

2.0 LEGACY

GENERIC UPGRADES

SEPTEMBER 2022 - Post-Launch Hotfix

Upgrade Name	Type	Cost	Variable Costs	Restrictions
R2 Astromech	Astromech (👤)	*	Agility 0 = 3 / 1 = 4 / 2 = 5 / 3 = 8	
R3 Astromech	Astromech (👤)	3		
R4 Astromech	Astromech (👤)	2		Small ship
R5 Astromech	Astromech (👤)	4		
Watchful Astromech	Astromech (👤)	2		
Autoblasters	Cannon (🔫)	4		
Heavy Laser Cannon	Cannon (🔫)	4		
Ion Cannon	Cannon (🔫)	6		
Jamming Beam	Cannon (🔫)	0		
Tractor Beam	Cannon (🔫)	4		
Proton Cannon	Cannon (🔫), Cannon (🔫)	5		
Synced Laser Cannons	Cannon (🔫), Cannon (🔫)	7		
•Hondo Ohnaka	Crew (👤)	5		
•Informant	Crew (👤)	4		
Freelance Slicer	Crew (👤)	3		
GNK "Gonk" Droid	Crew (👤)	5		
Novice Technician	Crew (👤)	2		
Perceptive Copilot	Crew (👤)	8		
Seasoned Navigator	Crew (👤)	*	Initiative 0=2 / 1=3 / 2=4 / 3=5 / 4=6 / 5=7 / 6=8 / 7=9 / 8=10	
Tactical Officer	Crew (👤)	3		Red 🚩
Sensitive Controls	Configuration (⚙️)	0		Autothrusters , Standardized
Swivel Wing	Configuration (⚙️)	0		Gauntlet Fighter
Brilliant Evasion	Force Power (⊕)	2		
Compassion	Force Power (⊕)	1		Light Side
Extreme Maneuvers	Force Power (⊕)	5		Small ship, 🚩
Foresight	Force Power (⊕)	5		
Hate	Force Power (⊕)	4		Dark Side
Heightened Perception	Force Power (⊕)	3		
Instinctive Aim	Force Power (⊕)	1		
Malice	Force Power (⊕)	6		Dark Side
Patience	Force Power (⊕)	2		Light Side
Precognitive Reflexes	Force Power (⊕)	*	Initiative 0=3 / 1=3 / 2=3 / 3=4 / 4=7 / 5=10 / 6=13	Small ship
Predictive Shot	Force Power (⊕)	1		
Sense	Force Power (⊕)	7		
Shattering Shot	Force Power (⊕)	3		
Supernatural Reflexes	Force Power (⊕)	*	Initiative 0=4 / 1=4 / 2=4 / 3=8 / 4=16 / 5=24 / 6=32	Small ship
Agile Gunner	Gunner (👤)	3		

2.0 LEGACY

GENERIC UPGRADES

SEPTEMBER 2022 - Post-Launch Hotfix

Upgrade Name	Type	Cost	Variable Costs	Restrictions
Hotshot Gunner	Gunner (☺)	6		
Skilled Bombardier	Gunner (☺)	2		
Suppressive Gunner	Gunner (☺)	7		
Veteran Tail Gunner	Gunner (☺)	2		⬆️
Veteran Turret Gunner	Gunner (☺)	*	Base Size Small=9 / Medium=8 / Large=7 / Huge=7	
Weapons Systems Officer	Gunner (☺)	5		
•Cloaking Device	Illicit (🔪)	3		Small or medium ship
••Tracking Fob	Illicit (🔪)	4		Bounty Hunter
Coaxium Hyperfuel	Illicit (🔪)	1		⬆️
Contraband Cybernetics	Illicit (🔪)	3		
Deadman's Switch	Illicit (🔪)	2		
False Transponder Codes	Illicit (🔪)	3		
Feedback Array	Illicit (🔪)	3		
Hotshot Tail Blaster	Illicit (🔪)	2		Medium or large ship
Inertial Dampeners	Illicit (🔪)	*	Initiative 0=0 / 1=1 / 2=2 / 3=3 / 4=4 / 5=5 / 6=6 / 7=7 / 8=8	
Overtuned Modulators	Illicit (🔪)	3		
Rigged Cargo Chute	Illicit (🔪)	4		Medium or large ship
••XX-23 S-Thread Tracers	Missile (🔪)	4		
Cluster Missiles	Missile (🔪)	4		
Concussion Missiles	Missile (🔪)	6		
Homing Missiles	Missile (🔪)	5		
Ion Missiles	Missile (🔪)	2		
Mag-Pulse Warheads	Missile (🔪)	5		
Proton Rockets	Missile (🔪)	5		
•Diamond-Boron Missiles	Missile, Missile (🔪🔪)	5		
Barrage Rockets	Missile, Missile (🔪🔪)	8		
Multi-Missile Pods	Missile, Missile (🔪🔪)	4		
••Electro-Chaff Missiles	Missile, Payload (🔪🔪)	4		
Ablative Plating	Modification (⊗)	4		Medium or large ship
Advanced SLAM	Modification (⊗)	3		⬆️
Afterburners	Modification (⊗)	*	Initiative: 0=4 / 1=4 / 2=4 / 3=4 / 4=5 / 5=6 / 6=7	Small ship
Angled Deflectors	Modification (⊗)		Agility 0=6 / 1=3 / 2=1 / 3=1	Small or medium ship, Shield value of 1 or more.
Beskar Reinforced Plating	Modification (⊗)	6		Mandalorian
Delayed Fuses	Modification (⊗)	1		
Drop Seat Bay	Modification (⊗)	1		Gauntlet Fighter
Electronic Baffle	Modification (⊗)	2		
Engine Upgrade	Modification (⊗)	*	Base Size Small=3 / Med=4 / Large=7	Red ⬆️

2.0 LEGACY

GENERIC UPGRADES

SEPTEMBER 2022 - Post-Launch Hotfix

Upgrade Name	Type	Cost	Variable Costs	Restrictions
Hull Upgrade	Modification (⊗)	*	Agility 0=2 / 1=3 / 2=5 / 3=7	
Mandalorian Optics	Modification (⊗)	5		Mandalorian
Munitions Failsafe	Modification (⊗)	1		
Precision Ion Engines	Modification (⊗)	2		TIE, Agility 3
Shield Upgrade	Modification (⊗)	*	Agility 0=3 / 1=4 / 2=6 / 3=8	
Spare Parts Canisters	Modification (⊗)	3		🛠️ equipped
Static Discharge Vanes	Modification (⊗)	5		
Stealth Device	Modification (⊗)	*	Agility 0=3 / 1=4 / 2=6 / 3=8	
Tactical Scrambler	Modification (⊗)	2		Medium or large ship
Targeting Computer	Modification (⊗)	3		
Blazer Bomb	Payload (💣)	4		
Cluster Mines	Payload (💣)	7		
Concussion Bombs	Payload (💣)	4		
Conner Nets	Payload (💣)	3		
Ion Bombs	Payload (💣)	4		
Proton Bombs	Payload (💣)	4		
Proximity Mines	Payload (💣)	6		
Seismic Charges	Payload (💣)	3		
Thermal Detonators	Payload (💣)	5		
•Electro-Proton Bomb	Payload, Modification (💣⊗)	8		🔄
Bomblet Generator	Payload, Payload (💣💣)	3		
Advanced Sensors	Sensor (🔍)	*	Base Size Small=13 / Med=11 / Large=9	
Collision Detector	Sensor (🔍)	6		
Fire-Control System	Sensor (🔍)	2		
Passive Sensors	Sensor (🔍)	*	Initiative: 0=4 / 1=4 / 2=4 / 3=4 / 4=5 / 5=6 / 6=7	
Trajectory Simulator	Sensor (🔍)	*	Base Size Small=7 / Med=6 / Large=5	
•Lone Wolf	Talent (👤)	5		
•Notorious	Talent (👤)	4		(👤) equipped
•Squad Leader	Talent (👤)	*	Initiative 0=2 / 1=4 / 2=6 / 3=8 / 4=10 / 5=12 / 6=14	
Backwards Tailslide	Talent (👤)	2		X-wing, 🛠️ equipped
Clan Training	Talent (👤)	3		Mandalorian
Composure	Talent (👤)	1		👁️
Crack Shot	Talent (👤)	3		
Daredevil	Talent (👤)	2		Small ship, white 🏳️
Deadeye Shot	Talent (👤)	1		Small or medium ship

2.0 LEGACY

GENERIC UPGRADES

SEPTEMBER 2022 - Post-Launch Hotfix

Upgrade Name	Type	Cost	Variable Costs	Restrictions
Debris Gambit	Talent (🎯)	3		Small or medium ship
Elusive	Talent (🎯)	2		Small or medium ship
Enduring	Talent (🎯)	2		
Expert Handling	Talent (🎯)	*	Base Size Small=2 / Med=3 / Large=4	Red 🔄
Feedback Ping	Talent (🎯)	2		TIE, 🔄
Intimidation	Talent (🎯)	3		
Ion Limiter Override	Talent (🎯)	2		TIE
Juke	Talent (🎯)	6		Small or medium ship
Marg Sabl Closure	Talent (🎯)	1		Small or medium ship
Marksmanship	Talent (🎯)	1		
Outmaneuver	Talent (🎯)	6		
Predator	Talent (🎯)	2		
Saturation Salvo	Talent (🎯)	3		🔄
Snap Shot	Talent (🎯)	*	Base Size Small=7 / Med=8 / Large=9 / Huge = 10	
Starbird Slash	Talent (🎯)	1		A-wing
Swarm Tactics	Talent (🎯)	*	Initiative 0=3 / 1=3 / 2=3 / 3=3 / 4=3 / 5=4 / 6=5	
Tierfon Belly Run	Talent (🎯)	2		Y-wing
Trick Shot	Talent (🎯)	4		
Advanced Optics	Tech (🔧)	5		
Automated Target Priority	Tech (🔧)	1		Initiative 3 or lower
Pattern Analyzer	Tech (🔧)	5		
Primed Thrusters	Tech (🔧)	*	Initiative 0=4 / 1=5 / 2=6 / 3=7 / 4=8 / 5=9 / 6=10	Small ship
Targeting Synchronizer	Tech (🔧)	3		✂️
Adv. Proton Torpedoes	Torpedo (🔫)	5		
Homing Torpedoes	Torpedo (🔫)	5		
Ion Torpedoes	Torpedo (🔫)	4		
Plasma Torpedoes	Torpedo (🔫)	7		
Proton Torpedoes	Torpedo (🔫)	12		
Dorsal Turret	Turret (🔫)	2		
Ion Cannon Turret	Turret (🔫)	5		