,6k	1,8k 1,9k	2,2k 2,3k²	2,2k 2,3k	2,6k 2,7k	DPS quality														
	Max.Dam.			900	1,2k	1,7k	2,4k	2,9k 2,95k	3,5k 3,6k²	3,5k 3,6k	4,2k 4,4k	comp. fair														
	v. shields			0,65	0,65	0,63	0,63	0,62 0,64	0,64 0,66	0,60 0,61	0,74 0,77															
	v. armor			0,58	0,63	0,60	0,63	0,60 0,62	0,64 0,65	0,60 0,61	0,70 0,74															
	Refire Rate <			0,33	0,4	0,33	0,4	0,33 0,32	0,41 0,40	0,33 0,32	0,41 0,40															
	E/S <			22	25	22	26	25 23	29 15³	27 25	33 31	competitive														
	Drain <			Dispensable	Low Speed	Very Low Speed	500 450	Very Low Speed	Low Speed	Very Low Speed	Low Speed	Very Low Speed	Low Speed	Low Speed	550	fair										
Mass <	3,1k	22k	competitive																							
Energy	1,9k*	2,4k*	Recharge&burn time																							
Recharge	49,5*	59,9*	fair																							
Consumpt. <	155 150	180																								
Acceleration	33	43																								
Speed	25	31,5	superior																							
Armor	Armor/HP	200	250	450	650	900	1,1k	1,3k	1,8k	1,8k	1,8k	HP/Mass quality														
	Mass <	800	1,1k	1,5k	2,8k	3,5k	5,7k	8k	14k	14k	14k	competitive		fair												

Nov. Pilot Pilot x1xx Pilot x2xx Pilot x3xx Pilot x4xx Master Pilot by Janann, FarStar

* reward item stat
 ** uncommon drop
 *** pre-nerf reward

1) reachable with Quantum Ion Drive (Starmap quest)
 2) reachable with Protect-o-Net (Starmap quest)
 3) Borstel / Incom 'Tri-cannon' reward stat

Credits to **SpaceLoot.com** and **KaylBreinhar** who have inspired me to make this table

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Space Loot RE Table Guide

"For levelling only" means that components in that category are not very useful after you have reached Master Pilot

The first value (1.5k) is the target for reverse-engineering quality components, but to make an exceptionally good component your target is the latter value (1.4k).

The last column compares the quality of crafted components to quality loot. Here we can see that crafted engines have usually greater speed but slower turn rates and poor (high) energy drain but their mass is good. Respectively Mark I-IV DIs (Droid Interfaces) are very good, but Mark V DIs don't match the best REd DIs.

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RE Level & bonus		1	1%	2%	3	2%	4	3%	5	3%	4%	7	4%	8	5%	9	6%	10	6%	Mark III	Mark IV	Mark V	
Engine	Drain <	1,3k	1,5k	1,6k	1,6k	1,6k	1,6k	1,6k	1,5k	1,4k	1,5k	1,4k	1,6k	1,45k	1,6k	1,5k	1,6k	1,5k	1,6k	1,5k	poor		
	Mass <	1,5k	1,5k	3,8k	3,8k	3,8k	3,8k	3,8k	10k	9k	10k	9k	26k	24k	26k	24k	45k	42k	45k	42k	competitive		
	Pitch	58	58	62	62	62	62	62	67	69	67	69	70	73	70	73	73	77	73	77	fair		
	Yaw	58	58	62	62	62	62	62	67	69	67	69	70	73	70	73	73	77	73	77	fair		
	Roll	58	58	62	62	62	62	62	67	69	67	69	70	73	70	73	73	77	73	77	fair		
	Speed	60	60	62	62	62	62	62	78	92***	78	92***	78	92***	78	92***	78	92***	78	92***	78	92***	superior
Reactor	Mass <	1k	1,8k	2,5k	4k	6,5k	16k	14k	16k	14k	25k**	3k	500	500	500	500	500	500	500	500	500	500	500
	Generation	12k	12,5k	13k	13,3k	14k	14k	14k	25k**	3k	500	500	500	500	500	500	500	500	500	500	500	500	500
Droid Interface	Drain <	22**	20**	19**	18**	16**	15**	14**	13,2	13,1	10	13,2	13,1	10	13,2	13,1	10	13,2	13,1	10	13,2	13,1	10
	Mass <	500	850	1,2k	2,1k	3,1k	5,3k	7,4k	13,3k	14k	23k	13,3k	14k	23k	13,3k	14k	23k	13,3k	14k	23k	13,3k	14k	23k
	Speed <	22**	20**	19**	18**	16**	15**	14**	13,2	13,1	10	13,2	13,1	10	13,2	13,1	10	13,2	13,1	10	13,2	13,1	10

In many cases comparing individual stats is not practical. Like you should compare DPS of weapons and generation/mass ratio with reactors.

"<" means that lower value is better

Grey background color indicates bad loot, so sell it to a chassis dealer. However, in this case you might loot or find exceptionally rare droid interfaces with high speed which are usable, but otherwise buy crafted components instead.

Free space to write down your currently best stats of the components you have looted so far.

Green color indicates competitive SW (Shipwright) products, but orange means that crafted items are far behind from the best REd components, but they may still be usable. Like in this case the high generation reactors are quite uncommon loot, so you will probably want to use Mark V reactors until you loot them.

Please note that the quality of crafted components varies a lot, so these are only suggestive quality indicators. SWs can also spend experimentation points in different stats, but in this comparison I have rated only the most popular ways, like favouring Capacitor Recharge instead of Capacitor Energy Capacity.