EM Deflector drones redirect particle beams; this can be used for defending against enemy particle beams, *and* to curve your own beams around the enemy's deflector drones. To force an enemy particle beam to miss, the EM Deflector Drone must be positioned directly on the straight line between the attacker and the ship being defended.

EM Deflectors have a base deflection chance, which improves based on the distance between the drone and the ship it's defending. For Light Deflectors, it's 30% + 5% per hex. For Heavy Deflectors, it's 50% + 10% per hex. In all cases, subtract the beam's Armor Penetration rating from the deflect chance.

Additional EM deflectors in line with the beam path modify the deflection chance; Light Deflectors adjust the odds by ± 10%, while heavy deflectors adjust the odds by ± 25%. Defending EM Deflectors raise the deflection chance, while those belonging to the attacker *lower* the deflection chance.

Any enemy EM deflector eliminates the precision targeting crit multiplier and table-selection ability, regardless of if a miss is forced or not.