

Re: Airborne lasers

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Peter Stickney wrote:

>And a 2-5 minute flight time to the initial location to the emitter.
>(See other post in thread) I foresee two possibilities - ABL keeps
>lasing the target with an easy 0 deflection shot for whatever it
>takes, at 1 shot/second. 10 shots, 100, Machs Nix. when you've got at
>least 100 shot opportunities as it comes in.
>

Every shot at a SAM is one less shot at the ABL's intended target; you don't have to destroy it, you just have to distract it long enough that your surface-to-surface missiles have finished their burn sequence- and if they build them along the lines of Sprint, that's around 5 seconds.

>The second possibility is that the ABL turns off its laser, and
>turns. As this notional "ABL killer" flies in for its 2-5 minute
>flight time, the suddenly invisible (To the killer) ABL is going
>Somewhere Else at 10 miles/minute. (Or, since you're going to have a
>pair of them, you go Cross-Eye on the killer with a pair of ABL's in
>Line Abreast.
>

Having a scrimmage line of ABL aircraft with overlapping fields of fire is certainly one tactic for dealing with this problem, but that means a larger number number of them will have to be airborne at one time if they have to patrol a fairly large airspace, with all their fighter escort and aerial refueling infrastructure.

How many days do you think this could be kept up for? It's going to be very expensive unless you have a pretty fair idea of when your enemy is going to launch his missiles.

Pat