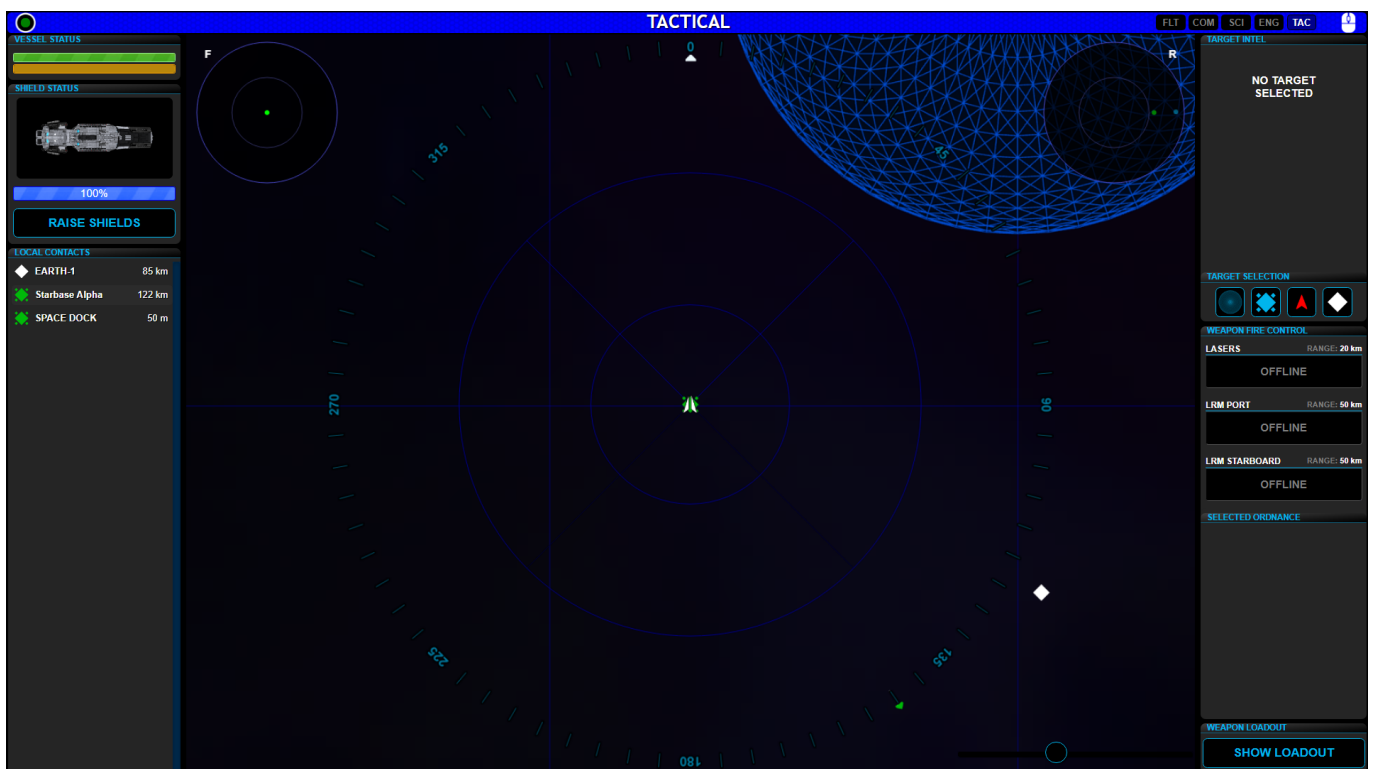




# Tactical

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



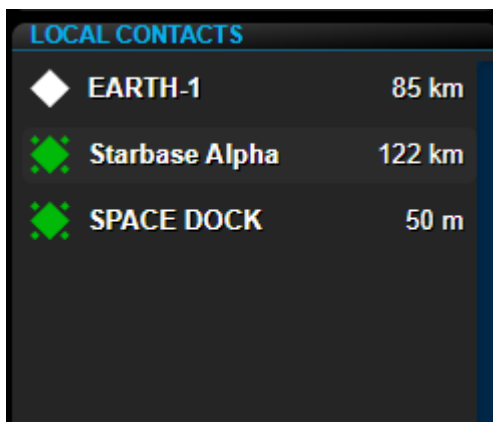
## Left Panel

### Vessel and Shield Status



The Vessel Status gives the current status of the Hull and Energy Consumption. The Shield Status allows Tactical to raise the shields in Condition Yellow or Red. In Condition Green or Blue, the shields will automatically be disabled.

### Local Contacts



The Local Contacts list allows Tactical to select their targets from a list of contacts rather than select an object from the Local Radar.

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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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Last update: **2021/05/15 18:39**

