Understanding The Tech 3 Cruisers – Gallente Proteus

Defensive Subsystems:

	Cargo	Shields						Armor					Slots			Sig	PG	CPU
		HP	EM	EXP	KIN	THR	REC	HP	EM	EXP	KIN	THR	H	M	L			
Proteus Defensive - Adaptive Augmenter	320	2100	0 %	50 %	85 %	60 %	1620	3200	50 %	10 %	83.75 %	67.5 %	1	0	1	176 m	0	0
Proteus Defensive - Augmented Plating	280	2400	0 %	50 %	85 %	60 %	1620	3650	50 %	10 %	83.75 %	67.5 %	0	0	2	168 m	0	0
Proteus Defensive - Nanobot Injector	300	2300	0 %	50 %	85 %	60 %	1620	3500	50 %	10 %	83.75 %	67.5 %	0	0	2	160 m	0	0
Proteus Defensive - Warfare Processor	220	2100	0 %	50 %	85 %	60 %	1620	3200	50 %	10 %	83.75 %	67.5 %	1	0	1	160 m	0	0
Proteus Defensive - Adaptive Augmenter	5% bonus to armour resistances. 10% to remote armour repair effectiveness.																	
Proteus Defensive - Augmented Plating	10% bonus to armour hitpoints																	
Proteus Defensive - Nanobot Injector	10% bonus to armour repairer effectiveness																	
Proteus Defensive - Warfare Processor	5% bonus to information warfare links. 99% reduction in warfare link CPU need.																	

As can be expected, defensively, the Proteus relies upon armour as its primary source of defence. It has the usual Gallente bonuses of primarily high kinetic, and secondary high thermal resistances.

All of the subsystems have been covered in the Tengu and Legion guides that were published earlier, so there are no new toys to play with specifically for this ship, but there are one or two key points to bear in mind.

Generally, the Proteus has lower pure armour values than the Legion, and a larger signature. This alone suggests that the defensive prowess of the Proteus would be much worse than the Legion – this ship has one significant benefit over it's Amarrian counterpart however – a much better availability of low slots.

A brief note about each of the subsystems:

Adaptive Augmenter – This has the joint lowest armour, coupled with a bonus that can be replaced by a single module, and the often derided remote repairer bonus which seems almost worthless. Coupled with the largest signature, there isn't much looking positive for this subsystem.

Augmented Plating – Whilst it isn't as directly powerful as the Legion version (with having 100 armour points less as a base) this subsystem is still key to maintaining a decent buffer tank, which is of vital importance during PVP. If you are interested in using the ship in a more PVE orientated task, it may be best to go for the Nanobot injector system and improve the active repair aspect rather than the buffer – but this subsystem is the principle ingredient for getting a 100k+ hit point buffer tank due to how it interacts with armour plates and Trimark rigs.

Nanobot Injector – Whilst it seems to be very useful for creating an active tank, care must be taken with boosted repair amounts, as if they are used too early, they may boost for more than the required amount, which has a significant waste of capacitor energy, and if they are operated too late, they could not repair quick enough due to the time it takes for the cycle to complete. The 50% greater increase in repair amount, perhaps coupled with some rigs to enhance to repair cycle time, will perform fine in a PVE role.

Warfare Processor – Again, this is a specialised setup, and I believe not particularly intended for front line action. This subsystem should excel in a ship which stays in a safe spot away from the main bulk of the action, where it can utilise the enhanced gang-boosting bonuses without risk of attack. Works well with the Dissolution Sequencer electronic subsystem to boost the sensor strength of the ship and reduce the chance of probing it out. Due to the lower signature radius than the other systems, this can also be a benefit to this process.

Offensive Subsystems:

	Drones		Slots			Hard		CPU	PG	Capacitor Cap	
	Bay	B/W	H	M	L	M	T				
Proteus Offensive - Covert Reconfiguration	0 m3	0 Mbit/sec	5	0	1	0	4	0	0	0	
Proteus Offensive - Dissonic Encoding Platform	0 m3	0 Mbit/sec	5	0	1	0	5	0	0	0	
Proteus Offensive - Drone Synthesis Projector	125 m3	75 Mbit/sec	5	0	1	0	3	0	0	0	
Proteus Offensive - Hybrid Propulsion Armature	75 m3	50 Mbit/sec	5	0	1	0	5	0	0	0	
Proteus Offensive - Covert Reconfiguration	5% bonus to medium hybrid damage. 100% reduction in Cloaking device CPU need										
Proteus Offensive - Dissonic Encoding Platform	10% bonus to medium hybrid damage and falloff. 7.5% bonus to medium hybrid tracking										
Proteus Offensive - Drone Synthesis Projector	5% bonus to medium hybrid damage, 10% bonus to drone damage, 7.5% bonus to drone HP										
Proteus Offensive - Hybrid Propulsion Armature	10% bonus to medium hybrid damage and falloff										

As can be expected with a Gallente ship, the focus of weapons is on short ranged blasters and drones. This goes against the philosophy of the other Tech 3 ships reviewed so far (Legion and Tengu) which have a focus on long-ranged combat with their primary weapon system.

The 4 systems each have their own key defining points, which are described below.

Covert Reconfiguration – This subsystem is the one intended for stealthy 'behind enemy lines' operations. It operates similarly to an Arazu, but has the benefit of an additional weapon point for added punch in combat. You should bear in mind however that unlike with the usual Gallente philosophy, there is no space in the ship to fit drones.

Dissonic Encoding Platform – This subsystem, due to the tracking bonus, seems to be more associated with Railguns rather than blasters. Personally, I don't really rate the Proteus as a ranged combat platform (especially as this subsystem does not include any optimal range bonuses) so it could be a good anti-frigate option instead using blasters with their already high tracking coupled with the additional bonus from the subsystem. However there are 2 key points going against this system – the first is that there are no drones, so if you can't kill off the frigate using your enhanced tracking, you could be in a problem, and secondly why use a multi-hundred million Isk cruiser to take out frigates when a destroyer will do the job admirably.

Drone Synthesis Projector – This subsystem seems to be poorly implemented. With only 75 mbit bandwith, coupled with a potential of 25 mbit more if you use the Augmented Capacitor Reservoir engineering subsystem, you sill wont have enough bandwidth to let loose a full wing of Sentry or Heavy drones, which is one of the primary advantages of the Ishtar. Add to the fact that you only end up with 3 gun points (since you couldn't use the Power Core Multiplier subsystem) or 4 gun points with a limit of 75mbit bandwidth means you will be reduced in effectiveness. There is still an issue with the bonuses that are given from the subsystem however in that the hit point bonus is lower than similar ships (Ishtar) as well as having a reduced combat effectiveness.

Hybrid Propulsion Armature – This seems to be the best 'all round' offensive system for the Proteus. If you couple it with the Power Core Multiplier engineering subsystem to add the extra turret mount, you can have 6 guns, each with a higher damage multiplier than the Diemos, plus an added falloff bonus to assist where it is required. Add in the fact that you can field a full flight of medium and light drones, you have a subsystem that has many positives and no significantly visible negatives.

Electronics Subsystems:

	Targeting	CPU	Scan	Sensors				Slots		
				Ladar	Magneto	Radar	Grav	H	M	L
Proteus Electronics - CPU Efficiency Gate	65 km	360	225 mn	0	17	0	0	0	3	1
Proteus Electronics - Dissolution Sequencer	70 km	410	245 mn	0	19	0	0	0	3	1
Proteus Electronics - Emergent Locus Analyzer	60 km	410	270 mn	0	19	0	0	0	3	1
Proteus Electronics - Friction Extension Processor	60 km	375	270 mn	0	15	0	0	0	3	1
Proteus Electronics - CPU Efficiency Gate	5% bonus to CPU									
Proteus Electronics - Dissolution Sequencer	15% bonus to sensor strength, 5% bonus to targetting range									
Proteus Electronics - Emergent Locus Analyzer	10% increase to scan strength, 20% bonus to range/vel of tractor beams, reduced CPU for scan probe launchers									
Proteus Electronics - Friction Extension Processor	10% bonus to disrupter and scrambler range									

One point that needs to be made over the Electronics subsystems of the Proteus versus the Legion is that the Proteus has an additional Low Slot (at the cost of a not really needed medium slot) which can make all the difference in how your ship is set up. As the 'holy trinity' of propulsion, web and warp negation can be fit on each subsystem, additional bonus medium slots you find from other slots can be used to add things like capacitor boosters, sensor boosters and the like to improve your ship.

Looking into each of the subsystems in turn, there are some key issues with each of them:

CPU Efficiency Gate – This subsystem does not have much use for a combat-based Proteus as it is more than possible to fit out a ship with just the base CPU from one of the other systems. For specialised roles (such as gang boosting for instance) it may be worth it to fit this module if the CPU requirement is an issue.

Dissolution Sequencer – This module does not offer much combat bonus for the blaster Proteus, and aside from the previously mentioned 'scan proofing' process (by the massive gain in your sensor strength) there is very little benefit to fitting this subsystem, although of course bear in mind that your chance of being jammed by ECM is related to your sensor strength, so this subsystem will help with that. The long range targeting bonus seems lost on a ship that relies on short range combat however.

Emergent Locus Analyzer – This subsystem should be used if you intend to use the Proteus as a scanner ship. It works well with the Covert Reconfiguration offensive subsystem to find those hard to locate targets.

Friction Extension Projection – This seems to be the primary choice for a PVP short ranged Proteus. A boost to scrambler/disrupter range is always handy to have, both in the early ability to activate it and also giving you another split second of reaction time if your opponent tries to burn away from you to get out of range. This subsystem works great when coupled with an overheated faction scrambler/disrupter, the increased range along with the boost from this subsystem combine to provide a very long range indeed, allowing you to wield a scrambler at beyond medium neutraliser range. There is an additional benefit to this subsystem in that it allows you to wield a warp scrambler much more easily, so it may be possible to remove a webifier from your setup, as you will be able to negate a targets MWD much easier, whilst staying out of range of an opponents scrambler and keep your MWD running.

Engineering Subsystems:

	Powergrid	Cap Total	Cap Ch.	Slots H	M	L	Hard M	T	Dr Bay	Dr B/W
Proteus Engineering - Augmented Capacitor Reservoir	1095	1400	415 sec.	1	0	2	0	0	100 m3	25 Mbit/sec
Proteus Engineering - Capacitor Regeneration Matrix	1050	1850	415 sec.	0	1	2	0	0	0 m3	0 Mbit/sec
Proteus Engineering - Power Core Multiplier	1165	1400	415 sec.	1	0	2	0	1	0 m3	0 Mbit/sec
Proteus Engineering - Supplemental Coolant Injector	1095	1400	415 sec.	0	1	2	0	0	0 m3	0 Mbit/sec
Proteus Engineering - Augmented Capacitor Reservoir	5% bonus to drone MWD speed, 7.5% bonus to drone HP									
Proteus Engineering - Capacitor Regeneration Matrix	5% reduction in capacitor recharge rate									
Proteus Engineering - Power Core Multiplier	5% bonus to power output									
Proteus Engineering - Supplemental Coolant Injector	5% reduction in heat absorbed by modules									

The engineering systems seem similar to others that have been reviewed, but one sticks out as being confusing in that the bonus it offers are different to what is normally expected of the name of the module.

Augmented Capacitor Reservoir – This module has always been the one which provides a boost to the base level of capacitor, but in the case of the Proteus, it only offers bonuses for Drones. The MWD speed and hit point boost are both handy to have if you do have drones, and this subsystem is useful in that it makes up (and then adds a bit more) for the reduced drone hit point bonus from the Offensive subsystem. This also adds to the drone bandwidth, so is recommended for anyone who wishes to make a drone-focused Proteus. The real confusion comes with the additional high slot, as there seems to be no particular need for this, unless you intend to fit neutralisers/vampires or Drone Link augmenters to make use of long distance targets (see also the only real combat use I can see for the Dissolution Sequencer electronics subsystem) to make use of the faster travel offered by the MWD bonus.

Capacitor Regeneration Matrix – Capacitor stability has never been a hallmark of Gallente ships – they tend to get in quick, get their kill quick, and get out before they can run out of capacitor – this makes this subsystem seem somewhat redundant. However this system does have a good point in that it provides a very high base capacitor along with the faster recharge for a double-gain effect (i.e. faster recharge per unit time due to the larger base capacitor as well as the actual subsystem effect) as well as a mid slot which could be useful. The low powergrid does not help when fitting the ship however.

Power Core Multiplier – This is the de-facto choice for any blaster based Proteus. It adds enough additional powergrid to fit all the modules you need, and provides the additional bonus of the 6th gun emplacement for added damage.

Supplemental Coolant Injector – As with the other coolant based subsystems on the other ships, this one does not seem to be significantly better to warrant using it to provide a bonus that you would not use 100% of the time. Overloading plays a large part in PVP, but as this module does not negate it enough to warrant keeping your modules overheated at all times, there are no real benefits for something that provides a middling amount of capacitor and powergrid. Use the Power Core Multiplier, do your additional damage by the way of the 6th gun, and have enough fitting resources to actually make a decent ship in the process.

Propulsion Subsystems:

	Max Spd.	Intertia	Slots L	M
Proteus Propulsion - Gravitational Capacitor	160	0.527	0	1
Proteus Propulsion - Interdiction Nullifier	140	0.762	0	0
Proteus Propulsion - Localized Injectors	180	0.586	1	0
Proteus Propulsion - Wake Limiter	140	0.586	1	0
Proteus Propulsion - Gravitational Capacitor	15% bonus to warp speed and capacitor needed to initiate warp			
Proteus Propulsion - Interdiction Nullifier	5% increased agility. Immune to non targeted interdiction			
Proteus Propulsion - Localized Injectors	15% reduction in AB & MWD capacitor consumption			
Proteus Propulsion - Wake Limiter	5% reduction in MWD signature bloom			

Gravitational Capacitor – This subsystem has its good points and its bad points. One good point is that it offers a medium slot if you are desperate, but on the other hand it loses out on a low slot in the process. The ship bonuses are not desired in most cases (just to reiterate from the Tengu guide, capacitor for warp initiation is a nice bonus, but is not really debilitating to the ship, and warp speed increase does not really factor in unless you're doing 100+ AU warps, as you spend more time accelerating/decelerating from maximum speed in shorter length jumps. There are better systems out there.

Interdiction Nullifier – Provides the hallmark bonus of the Tech 3 ships, the ability to dodge interdiction bubbles. Very useful if you are out in 0.0 space, but you sacrifice a low slot in the process. Add to the fact that it has the joint lowest speed, and highest inertial (though that is somewhat reduced by the bonus) you have a resulting subsystem that should only be used for travelling, not in any significant combat based role, and never outside of 0.0 space.

Localized Injectors – This is the big one. This bonus is not available on any other ships than the Proteus, and it emphasises the benefits of the speed modules. It should be used with a microwarp drive rather than an afterburner no doubt, and this subsystem essentially makes your MWD much easier to run by not being the capacitor hog they normally are. Coupled with the bonus of a low slot, and the highest base speed, you find a subsystem with a lot of positives. The only real negative is that it doesn't have the best inertia modifier in the Gallente arsenal, so maintaining a MWD in a tight orbit could lead to problems.

Wake Limiter – The MWD bloom effect is not really a worry in most cases, as by using it you should be keeping in mind that you need to keep moving to avoid becoming nothing more than space debris in someone else's sights. The simple fact is that the reduction provided on this subsystem does not effective enough to make it worth installing when you compare what you would be missing out on with other subsystems. Add to the fact it has a slow movement speed, and you will find it harder to keep ahead of your enemies when the 40m/s speed difference is amplified to 200m/s with the MWD active, when you compare this subsystem with the Localized Injectors system.