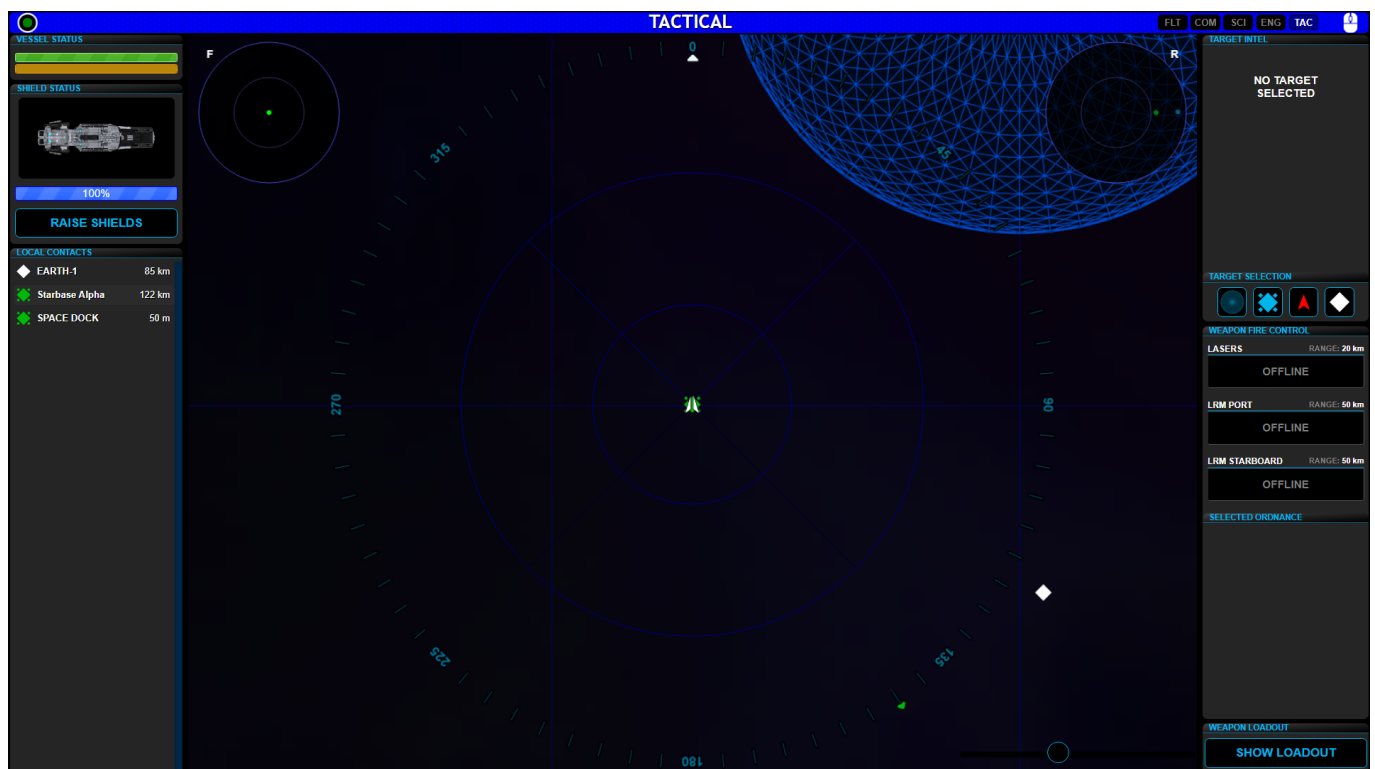




Tactical

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



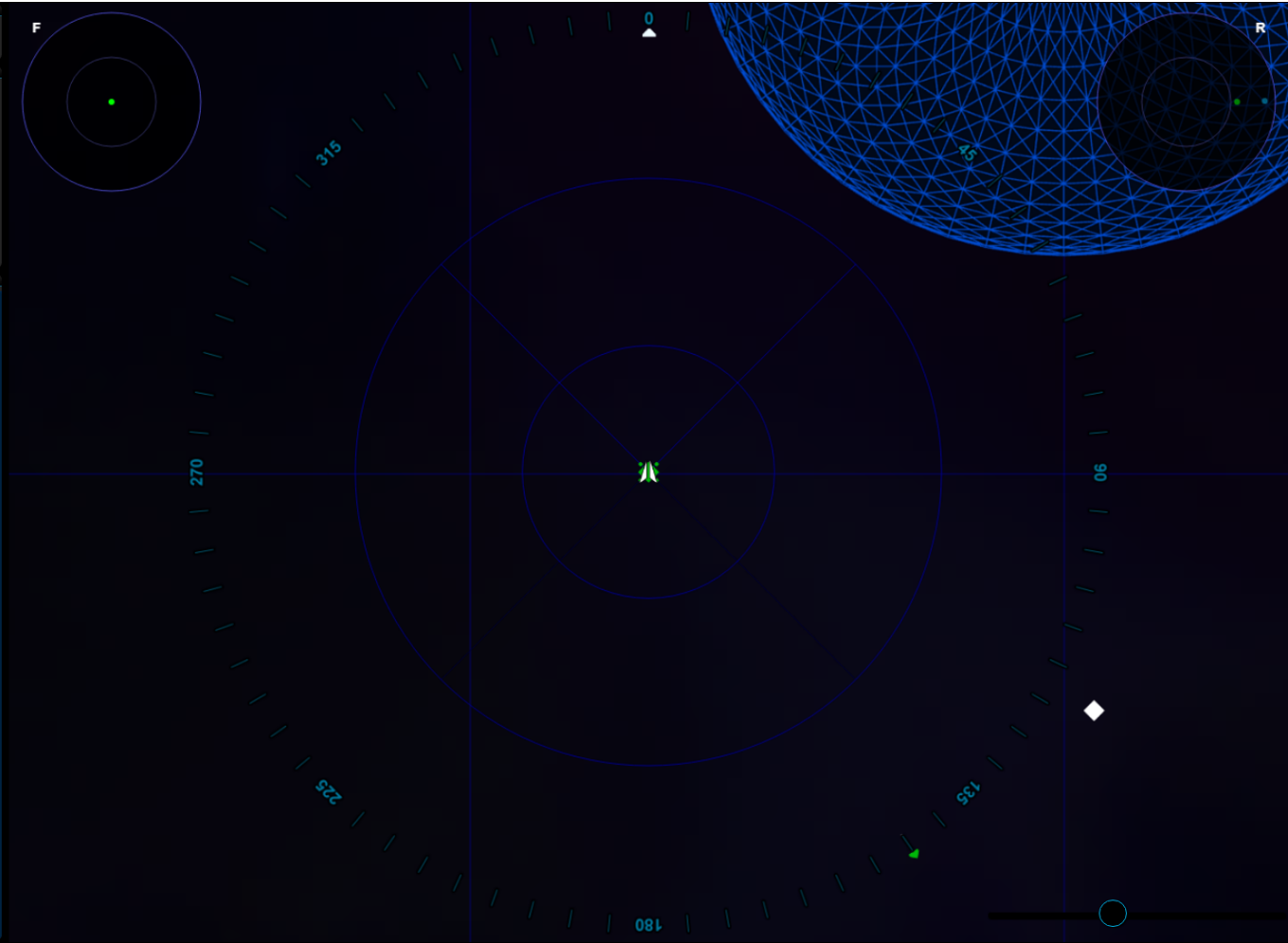
The Vessel Status gives the current status of the Hull and Energy Consumption. The Shield Status allows Tactical to raise the shields in Condition Yellow or Red. In Condition Green or Blue, the shields will automatically be disabled.

Local Contacts

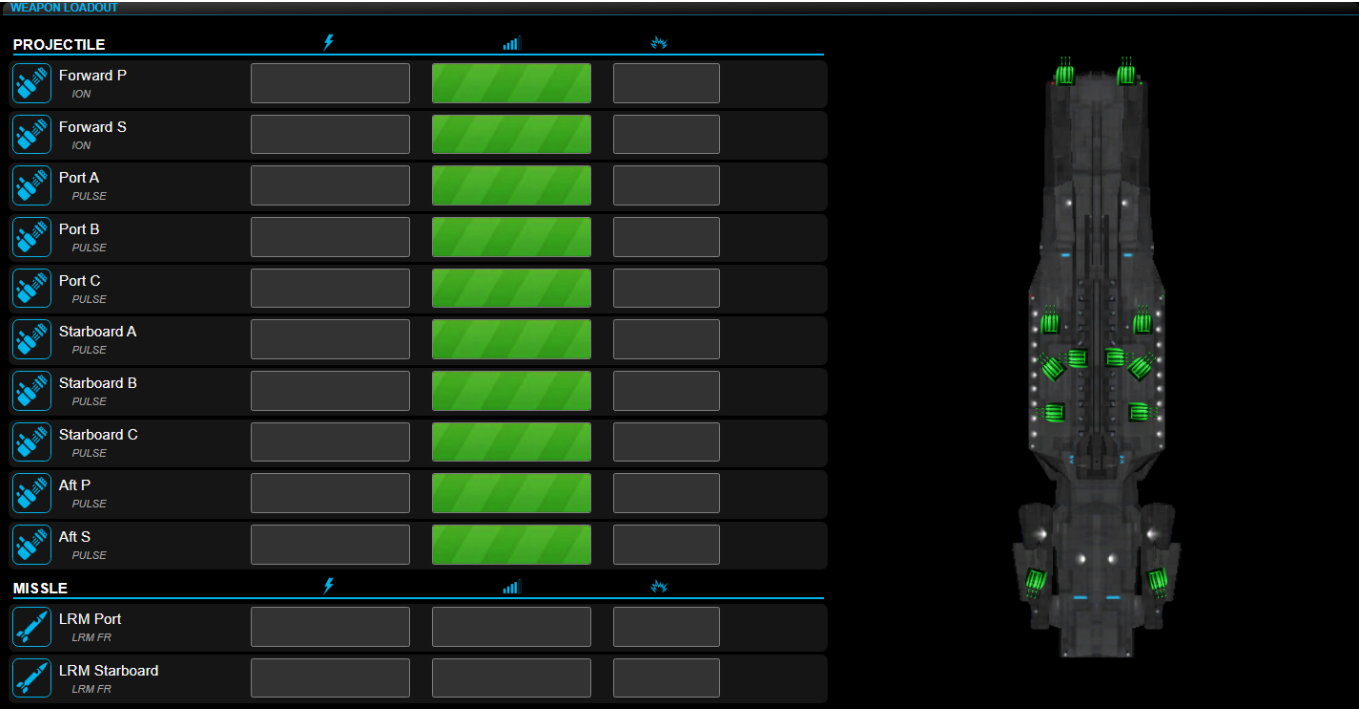


The Local Contacts list allows Tactical to select their targets from a list of contacts rather than select an object from the Local Radar.

Center Panel

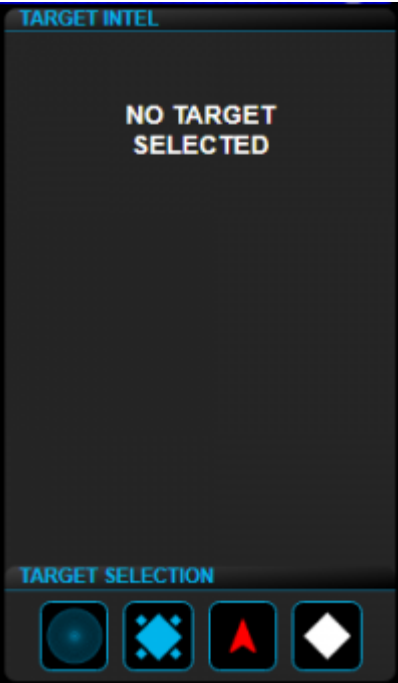


- Local Radar
- Fish Eye Radar
- Firing Arcs
- Weapon Loadout



Right Panel

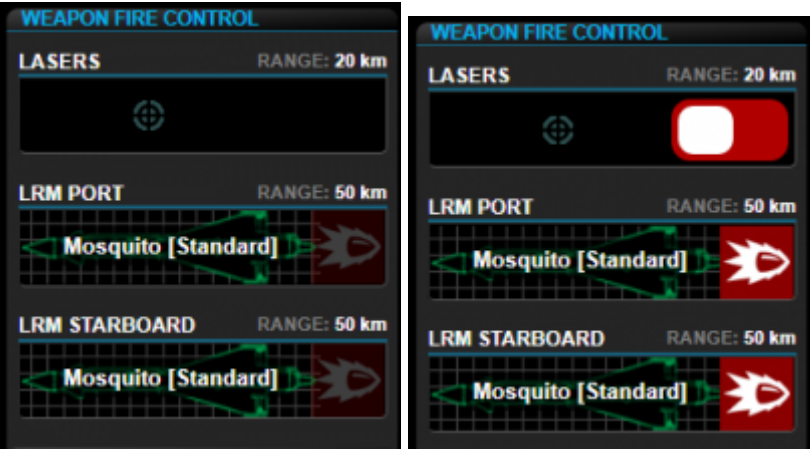
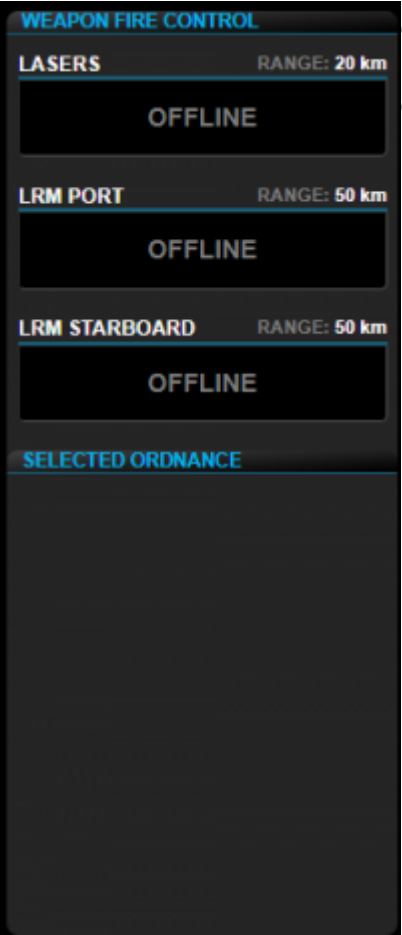
Target Intel



The [Target Intel](#) component gives Tactical information about the currently selected object.

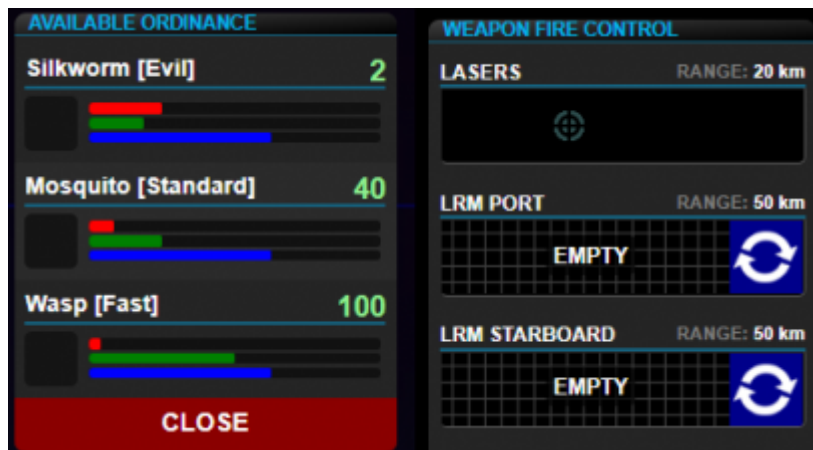
Weapon Fire Control

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 Ordnance. 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 its velocity once fired. And the Blue bar is the Range of the ordinance.

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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