-Ship is upgradeable

-Main weapons, heavy weapons, shields, armor (comes with chassis), and Sidekicks

-Start game with NO weapons

-Shop with random things for sale (based on current level)

-Random item drops, sellable at shop (Can only change loadout between levels)

-Automatic downloads of more content (from online)

3 Corporations

SiliCo – Mining Corporation, biggest of the three corporations, throws human life around like its worthless, known for having fast, weak ships. (Scout/Miner)

Star Spire – Originally Created to Regulate the fierce competition between the other two corporations, usually through force is what drove the corporation arms race, and eventually war, in the first place. Started their own mining division to fund their own arms to try and regulate the others. Because of the force they encounter from both, their ships are well armored. They also are the people behind the sidekick system, and typically have more sidekicks available. (Freighter/Bomber)

Mining United – Best armed of the three, even the mining vessels are armed handsomely. Competition with SiliCo began when they mined a planet they had already claimed. (Fighter/Dogfighter)

You start off as an ore delivery ship and are unarmed, you were originally escorted by some fighters, but they were destroyed in an ambush and you barely escape.

Upon coming up to your destination planet, they had already counted you as KIA, and since you came back they were thinking that you are a spy there to steal tech. They dispatch their own units to kill you.

You don’t have a valid way to join the factions (yet) , so you’re stuck alone.

Later in the game you can join any one of the 3 factions, unlocking specific vehicles for that faction’s specialty, however you may only purchase vehicles from that faction. (You may remain rogue and forfeit these special bonuses, and you won’t be locked into a specific faction’s vehicle types either)

Ship classes:

Miner: Medium Armor, Medium Speed ship with no offensive capabilities. (2 Sidekicks available)

Scout: Low Armor, High Speed ship with no offensive capabilities. (1 sidekick available)

Dogfighter: Medium armor, Medium Speed ship with light offensive Capabilities. (No sidekicks)

Fighter: Low armor, High speed ship with light offensive capabilities. (No sidekicks)

Freighter: Heavy Armor, Slow Speed with heavy offensive. (No sidekicks)

Bomber: Medium Armor, Slow Speed with light offensive. (2 sidekicks)

The Miner/Scout are for people who are focusing on dodging attacks and just flying past enemies

Miner offers a bit more armor, and a second sidekick slot to get more shield are an automated defense weapon, but the scout is faster and dodges better

Dogfighter/Fighter are for people who want to dodge, but wish to attack as well, sacrificing things like shield and automated defense weapons to do so.

Freighter/Bomber are for people who want to just shoot and kill as many enemies as possible, not caring about the rogue-like aspect.

all ships can Warp (Dodge)

your ships speed determines how fast your charges regenerate however

your bomber's not gonna be warping around the battlefield like a scout