* Ship stats:
  + Hull
  + Front/rear/left/right shields (or just one shield for the whole ship)
  + Crit chance
  + Crit severity
  + Turn rate
  + Resistances (physical, kinetic, phaser, tetryon)
* Ship Component Slots (availability varies by ship)
  + Front weapon
  + Rear weapon
  + Hangar bay (carrier pets)
* (Startrek)You get a tier 1 ship after completing tutorial mission.
* (Startrek)Damage types: Physical, Energy, Kinetic, Exotic
  + Kinetic: explosives, bullets, impacts
* (Startrek)Starship: any spacecraft capable of interstellar travel via warp drive
* (Startrek)Sector space (overview map) and System space (gameplay)
* (Startrek)Carrier pets: lightweight, deployed from ships with hangar bays.
* Asteroids range from rubble breaking on light contact to iron/mineral rich ones which have higher hp