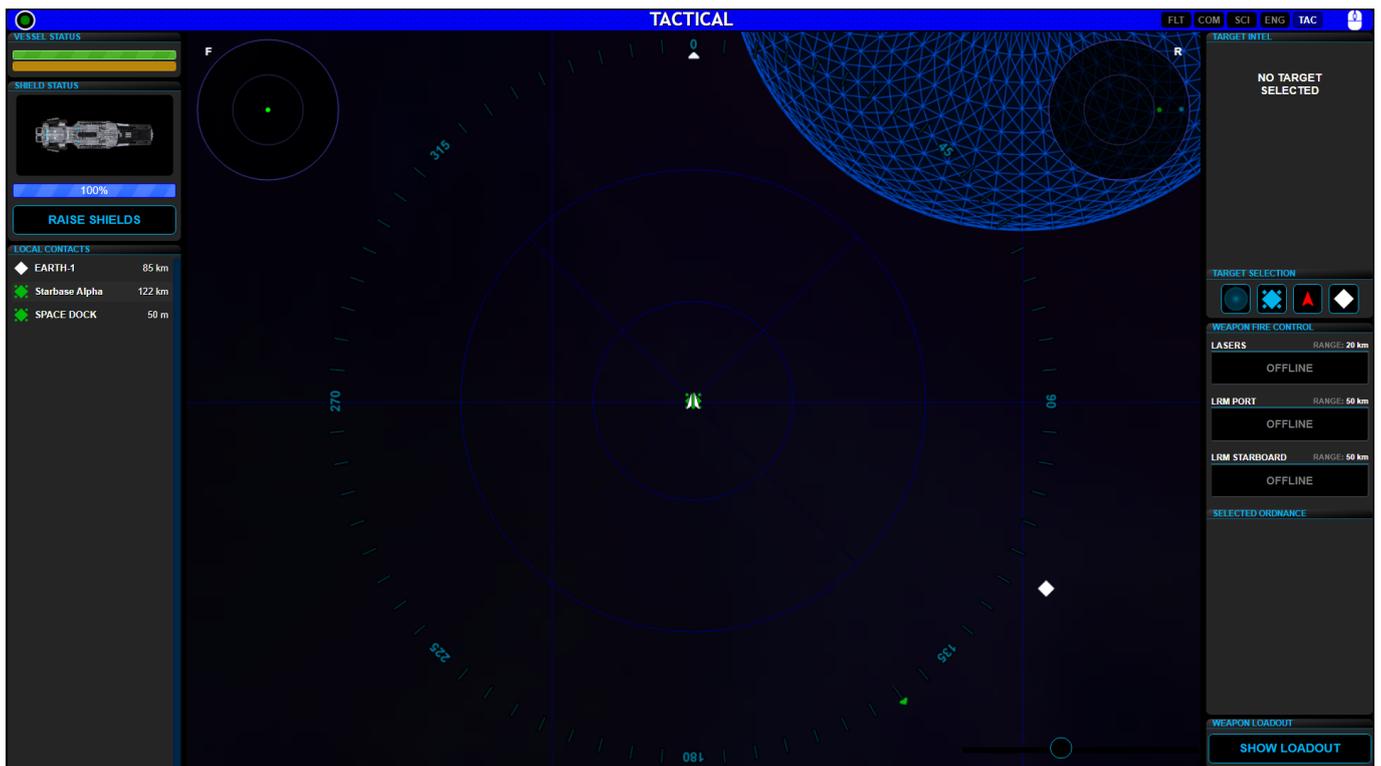# Tactical

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

Bridge Stations : [Flight](#) | **Tactical** | [Operations (Comms)](#) | [Science](#) | [Engineering](#) | [Captain](#)
Ancillary Stations/Displays : [Center](#) | [Stellar Navigation](#) | [Stellar Body](#) | [Star System](#) | [Alert Status](#) |
[Shield Status](#) | [Cargo Hold](#) | [Radar](#) | [IRIS](#)

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