



Upgrade Name	Cost	Upgrade Type
R2 Astromech	6	Astromech
R3 Astromech	3	Astromech
R4 Astromech	2	Astromech
R5 Astromech	5	Astromech
Heavy Laser Cannon	4	Cannon
Ion Cannon	5	Cannon
Jamming Beam	2	Cannon
Tractor Beam	3	Cannon
Freelance Slicer	3	Crew
GNK “Gonk” Droid	10	Crew
•Informant	5	Crew
Novice Technician	4	Crew
Perceptive Copilot	10	Crew
Seasoned Navigator	5	Crew
Tactical Officer	2	Crew
Conner Nets	6	Device
Proton Bombs	5	Device
Proximity Mines	6	Device
Seismic Charges	3	Device
Bomblet Generator	5	Device, Device
Heightened Perception	3	Force Power
Instinctive Aim	2	Force Power
Sense	6	Force Power
Supernatural Reflexes	12	Force Power
Agile Gunner	10	Gunner
Hotshot Gunner	7	Gunner
Skilled Bombardier	2	Gunner
Veteran Tail Gunner	4	Gunner
Veteran Turret Gunner	8	Gunner

*See Variable Point Cost Table at end of document.



Upgrade Name	Cost	Upgrade Type
•Cloaking Device	5	Illicit
Contraband Cybernetics	5	Illicit
Deadman's Switch	2	Illicit
Feedback Array	4	Illicit
Inertial Dampeners	1	Illicit
Rigged Cargo Chute	4	Illicit
Cluster Missiles	5	Missile
Concussion Missiles	6	Missile
Homing Missiles	3	Missile
Ion Missiles	4	Missile
Proton Rockets	7	Missile
Barrage Rockets	6	Missile, Missile
Ablative Plating	4	Modification
Advanced SLAM	3	Modification
Afterburners	8	Modification
Electronic Baffle	2	Modification
Engine Upgrade	3/6/9*	Modification
Hull Upgrade	2/3/5/7*	Modification
Munitions Failsafe	2	Modification
Shield Upgrade	3/4/6/8*	Modification
Static Discharge Vanes	6	Modification
Stealth Device	3/4/6/8*	Modification
Tactical Scrambler	2	Modification
Advanced Sensors	8	Sensor
Collision Detector	5	Sensor
Fire-Control System	3	Sensor
Trajectory Simulator	3	Sensor

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Upgrade Name	Cost	Upgrade Type
Composure	2	Talent
Crack Shot	1	Talent
Daredevil	3	Talent
Debris Gambit	2	Talent
Elusive	3	Talent
Expert Handling	2/4/6*	Talent
Intimidation	3	Talent
Juke	4	Talent
•Lone Wolf	4	Talent
Marksmanship	1	Talent
Outmaneuver	6	Talent
Predator	2	Talent
Saturation Salvo	6	Talent
•Squad Leader	4	Talent
Swarm Tactics	3	Talent
Trick Shot	1	Talent
Adv. Proton Torpedoes	6	Torpedo
Ion Torpedoes	6	Torpedo
Proton Torpedoes	9	Torpedo
Dorsal Turret	4	Turret
Ion Cannon Turret	6	Turret

*See Variable Point Cost Table at end of document.

Variable Point Cost Tables

SHIP SIZE	SMALL	MEDIUM	LARGE		
Engine Upgrade	3	6	9		Modification
Expert Handling	2	4	6		Talent

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