

PHID (Particle Heavy Impact Detonation) Missile

A large vehicle based missile designed to inflict heavy damage to specific locations, the PHID is a weapon to be used sparingly. It works on the same principles as the [PASD Missile](#), but lacks features such as auto-replenish or homing mine functions. Once lock-on has been established, the missile is deployed and quickly picks up speed. It isn't as agile as the smaller PASD-type, makes up for it by having higher top speed, faster acceleration and greater offensive power.

Location: Vehicle-Mounted Purpose: Medium Anti-Mecha, Anti-Vehicle Secondary: Anti-Shield Salvo Size: 1 Damage: T8, Electrical Damage

Range: 30KM in Atmosphere, 15 000 KM in Space Rate of Fire: 1 salvo per 15 Seconds Area of Effect: 20 Meters Muzzle Velocity: Mach 6.5 in Atmosphere, .25c in Space Ammunition 3 Missiles

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