

SWGoH Mods 2.0 Slicing Advice

Disclaimer

As most of this is subjective, and likely won't match with everyone's priorities, follow the advice at your own risk. That said, I hope it helps!

Change Log

- 09.10.2018 - added Mod Store Shopping (near the bottom)
- 09.07.2018 - added Rampant Speculation section (see very bottom) - this is purely my own speculation, I have no EA source
- 09.07.2018 - added Mods 2.0 Changes section with values before and after, per EA forums
- 09.07.2018 - doc created

Pre-slicing Setup

When: do this NOW (if you haven't), and whenever you get a bunch of new mods, e.g., after a mythic event, or after farming, for maintenance

What: all tier e through b mods

How:

- **General:** you want to show 4 stats on every mod prior to making a decision whether to slice or sell. Look for a secondary Speed stat among the 4 stats. The little (x) number to the left of the mod shows you how many times it has been upgraded already. This is useful in determining whether your existing mods were already upgraded pre-Mods 2.0 - and especially useful in selling the useless ones.
 - Showing 4 stats means simply upgrading mods up to level 12 for Tier E, 9 for Tier D (since it has a stat already), 6 for Tier C, and 3 for Tier B (to show that additional stat).
 - If you find a mod that pays off on Speed secondary at least once early on, especially the lower Tier mods (E and D), those are worth keeping.
 - **highly** recommend using Filter by Tier when looking at your mods to sort through them the first time. Sorting by Rarity is fine for this.
- **Tier A (gold):** no brainer, if it's already gold and has a Speed secondary, upgrade it to level 12 and see what happens. If Speed upgrades at least once, keep it. All others should be sold, or if level 15 already (as is the case for **all existing level 15s regardless of stat*) I like to keep them for my pilots or rubbish characters I don't use much during main game modes or Arena.
- **Tier B (purple):** for all mods at level 1, upgrade to level 3 to show the 4th stat. If the mod doesn't have a Speed secondary now, recommended to leave it here and sell it later (for almost everyone who's not ultra min/maxing). If it has a Speed secondary, upgrade it all the way to level 12 to get maximum random upgrades. If Speed didn't upgrade at least once, ditch it. If it did once, keep it

as a backup/alternate team mod. If it did twice, keep it as a potential slice mod. And if it did 3 times, keep it as a guaranteed slice mod.

- **Advanced/Pre Mods 2.0:** to check if Tier B mods have already been upgraded at least once, look at the number in parenthesis next to the mod stat and you'll see numbers from (1-4). If any of these is greater than 1 and it is showing less than 4 stats, then this was already upgraded pre-Mods 2.0. In particular, check it next to the Speed stat. If your mod is still a low level and has only been upgraded a total of once, take it to level 12, then follow the advice above (highly unlikely as most people will already have them at level 12+). If the mod has already been upgraded 3 times but Speed hasn't been upgraded at all (the number next to the Speed stat will show a "(1)" next to it), leave and sell it later; there will be better opportunities with Tier C-A mods coming up the chain.
- **Tier C (blue):** for all mods at level 1, upgrade to level 6 first to show all 4 stats. If there are no Speed stats, leave it and then sell it later. If so, take it to level 12 to see if Speed upgrades at least once. If it upgrades 2 times, take it to level 15 as these are golden and prime for slicing. If just once, keep the mod at level 12 as a backup when needed (taking to 15 when necessary for a character, and potentially if desperate later, for slicing since it can upgrade twice more - again, you'll likely have enough better opportunities for your hard earn mod mats).
 - **Advanced/Pre Mods 2.0:** For Tier C mods that have already been upgraded at least once (a lot of mine were already level 6 to see if Speed upgraded pre-Mods 2.0), check to see how many times they were upgraded. If Speed was already upgraded once, take it to level 12 to show 4 stats and to ensure all upgrades have happened. Then use as a backup as needed. If Speed was upgraded twice (thus showing a "(3)" next to it) simply take it to 15 as this mod was already great and ready for slicing.
- **Tier D (green):** for all mods at level 1, upgrade to level 9 to show all 4 stats. As before, if there are no Speed stats, leave it and sell later. If once, then take it immediately to level 12 and see if Speed upgrades. If it does not, you should be leaving these here and selling. You'll have plenty of opportunities to slice green mods that actually do hit Speed on their first upgrade (and may have many already). If it does hit once, and you have enough money, I usually take them right to 15 and ready for slicing. If saving, leave them there for when needed.
 - **Advanced/Pre Mods 2.0:** For Tier D mods that have already been upgraded once, if Speed was not a stat that was upgraded (still has a "(1)" next to it), simply leave it and sell later; these are not worth your time. If it was, take it to level 12 (or 15 if you have the credits) to be ready when you need it for slicing.
- **Tier E (white):** ok, so this is a somewhat special case, as a mature player can have a hundred of these or more. Taking them *all to level 12 to show 4 stats is going to cost you significantly more money, so unless you have 100M credits or more to spare, I recommend the more thrifty but odds-favoring version.
 - **A)** for all level 1 mods, if they are **Squares**, **Arrows** (non Speed primary, as you will always keep those regardless), and **Diamonds**, since besides Arrows these are by far the most common mods, take all of these up to level 9 first and show 3 stats. Sure it's not showing the fourth but you will have *plenty* of Tier E mods to slice. If none of those is a secondary Speed just leave it and sell later.

- **B)** for all level 1 mods, if they are Triangles, Circles, or Pluses (Cross), since these are the rare mods, take them to level 12 and show all 4. If no Speed, leave and sell. If a Speed shows, then if you have the credits, take to level 15 to be ready for slicing. This is highly recommended anyway, as these should be the first mods you'll generally slice, and the most frequent.

Selling Spree

- Feels so good to clean house occasionally (or... for the first time). After going through the steps above, FILTER by Tier (I like to start with Tier E and work toward Tier A but doesn't really matter), SORT by Speed, and sell off all those that didn't pay off on secondary Speed (as above). Do this Tier by Tier, as it'll be easier to grok.

Slicing Gear Farming 101

For slicing you need to complete all of the Mod Battles, Stage 9. These are relatively easy for higher level players. From there you can farm with sim tickets stage 9a through 9f. Stages 9e and 9f require 14 mod energy per battle, while stages 9a - 9d require 12 each.

Slicing basics:

- You can only slice level 15, 5 dot mods.
- A single mod must be sliced in order from Tier E (white) through Tier A (gold)
- Only a level 15 Tier A (gold) mod can be upgraded (sliced) to become a 6 dot mod
- Only G12 characters can slice/equip a 6 dot mod. So you'll see no 6 star or less Bastilas, Sions, or Trayas running around with 6 dot mods.
- 6 dot mods will upgrade the Speed stat on Arrow mods by 2 (so total of 32 vs 30), and by 1 for every other mod. So a full 6-dot character can have at max 7 more speed than they started.
- 6 dot mods have greatly improved values for stats like Defense, Crit Avoidance, anything that's not Speed, Protection, Crit Damage. So these are where you'll see the biggest improvement.

Gear Requirements & Summary [note: energy required is estimated and dependent on RNG]

mod tier to upgrade	mods required per stage						mk2 required (guild store)	mod energy required	max earn (no refresh)	
	9a	9b	9c	9d	9e	9f			per day	per week
E (white)	10							120	2.38	16.63
D (green)	5	15						240	1.19	8.31
C (blue)		10	25					420	0.68	4.75
B (purple)			15	35				600	0.48	3.33
A (gold)					50	50	20	1400	0.20	1.43

Mods 2.0 Changes

(values are per official EA Forum post - I sorted and re-formatted, and prefer to use real # multipliers rather than % below)

Individual Mods - Primary Stats by % Increase			
Primary Stat	5A values	6E values	% increase
Health %	5.88%	16%	272%
Accuracy %	12%	30%	250%
Defense %	11.75%	20%	170%
Crit Chance %	12%	20%	167%
Tenacity %	24%	35%	146%
Crit Avoidance %	24%	35%	146%
Offense %	5.88%	8.5%	145%
Potency %	24%	30%	125%
Crit Damage %	36%	42%	117%
Speed (flat)	30	32	107%
Protection %	24%	24%	102%

Set Bonuses by % Increase			
Set Bonus	pre 2.0 Max Value	2.0+ Max Value	% increase
Defense (2)	+2.5% (+5%)	+12.5% (+25%)	500%
Health (2)	+2.5% (+5%)	+5% (+10%)	200%
Tenacity (2)	+5% (+10%)	+10% (+20%)	200%
Crit Chance (2)	+2.5% (+5%)	+4% (+8%)	160%
Offense (4)	+5% (+10%)	+7.5% (+15%)	150%
Potency (2)	+5% (+10%)	+7.5% (+15%)	150%
Crit Damage (4)	+15% (+30%)	No Change	100%
Speed (4)	+5% (+10%)	No Change	100%

Secondary Stat Modifiers by % Increase		
Secondary Stat	% increase from 5A to 6E	multiplier
Offense %	202%	3.02
Defense %	134%	2.34
Health %	86%	1.86
Defense (flat)	63%	1.63
Tenacity %	33%	1.33
Potency %	33%	1.33
Protection %	33%	1.33
Health (flat)	26%	1.26
Protection (flat)	11%	1.11
Offense (flat)	10%	1.10
Crit Chance %	4%	1.04
Speed (flat)	3%	1.03

Slicing Priorities

- God-like mods will be created from mods that have upgraded the Speed secondary stat as much as 4 times. Thus here are the slicing priors:
 - 1. Tier B (purple) with Speed secondary already upgraded 3 times, showing a “(4)” next to the Speed stat
 - 2. Tier C (blue) with Speed secondary already upgraded 2 times, showing a “(3)”
 - 3. Tier D (green) with Speed secondary already upgraded 1 time, showing a “(2)”
 - 4. Tier E (white) with a Speed stat showing - do ALL of the above, then start from here and climb back up the chain (#3, #2, #1) until Speed doesn’t upgrade, then back to #4 here. You can take several Tier E at once, or one at a time, however that means more micromanagement. I’d recommend several/many, as you’ll then have a better pool for a decision when it becomes more expensive.

Advanced Prios

- Generally, far in the future, once all your mods are basically sliced (will this ever be the case?) so that none have upgraded Speed every time, but there are potential great mods, then start again from the Top as those are closer to your goal, and then back to shoving Tier E up through the process

Rationale

- You want the fastest progress toward great mods... so take advantage of existing mods with god-like potential first that are closest to your goal. Then start from the ground building them, as it's way cheaper to "see" if a white mod pays off than a Blue, for the same potential Speed upgrade.

When should you focus on 6-dot mods?

- The expense is phenomenal, so if all you're doing (without refreshing) is spending energy toward a 6-dot mod, you should average almost 1.5 per *week*. So basically one character fully upgraded (assuming they already have all gold mods!) in one month. That's a long time.
- Early on, I'd recommend splitting time between 6 dot mod battle farming for your Arena team and general top-heavy mod farming as needed to get your potential god-like mods there faster
- Also head to the Guild Store to get Mk2 gear occasionally so that you always have at least 20-40 to spare when you're ready, then when you upgrade to a 6 dot, grinding again so that you have a nest egg.

Who to focus on for 6 dot mods?

- I'd recommend any character that pilots/commands a ship and also serves on your Arena team (Thrawn comes to mind, as does Vader) first, as that'll have high impact in both modes.
- Then, focus on your Arena team and non-Speed arrow mods, especially Square, Diamonds, Crit Chance Triangles, or Potency Primary Pluses, or (with change in Offense, potentially these as well) as these can be transferred incredibly easy between many characters and get big boosts for being 6 dot (vs. speed/crit damage/protection)
- Basically, focus on mods with most impact across game modes, are generally transferrable, and have the most individual impact when going to 6 dot.

Mod Store Shopping

- So with the changes, what should you focus on buying now? With relatively how much more easy it is to get mods using a separate currency, and the fact that Tier D and C (green and blue) mods are much more easy to bring up the chain - and even more importantly, that these no longer give guaranteed or greatly increased chances at improving key stats (e.g., Speed) - stay away from all Tier E, Tier D, and Tier C mods. And for Tier B (purple)... only consider if it has Speed *and* a primary stat/shape that are beneficial to you. Other than that, you should be only going for Tier A (gold) mods with a Speed stat (and likely won't have unlimited gold/ship credits to do even just this) as cost is simply too prohibitive otherwise.
- No matter what, I usually always purchase Speed Arrow mods, regardless of color.

Potential Future Considerations

- Sith raid modding
- ?

Rampant Speculation

- Note the color of 6"E" mods - they're exactly the same as Tier E mods, and, well, with the E tag... implying that:
 - There will next be 6D (which will have a Green-colored center), followed by 6C with Blue center, etc. Further, only 6A mods will... eventually... be able to be upgraded to 7E. This allows them a ton of open road ahead.