

UNIT OR FORMATION NAME:

ATTSUL-3

POINTS:

160

DESCRIPTION:

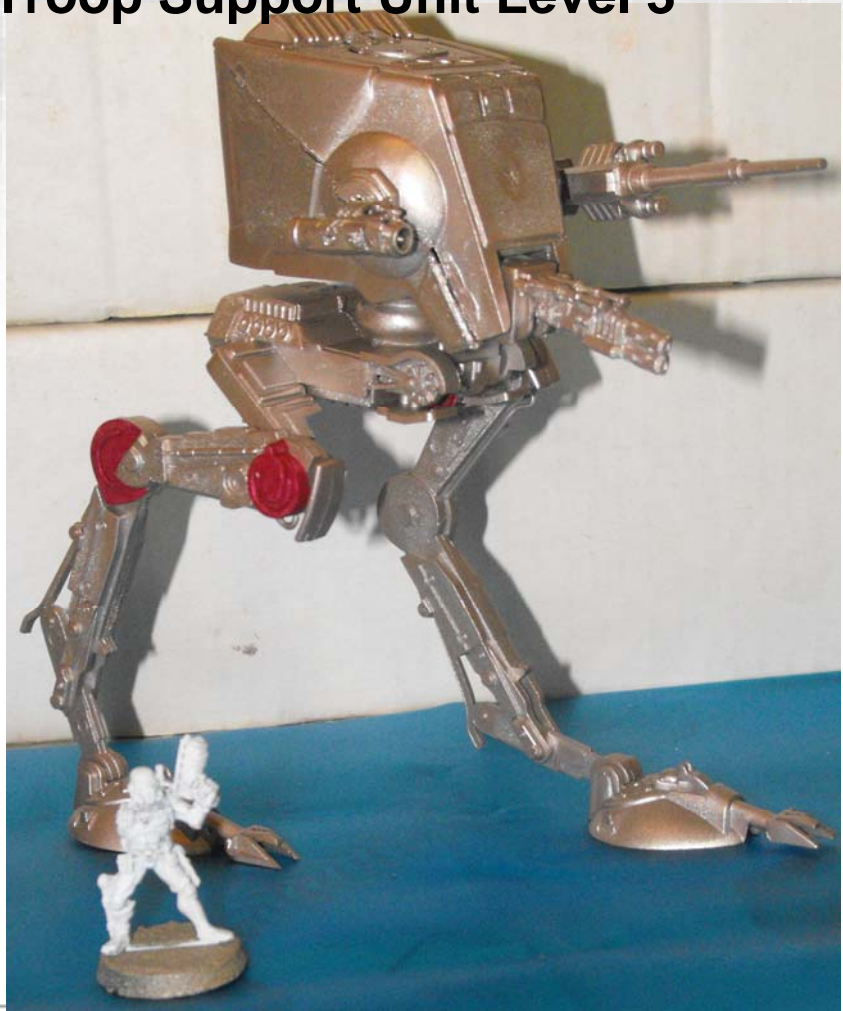
All Terrain Troop Support Unit Level 3

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-3** is slightly larger than an ATTSUL-2. It sacrifices the L-2's speed for more armor and heavier armament.

Primarily used as an anti-vehicle/anti air weapon, the ATTSUL-3 carries the most powerful weaponry of any of the ATTSULs. The L-3 is a relatively rare vehicle.

There is some speculation that an ATTSUL-4 is being developed that has an increased Close Combat Capability. This vehicle would probably be based on the L-2 instead of the L-3.



UNIT OR FORMATION: 1 ATTSUL-3

TYPE: Walker

B	W	S	I	A	Fr	Si	Re
3	3	8	3	1	13	13	11

WEAPONS

ATTSUL-3's are armed with the following:

- Dual Missile Launcher (Krak & Frag Missiles – 2x Rate of Fire)
- Long Barreled AutoCannon (w/ AA mount)
- Extended Range Multi-Melta

ATTSUL-3'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
LB AutoCannon	60"	7	4	Heavy 2
ER Multi-Melta	36"	8	1	Heavy 1, Melta
(2d6 for Melta normal 12" range)				

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

SPECIAL RULES:

- Fleet
- Close Combat Attack ignores Armor Saves.