

Upgrade Name	Cost	Upgrade Type	Hyperspace Legal
R2 Astromech	3/5/7/9*	Astromech	Yes
R3 Astromech	3	Astromech	Yes
R4 Astromech	2	Astromech	Yes
R5 Astromech	4	Astromech	Yes
Autoblasters	3	Cannon	Yes
Heavy Laser Cannon	5	Cannon	No
Ion Cannon	6	Cannon	Yes
Jamming Beam	0	Cannon	No
Tractor Beam	3	Cannon	Yes
Freelance Slicer	3	Crew	No
GNK "Gonk" Droid	10	Crew	No
•Informant	5	Crew	Yes
Novice Technician	4	Crew	Yes
Perceptive Copilot	8	Crew	Yes
Seasoned Navigator	2/3/4/5/6/7/8*	Crew	No
Tactical Officer	6	Crew	Yes
Bomblet Generator	5	Payload, Payload	No
Cluster Mines	8	Payload	Yes
Conner Nets	6	Payload	No
Electro-Proton Bomb	12	Payload, Mod.	No
Ion Bombs	6	Payload	Yes
Proton Bombs	5	Payload	Yes
Proximity Mines	6	Payload	No
Seismic Charges	3	Payload	Yes
Brilliant Evasion	3	Force Power	Yes
Foresight	4	Force Power	Yes
Hate	3/6/9*	Force Power	No
Heightened Perception	3	Force Power	Yes
Instinctive Aim	1	Force Power	Yes
Precognitive Reflexes	3/3/3/4/7/10/13*	Force Power	No
Predictive Shot	1	Force Power	Yes
Sense	5	Force Power	No
Supernatural Reflexes	4/4/4/8/16/24/32*	Force Power	No

*See Variable Point Cost Table at the end of the document.

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Agile Gunner	8	Gunner	Yes
Hotshot Gunner	7	Gunner	No
Skilled Bombardier	2	Gunner	No
Veteran Tail Gunner	4	Gunner	Yes
Veteran Turret Gunner	10	Gunner	No
•Cloaking Device	4	Illicit	No
Coaxium Hyperfuel	2	Illicit	Yes
Contraband Cybernetics	2	Illicit	Yes
Deadman's Switch	2	Illicit	Yes
Feedback Array	3	Illicit	No
Inertial Dampeners	0/1/2/3/4/5/6*	Illicit	Yes
Rigged Cargo Chute	4	Illicit	Yes
Barrage Rockets	8	Missile, Missile	No
Cluster Missiles	5	Missile	No
Concussion Missiles	6	Missile	Yes
•Diamond-Boron Missiles	6	Missile, Missile	No
Homing Missiles	5	Missile	No
Ion Missiles	4	Missile	Yes
Mag-Pulse Warheads	6	Missile	Yes
Proton Rockets	7	Missile	No
Ablative Plating	6	Modification	No
Advanced SLAM	3	Modification	Yes
Afterburners	6	Modification	No
Angled Deflectors	9/6/3/3*	Modification	Yes
Delayed Fuses	1	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	No
Spare Parts Canisters	4	Modification	Yes
Static Discharge Vanes	6	Modification	No
Stealth Device	3/4/6/8*	Modification	No
Tactical Scrambler	2	Modification	No
Targeting Computer	3	Modification	Yes

Upgrade Name	Cost		Upgrade Type	Hyperspace Legal
Advanced Sensors	10		Sensor	No
Collision Detector	6		Sensor	No
Fire-Control System	2		Sensor	Yes
Passive Sensors	3		Sensor	Yes
Trajectory Simulator	6		Sensor	No
Composure	1		Talent	No
Crack Shot	1		Talent	No
Daredevil	2		Talent	Yes
Debris Gambit	4		Talent	No
Elusive	3		Talent	No
Expert Handling	2/3/4*		Talent	Yes
Intimidation	3		Talent	Yes
Juke	7		Talent	No
•Lone Wolf	5		Talent	No
Marksmanship	1		Talent	No
Outmaneuver	6		Talent	Yes
Predator	2		Talent	No
Saturation Salvo	5		Talent	No
Snap Shot	7/8/9*		Talent	Yes
•Squad Leader	2/4/6/8/10/12/14*		Talent	Yes
Swarm Tactics	3/3/3/3/3/4/5*		Talent	No
Trick Shot	4		Talent	No
Advanced Optics	4		Tech	Yes
Pattern Analyzer	5		Tech	No
Primed Thrusters	4/5/6/7/8/9/10*		Tech	Yes
Targeting Synchronizer	6		Tech	No
Adv. Proton Torpedoes	6		Torpedo	Yes
Ion Torpedoes	6		Torpedo	No
Plasma Torpedoes	9		Torpedo	Yes
Proton Torpedoes	13		Torpedo	Yes
Dorsal Turret	3		Turret	No
Ion Cannon Turret	5		Turret	Yes

*See Variable Point Cost Table at the end of the document.

Variable Point Cost Tables

SHIP SIZE	SMALL	MEDIUM	LARGE	UPGRADE TYPE	
Engine Upgrade	2	4	7		Modification
Expert Handling	2	3	4		Talent
Hate	3	6	9		Force Power
Snap Shot	7	8	9		Talent

AGILITY VALUE	0	1	2	3	UPGRADE TYPE	
Angled Deflectors	9	6	3	3		Modification
Hull Upgrade	2	3	5	7		Modification
Shield Upgrade	3	4	6	8		Modification
Stealth Device	3	4	6	8		Modification
R2 Astromech	3	5	7	9		Astromech

INITIATIVE VALUE	0	1	2	3	4	5	6	UPGRADE TYPE	
Inertial Dampeners	0	1	2	3	4	5	6		Illicit
Precognitive Reflexes	3	3	3	4	7	10	13		Force Power
Primed Thrusters	4	5	6	7	8	9	10		Tech
Seasoned Navigator	2	3	4	5	6	7	8		Crew
•Squad Leader	2	4	6	8	10	12	14		Talent
Swarm Tactics	3	3	3	3	3	4	5		Talent
Supernatural Reflexes	4	4	4	8	16	24	32		Force Power