



# 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

---

Jump To | [Flight](#) | [Tactical](#) | [Sciences](#) | [Communications](#) | [Engineering](#) | [Captain](#)

From:  
<http://wiki.starshiphorizons.com/> - **Starship Horizons Wiki**

Permanent link:  
<http://wiki.starshiphorizons.com/gameplay:stations:tactical?rev=1620361825>

Last update: **2021/05/07 04:30**



