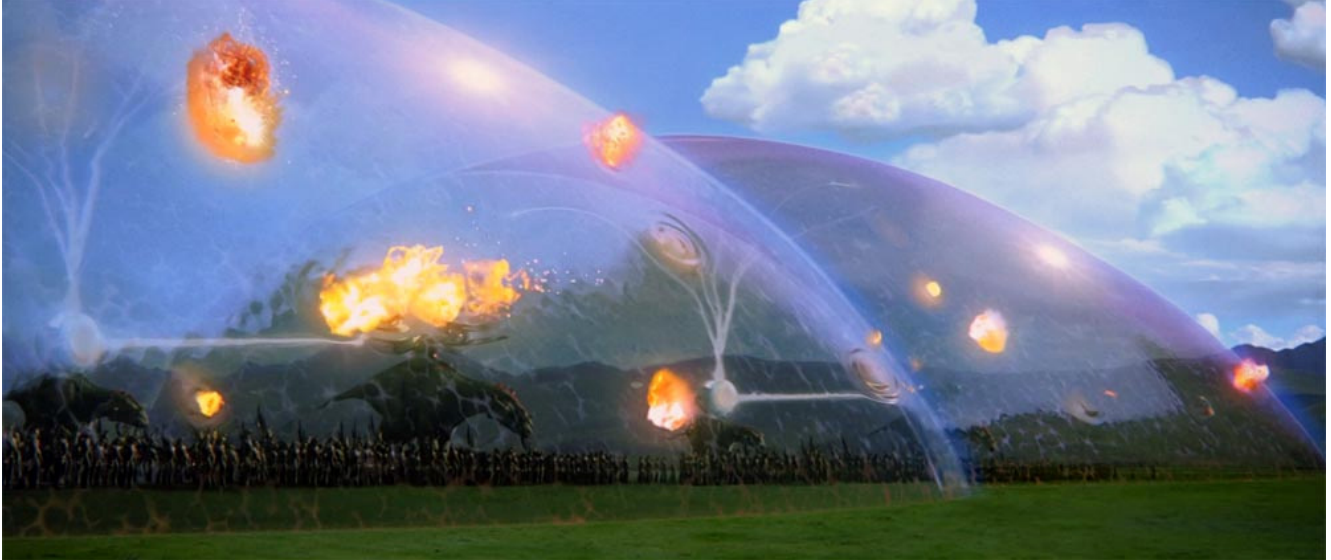


House Rule- Star Wars FFG Shields

This is a quick houserule to improve the survivability of smaller vehicles in the Star Wars FFG system by replacing the ■ dice used in them currently. Each single point of shielding provides a ■ dice which will add a ▼ or a ☉ to the attack roll or a combination thereof.

While it does offer 'some' protection against damage, it doesn't technically follow the mechanic of the shields being of a *Deflector* variety, which are there to stop damage full stop.

For Example-



Shells, blaster bolts and so forth, hit the shield and detonate on its surface, forcing the droid army to go through the shields and shoot at the Gunagans. This is what they do in the movies and this is what I would like to see them do in-game as something the players can visually associate them with.

But in the current system, they're usually spending all their spare cash on hull plating repairs as the shields with the ■ dice don't do enough to stop any appreciable damage and indeed, they're only doing something 2/3 of the time on averages. On starfighters, which are already flying coffins as is, it'll also mean that it's going to help out there a little so you don't get turned into space toast.

So let's fix that!

For starters, throw the ■ dice away, we won't need them anymore. What we'll use instead is a far simpler mechanic which is based on numbers, each ship with a shield usually has 1 or 2 in a facing, some of the bigger ones will have even 3 or 4, maybe even one from a Pilot Talent which grants another 1 or 2 as well. We're going to keep that as a cap of Four (4) via mechanical means plus any from a Talent(s) like Defensive Driving. That mechanic as a Numerical value, we'll leave as-is to avoid any further confusion and it applies to the existing mechanics in the system like running into things and collisions.

What we'll change is changing that Shield Value into a Number of hits.

Shields of course, come in different shapes and sizes, accordingly bigger and smaller depending on the vehicle they're mounted on. Small vehicles don't have the power supply to run something that would normally be hanging off the side of a frigate and likewise, something meant for a freighter will not have enough coverage for anything bigger. They still cover an arc of course.

Silhouette	Shield Value	Silhouette	Shield Value
2-3	6 hits per 1	8-9	12+Sil per 1
4-5	10 hits per 1	10+	15+Sil per 1
6-7	10+Sil per 1		

For example;

An X-Wing which has Shields of 1 Forward, 1 Rear will have 6 Hits in each defence arc

A Nebulon B which has shields of 2, 2, 2, 2 in its arcs will have $10+6 \times 2 = 32$ hits in each defence arc

The Mechanics

"Sir, we just lost the main rear deflector shield. One more direct hit on the back quarter and we're done for!" C3PO

Barrelling through space and being shot at by a Star Destroyer is a pretty terminal activity at best when you don't have 10ft thick plot-armour like they do in the movies. Not that I'm saying that these rules will alleviate that too much, but it might keep TIE's from frying your YT1300 as much... and then 'not heroically' spending hours fixing all the damage when you really should be off adventuring.

Damage incoming hits the shield first, apply your armour rating to soak as per normal.

So the TIE shooting your YT1300 with its 1 shield (10 hits) rear, will be blasting away as normal, for examples sake, he does 9 points of damage.

Damage 9 - Armour 3 = 6 points of damage to the Rear Shield.

So the rear deflector has taken a pretty good beating, if the TIE pilot had managed to get his linked guns to work, he's going to be doing 2 x 9pts of damage!

In the example above, the Damage has reduced the shield to being 4pts left

The second shot does the same again, this time doing Damage 9 - Armour 3 = 6pts of damage again.

The Shield absorbs 4 points of that, but the remaining 2 points are going onto the hull in the form of Hull Trauma. That shield is also now down!

- Breach still works as per normal on powerful weapons
- Angle Deflector Shields is still a normal manoeuvre for crew

That Engineer Guy

That guy now can do stuff with shields when he's not casually napping, gunfire is a great motivator.

First on the list of places to look is the Table in your MRB: "**Additional Starship and Vehicle Actions**" a place often used to stick people who don't really do much aside from shoot from a turret or spoof missiles.

Fourth down on the list is an option-

Boost Shields and it's a Hard (◆◆◆) Mechanics check.

Making that happen is going to cost you a success at getting it to work, it increases the Defence Zone by one(1) until the beginning of the next turn. Additional ✨ increase the duration by one round per ✨ in the roll

What that does in this system is add an additional (1) and adds it to the defence zone.

So if your YT1300 has 10 on its rear deflector, it now has (2) or 20 on its rear deflector!

A new option-

Repair Shields and it's a Hard (◆◆◆) Mechanics check.

The engineer spends an action bringing up a shield to full strength if it's been downed from enemy fire, they can only bring up one (1) defence arc per attempt from reserve power. It costs 2 x Silhouette system strain, extra 🌀 generated reduces the cost to a minimum of 1.

It does not restore a shield destroyed by a Critical Hit.

That Pilot Guy

Pilots have a talent called Defensive Driving, which was mentioned earlier, which makes a pilot with a rank or 2 of this talent quite worth the xp they sank into them. Essentially, it's an extra defence boost which will add to the deflector shields, but we'll use it as a Pool for each turn and it will refresh on the Pilots next action.

So if Slippery Bob the smuggler has 1 rank of Defensive Driving in his YT1300, he'd add 1 x 10pts to each arc of the ships deflectors. That damage can be eaten off the top first, before digging into the ships shields- but once it's gone and additional damage taken that turn will come off the mechanical shields.

The next time Bob gets to act during the round of turns, he'll get that defence back to the ship.

Conclusion

This does make ships a bit tougher; if it's too tough then feel free to adjust the numbers down. However, I've found the system to be fairly lethal to vehicles, particularly starfighters and it's not 'heroic' to be rendered ineffectual when your ship gets blown out from under you from a lucky roll.

Sure, that will still happen from time to time, but not on a regular basis and stops a lot of the 'Rocket Tag' from making things a complete winning initiative wins outright.

This is free for anyone to use, hope it helps you run fun games for your players.