

# System-wide bonuses

If you fly ships of a particular empire faction in their native space, a set of system-wide bonuses applies:

Faction	Bonuses
Amarr	<b>Imperial Warpath Zeal</b> <ul style="list-style-type: none"><li>+7.5% Energy Turret Damage</li><li>+7.5% Armor Hit Points</li><li>+10% Warp Speed</li></ul>
Caldari	<b>State Warpath Discipline</b> <ul style="list-style-type: none"><li>+7.5% Missile Launcher Rate of Fire</li><li>+7.5% Shield HP</li><li>+10% Warp Speed</li></ul>
Gallente	<b>Federal Warpath Fervor</b> <ul style="list-style-type: none"><li>+7.5% Hybrid Turret Tracking</li><li>+7.5% Local Armor Repair</li><li>+10% Warp Speed</li></ul>
Minmatar	<b>Republic Warpath Pride</b> <ul style="list-style-type: none"><li>7.5% Projectile Turret Falloff</li><li>+7.5% Velocity</li><li>+10% Warp Speed</li></ul>

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