



Generic Upgrades

Point Costs and Upgrade Slots



Version 1.8.0 / Nov 2020 Update

Upgrade Name	Upgrade Type(s)	Cost	Variable Cost?	Restrictions	HS	Ext
R2 Astromech	Astromech (A)	*	Ag0: 3 / Ag1: 4 / Ag2: 5 / Ag3: 8		Yes	Yes
R3 Astromech	Astromech (A)	3			Yes	Yes
R4 Astromech	Astromech (A)	2		Small ship	Yes	Yes
R5 Astromech	Astromech (A)	4			No	Yes
Autoblasters	Cannon (C)	3			No	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)	4			Yes	Yes
	Cannon, Cannon					
Synced Laser Cannons	(C)(C)	6			Yes	Yes
•Hondo Ohnaka	Crew (P)	6			Yes	Yes
•Informant	Crew (P)	4			No	Yes
Freelance Slicer	Crew (P)	3			Yes	Yes
GNK "Gonk" Droid	Crew (P)	8			No	Yes
Novice Technician	Crew (P)	4			Yes	Yes
Perceptive Copilot	Crew (P)	8			No	Yes
			I0: 2 / I1: 3 / I2: 4 / I3: 5 / I4: 6 / I5: 7 / I6: 8 / I7: 9 / I8: 10			
Seasoned Navigator	Crew (P)	*			Yes	Yes
Tactical Officer	Crew (P)	6		Red ⚡	No	Yes
Brilliant Evasion	Force Power (F)	2			No	Yes
Extreme Maneuvers	Force Power (F)	4		Small ship, ⚡	Yes	Yes
Foresight	Force Power (F)	4			Yes	Yes
			Small: 3 / Medium: 6 / Large: 9			
Hate	Force Power (F)	*		Dark Side	Yes	Yes
Heightened Perception	Force Power (F)	3			Yes	Yes
Instinctive Aim	Force Power (F)	1			Yes	Yes
Patience	Force Power (F)	2		Light Side	Yes	Yes
			I0: 3 / I1: 3 / I2: 3 / I3: 4 / I4: 7 / I5: 10 / I6: 13			
Precognitive Reflexes	Force Power (F)	*		Small ship	No	Yes
Predictive Shot	Force Power (F)	1			No	Yes
Sense	Force Power (F)	5			No	Yes
			I0: 4 / I1: 4 / I2: 4 / I3: 8 / I4: 16 / I5: 24 / I6:			
Supernatural Reflexes	Force Power (F)	*	32	Small ship	No	Yes
			Small: 6 / Medium: 5 / Large: 4 / Huge: 3			
Agile Gunner	Gunner (G)	*			Yes	Yes
Hotshot Gunner	Gunner (G)	7			No	Yes
Skilled Bombardier	Gunner (G)	2			Yes	Yes

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Suppressive Gunner	Gunner (☉)	*	Small: 8 / Medium: 7 / Large: 6 / Huge: 5		Yes	Yes
Veteran Tail Gunner	Gunner (☉)	4		☉	No	Yes
Veteran Turret Gunner	Gunner (☉)	*	Small: 11 / Medium: 8 / Large: 7 / Huge: 7	☉	No	Yes
Weapons Systems Officer	Gunner (☉)	7			Yes	Yes
•Cloaking Device	Illicit (☾)	4		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 (☾)	2			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
Rigged Cargo Chute	Illicit (☾)	4		Medium or large ship	Yes	Yes
••XX-23 S-Thread Tracers	Missile (☼)	2			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 (☼☼)	6			Yes	Yes
Ablative Plating	Modification (☒)	6		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: 2 / 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 (⊗)	3		TIE, Agility 3	Yes	Yes
Shield Upgrade	Modification (⊗)	*	Ag0: 3 / Ag1: 4 / Ag2: 6 / Ag3: 8		No	Yes
Spare Parts Canisters	Modification (⊗)	4		⊕ equipped	No	Yes
Static Discharge Vanes	Modification (⊗)	6			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 (⊕)	3			No	Yes
Proton Bombs	Payload (⊕)	4			No	Yes
Proximity Mines	Payload (⊕)	6			No	Yes
Seismic Charges	Payload (⊕)	3			No	Yes
Thermal Detonators	Payload (⊕)	3			Yes	Yes
•Electro-Proton Bomb	Payload, Modification (⊕⊗)	10		↻	No	Yes
Bomblet Generator	Payload, Payload (⊕⊕)	2			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		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 (⊕)	4		Small or medium ship	No	Yes
Elusive	Talent (⊕)	3		Small or medium ship	No	Yes

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Expert Handling	Talent (T)	*	Small: 2 / Medium: 3 / Large: 4	Red ⚡	Yes	Yes
Intimidation	Talent (T)	3			No	Yes
Ion Limiter Override	Talent (T)	3		TIE	Yes	Yes
Juke	Talent (T)	7		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)	4		↻	No	Yes
Snap Shot	Talent (T)	*	Small: 7 / Medium: 8 / Large: 9 / Huge: 10		Yes	Yes
Starbird Slash	Talent (T)	1		A-wing	Yes	Yes
Swarm Tactics	Talent (T)	*	I0: 3 / I1: 3 / I2: 3 / I3: 3 / I4: 3 / I5: 4 / I6: 5		No	Yes
Trick Shot	Talent (T)	4			No	Yes
Advanced Optics	Tech (T)	5			No	Yes
Automated Target Priority	Tech (T)	1		Initiative 3 or lower	Yes	Yes
Pattern Analyzer	Tech (T)	5			No	Yes
Primed Thrusters	Tech (T)	*	I0: 4 / I1: 5 / I2: 6 / I3: 7 / I4: 8 / I5: 9 / I6: 10	Small ship	Yes	Yes
Targeting Synchronizer	Tech (T)	4		✂	Yes	Yes
Adv. Proton Torpedoes	Torpedo (T)	5			Yes	Yes
Ion Torpedoes	Torpedo (T)	4			Yes	Yes
Plasma Torpedoes	Torpedo (T)	7		I0: 4 / I1: 5 / I2: 6 / I3: 7 / I4: 8 / I5: 9 / I6: 10	No	Yes
Proton Torpedoes	Torpedo (T)	12			Yes	Yes
Dorsal Turret	Turret (T)	2			Yes	Yes
Ion Cannon Turret	Turret (T)	5			Yes	Yes