



# POINTS UPDATE 50p v2.1

## Patch Notes August 2026

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Greetings, Pilots, and welcome to the Summertime Points Adjustment, a quality-of-life update that shifts around some of our new cards as well as some old favorites.

As with all points updates since the beginning of the 50-point system, we're still headed toward updates that not only rebalance but also shake up the meta! We want to encourage creativity in list building, and we're confident we've given you some fun pieces to play around with.

We are excited to announce we've added two more members to the points team to help us in our continuing mission: **Josh Kalmouni** and **Michael Vargas**. They've been part of points since May and have been instrumental in the creation of this points update, along with Oli, Catherine, and Liam.

We are saddened to announce that **Oli Pocknell will be stepping down as Points Lead**, taking a step back from the points team to focus on his new family. The role of Points Team Lead is now in the capable hands of **Liam Baker and Catherine Nyxsera**, who will co-lead. Although he's not leaving entirely, we would like to take this opportunity to thank Oli for all he has done for X-Wing and the community as he takes a deserved break from his work with us at the X-Wing Alliance (XWA).

With this points update, we want to rein in some of the more individually efficient pieces across different factions while giving some love to some interesting mid-to-low initiative pilots that haven't had much time in the sun. This is also a good opportunity to give some of the new upgrades a small tweak, while changing some staples that will hopefully make for tougher list-building decisions. Deliberate buffs to pilots in the i3 and i4 range will hopefully bring some neat fan favorites back on the tables in the coming weeks.

Let's dive into the faction-by-faction breakdown!

## Rebellion

With the Rebellion, we aim to bring other pilots to the table who have potentially been outshone lately. One of the potential stars of this update, **Lowhrrick**, has been freed from "1.0 jail" for good behavior. While his ability remains unchanged from those 1.0 days, the rules and the environment around him have changed. We expect he won't be as dominant as before. **Han Solo (YT-1300)** has also been adjusted with a **Squad Value (SV)** increase, giving him the means to bring all sorts of interesting upgrades. We can't wait to see what sort of builds you all come up with for this famous smuggler.

Hotshot pilots **Keo Venzee** and **Wedge Antilles** have also seen changes that will hopefully help them find their place in your next list, just to name a few.

## Galactic Empire

With 4 TIE Defenders and 3 TIE Interceptors seeing changes, this has been the update for the Imperials' "pointy" starfighters! **Darth Vader (TIE Defender)** was gifted a loadout increase while **Colonel Vessery**, **Countess Ryad**, and **Vult Skerris** have been given a close look in particular.

We would like to see more of those neat mid-initiative Imperial aces, so some polish to **Lt. Lorrir** and **Turr Phennir** will hopefully let them really shine. With increased LV and an additional Talent slot for Turr, for example, his build potential is greatly improved.

## Scum & Villainy

With **Loadout Value (LV)** increases to **Laetin A'shera** and **Quinn Jast**, we've given the M3-A a little bump that will hopefully add this ship back to the toolbelt of the Scum list builder.

By shifting around some Scum staples such as **Ketsu Onyo** and **The Mandalorian**, we hope to promote more diversity and creativity in Scum lists while making some space for pieces we haven't seen in a while. We are happy to see that the **IG 2000s** are receiving use after so long in cold storage, so we've given them a little encouragement to stick around, along with some additional changes to other famous villains.

## Resistance

We recognize that Resistance has had some very strong pieces that make a list shine, but not as many other viable options as we would like.

The goal of this update is to make more pilots attractive without removing the great ones already in play. To this end, some of the Y-wings have seen LV boosts, allowing for more gear. The RZ-2 A-wing gets some love as well: **Greer Sonnel**, in particular, gets a slight LV bump and receives a second Talent slot, opening up what we hope are some interesting builds with her.

## First Order

In line with our focus on i3-i4 pilots, the First Order receives a spread of buffs across this initiative band.

"**Ember**" (TIE/ba) gets a slight LV increase to help them stand out from competing Barons and "**Recoil**" (TIE/vn) also receives an LV bump.

The TIE/fo sees the most changes of this pass: one popular pilot becomes slightly cheaper, while others receive LV increases.

## Galactic Republic

The Republic already has access to plenty of great pilots, so with this points update, we mostly want to shift the faction's strengths around to encourage more experimentation in list building.

Some slight changes to the LAAT, including an LV buff to **Hawk** and **Sicko**, will hopefully bring their dynamic repositioning abilities to the table more often.

In a similar vein, **Slider (Clone Z-95)** has seen an SV and corresponding LV increase, which will hopefully make him a trickier dogfighter than previously. **Tucker (V-19 Torrent)** also sees a cost reduction that promises to bring this popular piece back into play.

## Separatist Alliance

Separatists have seen the most individual changes this time around, as we move toward their sweet spot.

Namely, we've adjusted all Belbullab pilots' LVs, now accounting for the fact that we've dropped Impervium Plating down to the low, low cost of free.

Interceptors **DIS-T81 (SoC)** and **DIS-L9B2** have swapped places, with an SV and LV decrease for DIS-L9B2 that will hopefully help bring it more to the table time.

The Techno Union Bomber has also seen a significant cost decrease, to help it land on that 7-point sweet spot.

Meanwhile, the Kelrodo-Ai Holdout pilots spent some time at flight school and have come back with new Talent slots!