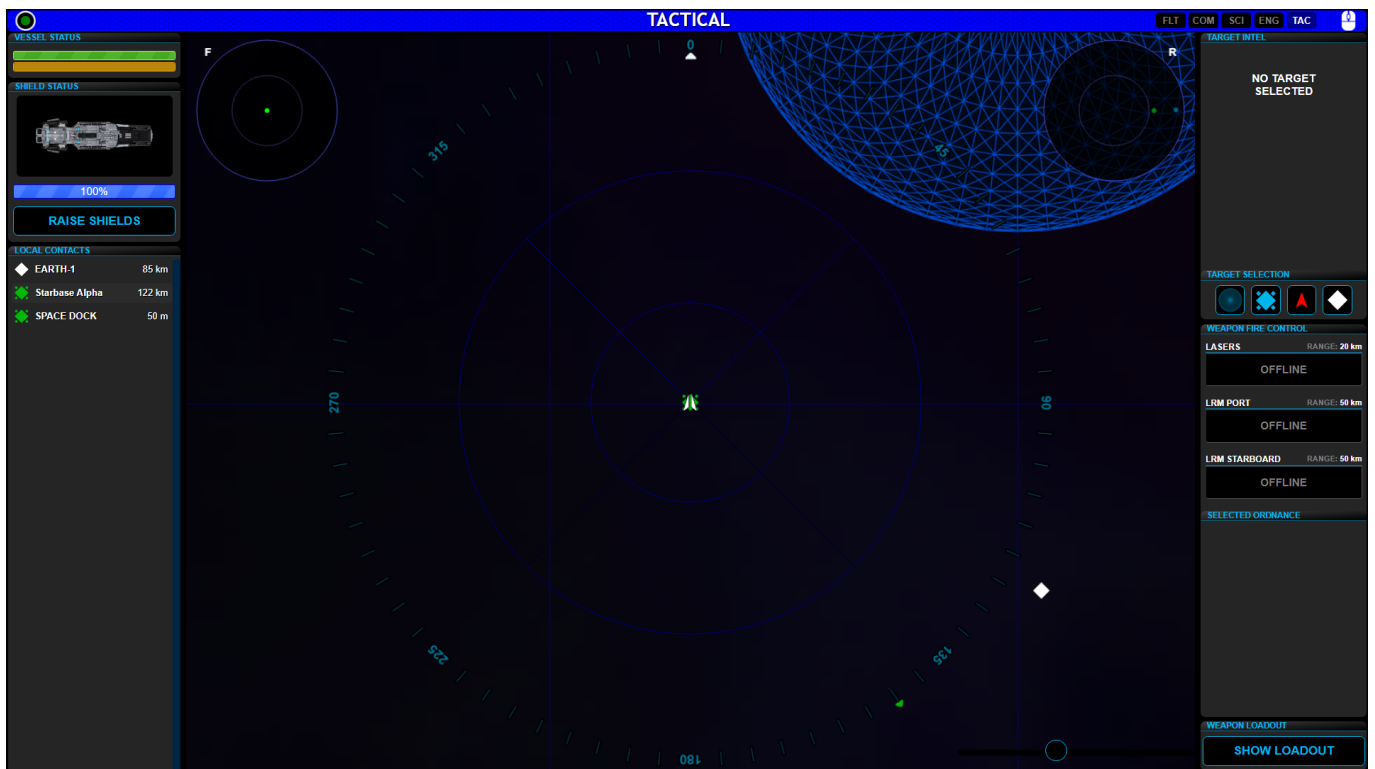




Tactical

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



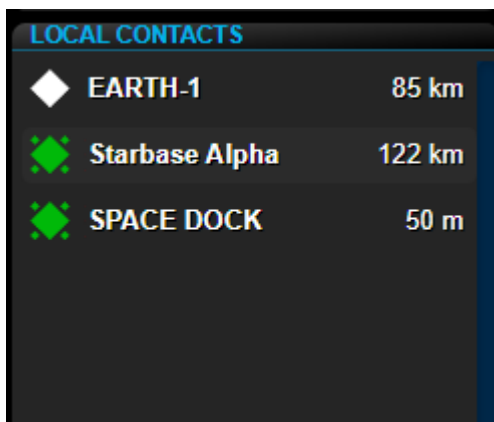
Left Panel

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.

Center Panel

Local Radar

Fish Eye Radar

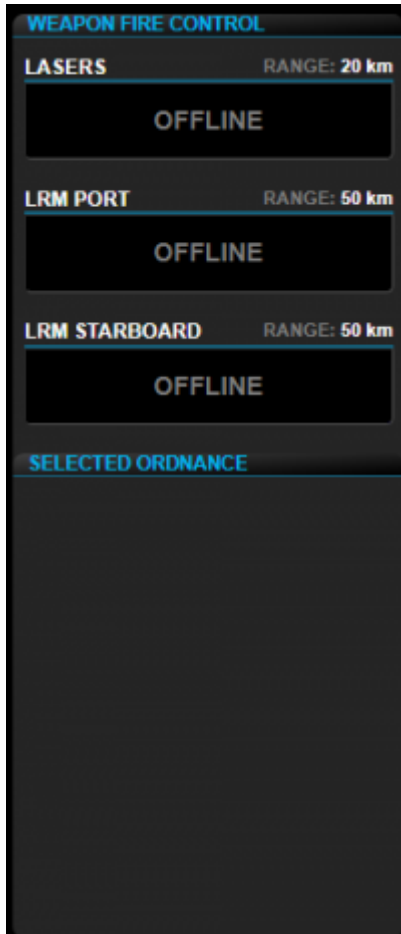
Firing Arcs

Weapon Loadout

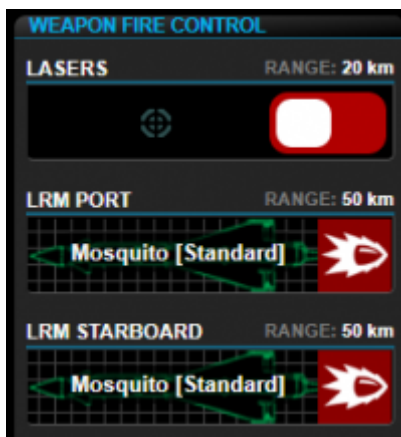
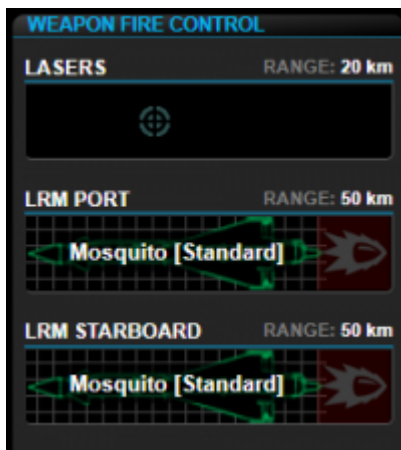
Right Panel

Target Intel

Weapon Fire Control



The Weapon Fire Control and Selected Ordinance gives Tactical control of the weapons systems. On the Horizons, there are the Lasers, and Port and Starboard Long Range Missiles. These systems will be offline in conditions Green and Blue.



Starting in condition Yellow, you can load missiles into either LRM, but cannot fire. In condition Red you'll be able to activate the lasers as well as fire the missiles.

Ordinance



Selecting "Selected Ordinance" or the empty LRM will bring up Available Ordinance. Here will be listed all of the available ordinance currently on the Horizons, with the Name and the quantity, as well as relative stats of each ordinance. The Red bar is a measure of the power of the ordinance. The Green bar is the speed, both to load the ordinance, and it's velocity once fired. And the Blue bar is the Range of the ordinance.

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In Progress (Incomplete) Consoles/Displays : [Crew Roster](#) | [Collision Alarm](#) | [Dashboard](#) | [Deck Status](#) | [Target](#) | [Scan](#) | [Vessel Status](#)
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