Mod guide

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September 2022

1 Introduction

I noticed a lot of people do not have the optimal mod setups, so I thought I'd make a little mod guide covering the basics and the best ways to farm mods, to decide which ones to keep and which ones to sell. This guide should cover everything, from mods for beginners to mods for endgame players. You can always make suggestions for updates of the guide. If I made a typo, let me know too.

2 The basics

When it comes to mods there are three important things you need to consider :

1. speed

2. appropriate mods

3. synergy

2.1 Speed

If you see mods in your inventory without speed, you can immediately sell them, because they are worthless

2.2 Appropriate mods

The best mods for a character are not necessarily the mods which the game recommends. A quintessential example is Grievous: his damage is based on his max health, however, the game recommends crit damage/crit chance mods. (The best way to mod Grievous is 4 health mods and 2 potency mods.) If you don't know which mods are the best for a character, go to Peempo's account on swgoh.gg. He usually has the best mods in the game.

2.3 Synergy

Sometimes having the fastest character is not enough: in a squad some characters need to be faster than others. An example is Bad Batch: after the first 2 turns, you have everything under control, but the turn order is very important! Echo needs to be the fastest, and then Tech and the rest doesn't really matter. But if your Hunter for example is faster than your Tech, it can mess up everything.

Speed is in most cases the most important stat of a character, but NOT for every character. Grievous needs to have high health, but his speed does not need to be that high, just above 200 suffices. Because of the synergy with his squad, he gets a turn if they die and gains turnmeter if they are hit.

3 Farming

Farming mods is very easy:

1. Go to mod challenges

2. Select the mod type you want to farm (for example 'speed')

3. Select the third phase and sim

4 Managing mods

As already said speed is one of the -if not the- most important stats in the game, so that will be the criterium which you'll use to determine which mods to keep and which ones to sell.

1. Go to the 'manage mods' tab in the game

2. Go to the filter tab and check on 'only unassigned mods' and select 'filter mods'

3. Select 'select all' and click on upgrade 'reveal all secondary stats' is already indicated, if not, select that option

4. Click on upgrade all (this can cost a lot of credits)

5. After having done this, tap on 'sort' and select 'speed'

6. Select the option in the corner, right above. Tap on it and normally you will see the mods appear the slowest first.

   It should look like this:

7. Select all mods WITHOUT speed and sell those.

8. Click again on 'select all', and click now on 12.

9. Now all mods are at their maximum speed (without slicing or calibrating of course). Go through your list of mods and delete all blue mods with less than +8 speed, and all purple mods that have less than +10 speed and all golden mods with less than +13 speed.

If you have done this, you only have decent mods left, well done!

5 Slicing

If you have went through the steps in the previous section, then it does not matter which mods you slice. However, I can recommend if you can choose between 3 mods with the same secondary stats, upgrade the one with the highest speed.

In this example the secondary stats are not exactly the same, but you get the point, you should upgrade the blue +10 speed-mods before you upgrade the blue +9 and +8-mods.

6 Calibrating mods

You might have noticed, you can now change secondary stats with the new currency micro attenuators. There is not a lot of info on the internet right now, but I recommend to only do it with mods with already 3 (preferably 4) times a speed secondary. For example this mod on my vader:

This mod has 4 times a speed secondary, so this is ideal for calibrating. If you want to calibrate a mod, you go to enhance, you click on calibrate and select a stat you do NOT want. I would choose a potency stat in this case, then

you click on calibrate mod and then you hope you will get a speed secondary. If you're lucky you get something like this:

Don't forget to click on 'keep changes'. If you did not get an extra speed stat, you can choose if you keep it or not.

7 Big mistakes regarding mods

1. Using mods which are less than 5-dot mods

2. Holding on to mods with less speed than the speed I recommended in the mod managing-section.

3. Slicing golden mods of +10 speed to 6-dot mods, hoping they will become 20 speed mods (you are wasting resources!!!)

4. Calibrating bad mods, micro attenuators are very rare! Use them only for your best mods and characters.