

# Laser Warhead

Laser Warheads are specialized Anti-Fighter/Strike Craft missile that don't explode like most warheads. Instead, a nuclear explosion is pumped into a series of lasing rods which allows a 270-degree explosion of Lasers. When fired into the center of a formation of strike craft, it is used to weaken and destroy the entire formation by using a LADAR proximity sensor with a range of a quarter of a light second (74,948 kilometers). The resulting blast radius is also a quarter of a light second, giving the Laser Warhead a wide arc of fire against strike craft.

## Damage Capacity

See [Damage Rating \(Version 3\)](#) for an explanation of the damage system. (Note: Damage is spread out among everything within blast radius.)

Effective Damage Rating:

- Escort-equipped: 3 MDR
- Cruiser-equipped: 4 MDR
- Capital-equipped: 4 MDR
- Station-equipped: 1 SDR

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