

UNIT OR FORMATION NAME:

ATTSUL-2

POINTS:

125

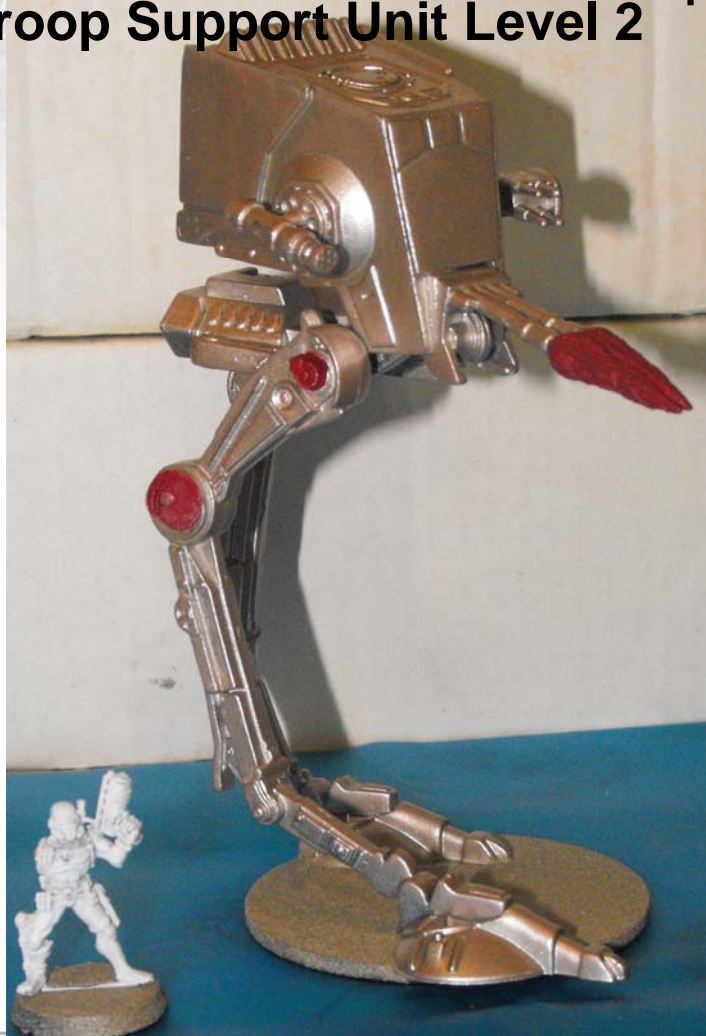
DESCRIPTION:

# All Terrain Troop Support Unit Level 2

As Inquisitor Lord StenMar and Brother Captain Josias organized the Abhuman population of the lost planet Accra, they came upon a manufactorium of a vehicle similar to the ubiquitous Sentinel. The All Terrain Troop Support Unit became a staple of StenMar's forces. The ATTSU's come in three main designs.

The **ATTSUL-2** is considerably larger than an ATTSUL-1, and it's longer legs make it very quick at traversing the battlefield. Armed with similar, yet more powerful weaponry, the ATTSUL-2 is still primarily an anti-personal vehicle.

Although rarely used for reconnaissance or scouting, the ATTSUL-2 can do these things, but it's powerful engines and long legs, make it ideal for mobile, close range fire support for infantry assault units. In small groups, several ATTSUL-2's can also serve as a flanking force for entrenched infantry.



UNIT OR FORMATION: 1 ATTSUL-2

TYPE: Walker

B	W	S	I	A	Fr	Si	Re
3	3	8	3	1	12	12	11

### WEAPONS

ATTSUL-2's are armed with the following:

- Dual Missile Launcher (Krak & Frag Missiles – 2x Rate of Fire)
- Twin Linked Heavy Bolter
- Inferno Cannon

ATTSUL-2's are built for All Terrain, so automatically have the rough terrain modification.

- One Void Shield
- Improved Comms
- Searchlight
- Smoke Launcher

WEAPONS      RANGE    STR    AP    SPECIAL

Missile (Frag)*	48"	4	5	Heavy 2, Blast
Missile (Krak)*	48"	8	3	Heavy 2
Twin-Linked Heavy Bolter	36"	5	4	Heavy 3, Twin
Inferno Cannon*	24"	6	4	Assault 1, Temp

\*Weapon has special rules in the Warhammer 40k Main Rule Book

### SPECIAL RULES:

- Fast
- Close Combat Attack ignores Armor Saves.