

AERIAL ATTACK FORCE

Many great battles in the history of the *Legiones Astartes* started with massive waves of drop crafts delivering troops to secure a beachhead for the upcoming invasion. The normal way to establish an initial landing zone was a concentrated Drop Pod assault, however in some cases atmospheric disturbances directly above the target would either hinder a sufficient surveillance of potential landing sites or would block a direct insertion completely. In such a case, a commander usually turned to the use of an Aerial Attack Force to avoid these obstacles and land what forces were needed via the many gun and transport ships at his disposal. Another reason for using such methods was the lack of enemy counter measures against aerial approaches so that the use of Drop Pods (and their retrieval after battle) was seen as an unnecessary waste of resources.

Effects

- **Rapid Insertion:** At the beginning of the first turn, choose half the amount of all your units with the Flyer type held in Reserve (rounding up). These units immediately arrive from Reserve. The arrival of all remaining Flyers of the players force is rolled for as usual for the mission.
- **Carried on Wings of Steel:** All units with access to any Dedicated Transport with the Tank type may instead choose a Legion Storm Eagle Assault Gunship as Dedicated Transport as long as they do not exceed its Transport Capacity. In addition, a Legion Rapier Weapons Battery may choose a Legion Storm Eagle Assault Gunship as a Dedicated transport and embark upon it. All vehicles that can be transported by a Storm Eagle Transporter may choose a Storm Eagle Transporter as Dedicated Transport as long as they do not exceed its Transport Capacity.

Limitations

- All units in the Detachment must either have the Deep Strike special rule, must start the game embarked in a vehicle with the Flyer type or within a Transport that itself is carried by a Flyer.
- All units in the Detachment must start the game in Reserve.
- The Detachment may not contain any unit with the Drop Pod Assault or Subterranean Assault special rules.
- Any Allied Detachment of this force may not contain any units that must start the game in Reserve. In addition, all units of any Allied Detachment must be deployed at the start of the game.
- The Detachment may not include Fortifications.

This Rite of War may be utilised by all Legiones Astartes armies.

