Upgrade Name	Upgrade Type(s)	Cost	Variable Cost?	Restrictions	HS	Ext
R2 Astromech	Astromech (🔧)	*	Ag0: 3 / Ag1: 5 / Ag2: 7 / Ag3: 9		Yes	Yes
R3 Astromech	Astromech (🔧)	3			Yes	Yes
R4 Astromech	Astromech (🔧)	2		Small ship	Yes	Yes
R5 Astromech	Astromech (🔧)	4			Yes	Yes
Autoblasters	Cannon (⚡)	3			Yes	Yes
Heavy Laser Cannon	Cannon (⚡)	5			No	Yes
Ion Cannon	Cannon (⚡)	6			Yes	Yes
Jamming Beam	Cannon (⚡)	0			No	Yes
Tractor Beam	Cannon (⚡)	3			Yes	Yes
Synced Laser Cannons	Cannon, Cannon (⚡⚡)	6			Yes	Yes
•Informant	Crew (👤)	5			Yes	Yes
Freelance Slicer	Crew (👤)	3			No	Yes
GNK "Gonk" Droid	Crew (👤)	10			No	Yes
Novice Technician	Crew (👤)	4			Yes	Yes
Perceptive Copilot	Crew (👤)	8			Yes	Yes
Seasoned Navigator	Crew (👤)	*	I0: 2 / I1: 3 / I2: 4 / I3: 5 / I4: 6 / I5: 7 / I6: 8 / I7: 9 / I8: 10		No	Yes
Tactical Officer	Crew (👤)	6		Red ↗	Yes	Yes
Brilliant Evasion	Force Power (🔵)	3			Yes	Yes
Foresight	Force Power (🔵)	4			Yes	Yes
Hate	Force Power (🔵)	*	Small: 3 / Medium: 6 / Large: 9	Dark Side	No	Yes
Heightened Perception	Force Power (🔵)	3			Yes	Yes
Instinctive Aim	Force Power (🔵)	1			Yes	Yes
Precognitive Reflexes	Force Power (🔵)	*	I0: 3 / I1: 3 / I2: 3 / I3: 4 / I4: 7 / I5: 10 / I6: 13	Small ship	No	Yes
Predictive Shot	Force Power (🔵)	1			Yes	Yes
Sense	Force Power (🔵)	5			No	Yes
Supernatural Reflexes	Force Power (🔵)	*	I0: 4 / I1: 4 / I2: 4 / I3: 8 / I4: 16 / I5: 24 / I6: 32	Small ship	No	Yes
Agile Gunner	Gunner (🎯)	*	Small: 7 / Medium: 6 / Large: 5 / Huge: 4		Yes	Yes
Hotshot Gunner	Gunner (🎯)	7			No	Yes
Skilled Bombardier	Gunner (🎯)	2			No	Yes
Suppressive Gunner	Gunner (🎯)	*	Small: 8 / Medium: 7 / Large: 6 / Huge: 3		Yes	Yes
Veteran Tail Gunner	Gunner (🎯)	4		⬤	Yes	Yes

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 (⑦)	4		Small or medium ship	No	Yes
Coaxium Hyperfuel	Illicit (⑦)	2		▲	Yes	Yes
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)	*	I0: 0 / I1: 1 / I2: 2 / I3: 3 / I4: 4 / I5: 5 / I6: 6 / I7: 7 / I8: 8		Yes	Yes
Rigged Cargo Chute	Illicit (⑦)	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
Backwards Tailslide	Talent (🎖)	2		X-wing, ◉ equipped	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
Ion Limiter Override	Talent (🎖)	3		TIE	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

Upgrade Name	Upgrade Type(s)	Cost	Variable Cost?	Restrictions	HS	Ext
Snap Shot	Talent (⬤)	*	Small: 7 / Medium: 8 / Large: 9 / Huge: 12		Yes	Yes
Starbird Slash	Talent (⬤)	1		A-wing	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
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