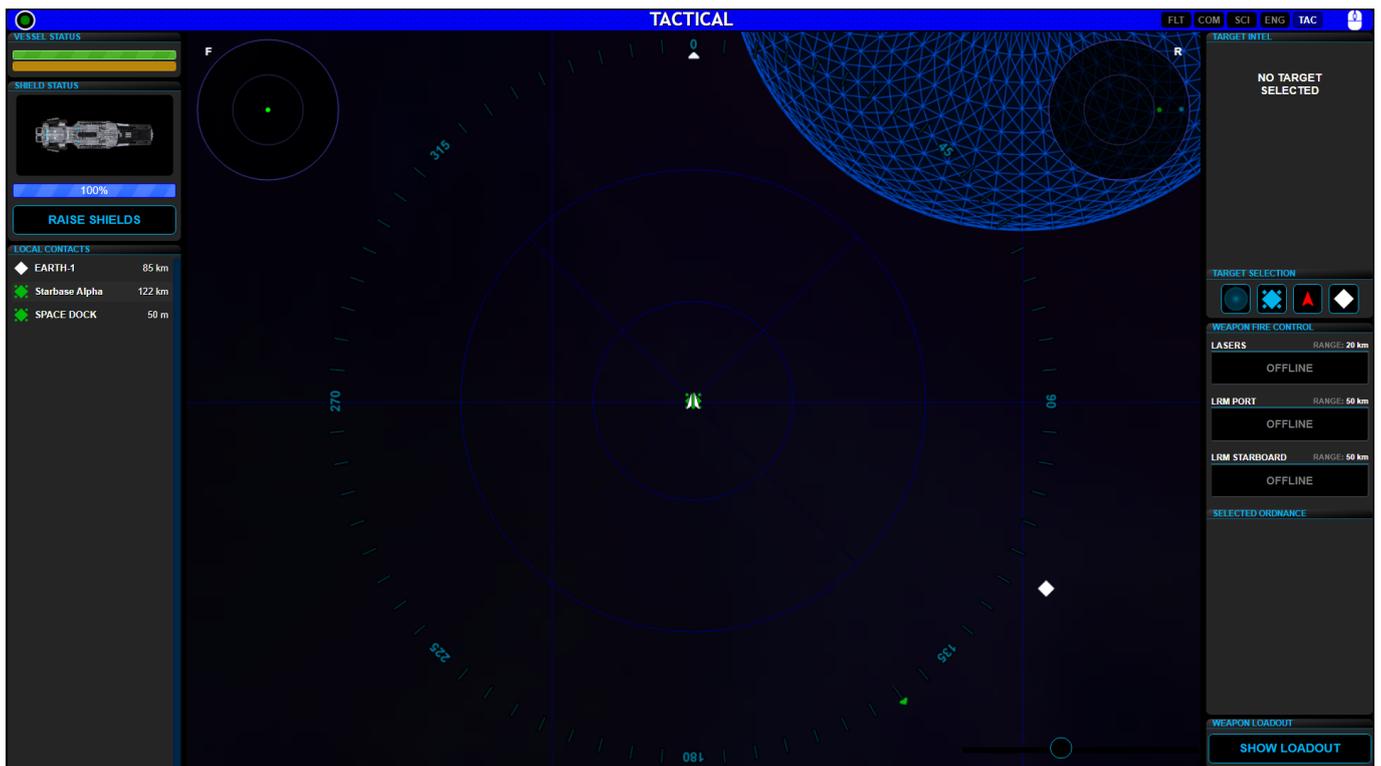




# Tactical

- 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

### Vessel and Shield Status

### Local Contacts

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## Center Panel

### Local Radar

### Fish Eye Radar

### Firing Arcs

### Weapon Loadout

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## Right Panel

### Target Intel

### Weapon Fire Control

### Selected Ordinance

### Available Ordinance

Red = Power Green = Speed Blue = Range

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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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