

Understanding the Tech 3 Cruisers – Caldari Tengu

Defensive Subsystems:

	Cargo	Shields						Armour				Slots			Sig	PG	CPU	
		HP	EM	EXP	KIN	THR	REC	HP	EM	EXP	KIN	THR	H	M				L
Tengu Defensive - Adaptive Shielding	420	3250	0 %	50 %	70 %	80 %	2160	2150	50 %	10 %	62.5 %	86.25 %	1	1	0	165 m	0	0
Tengu Defensive - Amplification Node	440	3550	0 %	50 %	70 %	80 %	1620	2350	50 %	10 %	62.5 %	86.25 %	0	2	0	150 m	0	0
Tengu Defensive - Supplemental Screening	410	3750	0 %	50 %	70 %	80 %	2430	2500	50 %	10 %	62.5 %	86.25 %	0	2	0	157 m	0	0
Tengu Defensive - Warfare Processor	290	3250	0 %	50 %	70 %	80 %	1620	2150	50 %	10 %	62.5 %	86.25 %	1	1	0	150 m	0	0
Tengu Defensive - Adaptive Shielding	5% bonus to shield resistances, 10% bonus to shield transfer effectiveness																	
Tengu Defensive - Amplification Node	10% bonus to shield booster effectiveness																	
Tengu Defensive - Supplemental Screening	10% bonus to shield hitpoints																	
Tengu Defensive - Warfare Processor	5% bonus to siege warfare links. 99% reduction in warfare link CPU need.																	

As can be guessed from their usual role in Eve, the Caldari Tengu is a primarily shield-tank focused ship. There are 2 defensive subsystems dedicated to boosting the 'regenerative' capabilities of the shield (i.e. pure hit points and resistances) one subsystem designed to improve the active regeneration of shields, and the fourth subsystem is designed around gang boosting.

Each subsystem gets the same base resistances, which are comparable to Tech 2 ships, i.e. for the Caldari, thermal gets a significant boost, with kinetic gaining a secondary resistance boost.

The subsystem that jumps out at you of course as the 'most suitable' choice is the Supplemental Screening subsystem – this not only provides the largest base shields and armour, the bonus is designed to compliment that and provide even greater bonus for the shields. There are 2 mid slots (compared to 1 mid 1 high for 2 of the subsystems) which is always useful for a Caldari ship, either to bolster additional tanking options, or usually more importantly for PVP, provide extra slots for fitting tackle/propulsion modules which always compete for tank with Caldari – the ability to negate a large shield extender due to the ship bonus is very handy, but of course, its possible to fit the LSE as well and have an incredibly large shield buffer as the bonus acts on the total value of the shield. It should be noted that the 2 subsystems that provide high slots in their setup do so because a high slot module (shield transfer or siege warfare link) is expected to be fitted to make the most of the bonuses offered.

The signature radius on this module is nothing to be amazed about, but for a nice change, the largest value of shields does not necessarily mean the largest signature – that dubious accolade falls to the adaptive shielding (resistance increasing) subsystem instead.

Whilst Cargo hold is never usually a very big concern with these ships (unless of course, you're going on extended visits to places like wormhole space or behind enemy lines), it should be noted that the Supplemental Screening subsystem has the 3rd lowest cargo hold of the options available, but with only 10m3 less than the resistance based subsystem, the loss is fairly insignificant. The shield boosting subsystem ranks with the highest cargo space, but remember that a large portion of this cargo may very well be taken up with capacitor boosters in PVP operations (or loot in mission operations if you're cap-stable) so the figure is more a nod in that general direction rather than any real bonus compared to the others.

Other areas that are important to note with the Defensive subsystems are that the adaptive shielding system allows for a bonus to shield transfer amount. This benefit will not be regularly used as it doesn't provide a bonus to range, plus the fact that remote shield boosting is not regularly used in combat (instead the majority tend to revert to armour boosting as this is the more commonly used method of tanking in PVP, and shield boosting an armour tanking ship would be of limited use) – add to the fact that the remote boosters are very limited range (not having the range options of the logistics cruisers or their Tech 1 counterparts) means that one of the main bonuses of the cruisers – that of manoeuvrability – will be lost by being forced to stick close by to your target. This doesn't really matter with remote repair battleship gangs, who can usually survive enough of a beating to be almost stationary.

It should also be noted that the gang link subsystem provides a 5% bonus to the effectiveness of the links, which is higher than other equivalent ships - for example, fleet command Tech 2 Battlecruisers, which only offer a 3% per level boost for a much higher skill point requirement to pilot the ship. The benefit of the Tech 2 battlecruiser though is the ability to activate more than 1 warfare module without using the command link processor mid slot item.

Offensive Subsystems:

	Drones		Slots			Hard		CPU	PG	Capacitor Cap
	Bay	B/W	H	M	L	M	T			
Tengu Offensive - Accelerated Ejection Bay	0 m3	0 Mbit/sec	5	1	0	5	0	33	0	0
Tengu Offensive - Covert Reconfiguration	0 m3	0 Mbit/sec	5	1	0	4	0	0	0	0
Tengu Offensive - Magnetic Infusion Basin	0 m3	0 Mbit/sec	5	1	0	0	5	0	365	450
Tengu Offensive - Rifling Launcher Pattern	50 m3	25 Mbit/sec	5	1	0	5	0	33	0	0
Tengu Offensive - Accelerated Ejection Bay	5% bonus to kinetic missile damage, 7.5% bonus to heavy, assault & HAM ROF. 10% HM/HAM velocity									
Tengu Offensive - Covert Reconfiguration	5% bonus to missile launcher ROF, 100% reduction in Cloaking device CPU need									
Tengu Offensive - Magnetic Infusion Basin	5% bonus to medium hybrid damage, 20% bonus to medium hybrid optimal range									
Tengu Offensive - Rifling Launcher Pattern	10% bonus to ECM strength, 5% bonus to Heavy, Assault & HAM Rate of Fire.									

The Tengu gains benefits to both medium grade missiles (Heavy Missiles, Heavy Assault Missiles) and also Assault Missiles for frigate sized targets as well as hybrid weapons (primarily focused on Railguns due to the range bonus that is offered.) This shouldn't come as a surprise to any Caldari pilot, as this has been the focus of their combat style since the beginning of time (or since the servers were switched on anyway)

Firstly, all 5 systems offer 5 high slots and 1 medium slot, the bonuses dictating how these are to be used.

One subsystem, the Covert Reconfiguration system, reduces the number of available weapon points by 1 in order to allow space for the cloaking device to be used. As this ship has a flat 100% reduction to CPU use, any module can be used including the Covert Ops cloaking device.

Other than that we have 3 broad categories:

- 1) Missile damage and range boosting subsystem – think something similar to a Cerberus.
- 2) Hybrid damage and range subsystem – this makes the ship function something akin to an Eagle
- 3) ECM strength bonus and missile Rate of Fire – this makes the ship function something like a Rook.

The Rifling Launcher Pattern (ECM based) subsystem is the only one which provides drone support, which is a little disappointing, but Caldari have never been one for drone use – thankfully 25 mbit of drone bandwidth will allow a full flight of small drones to be wielded which can help negate any pesky frigate tacklers who could be hindering you.

What can be seen is that the Tech 3 ships are designed to really only wield 5 weapons, however there are subsystems in the Engineering category that add 1 missile bay or turret slot for added punch – the question is if the bonuses those subsystems give can be useful for the ship you are intending to set up.

Electronics Subsystems:

	Targeting	CPU	Scan	Sensors				Slots		
				Ladar	Magneto	Radar	Grav	H	M	L
Tengu Electronics - CPU Efficiency Gate	65 km	420	210 mn	0	0	0	18	0	3	1
Tengu Electronics - Dissolution Sequencer	75 km	475	235 mn	0	0	0	20	0	3	1
Tengu Electronics - Emergent Locus Analyzer	65 km	475	250 mn	0	0	0	20	0	4	0
Tengu Electronics - Obfuscation Manifold	70 km	460	250 mn	0	0	0	16	0	4	0
Tengu Electronics - CPU Efficiency Gate	5% bonus to CPU									
Tengu Electronics - Dissolution Sequencer	15% bonus to sensor strength, 5% bonus to targetting range									
Tengu Electronics - Emergent Locus Analyzer	10% increase to scan strength, 20% bonus to range/vel of tractor beams, reduced CPU for scan probe launchers									
Tengu Electronics - Obfuscation Manifold	10% bonus to ECM jammer optimal range									

The electronics subsystems are the primary source of the mid slots on a ship, something very dear to the heart of Caldari pilots everywhere.

Of these, there are 2 modules which stick out as something to consider:

- 1) The dissolution sequencer, which offers both the longest targeting range as well as a bonus to increase this – something that is very integral to the Caldari sniper approach. Add to the fact that it has a high sensor strength and an additional bonus to improve that means that it has greater defence to ECM from your opponent, and in the case where a gang link defensive subsystem is fitted, the higher sensor strength allows you to reduce the risk of getting probed out by an enemy ship, if you are for instance sitting in a safe-spot providing gang bonuses away from the main point of the battle.

- Emergent Locus Analyzer, which provides a bonus to using scan probes, and also a bonus to tractor beam use. The scan probes are a very handy bonus for any 'multi purpose' ship, especially in PVP if you want to locate targets, but this really shines in PVE type combat, where the tractor bonus can be used to pull in wrecks from missions or from self-scanned combat sites – anyone who has used a Marauder class battleship will confirm just how good the bonus for tractor beams are for efficient cleanup of a mission – this subsystem enables that at a fraction of the skill point cost for getting into a Marauder.

Both of these subsystems have the added bonus of having the highest base CPU. Many people will indeed consider the CPU efficiency gate system for the bonus CPU it offers, but in most cases with the CPU offered from these modules, plus bonuses that may be given on other subsystems, the Tengu does not suffer for lack of CPU if it is properly fit and skilled for. Add to the fact that the CPU efficiency gate subsystem has the lowest base scan resolution; it is actually fairly low ranked on the combat effectiveness scale.

The Obfuscation manifold should of course be used if you are planning on running a dedicated ECM ship, but for general purpose combat, I can only really recommend the dissolution sequencer subsystem. Not only does it have the best 'combat statistics' it also has a bonus of a low slot. This goes somewhat against the Caldari philosophy of 'more mids please' but as it's the low slots which dictate the number of damage increasing modules that can be fit to the ship, its always good to have one more of those, especially with a ship which has such a fearsome built in tank as a Tech 3 cruiser.

Engineering Subsystems:

	Powergrid	Cap Total	Cap Ch.	Slots			Hard		Dr Bay	Dr BWV
				H	M	L	M	T		
Tengu Engineering - Augmented Capacitor Reservoir	600	1225	415 sec.	1	0	2	1	0	0 m3	0 Mbit/sec
Tengu Engineering - Capacitor Regeneration Matrix	825	2100	415 sec.	0	0	3	0	0	0 m3	0 Mbit/sec
Tengu Engineering - Power Core Multiplier	555	1225	415 sec.	1	0	2	0	1	0 m3	0 Mbit/sec
Tengu Engineering - Supplemental Coolant Injector	825	1225	415 sec.	0	0	3	0	0	0 m3	0 Mbit/sec
Tengu Engineering - Augmented Capacitor Reservoir	5% bonus to capacitor capacity									
Tengu Engineering - Capacitor Regeneration Matrix	5% reduction in capacitor recharge rate									
Tengu Engineering - Power Core Multiplier	5% bonus to power output									
Tengu Engineering - Supplemental Coolant Injector	5% reduction in heat absorbed by modules									

The engineering subsystems are where I'm frequently left scratching my head.

The systems themselves seem very straightforward from looking at their bonuses, but they do have some issues with them.

- Augmented Capacitor Reservoir – This provides a bonus to capacitor capacity, but when the bonus is applied, the total capacitor is less than what is offered from the Capacitor Regeneration Matrix subsystem. The only benefit this subsystem provides is the additional missile bay hard point for those missile users who definitely want the benefit of the extra missile slot. It also has the lowest base powergrid though, which could make fitting the additional launcher, especially when fitting other modules in your desired setup, a bit of a problem.
- Capacitor Regeneration Matrix – Whilst at first this module would scream 'PVE use' (after all, who is bothered about capacitor sustenance in PVP when cap boosters do all the work for you) there is something to note – it has the highest base capacitor, even more than the subsystem designed to provide a capacitor bonus. What this means is that this module gets effectively a double bonus – more capacitor per second of recharge due to the larger capacity with identical base recharge time, plus a faster recharge per second due to the direct bonus. This module also has the joint highest powergrid on offer meaning it's able to fit the modules it needs.
- Power Core Multiplier – This module seems perfect for squeezing those power hungry railguns into the ship. Whilst at first it seems to not provide much powergrid (having the lowest base), the Offensive subsystem it should be used with (Magnetic Infusion Basin) also provides additional bonus powergrid, meaning that the amount that the combined total produces is significantly higher than this subsystem alone provides. Add to the fact that there's a bonus Turret hard point, and this system seems obvious for a sniping platform.
- The Supplemental Coolant Injector subsystem has an obvious role – heat mitigation. This is a fairly run of the mill module if you do not use overheating much, but if you base your combat style on liberal use of

overheating, this could turn the tide of battle in your favour. This subsystem falls under the category of 'useful in certain situations' I guess.

Of course, the decision therefore falls to a few choices: More guns, more missiles, better capacitor regeneration, or longer lasting with heat. They all have their benefits, but it should be kept in mind that the 6th weapon is typically valued highly in PVP, but there is a significant cost attached with that in the bonuses that the other subsystems provide.

Propulsion Subsystems:

	Max Spd.	Inertia	Slots	
			L	M
Tengu Propulsion - Fuel Catalyst	160	0.387	1	0
Tengu Propulsion - Gravitational Capacitor	175	0.387	1	0
Tengu Propulsion - Intercalated Nanofibers	165	0.43	1	0
Tengu Propulsion - Interdiction Nullifier	155	0.559	0	0
Tengu Propulsion - Fuel Catalyst	10% bonus to afterburner speed			
Tengu Propulsion - Gravitational Capacitor	15% bonus to warp speed and capacitor needed to initiate warp			
Tengu Propulsion - Intercalated Nanofibers	5% increased agility			
Tengu Propulsion - Interdiction Nullifier	5% increased agility. Immune to non targeted interdiction			

The propulsion systems for the Tengu feel somewhat tacked on as an afterthought, as Caldari are typically not known for speeding around the battlefield, but none the less, they have their obvious advantages and disadvantages.

The Fuel Catalyst subsystem is seemingly designed with mission running in mind. There are very few situations where Cruisers can operate in a PVP environment with an afterburner, not having the base speed benefits of frigates available – couple that with the low base speed, which also limits the afterburner somewhat, and you have a cruiser which does somewhere in the region of 700 m/s with maximum skills and the afterburner turned on. With most cruisers doing somewhere in the region of 1km/s or more when under the influence of a micro warp drive, there is no way to dictate range in this situation. The only feasible PVP role I can see for this ship is for taking on a battleship and staying 'under the guns' much as frigates do – but frigates do a better job at pure tackling, and you would be a juicy target for any other frigates out there when you are tied up circling around the nearest battleship. The benefit is that it has the joint highest agility, meaning it can align faster, or maintain a tight orbit easier – not exactly the hallmark of the Caldari combat philosophy.

The Gravitational capacitor bonus allows for faster travel – but warp speed bonuses are usually fairly unwanted, as unless you are warping across very large systems, most of the time spent in warp is spent accelerating/decelerating to/from maximum warp speed, so the benefit you get is marginal. Reduced capacitor for entering warp is also not exactly at the top of everyone's desired attributes in a ship also. What this module does have going for it is the fastest base speed and equally high base agility, which has some combat usefulness. Generally stay away from this module unless you have really low propulsion subsystem skills.

Intercalated Nanofibers are probably the most useful general purpose module available in the range. Whilst it isn't the fastest one, with the skill bonus applied to the ship, it has the highest agility of all the options available.

The Interdiction Nullifier is the new bonus that has been brought in with the Tech 3 systems – the ability to ignore the effects of 'warp bubbles' (both being caught in them, or being dragged into them as you warp past.) Absolutely no benefit at all for anyone outside of 0.0 systems, the obvious problems with this ship subsystem is the reduced number of low slots, reduced speed, and lower agility – even with the agility bonus the ship is a slow moving beast with this subsystem fitted, and with maximum skills, it's still around half a second slower to align than the other two (non agility modified) propulsion systems, and over a second longer than the other agility modified one.