



<http://armor.kiev.ua/Tanks/WWII/sani/sani2.jpg>

### **Soviet Aerosan Raiding Party**

Aerosans were used for transport, reconnaissance, communication and light raiding throughout the frozen areas of Soviet Russia and Finland. These lightweight craft could negotiate terrain otherwise impassable to motorised vehicles where the only practical alternative was skis or animal drawn sleds.

In autumn 1941 the Red Army raised two Aerosan battalions comprising of 45 aerosans in each. Between 1942 and 1943 a total of 70 aerosan Battalions were raised and used in all Soviet fronts where there was sufficient snow.

Operations continued around Leningrad and Finland throughout the war but wider operations declined after 1943 as the Red Army advanced into warmer regions.

As well as more mundane transport duties such as supplying remote locations with arms and evacuating the wounded, the aerosan battalions supported ski units in combat. In addition to supporting the main attacks they also mounted long range raids where their mobility allowed attacks far behind enemy lines. These raiders were lightly equipped for mobility and sent against remote locations to disrupt supplies and rear echelon operations.

This theatre selector represents an aerosan raiding party.



<http://www.armor.kiev.ua/Tanks/WWII/sani/sani3.jpg>



<http://www.armor.kiev.ua/Tanks/WWII/sani/nkl26.jpg>

### **Soviet Aerosan Raiders**

1 Lieutenant - Junior or Senior

2 Infantry Squads: Veteran squads, Ski squads

Plus:

### **Headquarters**

0-1 Forward Air Observer

0-1 Medic team or Ambulance aerosan

0-1 Commissar

### **Infantry**

0-4 Infantry Squads: Veteran squads, Ski squads

0-1 Sniper team

0-1 Anti-tank team: Anti-tank rifle team, Tank Hunter Anti-tank team

0-2 Mortar team: light or medium

0-2 MMG team

### **Armoured cars**

0-2 RF-8 Reconnaissance aerosan

### **Armoured vehicles**

0-1 TsKB-50 Heavy Aerosan, T-26A, T-26B, T-28, T-37, T-38, T-40, T-34/76, BT-5, BT-7

### **Transports and Tows**

0-1 NKL-16 Transport Aerosan or NKL-26 Armoured Aerosan per infantry unit



[http://41.media.tumblr.com/tumblr\\_m9lefk6LoV1rcoy9ro1\\_1280.jpg](http://41.media.tumblr.com/tumblr_m9lefk6LoV1rcoy9ro1_1280.jpg)



[http://blog.modernmechanix.com/mags/PopularScience/3-1938/tank\\_tow\\_skiers.jpg](http://blog.modernmechanix.com/mags/PopularScience/3-1938/tank_tow_skiers.jpg)

### **Aerosan Raiding Party Special Rules:**

**Special mission:** Raiders are specially chosen for the mission - all infantry units and aerosans must be veteran if possible.

**No room for mistakes:** Recruits are not sent on raids - the free Rifle Squad may not be taken.

**Ready for winter:** Raiders are well trained, supplied and equipped for winter operations – they are immune to frostbite and can be given skis for free. Any associated equipment will be mounted on appropriate sledges.

**Early war:** Panzerfausts were not available when the majority of the raids were conducted.

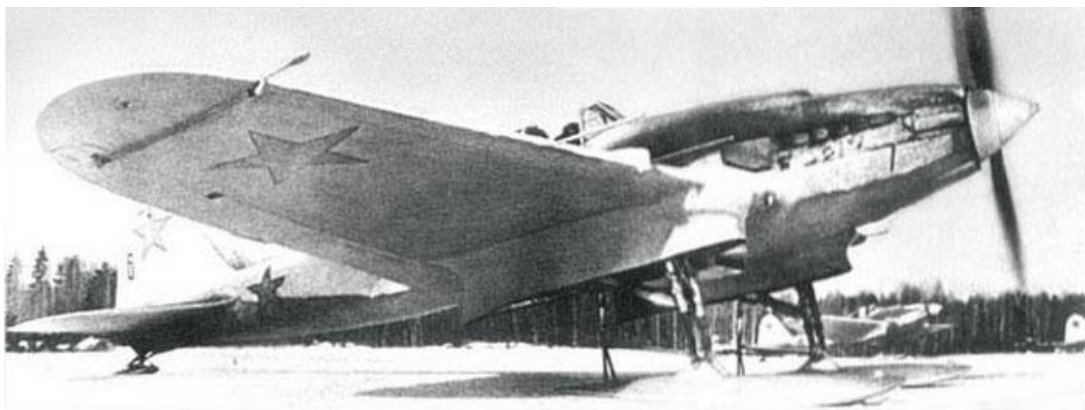
**Aggressive raiders:** in Attack/Defence games the Aerosan Raiders will always be the attackers.

**Unexpected approach:** The Soviet Aerosan raiders can attack from unexpected directions – all ski equipped units and all aerosans gain 'Behind Enemy Lines'

**Ponderous artillery:** Soviet artillery was ponderous and inflexible, rapid long range raids prevented meaningful Soviet artillery support –the Soviet player never benefits from a preliminary bombardment and artillery observers are not available.

**Ski/sledge tow:** Aerosans and tanks were used to increase the range of ski troops - One infantry unit can be towed behind each aerosan or tracked vehicle on skis or sledges (Same rules as tank riders).

**Poor air cover:** Air support was very, light if at all, operating from remote frozen strips - the aircraft will be a fighter or fighter-bomber – treat all bombers as fighters.



[http://www.vintagewings.ca/Portals/0/Vintage\\_Stories/News%20Stories%20K/Any%20Thing%20But%20Wheels/SkisandFloats137.jpg](http://www.vintagewings.ca/Portals/0/Vintage_Stories/News%20Stories%20K/Any%20Thing%20But%20Wheels/SkisandFloats137.jpg)





[http://ser-sarajkin.narod2.ru/ALL\\_OUT/TiVOut10/NKL1641/NKL1641034.jpg](http://ser-sarajkin.narod2.ru/ALL_OUT/TiVOut10/NKL1641/NKL1641034.jpg)

### **Aerosans general rules:**

Aerosans ignore all snow effects.

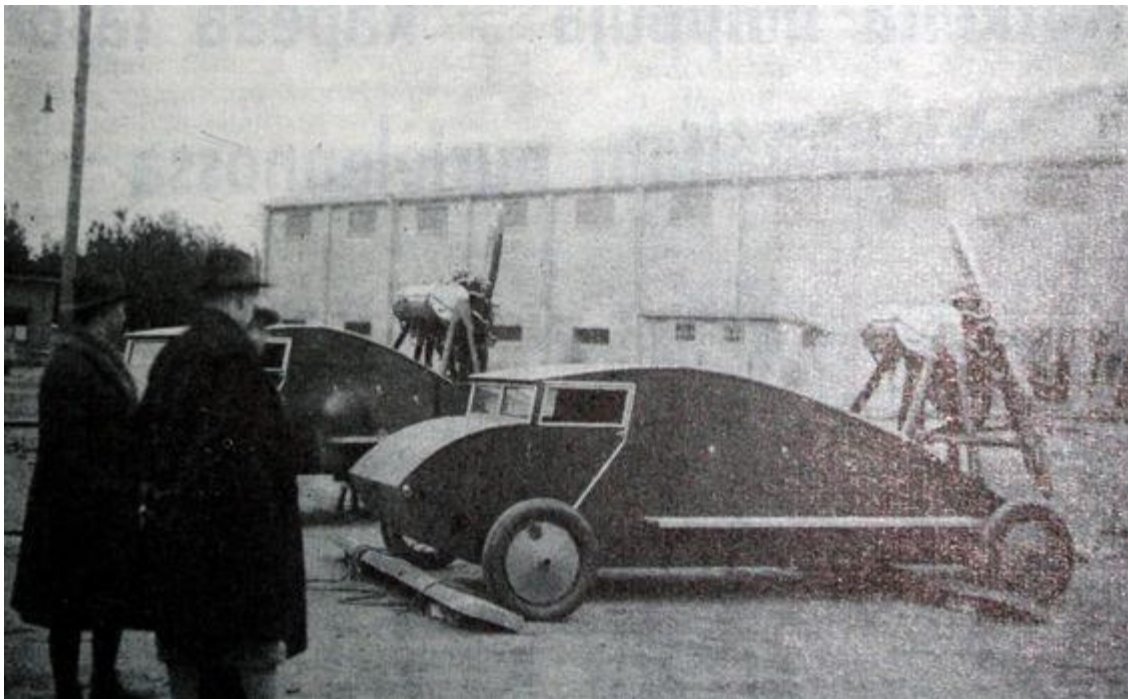
Move as wheeled vehicles but may only make 1x 90 degree turn per move.

Cannot run over non-snow covered open ground and do not double speed on roads.

Low ground pressure means they ignore 'Thin ice'

### **Using Aerosans on non-snow boards:**

Obviously it's not always convenient to plan games so you can have historical match ups and appropriate snow covered scenery. Therefore, if this occurs I suggest you just imagine sufficient snow has fallen to provide the aerosans with mobility but not hinder other movement. Aerosans could move unhindered in just 10cm of snow. Alternatively for testing in the spring and summer aerosans were fitted with aircraft type wheels and tyres.



<https://s-media-cache-ak0.pinimg.com/564x/e7/2d/52/e72d52417f0df16ae75d51ac10e17175.jpg>



<http://acemodel.com.ua/pages/models/72516/4.jpg>

### **Transport aerosan NKL-16 and civilian aerosans**

These are military versions of civilian craft and were the most common types of aerosan in use. With room inside for the driver/mechanic and 5 cosy passengers with an additional 4 brave souls standing on the skis. The NKL-16 had a distinctive and vulnerable fuel tank strapped to the front.

**Cost:** 25pts (Inexperienced) 31pts (Regular) 88Pts (Veteran)

**Weapons:** None

**Damage Value:** 6+ (Soft skin)

**Transport:** 9

**Options:**

- May add a pintle-mounted MMG covering front/left/right arcs for 15 points

**Selectors:** Transport aerosans can be taken in any Soviet, German or Finnish theatre set in wintertime in place of trucks



<http://images.mexicoarmado.com/images-articulos/EGS-aerosan-01.jpg>

### **Aerosan ambulance**

Specialist aerosan ambulances were commonly used; with the seating removed stretcher cases could be carried swiftly to medical assistance. In bolt Action these have a similar effect to medics.

**Cost:** 50pts (Regular), 60pts (Veteran).

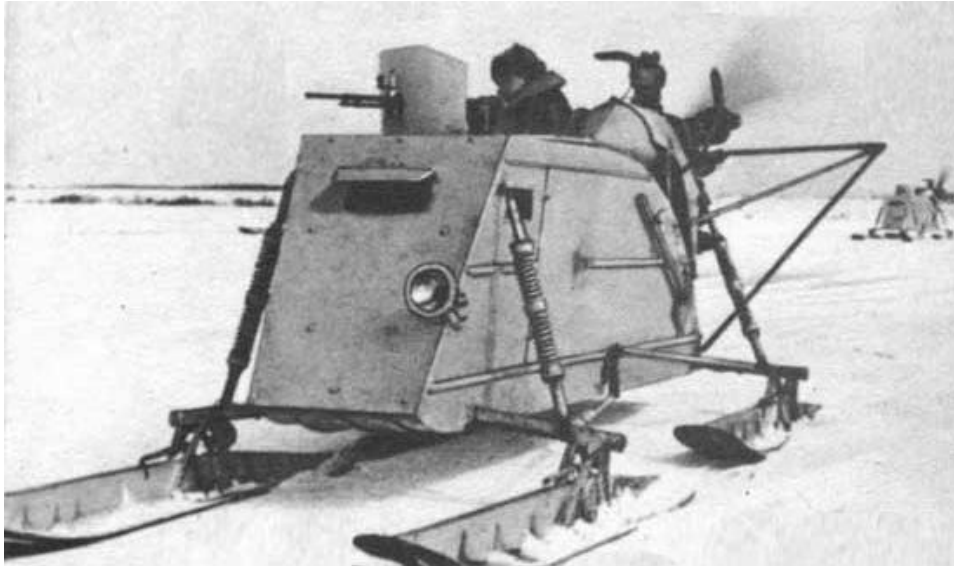
**Weapons:** none.

**Damage Value:** 6+ (soft-skin)

**Transport:** none (much like empty transports, ambulances are destroyed if they end their turn closer to enemy units than to friendly units, as described on page 92-93 of the Bolt Action rulebook)

**Special Rules:** Medical vehicle: Being in proximity of an ambulance means that any wounded soldiers nearby have a chance of being treated by a medic or stretcher bearer from amongst the crew of the ambulance. All infantry and artillery units within 6" of the vehicle count as within 6" of a Medic.

**Selectors:** Aerosan ambulances can be taken in any Soviet, German or Finnish theatre selector set in winter and counts as a Medic.



<http://worldwar2headquarters.com/images/transportRussian/aerosan.jpg>

### **Armoured aerosan NKL-26**

This is the combat version of the NKL-16 with the vulnerable fuel tank moved inside and limited armour plating added to the front. This took up much of the internal space reducing the passengers to standing on the skis hanging onto the outside.

**Cost:** 52pts (Inexperienced) 65pts (Regular) 78Pts (Veteran)

**Weapons:** Pintle-mounted MMG covering front/left/right arcs.

**Damage Value:** 7+ (Armoured Carrier)

**Transport:** 4

#### **Options:**

These weapon upgrades were experimental and combat use was unlikely as the flimsy aerosans were unsuitable platforms for such heavy weaponry– May only be used with your opponent's agreement

- May upgrade the MMG to turret mounted HMG for +10 points
- May upgrade the MMG to turret mounted rocket launcher covering front/left/right arcs (counts as Light howitzer, Shaped charge) for +20 points
- May upgrade the MMG to turret mounted twin light mortar (no smoke) covering front/left/right arcs for +30 points

**Selectors:** Armoured aerosans can be taken in any Soviet, German or Finnish theatre set in winter in place of trucks



<https://upload.wikimedia.org/wikipedia/commons/thumb/0/03/RF-8.jpg/300px-RF-8.jpg>

### **Reconnaissance aerosan RF-8**

This lightweight craft was powered by a Gaz car engine. They were simple if flimsy. They were used for patrols, reconnaissance and liaison duties.

**Cost:** 28pts (Inexperienced) 35pts (Regular) 42Pts (Veteran)

**Weapons:** Pintle-mounted MMG covering front/left/right arcs.

**Damage Value:** 5+ (Lightweight vehicle)

**Transport:** None

**Special Rules:**

- Recce
- Lightweight construction – 5+ to damage and cannot recce escape if towing a unit.

**Selectors:** RF-8s can be taken in any Soviet theatre set in winter in place of BA-20 armoured cars





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### **TsKB-50 Heavy aerosan**

This heavy aerosan was a product of the ever fertile imaginations of the soviet designers. Sadly their enthusiasm was somewhat exceeded by their capability. Weighing in at over 5 tons and with an 800 bhp aero engine but steered with small rudders at the rear. Suffice to say it was borderline uncontrollable. One prototype was built but probably never saw combat.

**Cost:** 76pts (Inexperienced) 95pts (Regular) 114Pts (Veteran)

**Weapons:** Turret-mounted light autocannon with co-axial MMG covering front/left/right arcs.

**Damage Value:** 8+ (Light tank)

**Transport:** None

#### **Special rules:**

- The TsKB-50 was an experimental vehicle and unlikely to have seen combat - May only be used with your opponent's agreement
- Experimental - always requires an orders test
- Difficult to control – may only turn after moving a minimum of 3"
- Heavy – does not ignore thin ice.



<http://www.alternativefinland.com/wp-content/uploads/2014/01/Finnish-Aerosleds-7.jpg>

#### **PR-40 Finnish armoured aerosan**

With the obvious advantages of aerosans in combat the Finns built their own armoured aerosans. Ten were built but it was soon discovered that they were somewhat heavier than predicted and, while proving effective on snow, they were susceptible to breaking through thin ice. Several were lost in this manner.

**Cost:** 64pts (Inexperienced) 80pts (Regular) 96Pts (Veteran)

**Weapons:** Pintle-mounted MMG covering front/left/right arcs.

**Damage Value:** 8+ (Light tank)

**Transport:** 4

**Special rules:**

Open topped

Heavy – does not ignore thin ice.

**Selectors:** Can be taken in any Finnish theatre set in winter in place of a BA-20 armoured car



[https://usatunofficial.files.wordpress.com/2012/11/t-34\\_towing\\_troops.jpg?w=620&h=480](https://usatunofficial.files.wordpress.com/2012/11/t-34_towing_troops.jpg?w=620&h=480)