

# High Explosive Warhead

Standard warheads in planetary combat, the High Explosive warhead is always used in a shaped charge fashion to direct all of its energy into a target. HE Warheads are perfect for anti-powered armor, anti-missile, and anti-strike craft functions due to there ease of manufacture and lack of lasting fallout/radiation.

## Damage Capacity

See [Damage Rating \(Version 3\)](#) for an explanation of the damage system.

Effective Damage Rating (Micro Missiles):

- Infantry-equipped: 2 ADR
- Fighter-equipped: 2 ADR
- Warship-equipped: 3 ADR

Effective Damage Rating (Cruise Missiles): 3 ADR

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