

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
Synced Laser Cannons	Cannon, Cannon (C)(C)	6			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
Suppressive Gunner	Gunner (G)	*	Small: 8 / Medium: 7 / Large: 6 / Huge: 3		Yes	Yes
Veteran Tail Gunner	Gunner (G)	4		☘	Yes	Yes



Generic Upgrades



Point Costs and Upgrade Slots

Version 1.7.0 / Sept 2020 Update

Upgrade Name	Upgrade Type(s)	Cost	Variable Cost?	Restrictions	HS	Ext
Veteran Turret Gunner	Gunner (☉)	*	Small: 12 / Medium: 9 / Large: 7 / Huge: 7	☹	No	Yes
•Cloaking Device	Illicit (☹)	4		Small or medium ship	No	Yes
Coaxium Hyperfuel	Illicit (☹)	2		⬆	Yes	Yes
Contraband Cybernetics	Illicit (☹)	2			Yes	Yes
Deadman's Switch	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		Yes	Yes
Rigged Cargo Chute	Illicit (☹)	4		Medium or large ship	Yes	Yes
Cluster Missiles	Missile (☹)	4			No	Yes
Concussion Missiles	Missile (☹)	6			Yes	Yes
Homing Missiles	Missile (☹)	5			No	Yes
Ion Missiles	Missile (☹)	3			Yes	Yes
Mag-Pulse Warheads	Missile (☹)	6			Yes	Yes
Proton Rockets	Missile (☹)	6			No	Yes
•Diamond-Boron Missiles	Missile, Missile (☹☹)	6			Yes	Yes
Barrage Rockets	Missile, Missile (☹☹)	8			No	Yes
Multi-Missile Pods	Missile, Missile (☹☹)	8			Yes	Yes
Ablative Plating	Modification (☒)	6		Medium or large ship	No	Yes
Advanced SLAM	Modification (☒)	3		⬆	Yes	Yes
Afterburners	Modification (☒)	6		Small ship	No	Yes
Angled Deflectors	Modification (☒)	*	Ag0: 9 / Ag1: 6 / Ag2: 3 / Ag3: 3	Small or medium ship, Shield value of 1 or more.	Yes	Yes
Delayed Fuses	Modification (☒)	1			Yes	Yes
Electronic Baffle	Modification (☒)	2			No	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
Munitions Failsafe	Modification (☒)	1			Yes	Yes
Shield Upgrade	Modification (☒)	*	Ag0: 3 / Ag1: 4 / Ag2: 6 / Ag3: 8		No	Yes
Spare Parts Canisters	Modification (☒)	4		☹ equipped	Yes	Yes
Static Discharge Vanes	Modification (☒)	6			No	Yes
Stealth Device	Modification (☒)	*	Ag0: 3 / Ag1: 4 / Ag2: 6 / Ag3: 8		No	Yes

Upgrade Name	Upgrade Type(s)	Cost	Variable Cost?	Restrictions	HS	Ext
Tactical Scrambler	Modification (⊗)	2		Medium or large ship	No	Yes
Targeting Computer	Modification (⊗)	3			Yes	Yes
Cluster Mines	Payload (☉)	8			Yes	Yes
Concussion Bombs	Payload (☉)	3			Yes	Yes
Conner Nets	Payload (☉)	5			Yes	Yes
Ion Bombs	Payload (☉)	5			Yes	Yes
Proton Bombs	Payload (☉)	5			Yes	Yes
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
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
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



Generic Upgrades



Point Costs and Upgrade Slots

Version 1.7.0 / Sept 2020 Update

Upgrade Name	Upgrade Type(s)	Cost	Variable Cost?	Restrictions	HS	Ext
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
Automated Target Priority	Tech (🔧)	1		Initiative 3 or lower	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
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