

Understanding The Tech 3 Cruisers – Amarr Legion

Defensive Subsystems:

	Cargo	Shields						Armor					Slots			Sig	PG	CPU
		HP	EM	EXP	KIN	THR	REC	HP	EM	EXP	KIN	THR	H	M	L			
Legion Defensive - Adaptive Augmenter	300	2200	0 %	87.5 %	70 %	20 %	1620	3300	50 %	80 %	62.5 %	35 %	1	0	1	154 m	0	0
Legion Defensive - Augmented Plating	340	2500	0 %	87.5 %	70 %	20 %	1620	3750	50 %	80 %	62.5 %	35 %	0	0	2	147 m	0	0
Legion Defensive - Nanobot Injector	300	2400	0 %	87.5 %	70 %	20 %	1620	3600	50 %	80 %	62.5 %	35 %	0	0	2	140 m	0	0
Legion Defensive - Warfare Processor	300	2200	0 %	87.5 %	70 %	20 %	1620	3300	50 %	80 %	62.5 %	35 %	1	0	1	140 m	0	0
Legion Defensive - Adaptive Augmenter	5% bonus to armour resistances. 10% to remote armour repair effectiveness.																	
Legion Defensive - Augmented Plating	10% bonus to armour hitpoints																	
Legion Defensive - Nanobot Injector	10% bonus to armour repairer effectiveness																	
Legion Defensive - Warfare Processor	5% bonus to armoured warfare links. 99% reduction in warfare link CPU need.																	

As is usual with the Amarrian design philosophy, armour tanking is the focus of the Legion strategic cruiser. Aside from the fleet boosting subsystem, the defensive systems are based around armour buffer or regeneration.

Firstly of course, it should be noted that the resistance bonuses that the Legion gets is similar to the Tech 3 cruisers in that they get Heavy Assault Cruiser levels of resistance, with large bonuses to explosive resistance, and a lesser bonus to kinetic resistance. This of course is perfect for closing out the resistance hole that plagues the armour tanking ships.

Looking at each of the subsystems in detail, there are a few things that jump out at you.

Adaptive Augmenter – This subsystem has not only the lowest cargo hold (admittedly, due to the low cargo space requirements of crystals, typical of Amarr, this shouldn't really be a problem) but also the highest signature, joint lowest shield and armour values, and loses out on a lowslot (a key part of the defensive strategy for Amarr ships) in favour of a high slot for a remote repair bonus that isn't very good (just to recap from the Tengu guide, there is no range bonus, which means that you lose a lot of the ability to make use of being a small, cruiser-sized target if you're stuck remaining within a few kilometres of your target.) The one positive that this system has is the armour resistance bonuses, but as the gain is only 5% per level, it's easily replaced by an EANM unit in another of the subsystems, which may get other benefits which aren't easy to duplicate.

Augmented Plating – Highest base armour (and shields too I guess) along with the ship bonus to multiply this higher base to create a significant armour buffer. This is almost the standard module to fit in PVP. It has a benefit of 40m3 additional cargo space, but I'm struggling to see why it was included specifically for this setup as there is nothing that suggests the extra space would be needed.

Nanobot Injector – This system provides a bonus to active tanking. Again, not a really spectacular bonus for PVP as it's always assumed that you're going to face massive frontloaded damage in all encounters, leading to repairers being ineffective in quick fights, but the descriptive text on this module suggests something that seems to have been overlooked: "When integrated into the hull of a Legion, it offers a substantial increase in the armour output of any repair modules fitted, whether local or remote."

If this means that performing remote armour repair on this ship provides a bonus to the repair amount, the bonus could be very good, as having a suitable logistics ship (Oneiros for instance) boosting this ship could be very effective in battle. However, a question that remains is that is this just another version of the Adaptive Augmenter's bonus of boosted remote repair, which once again is all but useless without a range bonus.

Active armour repair suffers from the fact that the repair bonus is at the end of the cycle, and as the bonus for this subsystem is not a boost to repair speed, my personal worry is that you may find your ship has been damaged heavily before the first boosted repair cycle can kick in.

The Warfare Processor subsystem is probably not designed for combat. As well as having the lowest base armour and shield, it does not provide any bonuses to bolster these low numbers, but does provide gang bonuses. If you can keep your ship away from the thick of fighting, the strategic cruisers offer the best bonuses available for a ship of this size.

Offensive Subsystems:

	Drones		Slots			CPU	PG	Capacitor Cap		
	Bay	B/W	H	M	L				M	T
Legion Offensive - Assault Optimization	0 m3	0 Mbit/sec	5	0	1	5	0	40	0	0
Legion Offensive - Covert Reconfiguration	0 m3	0 Mbit/sec	5	1	0	0	4	0	0	0
Legion Offensive - Drone Synthesis Projector	200 m3	50 Mbit/sec	5	1	0	0	3	0	0	0
Legion Offensive - Liquid Crystal Magnifiers	0 m3	0 Mbit/sec	5	0	1	0	5	0	0	0
Legion Offensive - Assault Optimization	5% bonus to HAM damage. 5% Missile ROF									
Legion Offensive - Covert Reconfiguration	10% bonus to medium energy turret capacitor use. 100% reduction in Cloaking device CPU need									
Legion Offensive - Drone Synthesis Projector	10% bonus to medium energy turret capacitor use. 10% bonus to drone damage. 7.5% bonus to drone HP									
Legion Offensive - Liquid Crystal Magnifiers	10% bonus to medium energy turret capacitor use, damage and optimal range									

The legion has the most varied weapons layout available to any of the Strategic cruisers. Each subsystem provides something different to the others. Unfortunately in most cases, these fall short of where they should be at to make them worth the cost of the ship versus equivalent tech 1 / tech 2 hulls of the Legions sister ships.

The Assault Optimization is of course based on the successful Sacrilege Heavy Assault Missile platform. With only 5 weapon slots though, this system loses out on pure DPS to the Drake battlecruiser unless you fit an additional launcher via the Power Core Multiplier engineering subsystem – and even then the Drake will still out damage the legion if it uses kinetic missiles which it gets the bonus for. Add to the fact that the Drake has access to drones to help clear out tackling ships, and has better use of lowslots for damage modules (not competing with limited slots for tanking bonuses that the Legion has to contend with) and is significantly cheaper to buy/lose then this subsystem loses a lot of its lustre.

The Covert Reconfiguration subsystem has the benefit of being able to mount a cloak (including the Covert Ops cloak) at the cost of damage in the form of 1 less turret point. However, the real concern with this system is that it forgoes a low slot for a mid slot, which does not make any sense, especially with low slots being quite a premium for the Legion already. If you're desperate for the added safety of the cloak then by all means, it's a decent subsystem for that reason, however if you want to use the ship as a primarily combat related vessel, this system could be better replaced by one of the others.

The Drone Synthesis Projector subsystem is another poorly thought out/implemented system. Firstly, why has the drone HP been reduced compared to every other drone carrying Tech 1 ship out there? It seems strange to get a lesser bonus to what is already available on the market. Add to the fact that the ship only allows 3 turrets to be fit, but still provides 5 high slots (perhaps 2 should be used for drone link augmenters, who knows) and also drops a low slot in favour of a mid slot, makes this subsystem a curiosity.

Liquid Crystal Magnifiers are finally somewhat of a suitable combat based subsystem for the Legion. Boosting the obvious Amarr bonuses of lasers, these provide gains to optimal range, damage and capacitor use. The curiosity this system has over for instance using a Zealot HAC is that there is no rate of fire bonus on the guns, so even with a 50% damage bonus, with the same 5 weapon setup as the Zealot, the damage bonus is lower at maximum skills (25% damage with 25% faster rate of fire is a higher damage bonus per second than 50% damage increase.)

The area where the Legion wins over the Zealot though is in skill point availability – as with most things to do with Strategic cruisers they get 'somewhere close to the mark with minimal skill points' when you compare the rank 1 skill for offensive subsystems, versus the rank 6 skill for heavy assault cruisers. Of course, with the potential of losing the skillpoints for the Offensive subsystem skill, and the fact that the HAC skill is universal across all races, means that there could be decisions to be weighed up by the pilot who wants to fly the ships.

Electronics Subsystems:

	Targeting	CPU	Scan	Sensors				Slots		
				Ladar	Magneto	Radar	Grav	H	M	L
Legion Electronics - Dissolution Sequencer	65 km	380	260 mn	0	0	17	0	0	4	0
Legion Electronics - Emergent Locus Analyzer	55 km	380	280 mn	0	0	17	0	1	3	0
Legion Electronics - Energy Parasitic Complex	55 km	375	280 mn	0	0	13	0	1	3	0
Legion Electronics - Tactical Targeting Network	60 km	400	255 mn	0	0	15	0	0	4	0
Legion Electronics - Dissolution Sequencer	15% bonus to sensor strength, 5% bonus to targetting range									
Legion Electronics - Emergent Locus Analyzer	10% increase to scan strength, 20% bonus to range/vel of tractor beams, reduced CPU for scan probe launchers									
Legion Electronics - Energy Parasitic Complex	10% bonus to energy vamp and neutraliser transfer amount									
Legion Electronics - Tactical Targeting Network	15% bonus to scan resolution									

Firstly, a general point about the Electronics systems of the Legion – they have no low slots. For a Tengu this was not a major problem, as the bulk of its modules fit into the mid slots, but for a Legion, which relies on its low slots for doing both ‘Tank and Gank’ roles, the large number of mid slots actually hinders fitting. The real confusion with all of this comes when all of the other races each have at least 2 subsystems which add a low slot (Gallente have a low slot provided with all 4 systems)

Dissolution Sequencer – This module, much as with the Tengu before it, seems to be the best choice – not only does it boost the Amarr’s woefully low sensor strength (which makes them very susceptible to ECM) it adds to locking range, which works with the optimal range bonus of the Liquid Crystal Magnifier subsystem if you want to make a sniper setup. The one other bonus this subsystem has is that you can use an ECCM module in one of the several mid slots that are free to bolster the sensor strength even more.

Emergent Locus Analyzer – Similarly to the Tengu, this module has its definite uses (everyone loves scan probes) but the tractor module bonuses should not be overlooked, especially as there is no current way to get these bonuses except for being in a Marauder or other similarly bonus-boosted ship.

The Energy Parasitic Complex suffers for lack of range on the neutraliser/energy vampire bonus, but looking elsewhere, you find that an equivalent ship, the Pilgrim, gets a 100% boost rather than the 50% boost that this ship gets, so the bonus is not even comparable to that ship. Add to the fact that there is only 13 sensor strength, the ship is very dangerous to use around ECM boats, as it would be very likely to be jammed – especially as the Pilgrim gets 24 points of strength. It also comes with the lowest base CPU and targeting range, to round off a poor set of combat statistics.

The Tactical Targetting Network boosts the scan resolution to make the ship target much faster. Whilst it can be useful in battling smaller craft to you, the lack of drone space on the Legion in general limits what can be used well against those small craft, unless you want to go at them with medium sized guns. The bonus this system does have over the others is an increased CPU level, and middling locking range, but the unfortunate low Radar strength is still going to be an issue.

Engineering Subsystems:

	Powergrid	Cap Total	Cap Ch.	Slots			Hard	Dr Bay	Dr BWV	
				H	M	L	M			T
Legion Engineering - Augmented Capacitor Reservoir	1125	2225	415 sec.	1	0	2	0	1	0 m3	0 Mbit/sec
Legion Engineering - Capacitor Regeneration Matrix	1290	2225	415 sec.	0	0	3	0	0	0 m3	0 Mbit/sec
Legion Engineering - Power Core Multiplier	1200	1575	415 sec.	1	0	2	1	1	0 m3	0 Mbit/sec
Legion Engineering - Supplemental Coolant Injector	1290	1575	415 sec.	0	0	3	0	0	0 m3	0 Mbit/sec
Legion Engineering - Augmented Capacitor Reservoir	5% bonus to capacitor capacity									
Legion Engineering - Capacitor Regeneration Matrix	5% reduction to capacitor recharge									
Legion Engineering - Power Core Multiplier	5% bonus to power output									
Legion Engineering - Supplemental Coolant Injector	5% reduction in heat absorbed by modules									

Augmented Capacitor Reservoir – This subsystem seems to give with one hand, and takes away with the other. Firstly, it offers another turret slot, which is always very useful for increasing the damage you can produce, but in turn it sacrifices a low slot, when these are at a significant premium. It comes with the joint largest capacitor base total, and can give a decent overall capacitor with the bonus - useful for cap-hungry modules such as neutralisers for instance. The low amount of powergrid (below half of what the other systems offer) however means that you will be struggling to fit the extra gun option along with other modules.

Capacitor Regeneration Matrix – This subsystem goes into the 'should be used in specific situations' setup. It has the benefit of 3 low slots, which is always handy to see on a Legion setup, and a decent sized capacitor. The bonus of capacitor recharge may assist with helping to recover the capacitor after using heavy drain modules/weapons, but many would argue that the larger capacitor (and subsequent increased regeneration offered through that) for the Capacitor Reservoir subsystem is a better choice if you’re worried about the amount of capacitor you have. Where this module would shine would be similarly to what is used in a Sacrilege – dual rep scenarios – something which can make use of the recharge bonus without being high drain. In its favour though is the relatively large powergrid (though no match for the Power Core Multiplier) which allows some adaptability with fitting modules.

Power Core Multiplier – This is the subsystem of choice for the Legion. Whilst it sacrifices a low slot for an additional high slot, it offers the additional damage potential of the 6th weapon that the Capacitor Reservoir subsystem offers, without the pathetically low powergrid – in fact the bonus of this subsystem is designed to

overcome the low powergrid being offered on the Legion. Of course, all these benefits have to have a downside, and the unfortunate one for this is that the capacitor is very small indeed. On the plus side with this, you won't have to waste low slots fitting a module to boost the powergrid, and you could use one of the many mid slots to fit a capacitor booster and overcome the limitation of this subsystem.

Supplemental Coolant Injector – This module reduces the chance of heat damage. It has a decent powergrid and the same unfortunate low capacitor of the Power Core Multiplier. Useful if you do a lot of overheating, but as this module could be seen more as 'delaying the inevitable' when your modules break, it may be that the additional bonuses offered from one of the other subsystems could be better used, since overheating is often seen as a 'do or die' option rather than something you do in every second of every encounter. Each to their own though if you want to do that.

Propulsion Subsystems:

	Max Spd.	Inertia	Slots	
			L	M
Legion Propulsion - Chassis Optimization	170	0.619	1	0
Legion Propulsion - Fuel Catalyst	170	0.507	1	0
Legion Propulsion - Interdiction Nullifier	165	0.732	0	0
Legion Propulsion - Wake Limiter	165	0.563	1	0
Legion Propulsion - Chassis Optimization	5% bonus to max velocity			
Legion Propulsion - Fuel Catalyst	10% bonus to afterburner speed			
Legion Propulsion - Interdiction Nullifier	5% increased agility. Immune to non targeted interdiction			
Legion Propulsion - Wake Limiter	5% reduction in MWD signature bloom			

Chassis Optimization – This is probably the subsystem to fit in almost all cases. It offers a useful bonus (5% speed increase is always handy to have, especially with the subsystem with the joint highest base speed as well) along with an additional low slot. Agility is nothing to be too impressed by, but its not too bad - though it is still slower than both the Zealot and Sacrilege by a tiny margin.

Fuel Catalyst – This subsystem is overshadowed somewhat by the Chassis Optimization system – the bonus it grants is basically duplicated by the 5% velocity increase given by that system – the downside to this system is that it does not offer any benefits to Microwarp drives, which are frequently needed when fighting with Cruisers, especially one that is designed to fight at range (if you are flying with lasers on the Legion.) The only thing really going for this module is the joint highest base speed, and the best agility – aside from using it as a mission ship though; this system is overshadowed by the Chassis Optimization for general use.

Interdiction Nullifier – Again, the new plaything with Tech 3 – the ability to ignore non targeted interdiction (bubbles and heavy interdictors.) This module has a serious downside in that it loses the low slot, which is already at a premium, and has quite bad agility, which means it takes a lot longer to align, though that is negated somewhat by the bonus. As well as that, it's also basically useless outside of 0.0 space, but you knew that already. Use this if you really want to, but keep the downsides in mind.

Wake Limiter – There is very little going for this module I'm afraid. Whilst at first guess, the MWD bloom reduction is useful, in practice it does not do as much as you'd have hoped. Firstly, even with this module fully skilled up, you will have a massive signature when under the effect of a MWD anyway, and no amount of reduction (unless it was say 100%) would change that. If you get webbed, you will still take a load of damage with 5x your signature size, or 4x signature size. Add that to the lower base speed and fairly low agility (it aligns slower than a Zealot, but faster than a Sacrilege) means that the subsystem doesn't have many positive points.