

## PLIST 3.0 - Race Modifications - Combat Settings

|                      | Default | Race-Modification |      |      |      |     |      |      |      |     |     |     |
|----------------------|---------|-------------------|------|------|------|-----|------|------|------|-----|-----|-----|
|                      |         | 1                 | 2    | 3    | 4    | 5   | 6    | 7    | 8    | 9   | 10  | 11  |
| BeamHitOdds          | 70      |                   |      |      |      |     |      |      |      | -5  | +1  |     |
| BeamHitBonus         | 12      |                   |      |      | +1   |     |      |      |      | -3  | +1  |     |
| BeamRechargeRate     | 4       |                   | +1   |      | +2   | +1  | -1   |      |      | +3  |     |     |
| BeamRechargeBonus    | 4       |                   |      |      | +2   |     | -1   |      |      | +3  |     |     |
| BeamHitShipCharge    | 600     |                   |      |      |      |     | -30  |      |      | +30 | -20 | -50 |
| BeamHitFighterCharge | 460     |                   |      |      |      |     | -20  |      |      | -10 | +40 | -30 |
|                      |         |                   |      |      |      |     |      |      |      |     |     |     |
| BayRechargeRate      | 40      |                   | +1   |      | -1   | -4  | +2   | +1   |      | -3  | +2  |     |
| BayRechargeBonus     | 1       |                   |      |      |      |     |      |      |      |     |     |     |
| FighterBeamExplosive | 9       |                   | -1   |      |      |     |      |      |      | +1  | -3  |     |
| FighterBeamKill      | 9       |                   | -1   |      |      |     |      | +4   |      | -1  | -3  |     |
| FighterFiringRange   | 3000    |                   | -100 | -200 | -200 |     | +500 | -100 | +200 |     |     |     |
| FighterMovementSpeed | 300     |                   | +10  |      | -10  |     |      |      | -10  | -22 | +12 | +26 |
| MaxFightersLaunched  | 30      |                   |      |      |      |     |      |      | +2   |     |     |     |
| StrikesPerFighter    | 5       |                   |      |      | -1   |     |      |      |      |     | +2  |     |
| ExtraFighterBays     | 0       | +3                |      |      |      |     |      |      |      |     |     |     |
|                      |         |                   |      |      |      |     |      |      |      |     |     |     |
| TubeHitOdds          | 50      |                   |      | +2   | +2   | -3  | +2   | +11  | +1   | -8  | -1  | -6  |
| TubeHitBonus         | 13      |                   |      | +1   |      | -3  |      |      |      | -6  | -1  | -1  |
| TubeRechargeRate     | 30      |                   | -2   | +1   |      | +1  |      | -3   | -1   | +4  | -1  | +1  |
| TubeRechargeBonus    | 7       |                   | -1   | +1   |      | +1  |      | -3   | -1   | +3  | -1  | +2  |
|                      |         |                   |      |      |      |     |      |      |      |     |     |     |
| CrewKillScaling      | 30      |                   | -10  |      |      |     | +9   | -15  |      |     |     |     |
| HullDamageScaling    | 20      |                   |      |      | +1   |     |      |      |      | -2  |     |     |
| ShieldDamageScaling  | 40      |                   |      | +8   |      | -4  |      |      |      | +20 | -4  |     |
| ShieldKillScaling    | 0       |                   |      |      |      |     |      |      |      |     |     |     |
| ShipMovementSpeed    | 100     |                   |      |      |      | +10 | -10  |      |      | -10 |     |     |