

Table 6**Harm Mode
Classes**

Kinetic Energy:	Energy flux deposition.
Directed Energy:	Energy flux deposition (most); penetrating radiation deposition (some).
Nuclear:	Energy flux deposition (most); penetrating radiation deposition (some).
Electronic/Optical Interference:	Harm caused by the target itself after its sensors or control systems are jammed, spoofed, blocked, or taken over.
Sabotage:	Performing acts of mischief, vandalism or sabotage, usually after rendezvous.

Twenty-nine harm modes (Table 7) are identified below. While this list is not claimed to be exhaustive, one can reasonably claim that any additional modes would be of a highly unusual and specialized nature.

Table 7**Twenty-Nine
Harm Modes
Studied**

Kinetic Energy:	4	Ramming, shooting, mining, torpedoing
Directed Energy:	7	Blinding, shocking, beaming, heating, overloading, blasting, irradiating
Nuclear:	4	Pulsing, blasting, irradiating, heating
E/O Interference:	4	Blocking, jamming, spoofing, takeover
Sabotage:	10	Breaking, coating, spraying, torching, shading, gassing, shocking, grappling, limpet mining, masking

5.2 Kinetic Energy Modes of Harm

Four harm modes in the Kinetic Energy class are now briefly described. In the following discussion, "the threat" is short for "the threat satellite," and "the target" is short for "the target satellite." Note that all these harm modes involve energy flux deposition.

Ramming [K1]: The threat collides with the target at high speed; damage is caused by impact.