

Upgrade Name	Upgrade Type(s)	Cost	Variable Cost?	Restrictions	HS	Ext
R2 Astromech	Astromech (A)	*	Ag0: 3 / Ag1: 5 / Ag2: 7 / Ag3: 9		Yes	Yes
R3 Astromech	Astromech (A)	3			Yes	Yes
R4 Astromech	Astromech (A)	2		Small ship	Yes	Yes
R5 Astromech	Astromech (A)	4			Yes	Yes
Autoblasters	Cannon (C)	3			Yes	Yes
Heavy Laser Cannon	Cannon (C)	5			No	Yes
Ion Cannon	Cannon (C)	6			Yes	Yes
Jamming Beam	Cannon (C)	0			No	Yes
Tractor Beam	Cannon (C)	3			Yes	Yes
•Informant	Crew (P)	5			Yes	Yes
Freelance Slicer	Crew (P)	3			No	Yes
GNK "Gonk" Droid	Crew (P)	10			No	Yes
Novice Technician	Crew (P)	4			Yes	Yes
Perceptive Copilot	Crew (P)	8			Yes	Yes
Seasoned Navigator	Crew (P)	*	I0: 2 / I1: 3 / I2: 4 / I3: 5 / I4: 6 / I5: 7 / I6: 8 / I7: 9 / I8: 10		No	Yes
Tactical Officer	Crew (P)	6		Red ⚡	Yes	Yes
Brilliant Evasion	Force Power (F)	3			Yes	Yes
Foresight	Force Power (F)	4			Yes	Yes
Hate	Force Power (F)	*	Small: 3 / Medium: 6 / Large: 9	Dark Side	No	Yes
Heightened Perception	Force Power (F)	3			Yes	Yes
Instinctive Aim	Force Power (F)	1			Yes	Yes
Precognitive Reflexes	Force Power (F)	*	I0: 3 / I1: 3 / I2: 3 / I3: 4 / I4: 7 / I5: 10 / I6: 13	Small ship	No	Yes
Predictive Shot	Force Power (F)	1			Yes	Yes
Sense	Force Power (F)	5			No	Yes
Supernatural Reflexes	Force Power (F)	*	I0: 4 / I1: 4 / I2: 4 / I3: 8 / I4: 16 / I5: 24 / I6: 32	Small ship	No	Yes
Agile Gunner	Gunner (G)	*	Small: 7 / Medium: 6 / Large: 5 / Huge: 4		Yes	Yes
Hotshot Gunner	Gunner (G)	7			No	Yes
Skilled Bombardier	Gunner (G)	2			No	Yes
Veteran Tail Gunner	Gunner (G)	4		☘	Yes	Yes
Veteran Turret Gunner	Gunner (G)	*	Small: 12 / Medium: 9 / Large: 7 / Huge: 7	🔄	No	Yes
•Cloaking Device	Illicit (I)	4		Small or medium ship	No	Yes
Coaxium Hyperfuel	Illicit (I)	2		⬆️	Yes	Yes

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Contraband Cybernetics	Illicit (7)	2			Yes	Yes
Deadman's Switch	Illicit (7)	2			Yes	Yes
Feedback Array	Illicit (7)	3			No	Yes
Inertial Dampeners	Illicit (7)	*	10: 0 / 11: 1 / 12: 2 / 13: 3 / 14: 4 / 15: 5 / 16: 6 / 17: 7 / 18: 8		Yes	Yes
Rigged Cargo Chute	Illicit (7)	4		Medium or large ship	Yes	Yes
Cluster Missiles	Missile (d)	4			No	Yes
Concussion Missiles	Missile (d)	6			Yes	Yes
Homing Missiles	Missile (d)	5			No	Yes
Ion Missiles	Missile (d)	3			Yes	Yes
Mag-Pulse Warheads	Missile (d)	6			Yes	Yes
Proton Rockets	Missile (d)	6			No	Yes
•Diamond-Boron Missiles	Missile, Missile (d)(d)	6			Yes	Yes
Barrage Rockets	Missile, Missile (d)(d)	8			No	Yes
Ablative Plating	Modification (x)	6		Medium or large ship	No	Yes
Advanced SLAM	Modification (x)	3		⬆	Yes	Yes
Afterburners	Modification (x)	6		Small ship	No	Yes
Angled Deflectors	Modification (x)	*	Ag0: 9 / Ag1: 6 / Ag2: 3 / Ag3: 3	Small or medium ship, Shield value of 1 or more.	Yes	Yes
Delayed Fuses	Modification (x)	1			Yes	Yes
Electronic Baffle	Modification (x)	2			No	Yes
Engine Upgrade	Modification (x)	*	Small: 2 / Medium: 4 / Large: 7	Red ⬆	Yes	Yes
Hull Upgrade	Modification (x)	*	Ag0: 2 / Ag1: 3 / Ag2: 5 / Ag3: 7		Yes	Yes
Munitions Failsafe	Modification (x)	1			Yes	Yes
Shield Upgrade	Modification (x)	*	Ag0: 3 / Ag1: 4 / Ag2: 6 / Ag3: 8		No	Yes
Spare Parts Canisters	Modification (x)	4		Ⓜ equipped	Yes	Yes
Static Discharge Vanes	Modification (x)	6			No	Yes
Stealth Device	Modification (x)	*	Ag0: 3 / Ag1: 4 / Ag2: 6 / Ag3: 8		No	Yes
Tactical Scrambler	Modification (x)	2		Medium or large ship	No	Yes
Targeting Computer	Modification (x)	3			Yes	Yes
Cluster Mines	Payload (d)	8			Yes	Yes
Conner Nets	Payload (d)	5			Yes	Yes
Ion Bombs	Payload (d)	5			Yes	Yes
Proton Bombs	Payload (d)	5			Yes	Yes

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Proximity Mines	Payload (☉)	6			No	Yes
Seismic Charges	Payload (☉)	3			Yes	Yes
•Electro-Proton Bomb	Payload, Modification (☉⊗)	11		☹	No	Yes
Bomblet Generator	Payload, Payload (☉☉)	5			No	Yes
Advanced Sensors	Sensor (☉)	10			No	Yes
Collision Detector	Sensor (☉)	6			No	Yes
Fire-Control System	Sensor (☉)	2			Yes	Yes
Passive Sensors	Sensor (☉)	*	I0: 2 / I1: 2 / I2: 2 / I3: 2 / I4: 2 / I5: 4 / I6: 6 / I7: 8 / I8: 10		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		Yes	Yes
Composure	Talent (☉)	1		👁	No	Yes
Crack Shot	Talent (☉)	2			No	Yes
Daredevil	Talent (☉)	2		Small ship, white ⚡	Yes	Yes
Debris Gambit	Talent (☉)	4		Small or medium ship	No	Yes
Elusive	Talent (☉)	3		Small or medium ship	No	Yes
Expert Handling	Talent (☉)	*	Small: 2 / Medium: 3 / Large: 4	Red 🐉	Yes	Yes
Intimidation	Talent (☉)	3			Yes	Yes
Juke	Talent (☉)	7		Small or medium ship	No	Yes
Marksmanship	Talent (☉)	1			Yes	Yes
Outmaneuver	Talent (☉)	6			Yes	Yes
Predator	Talent (☉)	2			No	Yes
Saturation Salvo	Talent (☉)	4		☹	No	Yes
Snap Shot	Talent (☉)	*	Small: 7 / Medium: 8 / Large: 9 / Huge: 12		Yes	Yes
Swarm Tactics	Talent (☉)	*	I0: 3 / I1: 3 / I2: 3 / I3: 3 / I4: 3 / I5: 4 / I6: 5		No	Yes
Trick Shot	Talent (☉)	4			No	Yes
Advanced Optics	Tech (☉)	4			Yes	Yes
Pattern Analyzer	Tech (☉)	5			No	Yes
Primed Thrusters	Tech (☉)	*	I0: 4 / I1: 5 / I2: 6 / I3: 7 / I4: 8 / I5: 9 / I6: 10	Small ship	Yes	Yes
Targeting Synchronizer	Tech (☉)	4		☹	Yes	Yes
Adv. Proton Torpedoes	Torpedo (☉)	5			Yes	Yes



Generic Upgrades



Point Costs and Upgrade Slots

Version 1.6.1 / July 2020 Update

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Ion Torpedoes	Torpedo (⦿)	5			No	Yes
Plasma Torpedoes	Torpedo (⦿)	8		I0: 4 / I1: 5 / I2: 6 / I3: 7 / I4: 8 / I5: 9 / I6: 10	Yes	Yes
Proton Torpedoes	Torpedo (⦿)	13			Yes	Yes
Dorsal Turret	Turret (⦿)	2			Yes	Yes
Ion Cannon Turret	Turret (⦿)	5			Yes	Yes