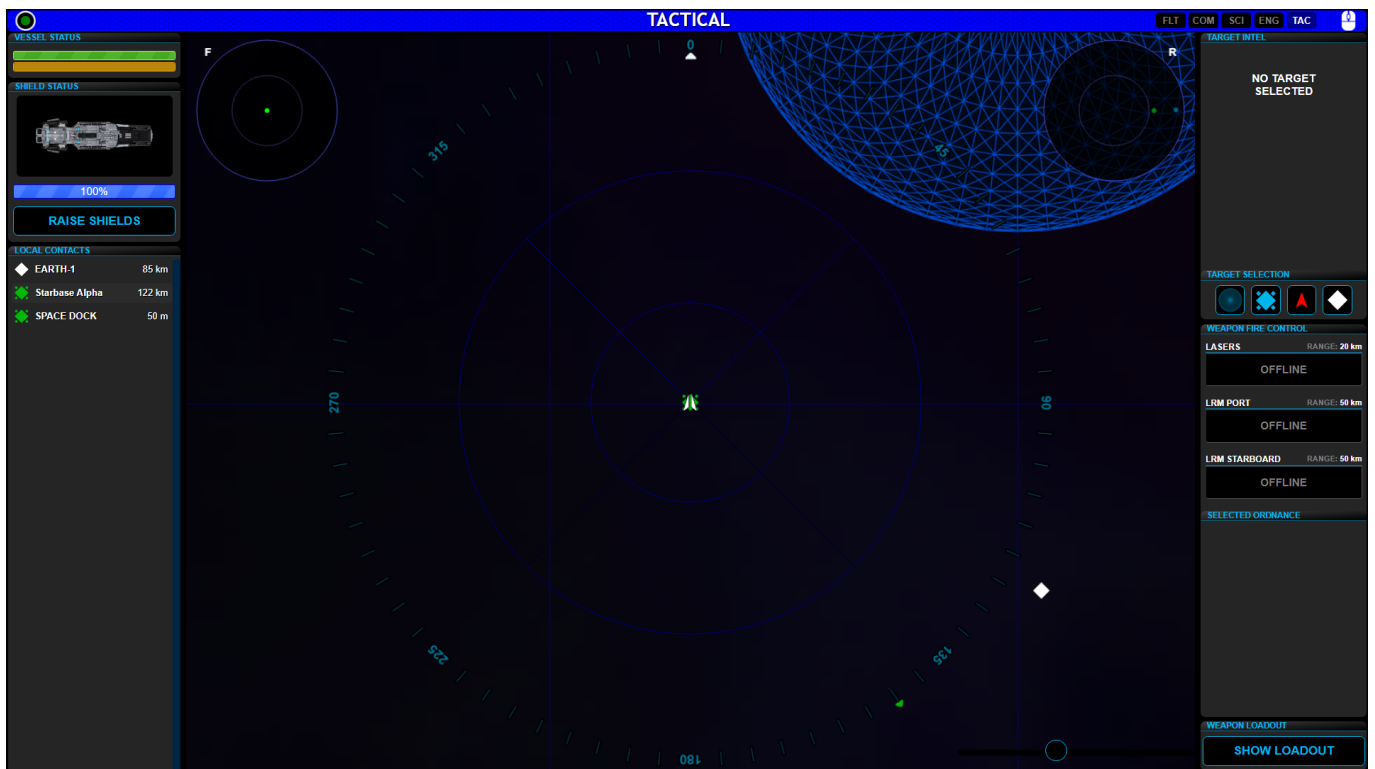




# Tactical

- 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



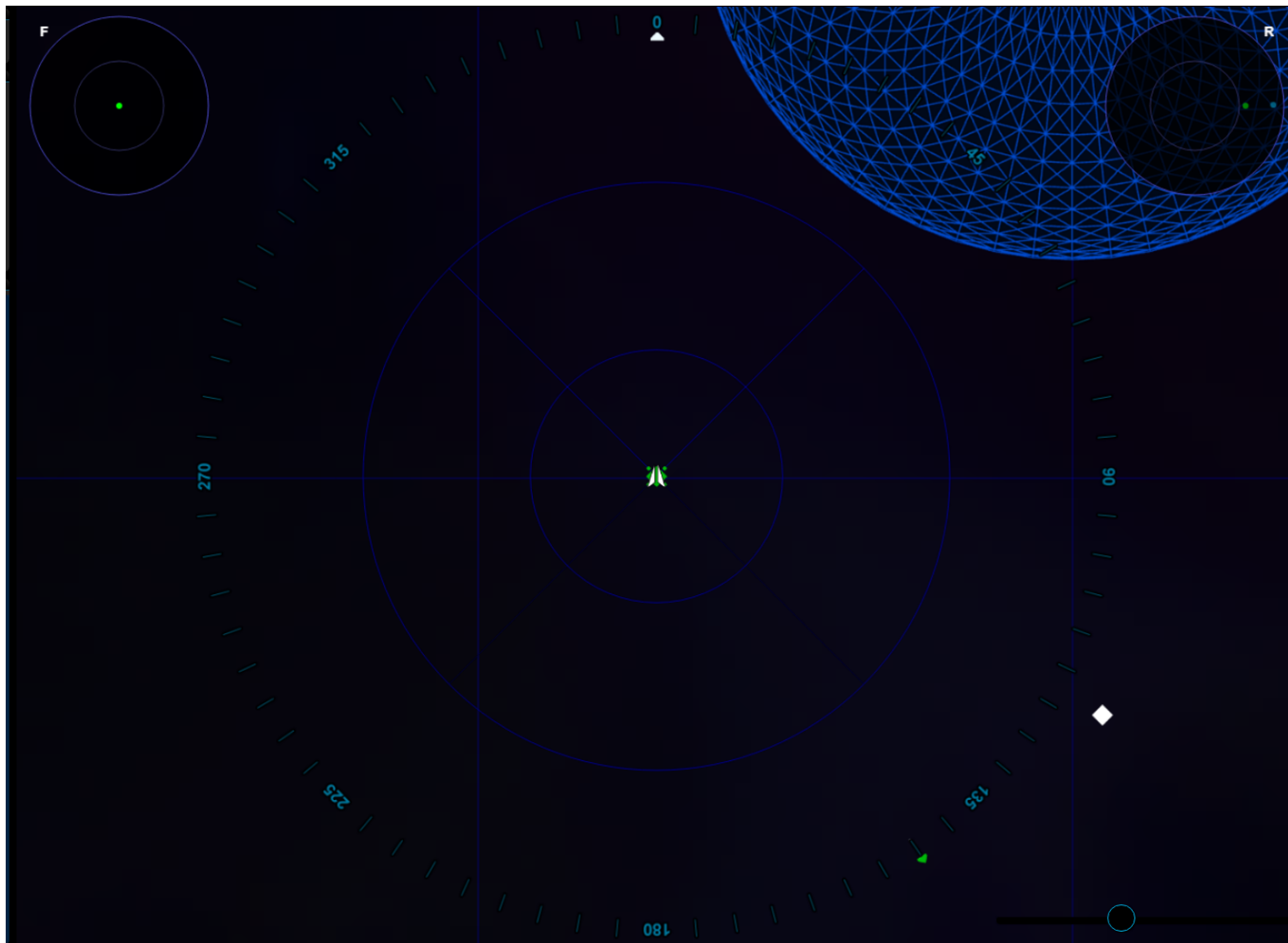
The Vessel Status gives the current status of the Hull and Energy Consumption. The Shield Status allows Tactical to raise the shields in Condition Yellow or Red. In Condition Green or Blue, the shields will automatically be disabled.

### 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

The [Local Radar](#) for Tactical has a few modifications that aren't on the local radar found on other Bridge Stations. There is no LSG Toggle, so the Tactical view will always be of the local space. Other modifications are described below.

### Fish Eye Radar

The upper left and upper right of the local radar screen provides a forward and rear facing fisheye radar. The center circle represents the 90 degree arc of the area in front of or behind the Horizons, and the outer circle represents objects that are more to the side.

### Firing Arcs

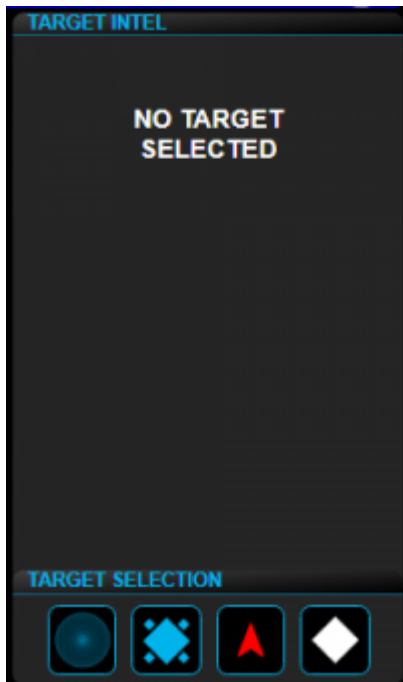
Tactical has a pair of concentric circles with a wedge centered on the Horizons. These circles represent firing ranges for the weapon system. The outer circle represents Missile Range, while the inner circle represents the laser range.

## Weapon Loadout

The **WEAPON LOADOUT** interface is divided into two main sections: **PROJECTILE** and **MISSILE**. Each section has three status icons at the top: a lightning bolt, a signal strength indicator, and a hand icon. The **PROJECTILE** section contains ten rows, each with a weapon icon, name, and type (e.g., ION, PULSE), followed by three empty slots. The **MISSILE** section contains two rows with similar layout. To the right is a vertical schematic of a ship with green weapon icons placed on its hull.

## Right Panel

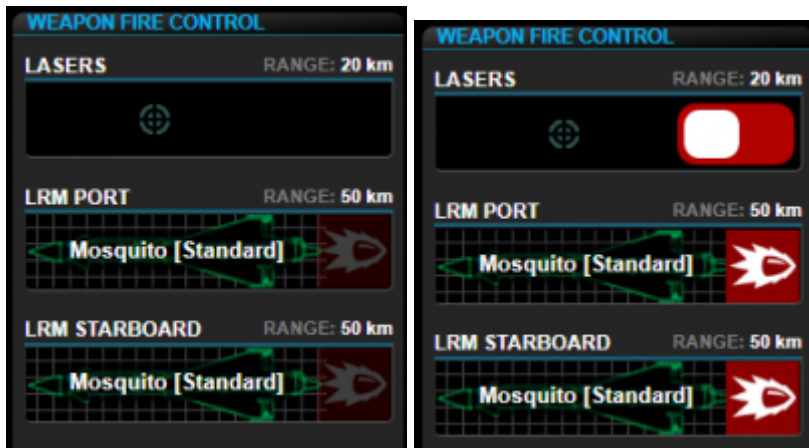
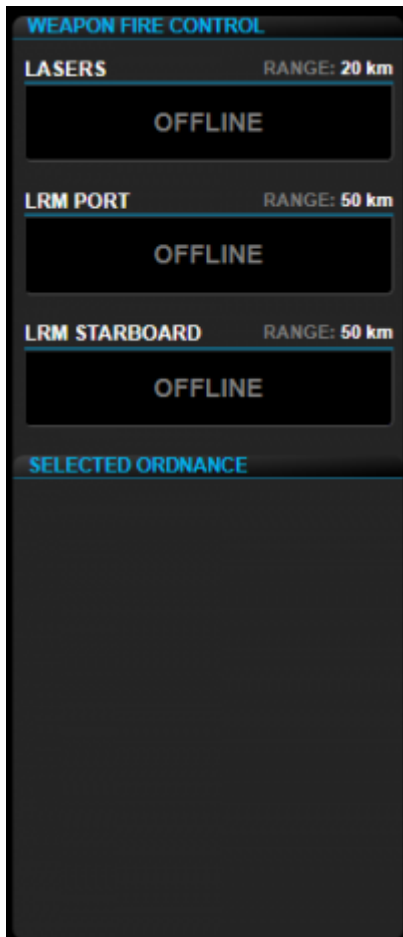
### Target Intel



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

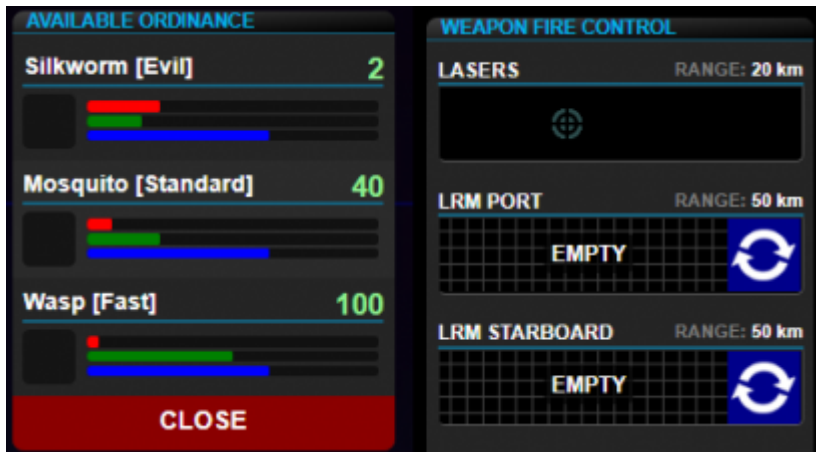
## Weapon Fire Control

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.

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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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