

# CONFLICT OF HEROES

**ASL MOD**

**EAST FRONT  
1941-1942**



*Firefights book*

# Firefight ASL 0006 - Red packets

To play with the Conflict of Heroes - East Front 1941-1942 Mod

8  
TURNS

## ZHABINKI, 22 June 1941

The German invasion was crushing Russian initial defense everywhere. After considerable delay, Timoshenko gave the orders to open the «red packets». The instructions in these cover plans were often unclear, sometimes contradictory, and usually of little help to the commanders in the fire. Nonetheless, they were to be obeyed. The 42nd Rifle Division's independent Reconnaissance Battalion with armored cars accompanied by the 39rd Independent AA battalion, were to proceed to Zhabinki and take up defensive positions to stem the oncoming German tide.

## VICTORY GOAL

The Russian player must take control of the victory hex west of the map and destroy the three German AFV to win this scenario.

## AFTERMATH

The Russian troops crossed both bridges simultaneously in their approach to Zhabinki. However, lead elements of the German armored columns were already in the outskirts. The AA truck and the first armored cars were immediately destroyed. However, the second platoon, behind a covering screen of rapidly dismounted infantry, were able to pass around the Germans and enter Zhabinki to take their final stand - with their numbers already reduced by half.

## UNITS



1x



1x



1x



1x



1x



5x



1x

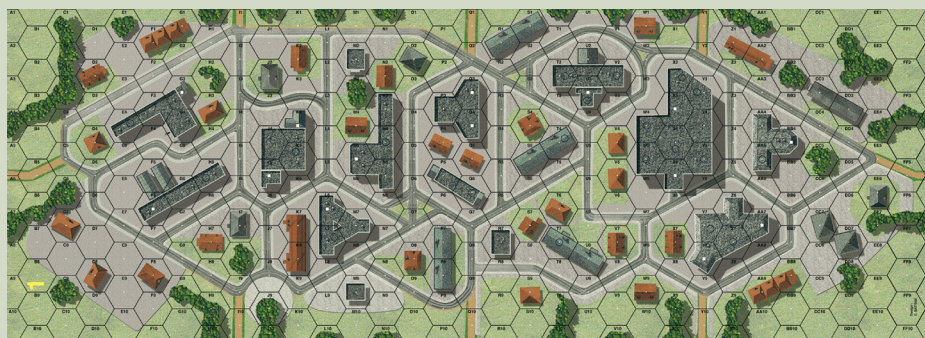


3x



3x

## MAP



# Firefight ASL 0010 - The citadel

To play with the Conflict of Heroes - East Front 1941-1942 Mod

10  
TURNS

## THE CITADEL OF BREST-LITOVSK, 25 June 1941

The eastern front was not yet three days old and everywhere the Russians were reeling from the astonishing gains of the German armored spearheads. But to the infantry whose job it was to consolidate those gains and mop up bypassed strongpoints, the view of the blitzkrieg was not quite so grand. Taking the ancient frontier fortress of Brest-Litovsk fell to the 45th Infantry Division. The task was made extremely difficult by a series of moats, river branches, and canals which divided the Citadel effectively in to separate islands. From one such - the Central island, Captain Praxa's 3rd Battalion had been battered and forced to withdraw the previous day, but 70 men who were cut off remained in an ancient church. It was to their rescue that the 1st Battalion of the 133rd Infantry Regiment now pressed home their assault.

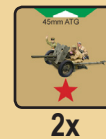
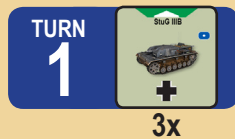
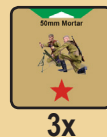
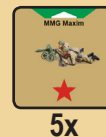
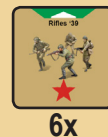
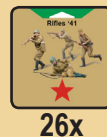
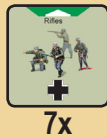
## VICTORY GOAL

The player who own the victory hex at the end of the turn 10, win this scenario.

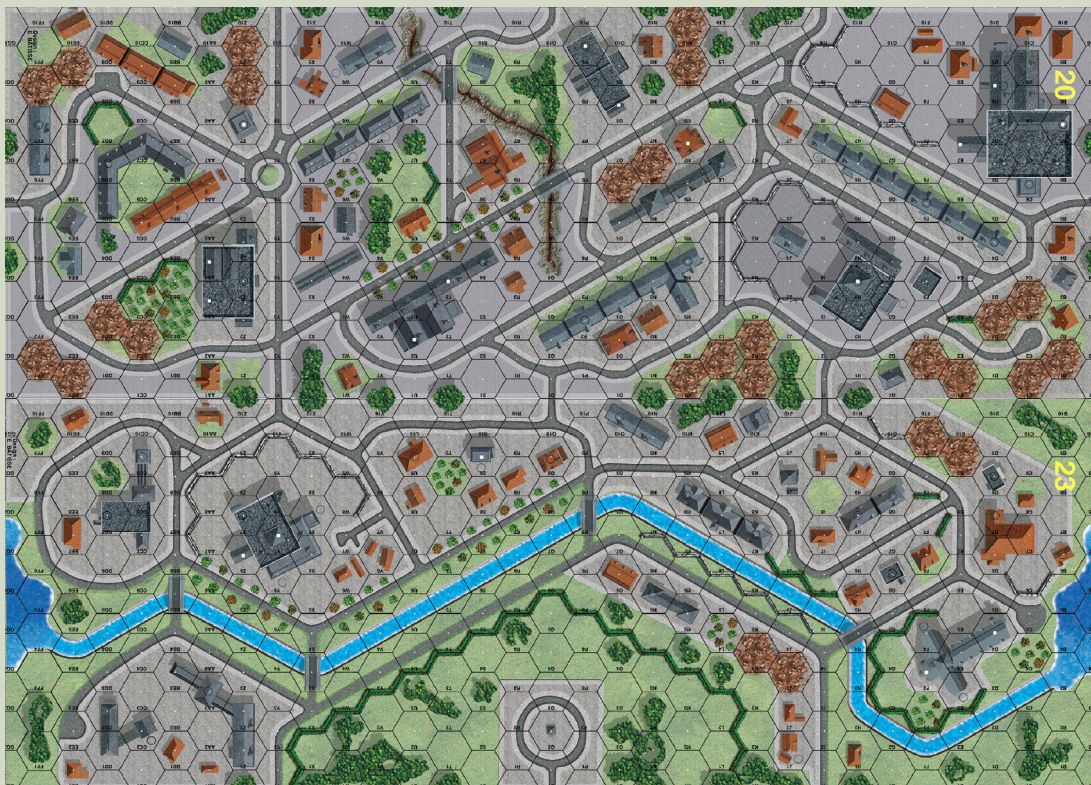
## AFTERMATH

The Russians, although resolute in defense, did not press their advantage against the surrounded Germans and consequently the assault detachment aided by assault guns and artillery support was able to blast a path through to them. However the Russians in the officer's mess and barracks area remained resolute. Four days later, a Stuka Geschwader of 93 aircraft with 4,000 pound bombs was called upon to end their defiance. The fortress officially fell the next day although small, isolated pockets continued to resist for another three weeks. The Germans had suffered 1500 casualties and gotten their first taste of how bitterly the Russians could defend a fixed position. It would not be their last.

## UNITS



## MAP



# Firefight ASL 0125 - First crisis at Army Group North

To play with the Conflict of Heroes - East Front 1941-1942 Mod

8  
TURNS

## Northeast of RASEINIAI, LITHUANIA, 25 June 1941

When Army Group North moved toward the River Daugava (renamed Dvina by the Soviets), the Russian command responded by detailing the 3rd Mechanized Corps to meet and destroy Manstein's units. On June 24th, the Soviet armored force made contact with the 6th Panzer Division, the spearhead of XLI Panzer Corps. Over a hundred of the Soviet tanks were the new super-heavy KV models. The size and power of these stunned the panzer crews and baffled the AT gunners: neither seemed to possess a gun that could penetrate the armor of their opponents. The German advance was halted and the 6th Panzer Division cut off. The following day, the 1st Panzer Division was ordered to relieve and reinforce the 6th, while the Soviet force moved to continue its advance. These two efforts immediately collided.

## VICTORY GOAL

The Russian player win if he takes control of the victory hex.

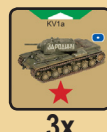
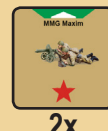
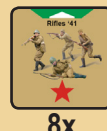
## AFTERMATH

The Soviet heavy tanks outclassed the German defense and simply drove through the German units toward their objectives. The German armor commanders responded with careful maneuver and precision fire, turning their tanks down to follow the Russian advance while the infantry attempted to close assault the Russian behemoths. These tactics eliminated a few Russian vehicles, but the rest continued their steady advance until they ran into German AA and artillery positions in the rear. Unlike the AT and tank guns, these weapons had a fair chance of penetrating the thick armor of the Russian tanks. The Soviet advance ground to a halt. A rapid German counterattack threw the confused Russians back about two miles and ended the crisis.

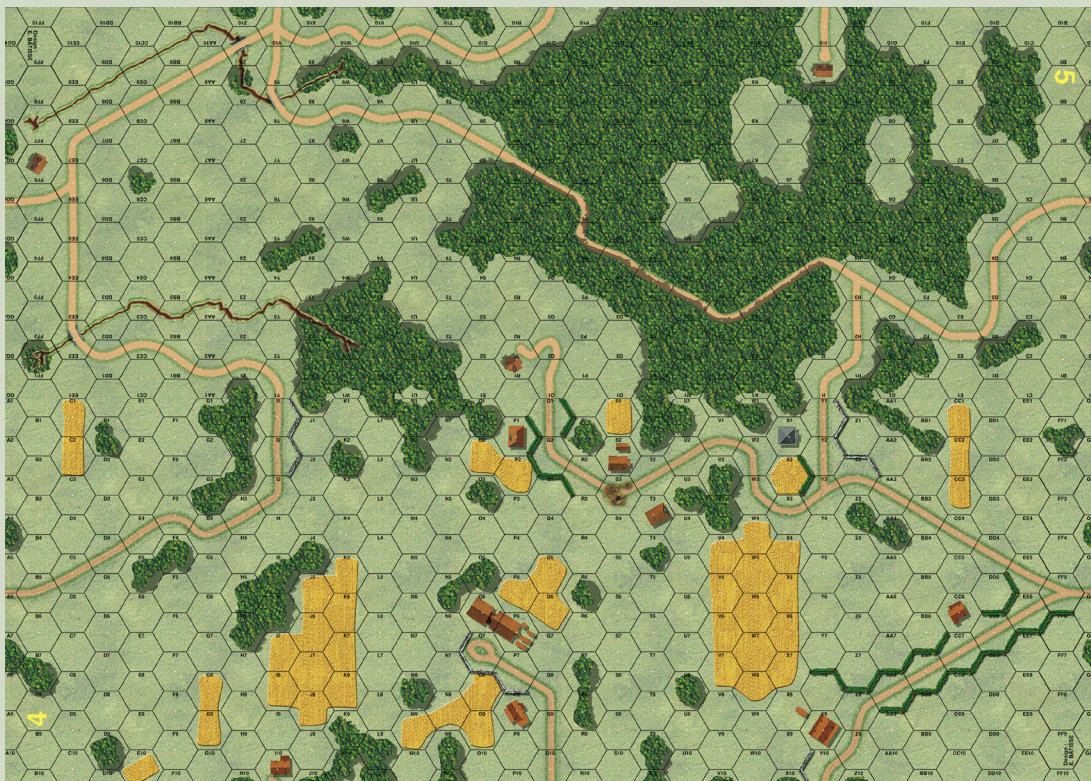
## UNITS



TURN  
1



## MAP



# Firefight ASL 0126 - Commando Schenke

To play with the *Conflict of Heroes - East Front 1941-1942 Mod*

7  
TURNS

## LIEPAJA, LATVIA, 28 June 1941

By the evening of 24 June, Infanterie Regiment 505 had drawn within seven miles of the fortified town of Liepaja in Latvia. Colonel Lohmeyer, in command of the regiment which had been reinforced by a contingent of naval commandos - an element of Naval Assault Detachment 530- under Lieutenant-Commander Schenke, attempted the next day to take the medieval town by surprise. The assault failed, however, despite the determination and courage of his men who attempted to storm the walls of Liepaja across the narrow peninsula which linked it to the mainland. Worse, the Russian garrison took advantage of the German disorganization immediately following the retreat to launch an armored counterattack which reached positions that threatened the German artillery before being turned back. On the morning of 27 June, the Russians again staged a massive sortie, which tore a gap in the German encirclement and broke through to the coast highway in strength. Only a furious German counterattack closed the gap around noon and carried on to the gates of the town. After a slow and costly advance, the Germans finally broke into and cleared the southern portion of the port. The next day, so Lohmeyer ordered, the German infantrymen and commandos were to complete the capture of Liepaja. Frustrated by the bloody street-fighting, the naval troops were in a particularly nasty mood.

## VICTORY GOAL

The German player must take control of the building located in X4 before the end of the seventh round of play to win this scenario.

## AFTERMATH

The town proved to be extremely difficult to reduce. The Soviets had fortified scattered buildings throughout Liepaja to serve as focal points for their resistance. These, combined with the historic tenacity of Russian troops, foreshadowed the German experiences in many other urban areas across Russia. Despite the close cooperation of the German infantry and commandos, the northern half of Liepaja had to be taken block by bloody block. Indeed, eventually the Germans faced a handful of isolated fortresses that stoutly resisted all their attacks. Cleverly camouflaged Russian machinegun posts in barricaded buildings caused frightful casualties among the commandos attempting to storm the structures. The commander of the regiment finally found it necessary to call upon the company artillery to pound these strongpoints. The near-continuous bombardment was interspersed with attacks by assault troops to slowly wear down the defenders. Even with such a concentrated effort, however, it would be two days before the last Soviet pocket in Liepaja had been eradicated.

## UNITS



10x



1x



2x



11x



3x



3x

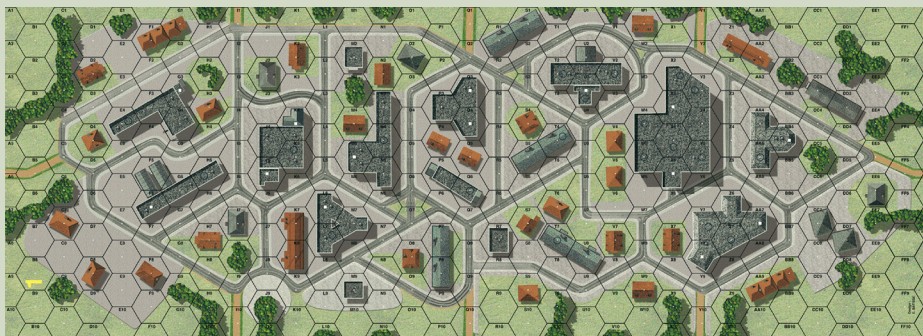


5x



2x

## MAP



# Firefight ASL 0127 - Land leviathans

To play with the Conflict of Heroes - East Front 1941-1942 Mod

7  
TURNS

## LIPKI, RUSSIA, 3 July 1941

Under pressure from Stalin to hold Smolensk, Yeremenko was desperate to halt the German offensive. On 1 July, he committed his sole armored reserve : the 1st Moscow Motorized Rifle Division under Major-General I G. Kreyzer. It was a crack unit, the pride of STAVKA. Equipped with the new T-34 and KV-2 tanks, the division moved off to meet and defeat the 15th Panzer Division, the spearhead of Guderian's 2nd Panzergruppe. On 3 July, at Lioki -six miles east of Borisov- contact was made.

## VICTORY GOAL

The Russian player must kill as much german units as possible and taking control of Victory hexes in the west of the map to win this scenario.

## AFTERMATH

A number of light Russian AFVs, supported by a single KV-2 and a single T-34, advanced on the lead elements of the 18th Panzer Regiment Stunned by the appearance of the two armored monsters not encountered before on the Army Group Center front, the German infantry scattered. A handful of German tanks were all that stood in the path of the Soviet advance. The T-26 and BT tanks were routed by the Pz IIIs. The German 37mm shells were unable, however, to affect the KV or T-34 Two panzers were quickly destroyed. At that point, several Pz IVs arrived to engage the KV-2, while the remaining Pz IIIs concentrated on the T-34's vulnerable tracks. Soon both Russian heavy tanks were out of action, the KV bogged on soft ground and the T-34 with its treads shot away. Without the threat of the KV or T-34, the infantry were able to hold their position. This incident reveals the crucial sin of the Russian command : employment of their superior T-34 and KV types not in formation, but individually among light and medium tanks, or as support for the infantry. It was a mistake Soviet Russia was to pay dearly for.

## UNITS



6x



1x



2x



3x



2x



1x



1x



3x



4x

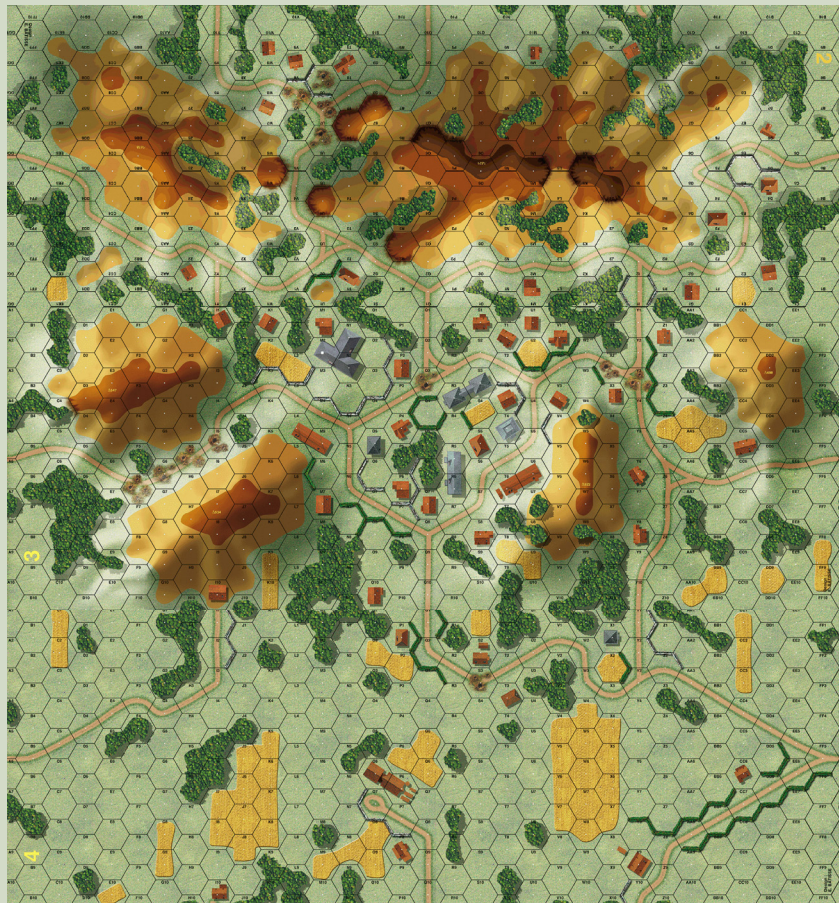


1x



1x

## MAP



# Firefight ASL 0128 - The defense of Luga

To play with the Conflict of Heroes - East Front 1941-1942 Mod

10  
TURNS

## South of LENINGRAD, RUSSIA, 19 July 1941

As the panzers drove deeper into Russia, intent on even greater encirclements, potentially dangerous Russian armored groups were bypassed. The German infantry, being primarily foot or horse bound, was forced to keep up as best they could to safeguard the panzer's lines of communication. Hence when the Russians attempted to break out, their armored attacks often had to be handled, not by their armored counterparts, but by infantry and anti-tank units. One such instance occurred at Luga, where elements of the German 269th Infantry Division were assigned to hold the western approaches to the German drive on Leningrad. Desperate to stop or delay the advance, bypassed remnants of the 21st Tank Division, 16th Rifle Division, and the 2nd DNO (a militia unit), were hastily declared Operational Group Luga and ordered to take the city.

## VICTORY GOAL

The Russian player must control victory hexes in town at the end to win this scenario.

## AFTERMATH

The Russian attack, though supported by an assortment of tanks, was stopped on the outskirts of the town. German anti-tank guns dispatched with relative ease the Soviet armor, which blundered forward piecemeal, while the Russian infantry, lacking solid leadership, were repulsed by far fewer Germans. The result was decisive, but had the Russians planned their assault better, it could easily have gone the other way.

## UNITS



13x



6x



4x



4x



2x



2x



2x



24x



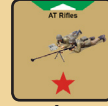
12x



5x



6x



1x



1x



1x



2x



2x

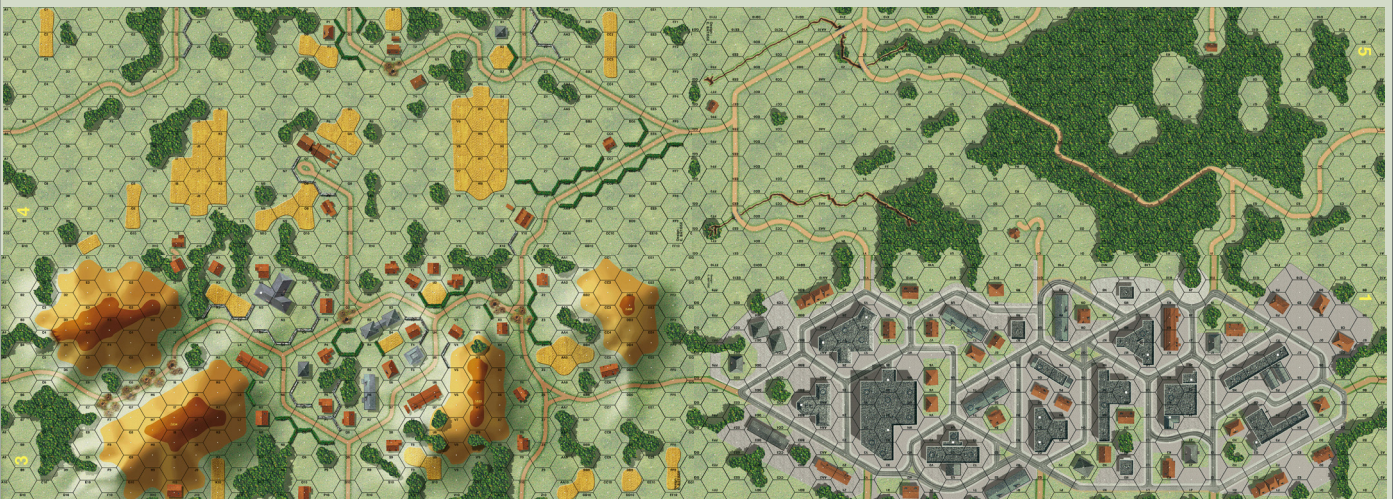


3x



3x

## MAP



# Firefight ASL 0129 - Slamming of the door

To play with the Conflict of Heroes - East Front 1941-1942 Mod

6  
TURNS

## PANIKOVO FOREST, RUSSIA, 17 August 1941

In order to improve the flow of supplies to the German troops driving on Leningrad, the need for the great «Leningrad Highway» became apparent. A key position on the highway was the Soviet strongpoint prepared at Luga. To take the Luga position, the decision was made to drive past the highway behind Luga and take the strongpoint from the north. One of the actions, as the Germans attempted to roll up the Russian defenses covering the highway, was conducted by the 409th Infantry Regiment. The plan called for a crossing of the Oredez River and the securing of the village of Panikovo. The river crossing was completed with little enemy resistance. Patrols were sent out, and returned with reports of no sign of the Russians. At 15.00 hours the 1st Battalion moved out toward the village. Soon, the Germans discovered the reason for the silence. A deadly trap had been laid; Russian infantry came rushing out of the woods along with tanks, striking at the exposed flank of the battalion. In an effort to speed its advance through the heavy forest, the battalion commander had neglected to bring along any anti-tank guns. He had little choice but to form a «hedgehog» and await relief.

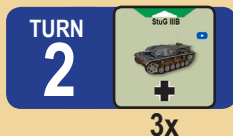
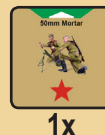
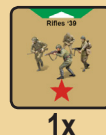
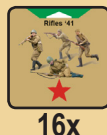
## VICTORY GOAL

The Russian player must destroy as many German units as possible to win this scenario.

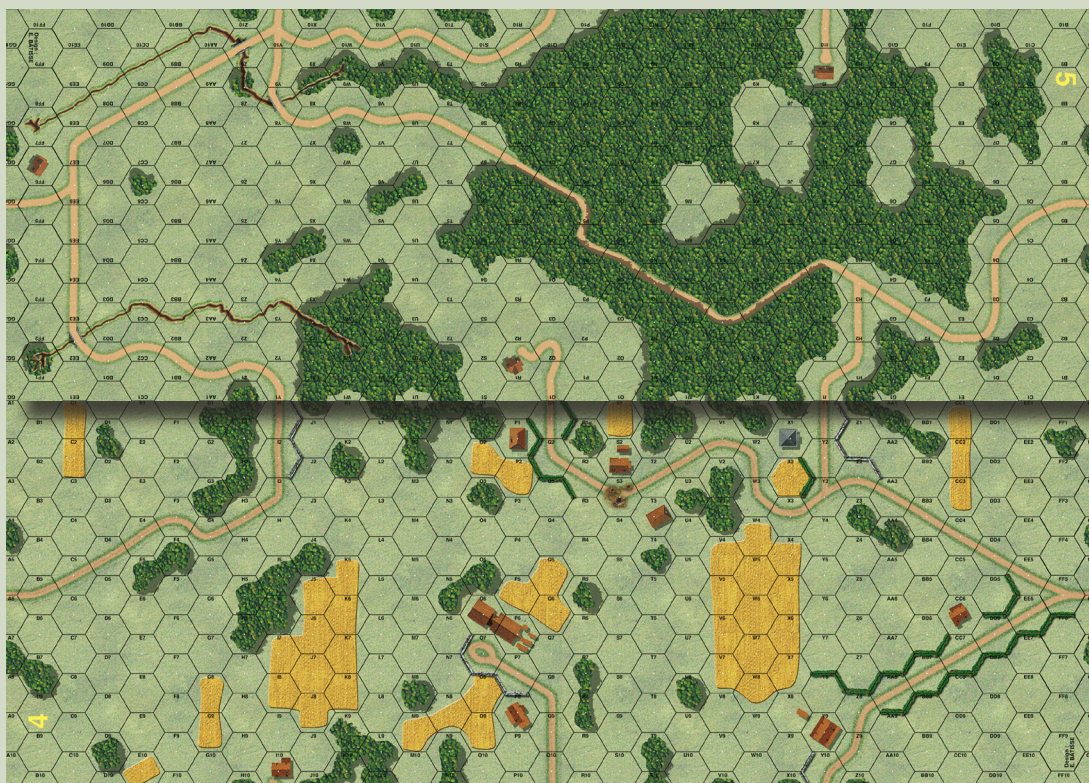
## AFTERMATH

Fortunately for the German battalion, the Russian infantry was weak and it was possible to hold them off. Relief came just as resistance was weakening in the form of three self-propelled guns. Caught by complete surprise, several of the Russian tanks fell victim to the German SPG. The remaining tanks retreated in fast order. With the boost in morale offered by the AFVs, the remnants of the German battalion soon rallied and routed the now unsupported Russian infantry. The way was clear for the occupation of Panikovo on the following day.

## UNITS



## MAP





# Firefight ASL 0130 - Debacle at Korosten

To play with the Conflict of Heroes - East Front 1941-1942 Mod

9  
TURNS

## Along the KIEV ROAD, KOROSTEN, 30 August 1941

As the front spread with each German success, vast gaps were left in the main line. These gaps proved to be perfect avenues of approach for the far-ranging Russian cavalry. One such daring group, the 1st Regiment, 2nd Cavalry Division, rode deep behind the German lines to the map depot of the 6th Army, near the town of Korosten. Waiting until twilight, they drew their sabres and came sweeping across the steppes like the Cossacks of old.

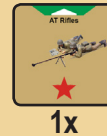
## VICTORY GOAL

The Russian player must kill as much German units as possible and taking control of Victory hex in the south of the map to win this scenario.

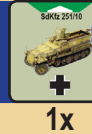
## AFTERMATH

The German rear echelon troops were totally stunned, and many were indeed dispatched by the sword. Desperate calls for help to the nearby 16th Motorized Division succeeded in saving only a few dazed survivors - all that remained of the map depot by the time help arrived.

## UNITS



TURN  
4



## MAP





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