

SWGOW stores & currencies

A summary of what are the best value deals from each store and the currency exchange rates of their currencies to crystals. Exchange rates are computed against what's available in Shipments (in crystals), usually gear.

All valuations assume common characters and ships have been maxed out and all remaining shards (except a few exclusive ones) go to the Shard Store.

- See [this sheet](#) with a full break-down for each individual gear.

Relic mat	Buy direct		Exchange at Scavenger's			
	Weekly 	Conquest 	Unit cost	Piece	Full / Sal	Where?
	5 	4 	3.6 	 ...	Full	LS Nodes 1C-D-E (6pc. / 6 energy)
	20 	15 			Full	LS Node 7B (with Kyro; 1pc / 10 energy) (Mk5 Ft Data Pad)
	40 	32 	4.5 		Full	Guild Store (Mk7 BT Weapon Mod: 30 )
	100 	85 	30 		Full	Weekly (Mk3 Holo Projector: 300 )
	115 		160  427  480 	 	Full Salvage	Weekly (2100 ) - Or free from Raids Weekly (30 ) GET1 (80 ) Shard (90 )
			123 		Salvage	Farm LS/DS 9x (10 energy)
		104 	64 		Salvage	Conquest Wanderers (12 )
	140 		175  500  550  960 	  	Salvage	Weekly (35 ) GET2 (100 ) Champ (110 ) Shard (180 )
			116 		Salvage	Farm Fleet 3A, 3C, 4E
		140 	75 		Salvage	Conquest Wanderers (15 )
	180 		275  733  825 	 	Salvage	Weekly (30 ) GET1 (80 ) Shard (90 )
			212 		Salvage	Farm LS/DS 9x
		207 	110 		Salvage	Conquest Wanderers (12 )
	250 					
GK	250 		301 		Salvage	Farm Fleet 2E, 3E, 5A
			195 		Salvage	Conquest Wanderers (15 )
DB	300 					

Relics (Scavenger)

Here's a guide to which gears are safe (and efficient) to be scrapped at the Scavenger's

Item	Value	Gear	
	6	      	Mk1&2 BT Weapon Mod; Mk1 Lor Power Cell, SS Key Pad, Ft Data Pad, Holo Lens; Mk 2 Ar Droid Caller
	6	    	<i>Prototypes:</i> Mk1 Hypo Syringe, Nu Design Tech; Mk2 Nu Security Scanner, Ck Comlink; Mk3 Holo Lens
	20		Mk5 Ft Data Pad
	12	   (*)  * BT Weapon Mod Mk4 has a wrong icon.	<i>Prototypes:</i> Mk4 Lor Power Cell, Bio Implant; Mk4&6 BT Weapon Mod
	4	 	<i>Salvage:</i> Mk4 BAW Armor Mod; Mk5 NS Electrobinoculars
	300	 	<i>Fully crafted:</i> Mk7 BT Weapon Mod, BAW Armor Mod
	500		<i>Fully Crafted:</i> Mk3 Holo Projector
	1050	   	<i>G12 Fully Crafted:</i> AT Mk12 Visor, Wrist Band, Cybernetics, AT Mk12 Armor Plating
	18	  	<i>G12+ Salvage:</i> AT Mk12 Thermal Detonator, Key Pad, AT Mk12 Holo Lens
	12	  	<i>G12 Salvage:</i> AT Mk12 Bayonet, Multi-tool, Medpac
GK	10	  	<i>G12+ Salvage:</i> AT Mk12 Data Pad, Stun Gun, Furnace

G12++ (Finishers)

Each G12 Finisher (bottom right slot on the G12 ring, allows updating the character to G13) is unique to a single character: Once crafted, it can only be applied to that character (and has unique stats values too).

There are 3 different gears (Power Cell Injector – Fusion, Plasma, Ionic). Their composition follows the same pattern, as shown below, and requires significant farming/buying.

Note that they use one Proto of G12+ gear, which can be either obtained from the Sith raid (which means giving up crafting that G12+ piece), or be purchased separately from stores.

1 Power Cell Injector =	1 Injector	1 Mk12 ArmaTek Prototype	2 Kyrotech Protos	Arakyd Droid Caller	1 Electro-Binoculars Proto	Used #
 (Plasma)	 (50)	1x  (50)	2x  (50)	 (50)		71
 (Fusion)	 (50)	1x  (50)	2x  (50)	 (50)		71
 (Ionic)	 (50)	1x  (50)	2x  (50)		1x  (50)	69
Can be acquired:						
From Raid:						
Farmable	Yes	Yes (fleet)	Yes	No	Yes	
Buy	115  100 	35  100  110 	28  65  70 	28  84  55  84 	25  66  42 	

G12+

There are 6 distinct G12+ gears, and they fill the right top and middle slots on the G12 ring. Their composition always follows the same pattern, as shown below.

Key ingredients can be acquired from the Sith Raid (Heroic) for free, where the Mk12 ArmaTek and Mk12 Czerka salvage drop in matching numbers (e.g. 25 and 20). This makes buying more of these salvage unattractive (except for the purpose of crafting G12++ (finisher) gear).

1 Mk12 ArmaTek Piece =		1 Mk12 ArmaTek Prototype	2 Mk12 Czerka Prototypes	1 Component, made of		Used #
				2 G12 pieces	1 G8 piece	
	Fusion Furnace (R9 mat)	1x  (50)*	2x  (20)	2x  (20)	1x  (50)	105
	Holo Lens (R7 mat)	1x  (50)*	2x  (20)	2x  (20)	1x  (50)	74
	Thermal Detonator (R7 mat)	1x  (50)	2x  (20)	2x  (20)	1x  (50)	62
	Key Pad (R7 mat)	1x  (50)	2x  (20)	2x  (20)	1x  (50)	47
	Stun Gun (R9 mat)	1x  (50)	2x  (20)	2x  (20)	1x  (50)	56
	Data Pad (R9 mat)	1x  (50)*	2x  (20)	2x  (20)	1x  (50)	39
(*):   			Are also used for G12++ gear. Only buy additional salvage for these 3.			
Can be acquired:						
From Raid:						
Farmable?	Fleet	Fleet	Fleet	LS/DS		
Buy:	35  100  110 	30  100  110 	30  80  45 	 15 / 25-28		

G12

There are 8 distinct G12 gears and they fill the 3 left slots of the G12 ring. Their composition follows the regular pattern shown below, but the demand for the 8 distinct gears has been properly “balanced” (in a ratio of 1:5) so that about half of them will accumulate as unwanted junk, while the other half will be in constant shortage.

To make matters worse, ingredients for that second half are also required for the G12+ gears.

1 Mk12 ArmaTek Piece =		1 Mk12 ArmaTek Prototype	2 G12 pieces (junk)	2 G12 pieces (shared w/ G12+)	Used #
	Multi-tool (R8 mat)	1x  (30)		2x  (20)	133
	Medpac (R8 mat)	1x  (30)		2x  (20)	113
	Armor Plating (R6 mat)	1x  (30)	2x  (20)		115
	Bayonet (R8 mat)	1x  (30)		2x  (20)	84
	Visor (R6 mat)	1x  (30)	2x  (20)		50
	Cybernetics (R6 mat)	1x  (30)	2x  (20)		51
	Tactical Data (junk)	1x  (30)	2x  (20)		34
	Wrist Band (R6 mat)	1x  (30)	2x  (20)		28
Can be acquired:					
From Raid:					
Farmable?		LS/DS	LS/DS	Fleet	
Buy:		30  80  45 	30  80  45 	30  80  45 	

Best deal for each Store: Summary

Store	Curr	Value (relative to crystals)	Best value for currency	Price
Guild		50% 37%	Carbanti 3, Stun Cuffs 3 Bacta Gel 4, BioTech 9, Arakyd Droid Caller 6	56 76
GEvt		53% 58%	Stun Gun 5 Carbanti 3, Stun Cuffs 3, Syringe 6	48 48
GEvt		43% 35%	KyroTech Shock Prod, Battle Computer (G13) ArmaTek Mk12 DataPad, HoloLens, Furnace	65 100
Shard		45% 33%	Carbanti 3, Stun Cuffs 3, Stun Gun 5 Bacta Gel 4, BioTech 9, Arakyd Droid Caller 6	62 84
Champ		55% 35%	Mod Mk2 Pulse Modulator Kyrotech	55 80
Ship.		100%	Comp. of BioTech 8, Data Pad 9, Medpac 5, BlasTech 10; Thermal Det 5.	15 15
Cantina		37.5% 21%	Ship Building Mats (1K) Ship (recycle in Shard store)	4.75 80
Arena		34.5% 16.9%	Credits (1K) Character (recycle in Shard store)	2 80
GW		17.1% 16.9%	Ship (recycle in Shard store) Character (recycle in Shard store)	100 80
Fleet		- 17.1%	Zeta Ship (recycle in Shard store)	2000 100

Guild Store



Currency: Guild Tokens
Value: 50% (100 Guild Tokens = 50 Crystals)
Weekly Income: ~9000
 Guild daily activity (~2500 per week) +
 Raids (Rancor: 830 AAT: 1080-1890 Sith: 1475-2275)

Buy always:

1. [Slots 8-9 @56/p | 50%]: Carbanti 3, Stun Cuffs 3.
2. [Slots 2-3 @76/p | 37%]: Bacta Gel 4, BioTech 9, Arakyd Droid Caller 6.

Buy if inventory is low or if needed:

3. [Slots 12-14 @20-40/p | 2-8K %]: G4+ gear, Full or Proto (NOT BactaGel Mk1 salvage!)
4. [Slots 15-23 @150/s | 56%]: characters (Logray, Young Han,...)

Full Inventory:

Slot	Unit Price	Contents	Examples	Buy
1	150	Mod Mk2	Mod Mk2 Pulse Modulator.	N
2-3	76	G11 salvage	Bacta Gel 4, BioTech 9, Arakyd Droid Caller 6.	Y
4-7	96	AAT gear salvage	Bacta Gel 3, CEC Furnace 6, BlasTech 11,...	~
6-7	76	AAT gear comp + salvage	BioTech 8, BlasTech 10.	~
8-9	56	G8 (50's) salvage	Carbanti 3, Stun Cuffs 3.	Y
8-9	52	G7(20's) salvage	Projector 3.	~
10-11	84	Rancor gear	Scanner 7, Furnace 5, Droid Caller 5, DesignTech 6.	~
12	52	G7(20's) salvage	Droid Caller 4, DesignTech 5,	N
12-14	20-40	G4+ full gear	BlasTech 5, 6, 7; DesignTech 3, 4, BioTech 5,...	Y
12-14	30	G4+ salvage	Bacta Gel Mk1.	N
15-16	150	Characters	Young Han, Starck.	~
17	112.5	Ship	FO SF Tie Fighter	N
18-23	150	Characters	Ewoks, Clones,... (rotation of 32)	~

Guild Events Store



Currency: Guild Event Tokens (GET), MKII Guild Event Tokens (GET2)

Value: ~60% (100 GET = 58 Crystals; 100GET2 = 60 Crystals)

Income (Monthly): 2 x 5000-6000 (Territory Battles)

Buy always:

1. [Slot 24@48/p. | 53%]: Stun Gun 5, once in a blue moon.
2. [Slots 1, 2, 10-13]: Unique Characters / Ship.
3. [Slots 25-26@48/p | 58%]: Carbanti 3, Stun Cuffs 3, Syringe 6.

Buy if inventory is low or if needed:

4. [Slots 29-38@80-100/p | 50+%]: characters and ships

Full Inventory:

Slot	Unit Price	Contents	Examples	Buy
MkII Guild Event Tokens				
1-2	270	Ship	Malevolence, Negotiator.	Y
3	115	G13 salvage	Injector Cell, Handle, Head.	N
4-5	100	G12+/G13 salvage	ArmaTek xxx (6 total, 3 only are G13).	~
6-7	100	G12+ salvage	Czerka xxx (6 total, not G13).	N
8	65	Kyrotech salvage	Shock Prod 7, Battle Computer.	~
9	180	Character	IPD or Reb. Officer Leia.	N
Guild Event Tokens				
10-11	380	Character	Darth Malak, General Skywalker	Y
12-13	270	Characters	Hermit Yoda, Wampa.	Y
14-17	80	G12 gold salvage	ArmaTek xxx (8 total)	N
18-21	80	G12 purple salv.	Medpac 6, Scanner 8, Furnace 7,... (8 total)	N
22-24	66	G10 discount	Shield Gen 7, Binoculars 9, 10, HoloLens 10	~
22-23	66	AAT comp + salv.	Medpac 6, DataPad 9, Binoculars 8.	~
22,24	48	G8 (50's) salvage	Stun Gun 5, Comlink 4	Y
25-26	48	G8 (50's) salvage	Carbanti 3, Stun Cuffs 3, Syringe 6	Y

25-28	44	G7(20's) salvage	Projector 3, KeyPad 4, BlasTech 8, Chedak 3,...	~
28	48	G7(20's) salvage	Stun Gun 4 (!?)	N
29	18	G3+ gear	Data Pad 5.	Y
29	26	G5 salvage	Thermal Det 3, Bacta Gel 1, Binoculars 6.	~
29	34	G3 gear	KeyPad 3.	N
29-33	80	Character	K2SO, Krennic, Saxon,...	
34-38	100	Ship	Cassian, Gauntlet,...	

Shard Store



Currency: Shard Store Tokens

Value: 45% (100 Shard Store Tokens = 45 Crystals)

Daily Income: ~1000 (GW, Arena, Fleet, Cantina stores + Many events)

Buy always:

1. [Slot 12 @62/p | 82-90%]: Carbanti 3, Stun Cuffs 3, Stun Gun 5
2. [Slot 10 @84/p | 67%]: Bacta Gel 4, BioTech 9, Arakyd Droid Caller 6.

Buy if needed:

3. [Slot 10 @84/p | 60%]: Shield 7, HoloLens 10, BlasTech 10, Binoculars 8(comp), 9, 10

Full Inventory:

Slot	Unit Price	Contents	Examples	Buy
1	450	Character	General Grievous.	N
2-5	180	G12+ gold salvage	ArmaTek xxx (6 total), Czerka xxx (6 total)	N
6	90	G12 gold salvage	ArmaTek Bayonet, Medpac,... (8 total)	~
7-8	90	G12 purple salvage	Medpac 6, Scanner 8, Furnace 7,... (8 total)	~
9	160	Mod Mk2	Mod Mk2 Pulse Modulator.	N
10-11	84	G10 (50's) salvage	BioTech 9, Bacta Gel 4, BlasTech 10 (comp)	Y/N
11	84	AAT gear salvage	BlasTech 11, Projector 4	N
12	62	G8 (50's) salvage	Carbanti 3, Stun Cuffs 3, Stun Gun 5,...	Y
13-14	57	G7(20's) salvage	BlasTech 8, BioTech6, Syringe 4	~
14-15	336	G4+ proto/full gear	Projector 2, HoloLens 4, Medpac 1,...	N

Championship Store



Currency: Championship Tokens
Value: 55% (100 Championship Tokens = 55 Crystals)
Monthly Income: ~5000 (Grand Arena Championships)

Buy always:

1. [Slots 2-3 @110/p | 55%]: (G13) Mk12 DataPad, HoloLens, Furnace
2. [Slot 13 @55/p | 55%]: Mod Mk2 Pulse Modulator.

Buy if needed:

3. [Slot 6 @80/p | 35%]: Kyrotech
4. [Slot 7-10 @50-55/p | 45-50%]: Gear G8-11

Full Inventory:

Slot	Unit Price	Contents	Examples	Buy
1	100	G13 salvage	Injector Cell, Handle, Head.	N
2-3	110	G12+/G13 salvage	ArmaTek xxx (6 total, 3 only are G13).	Y
4-5	110	G12+ salvage	Czerka xxx (6 total, not G13).	Y
6	80	Kyrotech salvage	Shock Prod 7, Battle Computer 9.	~
7-10	55	Rancor Gear	Furnace 5, Droid Caller 5, DesignTech 6, Syringe 6.	Y
7-10	50	Gear G8-11	HoloLens 10, Shield Gen 7, Comlink 4, BioTech 8 c.	Y
7-10	40	Gear G7-11	KeyPad 4, DataPad 9 (comp), Medpac 5 (comp + salv), Thermal 5	N
11-13	15	Mod Mk1	Capacitor, Fusion Disk, Coil,...	~
13	55	Mod Mk2	Mod Mk2 Pulse Modulator.	Y

Shipments



Currency: Crystals, Credits
Value: 100%
Daily Income: ~900 (Both Arena, daily activities)

Buy always:

1. [Slots 1-4 @800-900 cr.]: G5 gear
2. [Slots 34-51 @15/p.]: Components of BioTech 8, Data Pad 9, Medpac 5, BlasTech 10; Thermal Det 5.

Buy if needed:

3. [Slots 34-51 @1400/p.]: Rancor full gear: Furnace 5, Scanner 7.
4. [Slot 51 @1274/p.]: Stun Gun 5 Proto.
5. [Slots 34-51 @273-300/p.]: G7(20's) Protos and full gear, e.g. Bacta Gel 2, Projector 3.

Full Inventory:

Slot	Unit Price	Contents	Examples	Buy
1-4	~1k cr.	Gear G4+	BlasTech 4, 6, 8, Medpack 1,...	Y
5-17	80	Character	B1, Logray, Qi'Ra,...	N
18-20	100	Ship	Ebon Hawk, IG-2000,...	N
21	30	Mod Mk2	Mod Mk2 Pulse Modulator.	Y
22-27	8	Mod Mk1	Pin, Disk, Chip, Coil, Amplifier, Capacitor (all 6).	N
28-29	28	Kyrotech salvage	Shock Prod 7, Battle Computer 9.	~
30-31	60	G12 purple salv.	Medpac 6, Scanner 8, Furnace 7,... (8 total)	N
32-33	60	G12 gold salvage	ArmaTek xxx (8 total)	N
34-51	*	Gear	Various salvage, proto and full gear.	*
52-54	50	Character (old)	Cad Bane, Stormtrooper,...	N
55	80	Character	Hera, Sabine	N
56-58	65	Ship	Gauntlet, Rex,...	N
59-64	50	Character (old)	IG-86, Princess Leia,...	N
65	1.5	Sim Tickets	Why is this still here???	N

Cantina Battles Store



Currency: Cantina Battle Tokens

Value: 37.5% (100 Cantina Battle Tokens = 37.5 Crystals)

Daily Income: ~300 (Cantina Battles)

Buy options:

1. [Slots 1]: Ship Credits (Building Materials) (37.5% crystal value)
2. [Slot 3]: Ship for shard store (21.3% crystal value)
3. [Slots 4-20]: Characters for shard store (17% crystal value)

Full Inventory:

Slot	Unit Price	Contents	Examples	Buy
1	4.75	Ship Credits (1K)	4.75 tokens = 1000 "Ship Building Materials"	Y
2	20	Ship upgrade	T4 Enhancement Droids	N
3	80	Ship	Cassian U-Wing	N
4-5	1-200	Ability Mats (1-2)	Ability Mat Mk1@100, Mk2 @200	N
6-21	80	Character	Chopper, Bistan,... (15 fixed)	N

Squad Arena Store



Currency: Squad Arena Tokens

Value: 34% (100 Squad Arena Tokens = 34 Crystals)

Daily Income: up to 900 (Squad Arena)

Buy options:

1. [Slot 1]: Prestige, up to 3000 (= 1 complete Capital Ship)
2. [Slots 2-3]: Credits (34% crystal value)
3. [Slots 4-21]: Characters for shard store (17% crystal value)

Full Inventory:

Slot	Unit Price	Contents	Examples	Buy
1	60	Prestige		Y
2-3	2	Credits (1K)	2 Tokens = 1000 Credits	~
4-21	80	Character	Kanan, Cassian, Asajj,... (18 fixed)	~

Galactic War Store



Currency: Galactic War Tokens

Value: ~17% (100 Galactic War Tokens = 17 Crystals)

Daily Income: 1200 (Galactic War)

Buy options:

1. [Slot 1-3]: Ship for shard store (17.1% crystal value)
2. [Slots 4-18]: Characters for shard store (16.9% crystal value)

Full Inventory:

Slot	Unit Price	Contents	Examples	Buy
1-3	100	Ship	Jedi Consular, FO Tie Fighter,...	Y
4-18	80	Character	Zeb, Bodhi, K2SO, Phasma,... (18 fixed)	N

Fleet Arena Store



Currency: Fleet Arena Tokens
Value: ~17% (100 Fleet Arena Tokens = 17 Crystals)
Daily Income: Up to 1800 (Fleet Arena)

Buy always:

1. [Slot 2 @2000/p.]: Zeta (exclusive)

Other buy options:

2. [Slots 3-10]: Ships for shard store (17.1% crystal value)
3. [Slot 1]: Omega mat (8.3% crystal value)

Full Inventory:

Slot	Unit Price	Contents	Examples	Buy
1	500	Ability Mat	Ability Mat Mk3	N
1	1500	Ability Mat	Omega	~
2	2000	Ability Mat	Zeta	Y
3-10	100	Ship (common)	PhantomII, Scimitar, Res X-Wing	N
11-18	80	Character (common)	Ackbar, Ezra, Geo Soldier	N