

## TARANTULA BATTLE STRIDER

### - EXPERIMENTAL RULES 1.0



The Tarantula is a smaller, more agile version of the towering Warstriders. Its primary armament is the highly advanced Gravatic Magnifier (also known simply as the Grav-Cannon). This weapon delivers crushing force to anything with mass - the larger and heavier the target, the more devastating its effect! By its very nature, it is also effective against skimmers.

It is also armed with a nose mounted micro-laser, a small but deadly accurate weapon well suited to destroying lightly armoured targets from great distances.

Battle Striders also feature anti-grav assistors and clamps on their legs and feet, allowing them to climb sheer surfaces to attack from above!

These factors, coupled with increased survivability over most Shaltari grav-tanks makes the Tarantula highly popular with certain less subtle Warchiefs who would prefer to crush their opponents than out-manoeuvre them!

TARANTULA	A	MV	CM	DP	PTS	TYPE	CATEGORY	S+C	SPECIAL
	8	6	A, P5+	2	55	VEHICLE	STANDARD	2/4/6 STANDARD	WALKER*, MASS-1.5

WEAPONS	E	SH	AC	R(F)	R(C)	MF	ARC	SPECIAL
GRAVITY CANNON	**	1	2+	18"	18"	6"	F/S	CA-1
LASER POD	7	1	2+	∞	∞	6"	F	CA-1

**\* Special rule - Climber:** Instead of making a normal move, this unit may climb/descend to/from the roof of a structure less than 7" high if it is within 2" of any wall. To do so, place the unit on the roof/ground and within 4" of its starting point (measured along ground level). This counts as a 6" move.

**\*\* Special rule - Gravity Cannon:** This weapon has no energy value - when rolling to damage use the table below. Shots against Skimmers gain a -1 modifier to this roll:

TARGET DAMAGE POINTS (ORIGINAL)	TARGET ARMOUR			
	1-4	5-6	7-8	9-10
1	6+	6+	5+	4+
2	6+	5+	4+	3+
3	5+	4+	3+	2+
4-9	4+	3+	2+	2+
10+	3+	2+	2+	2+