

# 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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