

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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