

Default keys from the game. The workflow is the BalduursGATE Academy order – no yields, no prices.

WORKFLOW

1 FIND
Find a wreck

→

2 SCAN
Scanning mode,
ping

→

3 SALVAGE
MODE
Operator mode

→

4 SCRAPE
Hull scraping

→

5 RMC
Material – open

→

6 FRACTURE
Break apart

→

7 DISINTEGRATE
Disintegrate

→

8 CARGO / SALE
Load, sell

Order as in the BalduursGATE Academy (“Salvage – from wreck to cargo”). Not yet confirmed in game step by step.

SCAN & MODE

Toggle Scanning Operator Mode

V

Activate Ping (Hold & Release)

TAB
hold

Toggle Salvage Operator Mode

M

Set Salvage Operator Mode

NO DEFAULT

Salvage Mode Gimbal (Toggle)

G

Salvage Mode Gimbal Reset

L-ALT + G

FRACTURE / DISINTEGRATE

Focus Fracture tool

L-ALT + W

Toggle Fire Fracture

R-ALT + W
tap = toggle, hold = active

Focus Disintegration tool

NO DEFAULT

Toggle Fire Disintegrate

R-ALT + S
tap = toggle, hold = active

Cycle Structural Salvage Modes

NO DEFAULT

NOT YET VERIFIED (4.10)

Not in our game data – so no explanation here:

- RMC – what material scraping yields and how much
- Fracture / Disintegrate – what the tools do to the wreck
- Beam spacing, modifiers – their effect
- Locations, prices, sell points – check at the terminal in game

SCRAPE – SALVAGE HEADS

Toggle Fire Focused

LMB
tap = toggle, hold = active

Toggle Fire Left / Right

R-ALT + A / D
tap = toggle, hold = active

Focus all salvage heads

L-ALT + S

Focus left / right head

L-ALT + A / D

Relative Beam Spacing

MWHEEL
axis

Salvage Beam Axis (Toggle)

L-ALT + RMB

Cycle Focused Salvage Modifiers

RMB

CARGO & TRACTOR BEAM

Tractor Beam (vehicle) distance + / –

MWHEEL ↑/↓

Tractor Beam (hand) distance + / –

MWHEEL ↑/↓

Request Cargo Loading

R-ALT + N
tap

SALVAGE SHIPS (4.10 GAME DATA)

- With salvage head slot: Vulture, Reclaimer, Fortune, MOTH, Salvation
- Scraper modules: five in the blueprints.
- Note: Tap toggles firing, hold fires while held.