

Mining Yield: More Materials Per Block

Pick the material you want, then take exactly these points, gear and consumables. 7 Days to Die **3.2.0** (Steam build 24994542), read from the live install.

The one rule that governs everything

Harvested amount = the block's rolled count × your **HarvestCount** for that drop's tag

Every drop carries a **tag**. A bonus only applies if it targets the same tag. Your starting value is **1.0** (100%) and every matching bonus adds together before multiplying.

So the question is never "which perk gives more resources" — it is **which tag does my target drop use**, and **does the tool in my hand satisfy that bonus's requirement**. Most of the big bonuses are gated on what you are holding.

tag	what carries it	what boosts it
orewoodHarvest	All terrain: ore, dirt, stone, sand, gravel. Also burnt trees and farm plots.	Mother Lode +20%→+100% · Miner Helmet +5%→+30% [†] · Art of Mining Vol 3 +10% [†] (needs a coffee buff) · all 7 volumes +20% [†] · Rock Busters drug +20% [†] · Auger +20% · Chainsaw +20%
perkJunkMiner	Man-made junk: bulk pallets, cars, forges, workbenches, garage doors, cobblestone.	Junk Miner +20%→+100% [†] · Auger +20% Mother Lode and the Miner Helmet do nothing here — wrong tag.
salvageHarvest	What a wrench opens: car parts, valves, candelabra, engines, radiators.	Salvage Operations +20%→+100% · salvage tool sets the base · Scavenger Gloves +1.0 base [‡] · Hackers drug +20% [‡]
allHarvest	Sits alongside perkJunkMiner on most junk drops.	Scavenger Gloves +1.0 base [‡]
gated tags	Drops that are off until unlocked — base value is 0, not a small number.	Lucky Strike → gems from ore · Strength Mastery 2 → brass from ore · Waste Treasures: Sinks → lead+brass from sinks · Doors → brass · Acid → acid from cars

[†] requires a **mining tool** in hand — that means a **pickaxe, auger or stone axe**. **Shovels are not mining tools**. [‡] requires a **salvage tool** in hand (wrench, ratchet, impact driver).

Two traps worth knowing before you spend anything.

1. Shovels cost you yield. The Miner Helmet, Art of Mining Vol 3 and the 7-volume bonus all check for a *mining tool*, and a shovel is not one. Dig dirt with a **pickaxe** and you keep +60% that shovel users never see. No mining tool has any earth/stone damage penalty, so a pickaxe digs dirt at its full listed damage.

2. Never harvest with a weapon. Clubs, spears, sledges, batons, torches and flashlights all carry **−0.75 base** on both orewoodHarvest and allToolsHarvest — you keep only **25%** of the materials.

Cheat sheet

if you want...	take	hold
Clay, nitrate, sand, bricks (bulk)	Junk Miner 5	Auger or pickaxe — Junk Miner needs a mining tool
Iron in quantity	Junk Miner 5	Auger. Strip cement mixers and workbenches, not gates
Ore of any kind	Mother Lode 5	Pickaxe or auger + Miner Helmet + coffee
Ground clay specifically	Mother Lode 5	Pickaxe, never a shovel — worth +60%
Lead	Waste Treasures: Sinks	Anything — then Mother Lode for ore veins
Brass / car parts	Salvage Operations 5	Ratchet + Scavenger Gloves (a separate build)
Gems from ore	Art of Mining Vol 1	Impossible without it — the base chance is zero

One conflict to be aware of: **Junk Miner** and **Scavenger Gloves** cannot both apply to the same swing. Junk Miner requires a mining tool in hand, the Gloves' +1.0 requires a salvage tool. Junk drops carry both allHarvest and perkJunkMiner, so you must choose which one you are farming for.

Clay Soil

Two completely different routes, and they use different tags — so they need different builds. *Expected per 100 HP* is the honest comparison: how much clay per unit of digging.

best sources	per block	HP	exp / 100 HP	tag
Brown Bulk Goods Base Full (×20 variants)	30,40	200	17.5	allHarvest, perkJunkMiner
Brown Bulk Goods Base Med (×20 variants)	15,20	100	17.5	allHarvest, perkJunkMiner
Dirt	22	200	11.0	oreWoodHarvest
Pallet, White Tarp, Base	10,30	200	10.0	allHarvest, perkJunkMiner
Forest Ground (×3 variants)	22	250	8.8	oreWoodHarvest
Bird Bath Planter	10	200	5.0	allHarvest, perkJunkMiner

To maximise it

spend on / equip	effect
Junk Miner 1 → 5	+20% → +100% on bulk pallets, forges, planters. Must be holding a mining tool.
Mother Lode 1 → 5	+20% → +100% — but only on dirt / desert ground / sand. Does nothing for pallets.
Miner Helmet (Q6)	+30% on dirt. Only with a pickaxe or auger in hand , never a shovel.
Art of Mining Vol 3 + coffee	+10% on dirt while a coffee buff is up and you hold a mining tool.
All 7 Art of Mining volumes	+20% on dirt.
Rock Busters (drug)	+20% on dirt. Not craftable — loot and traders only.
Auger	+20% on everything — it is the one untagged harvest bonus in the game.

Verdict: brown bulk-goods pallets are the best clay in the game — 30–40 a pallet at only 200 HP, roughly **1.6× the clay per swing of dirt**, and Junk Miner doubles them to 60–80. For clay, take **Junk Miner** and raid warehouses. If you are digging ground clay instead, take **Mother Lode** and use a **pickaxe, not a shovel** — that single swap is worth +60%.

Iron

Iron ore is not the best iron. Almost every worthwhile source is man-made junk on the perkJunkMiner tag, which Mother Lode does not touch.

best sources	per block	HP	exp / 100 HP	tag
Destroyed Cement Mixer	300	500	60.0	allHarvest, perkJunkMiner
Destroyed Workbench, Empty	200	500	40.0	allHarvest, perkJunkMiner
Cement Mixer	300	800	37.5	allHarvest, perkJunkMiner
Workbench	200	800	25.0	allHarvest, perkJunkMiner
White Forklift 01 (×2 variants)	140,360	2,500	10.0	allHarvest, perkJunkMiner
Reinforced Drawbridge	400	10,000	4.0	allHarvest, perkJunkMiner

To maximise it

spend on / equip	effect
Junk Miner 1 → 5	+20% → +100% on every junk source below. The single best iron perk.
Auger	+20% on top, and it chews through high-HP metal far faster than a pickaxe.
Mother Lode 1 → 5	Only helps iron ore (105 a block). Irrelevant to junk.
Salvage Operations + wrench	A different harvest entirely — gives parts, engines and gas from cars rather than scrap iron. Do not mix the two approaches on the same object.

Verdict: ignore the headline numbers and read the HP column. A roll-up gate holds 1000 iron but has **30,000 HP** — dreadful per swing. A **cement mixer** (300 iron, 800 HP) or **workbench** (200, 800) is roughly **10× more iron per unit of effort**, and beats iron ore too. Take **Junk Miner**, carry an auger, and strip workshops.

Lead

The scarcest material on this list — only two sources exist in the entire game, and the better one is locked behind a book.

best sources	per block	HP	exp / 100 HP	tag
Utility Sink	20,50	300	11.7	WasteTreasuresSinkHarvest
Lead Ore (×2 variants)	50	600	8.3	oreWoodHarvest
Sink Cabinet (×2 variants)	1,5	300	1.0	WasteTreasuresSinkHarvest

To maximise it

spend on / equip	effect
Waste Treasures: Sinks	Unlocks lead from sinks entirely. Base value is 0 without it — sinks give you nothing at all until this volume is read.
Mother Lode 1 → 5	+20% → +100%, but lead ore only . Sinks are on a gated tag that Mother Lode does not touch, so nothing raises the sink yield once unlocked.
Pickaxe or auger	Lead ore is 600 HP of metal — bring the right tool.

Verdict: read **Waste Treasures: Sinks** first. Utility sinks give 20–50 lead at 300 HP, which is better per swing than lead ore's 50 at 600 HP, and every house has sinks. For bulk lead you still want **Mother Lode** and ore veins in the desert or wasteland.

Nitrate Powder

Needed for gunpowder, so usually wanted in bulk. Same split as clay: ore versus pallets.

best sources	per block	HP	exp / 100 HP	tag
Bulk Fertilizer Base Full (×4 variants)	30,40	200	17.5	allHarvest, perkJunkMiner
Bulk Fertilizer Base Med (×4 variants)	15,20	100	17.5	allHarvest, perkJunkMiner
Bulk Fertilizer Cap Small (×2 variants)	6,12	100	9.0	allHarvest, perkJunkMiner
Potassium Nitrate (×2 variants)	50	600	8.3	oreWoodHarvest
Decaying Human Corpse	4,8	80	7.5	butcherHarvest
Decaying Animal Corpse (×2 variants)	4,8	100	6.0	butcherHarvest

To maximise it

spend on / equip	effect
Junk Miner 1 → 5	+20% → +100% on bulk fertilizer pallets.
Mother Lode 1 → 5	+20% → +100% on nitrate ore.
Miner Helmet / books / Rock Busters	Ore only, and only with a mining tool in hand.
The Huntsman	Corpses give 4–8 nitrate on the butcher tag — a knife, not a pickaxe.

Verdict: bulk fertilizer pallets are **2× the nitrate per swing of ore** (30–40 at 200 HP versus 50 at 600) and Junk Miner doubles them again. Farm supply stores and garages beat digging.

Coal

Ore veins, or burnt forest. Both are on the ore tag, so one build covers both.

best sources	per block	HP	exp / 100 HP	tag
Coal Ore (×2 variants)	50	600	8.3	oreWoodHarvest
treePineBurntLrg	15,30	900	2.5	oreWoodHarvest
Tree Burnt Maple 03 (×2 variants)	15,30	1,200	1.9	oreWoodHarvest
treePineBurntMed (×3 variants)	11,22	900	1.8	oreWoodHarvest

To maximise it

spend on / equip	effect
Mother Lode 1 → 5	+20% → +100% on coal ore and burnt trees alike.
Miner Helmet (Q6) + all 7 volumes + Rock Busters	+30% / +20% / +20%, all requiring a mining tool.
Auger	+20% and much faster through 600 HP veins.

Coal ore also carries a second 50-coal drop on a coalHarvest tag, but nothing in the game grants that tag, so it can never fire; it is omitted above. **Verdict:** coal ore at 50 per block / 600 HP is the reliable source; burnt pines give 15–30 but sit at 900 HP, so they are only worth it if you are already in the burnt biome. Full ore stack reaches **×3.0 yield** — 150 coal a vein.

Oil Shale

One source in the whole game, so there is nothing to choose between.

best sources	per block	HP	exp / 100 HP	tag
Oil Shale Ore Deposit (×2 variants)	50	600	8.3	oreWoodHarvest

To maximise it

spend on / equip	effect
Mother Lode 1 → 5	+20% → +100% — the only meaningful multiplier.
Miner Helmet (Q6) + all 7 volumes + Rock Busters	+30% / +20% / +20%, mining tool required.
Auger	+20% and the fastest way through a deposit.

Verdict: oil shale deposits only, in the desert. Stack the full ore build and a 50-shale deposit becomes **150**. There is no junk or salvage alternative.

Stone and Sand

Both are usually wanted by the thousand for concrete, so per-swing rate matters more than anything.

best sources	per block	HP	exp / 100 HP	tag
Grey Pallet, Bricks, Base	50	200	25.0	oreWoodHarvest
Brick Stack	50	200	25.0	allHarvest, perkJunkMiner
Stone	55	500	11.0	oreWoodHarvest
Destroyed Forge	40	500	8.0	allHarvest, perkJunkMiner
Forge	40	800	5.0	allHarvest, perkJunkMiner
Asphalt (×2 variants)	27	1,500	1.8	oreWoodHarvest

To maximise it

spend on / equip	effect
Mother Lode 1 → 5	+20% → +100% on terrain stone and sand.
Junk Miner 1 → 5	+20% → +100% on brick stacks, forges and concrete shapes.
Auger	+20%, and the only sane tool for this volume of blocks.

Verdict: for stone, **brick pallets and brick stacks** (50 at 200 HP) are five times the rate of mining stone terrain (55 at 500 HP). For sand, **bulk sand pallets** (30–40 at 200 HP) beat digging sand (11 at 100 HP) by a wide margin. In both cases the construction-yard version wins over the ground.

Brass

Ammo casings. Every brass source is behind a gate — none of it drops by default.

best sources	per block	HP	exp / 100 HP	tag
Utility Sink	20,50	300	11.7	WasteTreasuresSinkHarvest
Candelabra	15,25	200	10.0	salvageHarvest
Trophy	10,20	200	7.5	allHarvest, perkJunkMiner
Pipe Small Valve Black (×24 variants)	12,25	300	6.2	salvageHarvest
Iron Ore	200,400 @5%	600	2.5	perkStrengthMasteryBrassHarvest
Lead Ore (×4 variants)	100,200 @5%	600	1.2	perkStrengthMasteryBrassHarvest

To maximise it

spend on / equip	effect
Strength Mastery rank 2	Unlocks a 5% chance of 200–400 brass from iron ore and 100–200 from lead ore. Zero without it.
Waste Treasures: Sinks / Doors	Unlocks brass from sinks (20–50) and door hardware.
Salvage Operations + wrench	Valves and candelabra give 12–25 on the salvage tag.
Scavenger Gloves + Hackers drug	+1.0 base and +20% on salvage — the strongest multiplier in the game, but only while holding a salvage tool.

Verdict: if you want brass, the wrench build is a different character to the mining build. **Salvage Operations 5 + Scavenger Gloves + a ratchet** reaches roughly **×4.4** on salvage drops. Casually, Strength Mastery 2 pays brass out of ore you were already mining.

Sources: blocks.xml (drop counts, tags, HP via material), progression.xml (perks, book volumes), items.xml (tools, armour), buffs.xml (drugs, coffee), entityclasses.xml (base harvest values). Harvest maths confirmed in Assembly-CSharp.dll: GameUtils.HarvestOnAttack multiplies the rolled count by EffectManager.GetValue(HarvestCount, tags: <the drop's tag>); tag matching is Test_AnySet. Generated 2026-09-12 against the live 3.2.0 install, Steam app 294420 build 24994542.