



Upgrade Name	Cost	Upgrade Type	Hyperspace Legal
R2 Astromech	4	Astromech	Yes
R3 Astromech	3	Astromech	Yes
R4 Astromech	2	Astromech	Yes
R5 Astromech	4	Astromech	Yes
Heavy Laser Cannon	4	Cannon	Yes
Ion Cannon	5	Cannon	No
Jamming Beam	0	Cannon	No
Tractor Beam	2	Cannon	No
Freelance Slicer	3	Crew	No
GNK “Gonk” Droid	10	Crew	No
•Informant	5	Crew	Yes
Novice Technician	4	Crew	No
Perceptive Copilot	8	Crew	Yes
Seasoned Navigator	5	Crew	Yes
Tactical Officer	2	Crew	Yes
Bomblet Generator	5	Device, Device	No
Conner Nets	6	Device	Yes
Proton Bombs	5	Device	Yes
Proximity Mines	6	Device	Yes
Seismic Charges	3	Device	Yes
Hate	3	Force Power	Yes
Heightened Perception	3	Force Power	Yes
Instinctive Aim	2	Force Power	Yes
Predictive Shot	4	Force Power	Yes
Sense	6	Force Power	Yes
Supernatural Reflexes	4/4/4/8/16/24/32*	Force Power	Yes
Agile Gunner	8	Gunner	Yes
Hotshot Gunner	7	Gunner	Yes
Skilled Bombardier	2	Gunner	Yes
Veteran Tail Gunner	4	Gunner	Yes
Veteran Turret Gunner	6	Gunner	Yes

*See Variable Point Cost Table at end of document.



Upgrade Name	Cost	Upgrade Type	Hyperspace Legal
•Cloaking Device	5	Illicit	No
Contraband Cybernetics	5	Illicit	No
Deadman's Switch	2	Illicit	Yes
Feedback Array	4	Illicit	No
Inertial Dampeners	1	Illicit	Yes
Rigged Cargo Chute	4	Illicit	Yes
Barrage Rockets	7	Missile, Missile	No
Cluster Missiles	5	Missile	Yes
Concussion Missiles	6	Missile	Yes
Homing Missiles	5	Missile	Yes
Ion Missiles	4	Missile	Yes
Proton Rockets	7	Missile	Yes
Ablative Plating	6	Modification	No
Advanced SLAM	3	Modification	No
Afterburners	6	Modification	Yes
Electronic Baffle	2	Modification	No
Engine Upgrade	2/4/7*	Modification	Yes
Hull Upgrade	2/3/5/7*	Modification	Yes
Munitions Failsafe	1	Modification	Yes
Shield Upgrade	3/4/6/8*	Modification	Yes
Static Discharge Vanes	8	Modification	Yes
Stealth Device	3/4/6/8*	Modification	Yes
Tactical Scrambler	2	Modification	No
Advanced Sensors	10	Sensor	Yes
Collision Detector	6	Sensor	Yes
Fire-Control System	2	Sensor	Yes
Trajectory Simulator	10	Sensor	Yes
Composure	1	Talent	Yes
Crack Shot	1	Talent	Yes
Daredevil	3	Talent	Yes
Debris Gambit	3	Talent	No
Elusive	3	Talent	Yes

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Expert Handling	2/4/6*	Talent	Yes
Intimidation	3	Talent	Yes
Juke	5	Talent	Yes
•Lone Wolf	5	Talent	Yes
Marksmanship	1	Talent	Yes
Outmaneuver	6	Talent	Yes
Predator	2	Talent	Yes
Saturation Salvo	6	Talent	No
•Squad Leader	2/4/6/8/10/12/14*	Talent	Yes
Swarm Tactics	3	Talent	Yes
Trick Shot	2	Talent	Yes
Advanced Optics	4	Tech	Yes
Pattern Analyzer	5	Tech	Yes
Primed Thrusters	4/5/6/7/8/9/10*	Tech	Yes
Targeting Synchronizer	6	Tech	Yes
Adv. Proton Torpedoes	6	Torpedo	No
Ion Torpedoes	6	Torpedo	Yes
Proton Torpedoes	12	Torpedo	Yes
Dorsal Turret	2	Turret	No
Ion Cannon Turret	4	Turret	Yes

*See Variable Point Cost Table below.

Variable Point Cost Tables

SHIP SIZE	SMALL	MEDIUM	LARGE	UPGRADE TYPE
Engine Upgrade	2	4	7	Modification
Expert Handling	2	4	6	Talent

AGILITY VALUE	0	1	2	3	UPGRADE TYPE
Hull Upgrade	2	3	5	7	Modification
Shield Upgrade	3	4	6	8	Modification
Stealth Device	3	4	6	8	Modification

INITIATIVE VALUE	0	1	2	3	4	5	6	UPGRADE TYPE
Primed Thrusters	4	5	6	7	8	9	10	Tech
•Squad Leader	2	4	6	8	10	12	14	Talent
Supernatural Reflexes	4	4	4	8	16	24	32	Force Power