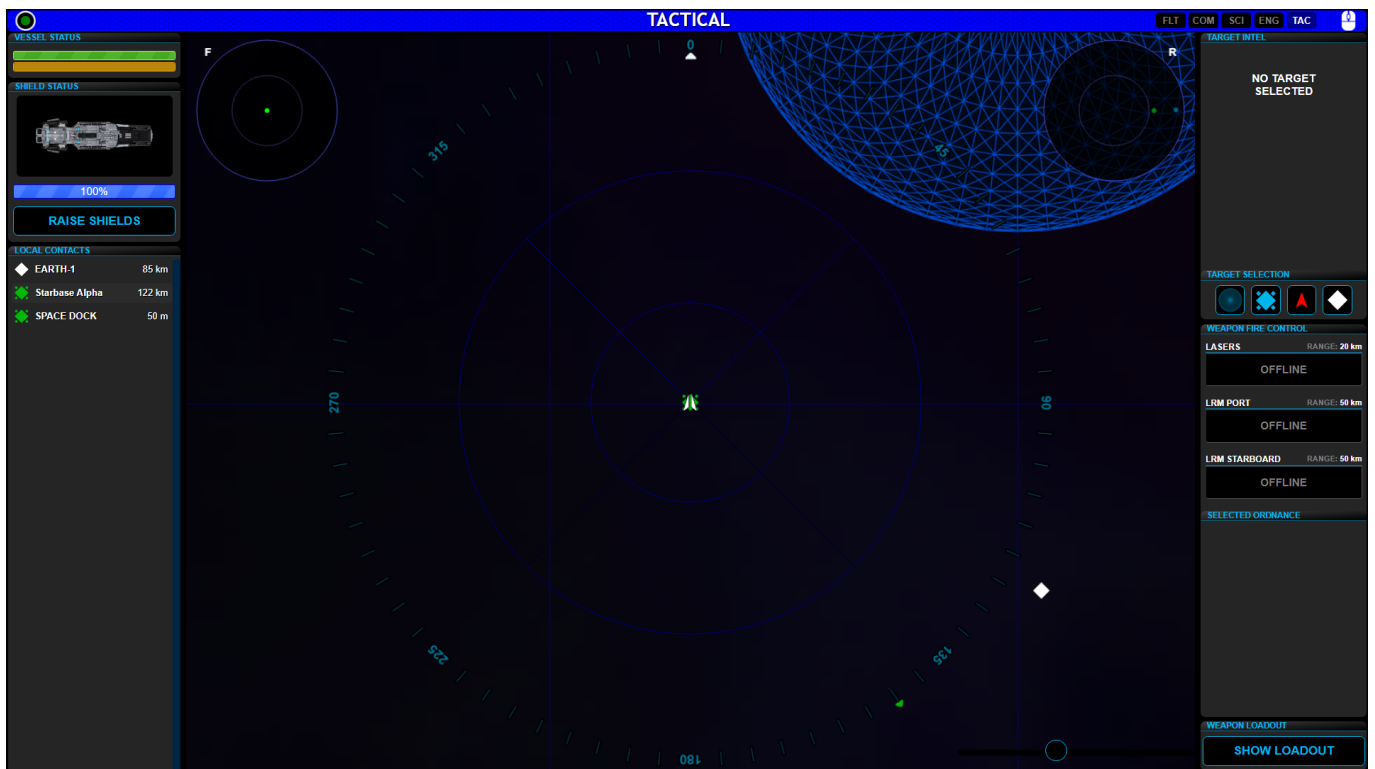




Tactical

- 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** | [Science](#) | [Operations \(Comms\)](#) | [Engineering](#) | [Captain](#)
Ancillary Consoles/Displays : [Center](#) | [Stellar Navigation](#) | [Stellar Body](#) | [Star System](#) | [Alert Status](#) | [Shield Status](#) | [Cargo Hold](#) | [Radar](#) | [IRIS](#)
In Progress (Incomplete) Consoles/Displays : [Crew Roster](#) | [Collision Alarm](#) | [Dashboard](#) | [Deck Status](#) | [Target](#) | [Scan](#) | [Vessel Status](#)
Admin Consoles : [Game Master](#) | [Mission Control](#) | [Mission Status](#) | [Designer](#)

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