



# **COMPETITIVE ORGANIZED PLAY REGULATIONS 2026-2027**

EFFECTIVE DATE: MAY 1 2026



# COMPETITIVE ORGANIZED PLAY REGULATIONS 2026-27 (XWA COPR26)

VERSION 2.0  
EFFECTIVE FROM 01 MAY 2026

These regulations apply to all XWA sanctioned competitive in-person events during the 2026-27 season. They are mandatory for Squad Championships, Regionals, and System Open events in order for those events to be officially recognized by the XWA.

[Sanction Tournaments](#)

[Tournament Format](#)

[Byes](#)

[Player Responsibilities](#)

[Squad Lists](#)

[Sportsmanship](#)

## SANCTIONED TOURNAMENTS:

### WHAT IS A 'SANCTIONED EVENT'?

A 'Sanctioned Event' is a Squad Championship, Regional, or System Open that has been approved and recognized by the XWA Organized Play (OP) Team. This process involves the Tournament Organizer (TO) requesting either a Squad Championship, Regional, or a System Open kit and agreeing to follow specific rules, guidelines, and reporting requirements before, during, and after the event. By becoming sanctioned, the event gains additional benefits, such as the winner receiving a bye in the first round of the next-highest-tier XWA OP event.

The XWA OP team can be contacted via [Organized Play Contact Form](#)

### PRE-EVENT STEPS FOR SANCTIONING

1. Apply to the event tier of choice (e.g., Squad Championship, Regional, or System Open). Request your XWA OP kit using the appropriate form. By applying and requesting an XWA OP kit, the Tournament Organizer (TO) agrees to the rules, guidelines, and requirements on event reporting.

**FORMS:** [Organized Play — X-Wing Alliance](#)

2. Once the event is confirmed, create a publicly available ticket and/or event page online, and advertise through appropriate channels if not already done.

3. Create the event on **Longshanks** or **Roll Better** (see Event Software)

### DURING REGISTRATION

1. Check that all players have a list submitted using LBN or YASB (see Event Software on page 13)

2. If the Tournament Organizer is running a Regional or System Open, confirm that any claimed bounties and byes are valid. Claimed Bounties can be checked at [XWA -Bounties Winners](#)

### POST-EVENT STEPS FOR SANCTIONING

1. Complete the event on your tournament software of choice.

2. Submit a Tournament Organizer (TO) Post-Event Report **within 72 hours of completion**. This is to allow the XWA OP Team time to process claimed and cashed byes for the following weekend. Post-Event Report forms can be found here: [Organized Play FORMS](#)

### POST-EVENT STEPS FOR SANCTIONING

1. Complete the event on your tournament software of choice.

2. Submit a Tournament Organizer Post-Event Report within 72 hours of completion. This is to allow the XWA OP Team time to process claimed and cashed byes for the following weekend.

**Post-Event Report forms** can be found here:

[TO Post Event Report](#)

As a guideline, a Squad Championship should have **8 active players**, a Regional should have **17 active players**, and a System Open should have **33 active players** for the event to retain Sanctioned status. An active player is a player who starts Round 2 of the tournament.

If the TO has any concerns about their event retaining Sanctioned status, they should contact the XWA OP Team as soon as possible using the following form: [OP - Contact Form](#)

**Note:** *Currently, the only additional benefit of being a sanctioned event is the award of a valid bye at future events. This bye is intended as an additional reward and a recognition of outstanding performance in a competitive environment. To maintain the integrity and perceived value of this reward, we encourage TO to assign it only when the suggested minimum number of active players is met. This approach helps ensure fairness across the OP system, avoiding situations where a small-scale or casual event that is using a Squad Championship kit as prize support grants the same reward as a large, competitive tournament. If attendance falls short of the suggested threshold, TO's are encouraged to submit a brief note to the XWA OP Team explaining the context; extenuating circumstances are always considered. If an event loses its sanctioned status, all other contents of the prize kit remain usable and can still be distributed as the TO sees fit, although the attached bye may no longer be valid.*

### TOURNAMENT FORMAT SCENARIOS

The current pools of available scenarios for XWA OP are:

- Assault at the Satellite Array
- Chance Engagement
- Salvage Mission
- Scramble the Transmissions
- Ancient Knowledge

Details of the scenarios are available here:

[XWA Scenarios](#)

Each event round will be played using a different scenario. All games during the same event round use the same scenario. Randomly select the scenario at the start of each round from the scenarios that have not yet been played in this event. Once each scenario has been played, randomly select the scenario for the next round from all the scenarios that have not been played twice. Continue doing this until each scenario has been played exactly two times. Repeat this process as many times as needed throughout the event to maintain an even distribution of scenarios.

## SCORE SHEETS

Template score sheets are available to download from XWA OP Resources: [XWA - Score Sheets](#) TOs are encouraged to provide score sheets for each round, one per player, which will require players to list their names, factions, table, and round number. Each round, both players should record how many points have been scored for objectives and ship destruction, as well as a running total.

Players are responsible for completing the score sheet accurately. During a game, a Judge or TO may consult the score sheet. Score sheets should always be kept in view and are considered open information. At their discretion, TOs may require players to submit score sheets at the end of each round and to submit their results on the Tournament Software. Players are responsible for checking and confirming their scores in the Tournament Software each round and should report any discrepancies to the TO as soon as possible.

## ROUND TIMERS

XWA OP suggests that each event round should last 75 minutes, giving players a set amount of time to complete their games.

At the beginning of the event round, the Tournament Organizer (TO) should announce pairings and instruct players to begin their games as soon as they are ready. The TO should start the timer for the round after most games have started (players have completed Setup and begun the first turn). The TO should never tell players when the timer has started or how much time remains in the round.

Games end when one player wins the scenario, after twelve rounds of play, or when the round timer ends, whichever occurs first. If a game has not concluded by the end of the round timer, the players finish the current round and calculate their scores. Games can also end in a concession, in which one player concedes. In the event of a concession, the conceding player receives a game loss and 0 mission points, and their opponent receives a win and 50 mission points.

## DRAWS

Draws are not a valid game result in Sanctioned XWA OP events. Each game in a Sanctioned Event should have a victor (the of a Sanctioned Event should have a victor (winning player). The score sheets provided to players are used to determine the victor in the event of a draw. If the game ends and players are tied in total mission points for the Scenario, the winner will be determined as follows:

1. The player scoring the most mission points for destroyed and damaged opposing ships will be the victor, with damaged ships at or below half health scoring their points (rounded down).
2. If this is also tied, then the first player's roll should be used. The winner of the roll will win the match.

Once the victor is determined, they should mark their score sheet accordingly and submit the results. The result is submitted with equal mission points, but the victor should be indicated in the Tournament Software.

## TOURNAMENT RESULTS

At the end of each event round, players earn event points based on their result: 3 points for a win and 0 points for a loss.

In events that use only Swiss rounds, the player with the most event points at the end is declared the Tournament Champion. In events with a Top Cut, the winner of the final match becomes the Tournament Champion.

## TIEBREAKERS FOR FINAL STANDING/POSITION IN TOP-CUTS

If two or more players have the same number of event points, tiebreakers are used to determine each player's standing within that group. Tiebreakers are used in the following order until all players within that group have been given a standing.

1. **Strength of Schedule (SOS):** A player's SOS is calculated by dividing each opponent's total event points by the number of rounds that opponent has played, adding the results of each opponent played, and then dividing that total by the number of opponents the player has played. The player with the highest Strength of Schedule score is ranked above all other players in the group not yet ranked. The player with the second-highest SOS is ranked second among all players in the group not yet ranked, and so on.
2. **Combined Mission Points:** The player with the most mission points across the event is ranked above all other players with the same number of event points. The player with the second most mission points

across the event is ranked second among those players, and so on. A player’s combined mission points are the sum of their earned mission points during each round of the event so far.

3. **Random:** If any players are still tied after all other tiebreakers have been applied, then those players are ranked in a random order below any players already ranked in the group

## PAIRINGS

Unless previously agreed with XWA OP, sanctioned events have a set number of rounds (see Table 1 next page). All events will have a Swiss stage, with larger events (i.e., 24 players and above) and all System events.

Opens with a top-cut knockout to determine the Tournament Champion. Regionals may be run as a Swiss event or use a top cut if attendance warrants it. TO’s should choose a format for regions that shows a true winner at the end of the event. If XWA OP agree to a custom format, this should be communicated to all players before the event and during the pre-event briefing.

Before pairing the first round of a Regional or a System Open, the TO should make sure all the players who have claimed a “bounty” from a Squad Championship or Regional are on a round 1 bye.

A player should not be paired against the same opponent more than once during the Swiss stage of the event.

For the first round of Swiss pairings, match players randomly against an opponent. For each round after the first, match each player at random against another player with the same number of event points.

To determine pairings, identify the group of players with the highest number of event points and pair them at random. If there is an odd number of players in that group, pair the remaining player with a random player from the group of players with the next most event points. Then, pair all remaining players in the second group at random. Continue until all players are paired.

If there is an odd number of players in the event, choose one player at random to receive a bye in the first round. In later rounds, if there is an odd number of players remaining in the event, give the bye to the lowest-ranked player who has not yet received a bye. When a player is given a bye, that player receives a win and earns 45 mission points for that round of the event. Players can leave an event early in several ways:

If a player no longer wishes to continue playing, that player must notify the Tournament Organizer (TO) of their intent to drop. The TO will avoid pairing that player in future rounds by dropping them from the event. Players should notify the TO of their intent to drop as soon as possible, and the TO may, at its discretion, impose penalties on players who fail to do so, such as withholding any prizes apply penalties to players who fail to do so, such as withholding prizes, if any, at their discretion.

Players can also be dropped if they do not appear within a reasonable time limit for a round in which they are paired, or if they are no longer able to play for any other reason. Players can request that the TO allow them to rejoin an event from which they were dropped. A player who rejoins in this way is assigned an unpaired loss for each round they did not participate in.

Players **ejected for misconduct** are removed from the event and cannot rejoin.

## NUMBER OF ROUNDS

Starting Player Count	Swiss Rounds	Rounds of Topcut
24 or fewer players	4	3
25 to 43 players	5	3
44 to 85 players	5	4
86 to 170 players	5	5

**Squad Championships** should play at least four rounds of Swiss. At their discretion, TOs may allow players to decide whether to progress to a Top Cut at the end of Swiss.

**Regionals** should play at least four to five rounds of Swiss to determine a single unbeaten player. **TOs can decide** that, for larger events, players progress to a Top Cut at the end of Swiss.

For **System Opens**, all unbeaten players or those with only one round loss at the end of the Swiss stage will progress to the **Top Cut**.

The number of Swiss and Top Cut rounds (if any) should be communicated to all players before the event begins and again during the pre-event briefing.

XWA OP suggests the following number of rounds of Swiss and Top Cut at larger regional events (those over 32 players/2 days) and all System Open (Table 1):

Depending on the number of participants and any dropouts, the event may not require all the suggested rounds of Top Cut. XWA OP may allow a custom event format different from the one above. In such cases, the custom format must be published in the event information and announced at the start of the event.

Top Cut games do not have to be played on a separate day, but **no event should** have more than **6 rounds in one day** for player and staff welfare.

## **BYES AND ROLLDOWN POLICY**

Certain players at Sanctioned events may earn a bye to the next-highest event tier. The player receiving the bye should be declared by the TO to XWA OP by completing the Post-Event Report form found here: [XWA – Post-Event Report](#)

The Player who wins a **Store Championship** will receive a first-round bye for a regional open. If the attendance at a Squad Championship reaches 24 players, then an additional bye may be awarded to second place.

The Player who wins a **Regional** event will be awarded a first-round bye to a System Open. If the attendance at a Regional event **reaches 48 players**, then an additional bye may be awarded to second place.

The players who placed first and second in a **System Open** will be awarded a first-round bye to a Continental or World Championship.

If attendance at a System Open event reaches 80 players, an additional bye may be awarded to 3rd place; if attendance exceeds 112 players, an additional bye may be awarded to 4th place.

If the player cannot attend that event or chooses not to claim the bye, they may pass it down to the next highest-standing eligible player (a process known as "bye rolldown").

Players may accumulate multiple byes over the course of a season; however, only one bye may be used per event.

This allows TOs to efficiently assign byes, particularly for players who may only be able to attend a single Regionals or System Open.

**Note:** After consideration we have decided to **allow byes acquired through the 2025/26 season** of organized play to be carried over to this season. Squad

championship byes will be applicable to regionals events; a system open bye will still be applicable to worlds. These acquired byes will expire at the **end of 2026/27 organized play season.**

## **TOURNAMENT STAFF RESPONSIBILITIES**

There are several roles needed to plan and run an event, and depending on the event's size, they may be performed by one or more people. At System Opens, tournament staff may not also compete in the event.

Every event requires at least one Judge to support the event and its players. If the Judge is not playing in the event and there is an odd number of players, the Judge may play a casual game with the player on a bye, but their focus should remain on the event as a whole, and they should be prepared to step away from this game regularly if required. If the Judge is playing, then another player should be nominated to make rulings on the games the Judge is involved in.

## **ROLES AND DEFINITIONS**

### **Tournament Organizer (TO)**

The Tournament Organizer (TO) is the primary person responsible for organizing the main event. The TO is responsible for all Sanctioning tasks, but may delegate them to a Judge or EA. A TO can also serve as the Judge and/or Event Admin, but should consider having additional people to support at larger events. The TO is responsible for providing game mats and event space for the event to take place, and for requesting an XWA Tournament kit if the event is sanctioned.

### **Event Admin**

The Event Admin is responsible for registration, pairings, and score reporting during the event.

### **Judge**

Judges are experts on the game's rules and regulations and provide determinations for matters of rules interpretation. A Judge's responsibilities include assisting players in resolving disputes and answering questions regarding the game's rules. A Judge also determines whether unsporting conduct has occurred and what the appropriate remedy is, and refers if unsporting conduct has occurred and what the appropriate remedy is, referring any recommendations for disqualification to the TO. At larger events where there is more than one Judge, one of the Judges should be designated as 'Head Judge' who would take responsibility for escalation of rules queries or player behavior evaluation and have the final say on any ruling made by Judges or player interaction/issue.

A Judge should have knowledge of the game documents, rules (including errata and official rulings), and **Frequently Asked Questions**. The **#rules channel in the official XWA Discord** (<http://discord.gg/x-wing> #rules-questions ) can also be used to ask rules questions, with any responses from an accredited XWA Judge bearing the XWA Judge role (note: currently pending) used to inform the Judge's ruling. Judges should not be afraid to **consult the Rules Reference or FAQ documents, (Rules Page — XWA ), XWA Rules Forum** or to ask a fellow Judge, before making a ruling.

Judges may issue warnings to players and provide suitable penalties for misconduct. This includes game losses and disqualifications. Any players who are violent or threaten violence, are verbally abusive, or if a Judge has reasonable grounds to believe the player has deliberately cheated, or repeatedly misbehaved during the event, should be immediately removed from the event and asked to leave the venue. See the Sportsmanship section for more information.

When a Judge is observing a game or when an issue is brought to the Judge's attention, the Judge should inform players if they are not following the game rules. Players have an initial opportunity to resolve any situation among themselves, but any player may ask the Judge to rule.

A Player may appeal the ruling of a Judge to the Head Judge. The Head Judge will then make a final ruling on matters of rules. Once a Judge has made a ruling, or, in the event of an escalation, the Head Judge has made a ruling, their decision is final. A Judge's ruling on whether something is in arc or in range is not subject to appeal.

## Streamer

XWA OP always encourages events to have live streams of games. The person responsible for organizing and maintaining the stream, or providing commentary, is a Streamer. There may be more than one Streamer at an event.

The TO should inform the Streamer(s) if they are also a Judge, and this should be **notified to players during the pre-event briefing**. If the Streamer is not a Judge, they should not interfere with games; as an Observer, they should call a Judge if they observe an issue in their stream game. The Streamer should not be the only Judge, unless they are prepared to regularly step away from commentary or stream admin duties, leave any commentary or stream to admin when required by other players.

## Player

A player is an individual who plays X-Wing at the event. An individual is a player only in a game of X-Wing in which they are a participant for a game of X-Wing in which they are one of the participants. A person is not a player for any other game of X-Wing, even if they are playing another game of X-Wing at the same time. A person is a Spectator for any game of X-Wing in which they are not participating, even if the game is part of the same tournament. When a person is not actively engaged in a game of X-Wing, that person is a Spectator.

## Observers (or Spectators)

An Observer or Spectator is any individual at a tournament that is not a TO, Judge (including Head Judge), or Player. Players are Observers for all games of X-Wing, other than a game of X-Wing that they are an active participant in.

Observers must not disturb an ongoing game and cannot provide any input or assistance to players during their games; this includes any time from when the pairings are made until the game concludes. Observers should not discuss the game or other matters that might affect it in a location where the players can hear the discussion. If an Observer believes they have witnessed a breach of the rules in a game they are watching, they may bring it to a Judge's attention, provided they do not interrupt the game or notify the players directly.

## PLAYER RESPONSIBILITIES

Players are required to bring all necessary game components for their squad, and these components must correspond to the official game components as closely as possible. Players should check with the TO before an event if they are unsure of its legality. The TO has final say on the legality of any third-party component.

## Ships

Each player must have the miniature for each ship in their squad. Players are allowed to personalize their miniatures as they like, but must follow these guidelines:

1. The miniature must be easily identifiable as the ship it represents.
2. The size or pose of a customized miniature cannot interfere with gameplay.
3. The miniature must always be attached to a Star Wars: X-Wing base that is the appropriate size and shape for the miniature it represents. If two or more miniatures in play could potentially touch, players may remove them from their plastic pegs until the conflict is resolved.

For clarity, XWA OP does not require official Star Wars: X-Wing miniatures to represent ships at event proxies may be used as long as they follow the guidelines above.

## Cards

A player must have at the table all the ships, upgrades, and condition cards included in their squad list. Proxy cards and alternate-art cards, including those printed from Infinite Arenas or other sources, may be used. Rulings by Judges should be based on the English version of the cards. All cards should have the most current official text, including any issued errata. Players are responsible for being aware of and referencing the correct, updated card text when needed. This requirement applies equally to all cards, including proxies and alternate-art versions.

## Dice

For XWA events, players should use official Star Wars: X-Wing dice found in the Core Box, Dice Expansions, or promotional dice such as those provided by the XWA or distributed by Asmodee or its subsidiaries. Players may use replacement or other third-party dice only if the TO approves it. If either player has a concern about dice legality, the TO or Judge can require that both players use one set of dice during the game

## Measuring tools

Players are required to bring their own set of measuring tools. This includes both range and maneuver tools, as well as any other tools that may be needed for their squad. Players using substitution or ancillary measuring tools must check with the TO before the event begins so the tools can be verified as being the correct size and shape. Players may not use measuring devices that lack an equivalent tool supplied by Fantasy Flight Games (FFG) or Atomic Mass Games (AMG). If there is any concern about size variance in a set, then the TO or Judge can insist that one set is used by both players during the game.

## Ship Tokens

Players should continue to use official X-Wing: 2nd Edition ship tokens whenever possible. The following substitutes are considered legal:

Any Print & Play components provided by FFG, AMG, or XWA that fully match the ship. These should be correctly sized and unmodified from the Print & Play. Print & Play components should be approved by the TO before the event begins.

Third-party ship tokens with the correct markings and shaded firing arcs (or with no shaded firing arcs).

Third-party ship tokens should be approved by the TO before the event begins.

An official X-Wing: 2nd Edition ship token with the correct initiative number and shaded firing arcs (or no shaded firing arcs) whose name does not match the name of any other ship in the squad.

All substitute ship tokens must have the correct corresponding markings accurately represented. Substitute ship tokens cannot contain any incorrect game information except for the name of the ship/pilot. All substitute ship bases should be approved by the TO prior to their use in that event.

*As an example, a YV-666 Light Freighter ship token with a 180-degree arc cannot be used as a Gauntlet Fighter ship token. However, a Ric Olie ship token can be used to represent The Mandalorian (Naboo Royal N-1 Starfighter), as long as Ric Olie is not already in that squad.*

## ID Markers

Players may use ID markers to clearly identify each of their ships and their related lock tokens. Third-party ID markers and lock tokens are acceptable as long as they are unambiguous and not easily confused (e.g., distinct colors, numbers, iconography, etc.).

## Tokens

Third-party tokens may be used as long as what they represent is clear.

### **Obstacles, devices, and other game components not listed above**

Components produced by third parties should match the official component in size/footprint, and their height should not exceed that of the official examples or noticeably affect model placement.

## Dials

All maneuvers on the dials should be legal for the associated ship. Third-party dials and dial covers may be used, as long as it is clear which dial is paired with which ship (e.g., color-coded). Replacement dials, including dials printed from Infinite Arenas or other sources, are permitted.

If players need to use an alternative, replacement, or proxy dial, they should check with the TO before the event begins to ensure all maneuvers on the dial are legal for that ship.

## SQUAD LISTS

Every player must submit a squad list using the Tournament software chosen by the TO, using either YASB or LBN to create their list.

A squad list is built as described in the Star Wars: [X-Wing XWA Squad Building Appendix](#), **Squad Building Tools: [Tools — X-Wing Alliance](#)**

Players must also indicate which obstacles they are taking during squad list submission.

Players are required to have at least one copy of their squad list available for consultation by the TO, Judge(s), or their opponent. Obstacles can be traced in outlines on the list.

If the squad list is handwritten, it should be **clearly** legible and list all pilots (with subtitles if required), ship types, upgrades, obstacles, and points.

In the event of a dispute between the squad list submitted to the Tournament Software and a player's physical copy, the squad list submitted to the Tournament Software will be used.

## **SPORTSMANSHIP**

Players, observers, and tournament staff are all expected to behave in a sporting and civil manner during the event. Due to the competitive nature of games, there will always be disputes, but everyone involved should be respectful of one another.

Should a disagreement arise, the players should immediately call for a Judge to help address and resolve the issue. As an example, the issue could be an arc check where neither player can agree, or it could be too close to call. Calling a Judge is not a bad thing; they will act impartially and resolve the issue.

During the game, players should clearly display their ship and upgrade cards, active and spent shield tokens, active and spent charge tokens, and damage cards assigned to ships (whether in play or destroyed). These are all considered open information unless instructed on a ship or upgrade card. If requested, players must show their opponents their ship and upgrade cards, as well as any face-up or discarded damage cards.

For upgrade cards that can be flipped into different modes (for example, Servomotor S-Foils), players should agree at the start of the game how these will be tracked, by card, token, or model. Where used, a token is considered the default tracker, and if one is in use, a Judge will defer to it to resolve the issue.

All players should play at an appropriate pace, including during set-up and active play. If a player believes the game is proceeding at an unreasonable pace, they should call a Judge at the earliest opportunity.

Players who deliberately conceal information or intentionally mislead their opponent may be warned or disqualified by the Judge.

## **MISSED OPPORTUNITIES**

Both players are responsible for maintaining the game state and for following all the rules of X-Wing. It is both players' responsibility to make sure mandatory 'must' abilities, triggers, and game steps occur.

It is the player's responsibility to remember their own optional 'may' triggers, which can only be used at the correct timing window and must be verbally declared to their opponent. If the player misses the timing window to use the 'may' ability, it is a missed opportunity, and the game cannot be rolled back once it has passed.

Players are expected to play at an appropriate pace and not rush an opponent into skipping game steps or opportunities for abilities to be used. A player does not have to remind their opponent of any 'may' abilities. Players should acknowledge changes in the game's phases and rounds. For example, 'end of activation phase, now start of engagement phase', and to provide each player the opportunity to use or decline abilities.

## **MARGIN OF ERROR**

Objects are sometimes moved accidentally or placed incorrectly during the normal course of the game. This is acceptable within a reasonable margin. Players must not abuse this margin of error, however, and they must use the components included with the game to help them be as accurate as possible. If a player feels their opponent is abusing this margin of error or if they need to make a particularly difficult movement, they should call a Judge for assistance before touching any components.

## **UNSPORTSMAN LIKE CONDUCT**

Players who do not behave in a civil and respectful manner can be disqualified from the tournament or issued a warning, at the discretion of a Judge or TO.

Examples of unsportsmanlike conduct include, but are not limited to:

1. Treating other players, Judges, tournament staff, or spectators disrespectfully.
2. Intentionally attempting to mislead your opponent, a Judge, or tournament staff.
3. Intentionally disrupting the placement of game components.

4. Removing dice from the table before an opponent can verify the roll.
5. Deliberately skipping or failing to acknowledge phases or steps in the game in order to rush an opponent or cause them to miss their opportunity to trigger an ability.
6. Playing or setting up at an unreasonable pace to gain an advantage in the game.

**Software Links:****Tournament Software:**

- Longshanks <https://www.longshanks.org/>
- Roll Better <https://rollbetter.gg/>

**List Building:**

- Yet Another Squad Builder (YASB)
  - <https://yasb.app/>
- Launch Bay Next (LBN)
  - <https://launchbaynext.app/>

**XWA Links:**

- OP [Organized Play — X-Wing Alliance](#)
- Rules [Rules — X-Wing Alliance](#)
- Points [Points — X-Wing Alliance](#)
- Forum [Forum — X-Wing Alliance](#)

**X-Wing Discord:**

- <http://discord.gg/x-wing>