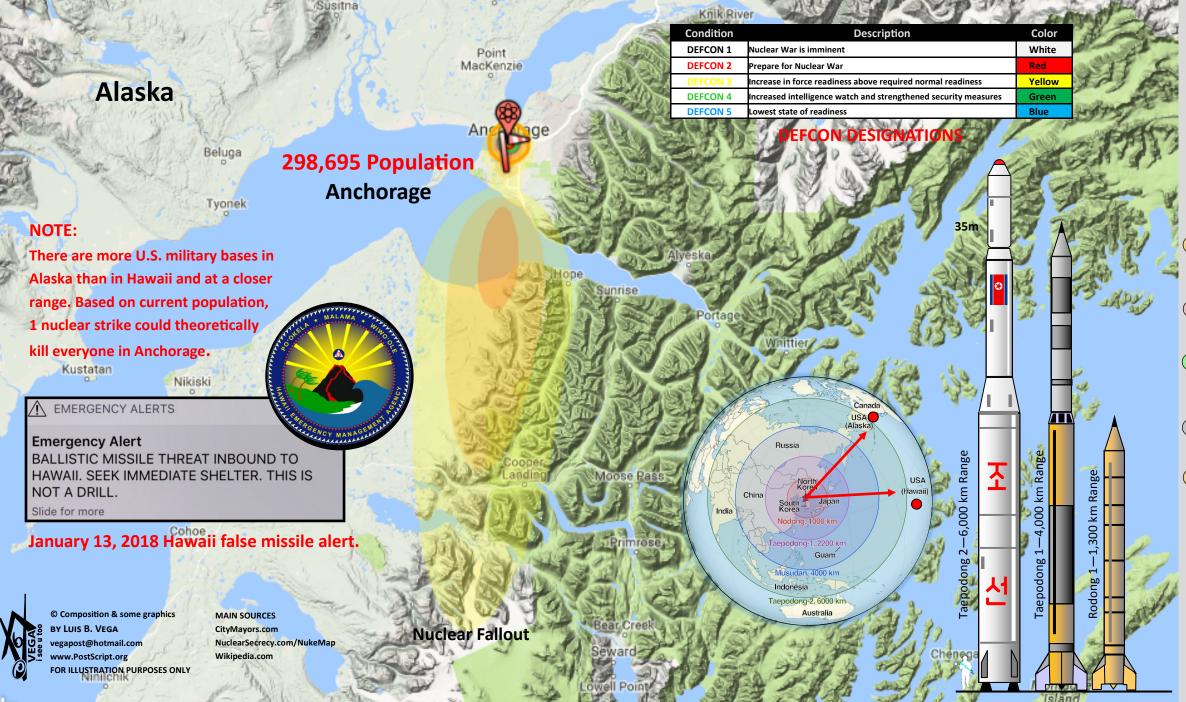
# NUCLEAR DETONATIONS SINGLE 150 KILOTON NUCLEAR STRIKE ON ANCHORAGE ALASKA

The purpose of this illustration is to show effects of a 1 atomic 150 kiloton detonated on the 1 major population hub in Anchorage, Alaska.



# NUKEMAP 2.42 : FAQ

## Drag the marker to wherever you'd like to target.

## Anchorage, Alaska

Enter a yield (kilotons):

150

# North Korean weapon tested in 2017 (150 KT)

Total initial estimated fatalities:

**26,960** Total Estimated injuries:

# 44,480



In any given 24-hour period, there are approximately ~152,000 people in the 1 psi range of the most recent detonation.

### Effects radii for 150 kiloton airburst\* (smallest to largest):

### Fireball radius: .59 km (1.09 km²)

Maximum size of the nuclear fireball; relevance to lived effects depends on height of detonation. If it touches the ground, the amount of radioactive fallout is significantly increased.

### Air blast radius (20 psi): 1.16 km (4.2 km<sup>2</sup>) At 20 psi overpressure, heavily built concrete build

At 20 psi overpressure, heavily built concrete buildings are severely damaged or demolished; fatalities approach 100%.

# Radiation radius (500 rem): 1.94km (11.8km<sup>2</sup>)

500 rem radiation dose; without medical treatment, there can be expected between 50% and 90% mortality from acute effects alone. Dying takes between several hours and several weeks.

#### Air blast radius (5 psi): 2.43 km (18.6 km<sup>2</sup>) At 5 psi overpressure, most residential buildings collapse, injuries are universal, fatalities are widespread.

**Thermal Radiation radius (3rd degree burns) 500 rem: 4.67 km** Third degree burns extend throughout the layers of skin, and are often painless because they destroy the pain nerves. They can cause severe scarring or disablement, and can require amputation. 100% probability for 3rd degree burns at this yield is 13.9 cal/cm2.

Estimated total-dose fallout contours for a 150 kiloton surface burst (50% fission) with a 15 mph wind.

Created by Alex Wellerstein, 2012-2017.

