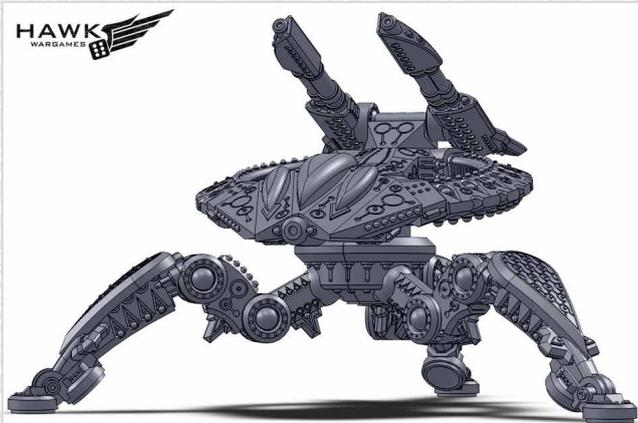


# SHALTARI UNITS

## BIRDEATER BATTLE STRIDER

### - EXPERIMENTAL RULES 1.0



The Birdeater is an anti-air variant of the Tarantula, armed with the familiar and lethal twin ion-cannon. It often employs its climbing abilities to gain a commanding view of the battlefield - a highly useful ability for an anti-air unit! Since it is less agile than the Kukri, it is better suited to more static defensive roles, where its superior survivability makes it a favourite of the Shaltari Warchiefs who favour heavier units.

BIRDEATER	A	MV	CM	DP	PTS	TYPE	CATEGORY	S+C	SPECIAL
	8	6	A, P5+	2	58	VEHICLE	SUPPORT	2 STANDARD	WALKER*, MASS-1.5

WEAPONS	E	SH	AC	R(F)	R(C)	MF	ARC	SPECIAL
TWIN ION CANNONS	6	4	3+	18"	18"	6"	F/S	CA-1, AA
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.*