



POINTS UPDATE

50P

v2.0

PATCH NOTES
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Greetings Pilots, and welcome to the Post Adepticon Points Adjustment. PAPA for short...

There are too many changes to break it down pilot by pilot or even faction by faction. Instead, we want to go over the general philosophy of the points update and what we're trying to accomplish with it, so this may be a bit shorter than normal.

With Adepticon over, the time is right for a big shakeup. At the beginning of the 50 point system, we said we want to get to a point where points updates shake-up the meta, instead of purely rebalancing. Well, we're partway there.

For some factions, we are rotating the stronger pieces. Finding new ways to build lists and getting underused pilots involved was a priority. For other factions, bringing them up to the level of performance we've seen from the standout factions was the goal, but we still tried to shake it up a little, making sure that while all ships are viable, no single pilot dominates for too long. You've all dealt with update after update, talking about lowering the power level. We feel we've neared the floor where we want to be and to level that, some pilots deserve buffs. We wanted to simultaneously shake up strong pilots such as Fenn Rau while bringing the struggling factions closer to where they sit. Add in some fresh pilots/upgrades from the design team and it's a brand-new exciting season of X-Wing.

While some of you might try to work out which faction has had the largest number of buffs, we believe the big winners are the lower initiative pilots. We really tried to give some lower-initiative ships more agency and appeal than their higher-initiative counterparts.

Welcome to the PAPA World, we hope you enjoy.

Pilots to your ships!