2025/12/13 03:06 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

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

