

*Shooting [K2]:* The threat projects one or more passive projectiles (e.g., bullets, mass-driver, rail-gun slugs) toward collision with the target; damage is caused by impact.

*Mining [K3]:* The threat carries an explosive device, triggering it in such a way that shrapnel impinges on the the target; damage is caused by impact.

*Torpedoing [K4]:* The threat releases subsatellite(s) having autonomous capability at low (relative) speed, which employ harm modes K1, K2 or K3.

### 5.3 Directed Energy Modes of Harm

Seven harm modes in the Directed Energy class can be cited. In brief, these are as follows:

*Ramming [D1]:* The threat directs a concentrated beam of light toward the target, causing damage to light-sensitive components in the target.

*Shocking [D2]:* The threat applies a differential electric field to the target via electron or ion beam, damaging the target by electrical discharges.

*Beaming [D3]:* The threat deposits energy onto the target via laser beam, ion beam, particle beam, reflected sunlight, or other nonpenetrating radiation, at a power level sufficiently high to damage the target by heating.

*Heating [D4]:* The threat radiates heat onto the the target, causing damage to heat-sensitive components.

*Overloading [D5]:* The threat deposits excessive electromagnetic energy into an EM receiver on the target, damaging the receiver.

*Blasting [D6]:* The threat deposits energy onto the target via laser beam, ion beam, particle beam, etc., at a very high power level, causing structural damage to the target from the resulting mechanical shock wave.

*Irradiating [D7]:* The threat applies a beam of penetrating radiation to the target, damaging sensitive electronic or other components.