



Generic Upgrades

Point Costs and Upgrade Slots



Version 2.0.0 / Sept 2021 Update

Upgrade Name	Upgrade Type(s)	Cost	Variable Cost?	Restrictions	HS	Ext
R2 Astromech	Astromech (👤)	*	Ag0: 3 / Ag1: 3 / Ag2: 5 / Ag3: 8		Yes	Yes
R3 Astromech	Astromech (👤)	3			Yes	Yes
R4 Astromech	Astromech (👤)	2		Small ship	Yes	Yes
R5 Astromech	Astromech (👤)	4			No	Yes
Watchful Astromech	Astromech (👤)	2			Yes	Yes
Autoblaster	Cannon (🔫)	4			No	Yes
Heavy Laser Cannon	Cannon (🔫)	4			No	Yes
Ion Cannon	Cannon (🔫)	6			Yes	Yes
Jamming Beam	Cannon (🔫)	0			No	Yes
Tractor Beam	Cannon (🔫)	4			Yes	Yes
Synced Laser Cannons	Cannon, Cannon (🔫🔫)	7			Yes	Yes
Sensitive Controls	Configuration (⚙️)	0		Autothrusters , Standardized	Yes	Yes
•Hondo Ohnaka	Crew (👤)	5			Yes	Yes
•Informant	Crew (👤)	4			No	Yes
Freelance Slicer	Crew (👤)	3			Yes	Yes
GNK "Gonk" Droid	Crew (👤)	5			No	Yes
Novice Technician	Crew (👤)	2			Yes	Yes
Perceptive Copilot	Crew (👤)	8			No	Yes
Seasoned Navigator	Crew (👤)	*	I0: 2 / I1: 3 / I2: 4 / I3: 5 / I4: 6 / I5: 7 / I6: 8 / I7: 9 / I8: 10		Yes	Yes
Tactical Officer	Crew (👤)	3		Red 🚩	No	Yes
Brilliant Evasion	Force Power (⚡)	2			No	Yes
Compassion	Force Power (⚡)	1		Light Side	Yes	Yes
Extreme Maneuvers	Force Power (⚡)	5		Small ship, 🚩	Yes	Yes
Foresight	Force Power (⚡)	5			Yes	Yes
Hate	Force Power (⚡)	4		Dark Side	Yes	Yes
Heightened Perception	Force Power (⚡)	3			Yes	Yes
Instinctive Aim	Force Power (⚡)	1			Yes	Yes
Malice	Force Power (⚡)	6		Dark Side	Yes	Yes
Patience	Force Power (⚡)	2		Light Side	Yes	Yes
Precognitive Reflexes	Force Power (⚡)	*	I0: 3 / I1: 3 / I2: 3 / I3: 4 / I4: 7 / I5: 10 / I6: 13	Small ship	No	Yes
Predictive Shot	Force Power (⚡)	1			No	Yes
Sense	Force Power (⚡)	6			No	Yes
Shattering Shot	Force Power (⚡)	3			Yes	Yes
Supernatural Reflexes	Force Power (⚡)	*	I0: 4 / I1: 4 / I2: 4 / I3: 8 / I4: 16 / I5: 24 / I6: 32	Small ship	No	Yes
Agile Gunner	Gunner (👤)	3			Yes	Yes
Hotshot Gunner	Gunner (👤)	6			No	Yes
Skilled Bombardier	Gunner (👤)	2			Yes	Yes



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Suppressive Gunner	Gunner (☹)	7			Yes	Yes
Veteran Tail Gunner	Gunner (☹)	2		☹	No	Yes
Veteran Turret Gunner	Gunner (☹)	*	Small: 9 / Medium: 8 / Large: 7 / Huge: 7	☹	No	Yes
Weapons Systems Officer	Gunner (☹)	5			Yes	Yes
•Cloaking Device	Illicit (🔪)	3		Small or medium ship	No	Yes
Coaxium Hyperfuel	Illicit (🔪)	1		⬆	No	Yes
Contraband Cybernetics	Illicit (🔪)	3			Yes	Yes
Deadman's Switch	Illicit (🔪)	2			Yes	Yes
False Transponder Codes	Illicit (🔪)	3			Yes	Yes
Feedback Array	Illicit (🔪)	3			No	Yes
Inertial Dampeners	Illicit (🔪)	*	I0: 0 / I1: 1 / I2: 2 / I3: 3 / I4: 4 / I5: 5 / I6: 6 / I7: 7 / I8: 8		No	Yes
Overtuned Modulators	Illicit (🔪)	3			Yes	Yes
Rigged Cargo Chute	Illicit (🔪)	4		Medium or large ship	Yes	Yes
•XX-23 S-Thread Tracers	Missile (🔪)	4			Yes	Yes
Cluster Missiles	Missile (🔪)	4			No	Yes
Concussion Missiles	Missile (🔪)	6			Yes	Yes
Homing Missiles	Missile (🔪)	5			No	Yes
Ion Missiles	Missile (🔪)	2			No	Yes
Mag-Pulse Warheads	Missile (🔪)	5			Yes	Yes
Proton Rockets	Missile (🔪)	5			Yes	Yes
•Diamond-Boron Missiles	Missile, Missile (🔪🔪)	5			Yes	Yes
Barrage Rockets	Missile, Missile (🔪🔪)	8			No	Yes
Multi-Missile Pods	Missile, Missile (🔪🔪)	4			Yes	Yes
••Electro-Chaff Missiles	Missile, Payload (🔪🔪)	4			Yes	Yes
Ablative Plating	Modification (⊗)	4		Medium or large ship	No	Yes
Advanced SLAM	Modification (⊗)	3		⬆	No	Yes
Afterburners	Modification (⊗)	*	I0: 4 / I1: 4 / I2: 4 / I3: 4 / I4: 5 / I5: 6 / I6: 7	Small ship	No	Yes
Angled Deflectors	Modification (⊗)	*	Ag0: 6 / Ag1: 3 / Ag2: 1 / Ag3: 1	Small or medium ship, Shield value of 1 or more.	Yes	Yes
Delayed Fuses	Modification (⊗)	1			No	Yes
Electronic Baffle	Modification (⊗)	2			Yes	Yes
Engine Upgrade	Modification (⊗)	*	Small: 3 / Medium: 4 / Large: 7	Red ⬆	Yes	Yes
Hull Upgrade	Modification (⊗)	*	Ag0: 2 / Ag1: 3 / Ag2: 5 / Ag3: 7		Yes	Yes



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Munitions Failsafe	Modification (⊗)	1			No	Yes
Precision Ion Engines	Modification (⊗)	2		TIE, Agility 3	Yes	Yes
Shield Upgrade	Modification (⊗)	*	Ag0: 3 / Ag1: 4 / Ag2: 6 / Ag3: 8		No	Yes
Spare Parts Canisters	Modification (⊗)	3		☉ equipped	No	Yes
Static Discharge Vanes	Modification (⊗)	5			No	Yes
Stealth Device	Modification (⊗)	*	Ag0: 3 / Ag1: 4 / Ag2: 6 / Ag3: 8		No	Yes
Tactical Scrambler	Modification (⊗)	2		Medium or large ship	No	Yes
Targeting Computer	Modification (⊗)	3			No	Yes
Cluster Mines	Payload (☉)	7			Yes	Yes
Concussion Bombs	Payload (☉)	4			Yes	Yes
Conner Nets	Payload (☉)	3			Yes	Yes
Ion Bombs	Payload (☉)	4			No	Yes
Proton Bombs	Payload (☉)	4			No	Yes
Proximity Mines	Payload (☉)	6			No	Yes
Seismic Charges	Payload (☉)	3			No	Yes
Thermal Detonators	Payload (☉)	5			Yes	Yes
•Electro-Proton Bomb	Payload, Modification (☉⊗)	8		↻	No	Yes
Bomblet Generator	Payload, Payload (☉☉)	2			No	Yes
Advanced Sensors	Sensor (☉)	*	Small: 13 / Medium: 11 / Large: 9		No	Yes
Collision Detector	Sensor (☉)	6			No	Yes
Fire-Control System	Sensor (☉)	2			Yes	Yes
Passive Sensors	Sensor (☉)	*	I0: 4 / I1: 4 / I2: 4 / I3: 4 / I4: 5 / I5: 6 / I6: 7		Yes	Yes
Trajectory Simulator	Sensor (☉)	6			No	Yes
•Lone Wolf	Talent (☉)	5			No	Yes
•Squad Leader	Talent (☉)	*	I0: 2 / I1: 4 / I2: 6 / I3: 8 / I4: 10 / I5: 12 / I6: 14		No	Yes
Backwards Tailslide	Talent (☉)	2		X-wing, ☉ equipped	Yes	Yes
Composure	Talent (☉)	1		👁️	No	Yes
Crack Shot	Talent (☉)	3			No	Yes
Daredevil	Talent (☉)	2		Small ship, white ↯	Yes	Yes
Deadeye Shot	Talent (☉)	1		Small or medium ship	Yes	Yes
Debris Gambit	Talent (☉)	3		Small or medium ship	No	Yes
Elusive	Talent (☉)	2		Small or medium ship	No	Yes
Expert Handling	Talent (☉)	*	Small: 2 / Medium: 3 / Large: 4 /	Red 🏹	Yes	Yes
Feedback Ping	Talent (☉)	1		TIE, ↻	Yes	Yes



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Intimidation	Talent (T)	3			No	Yes
Ion Limiter Override	Talent (T)	2		TIE	Yes	Yes
Juke	Talent (T)	6		Small or medium ship	Yes	Yes
Marg Sabl Closure	Talent (T)	1		Small or medium ship	Yes	Yes
Marksmanship	Talent (T)	1			No	Yes
Outmaneuver	Talent (T)	6			No	Yes
Predator	Talent (T)	2			Yes	Yes
Saturation Salvo	Talent (T)	3		☼	No	Yes
				Small: 7 / Medium: 8 / Large: 9 / Huge:		
Snap Shot	Talent (T)	*	10		Yes	Yes
Starbird Slash	Talent (T)	1		A-wing	Yes	Yes
				I0: 3 / I1: 3 / I2: 3 / I3: 3 / I4: 3 / I5: 4 / I6: 5		
Swarm Tactics	Talent (T)	*			No	Yes
Tierfon Belly Run	Talent (T)	1		Y-wing	Yes	Yes
Trick Shot	Talent (T)	4			No	Yes
Advanced Optics	Tech (E)	5			No	Yes
Automated Target Priority	Tech (E)	1		Initiative 3 or lower	Yes	Yes
Pattern Analyzer	Tech (E)	5			No	Yes
				I0: 4 / I1: 5 / I2: 6 / I3: 7 / I4: 8 / I5: 9 / I6: 10		
Primed Thrusters	Tech (E)	*		Small ship	Yes	Yes
Targeting Synchronizer	Tech (E)	3		☒	Yes	Yes
Adv. Proton Torpedoes	Torpedo (D)	5			Yes	Yes
Ion Torpedoes	Torpedo (D)	4			Yes	Yes
Plasma Torpedoes	Torpedo (D)	7			No	Yes
Proton Torpedoes	Torpedo (D)	12			Yes	Yes
Dorsal Turret	Turret (S)	2			Yes	Yes
Ion Cannon Turret	Turret (S)	5			Yes	Yes