Overview  
  
This mod increases the amount of shield attributes that are improved upon named shield generation.   
  
Currently in vanilla, a random 2 attributes from Melee Defense, Ranged Defense, Durability, Equipped Stamina Penalty, and Reduced Fatigue on Skill Use are improved.

This mod makes it so that Durability is always greatly improved, 2 of the other attributes are improved, and the improvements are more substantial. See below for details.  
  
I have always had terrible luck with famed shields, so I’m giving them quite a boost with this mod. I think it balances out because shields get destroyed pretty frequently, unlike weapons are armor which are yours forever (barring disaster) once you acquire them.  
  
  
Installation  
  
Move "mod\_buffed\_named\_shields.zip" into your Battle Brothers data folder.  
(Usually something like "C:\Steam\steamapps\common\Battle Brothers\data")

Attribute Changes  
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**Max durability**  
Vanilla: 120-140% of base  
Mod: 150-200% of base  
  
**Melee Defense / Ranged Defense**Vanilla: 120-140% of base  
Mod: 150-175% of base

**Equipped Stamina Penalty**Vanilla: reduce stamina penalty for equipping by 10-30%

Mod: reduce stamina penalty for equipping by 30-50%  
  
**Skills build up X less fatigue**Vanilla: 1-3  
Mod: 2-3

Files Edited

\scripts\items\shields\named\named\_shield.nut