2025/12/01 04:20 1/2 Tactical



## **Tactical**

- 1. The Tactical Officer controls the ships ordinance
- 2. The alert status of the ship limits what the Tactical officer can do IE: The ship's shields can only be raised in Yellow or Red Alert. The ship's weapons can only be fired when in Red Alert
- 3. Missiles
  - 1. Missile Ranges
- 4. Lasers
  - 1. Laser Range
- 5. Shields
  - 1. Shield Recharge Rate

## **Tactical Console**

**Left Panel** 

**Center Panel** 

## **Right Panel**

Flight | Tactical | Sciences | Communications | Engineering | Captain

From

http://wiki.starshiphorizons.com/ - Starship Horizons Wiki

Permanent link:

http://wiki.starshiphorizons.com/gameplay:stations:tactical?rev=1620187022

Last update: 2021/05/05 03:57

