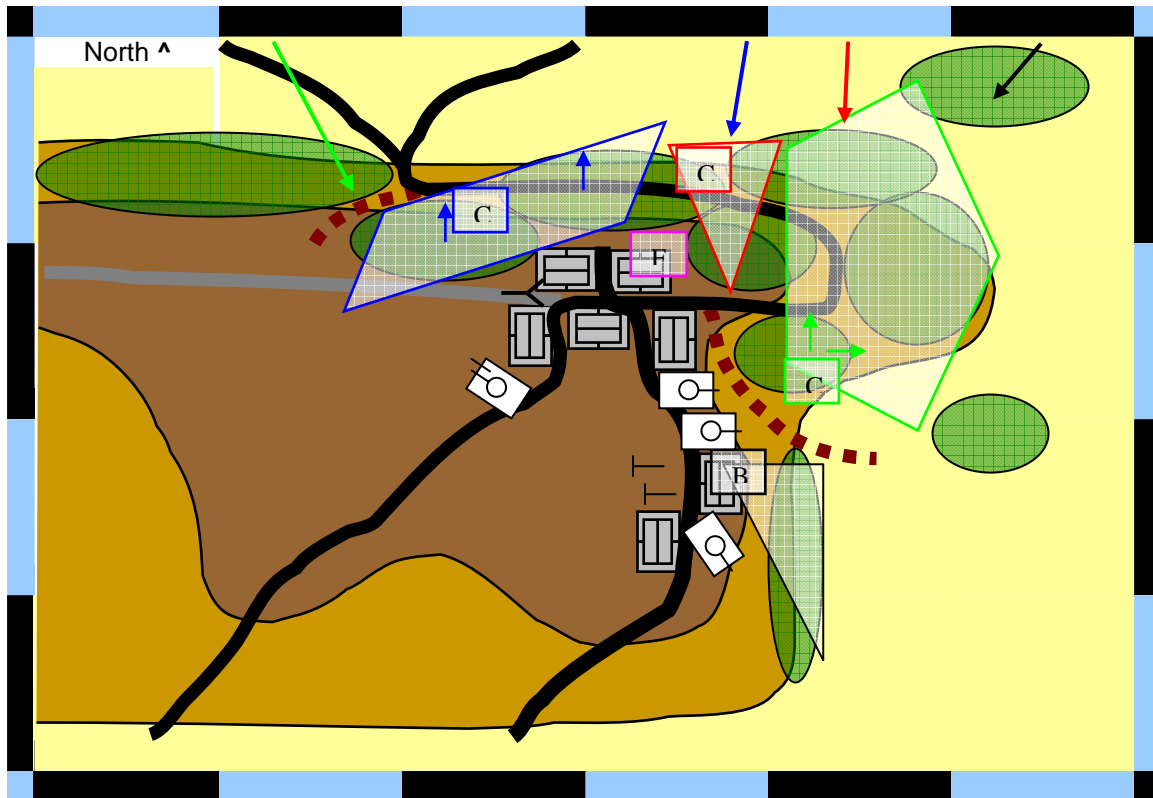


## After-action report on the Stonne scenario.

Before play started I changed the French armor to one B1 bis and the H-39 Bn. to three tanks. This was a result of examining the history of Blitzkrieg in the West. The dates seem off compared to other sources. Originally, it had impacted my determination of the strength of the French armor.

The initial French defense plan and German attack plan are outlined below. The French **blue** company was -4 infantry and +2 attachment MGs. The **red** company was -2 infantry. Its' defense area included the triangle and the 5 buildings of Stonne. The **green** company was -2 infantry and +2 attachment MGs. The Battle Group command element (in black) was on the southeast corner of the defense. The **F** indicates the French FO. The color-coded "C" indicates commanders. The arrow graphic indicates MGs. All French were in cover except the tanks, AT gun and the mortars.



The **green** German company had an attached MG. The **blue** German company had the FO attached. The **red** German company had no attachments. The black arrow includes the Battle Group commander, 3 mortars and two of the attachment MGs. All groups would eventually converge on the 5 buildings of Stonne. The AT company would follow as determined by the action.

The German black element moved into the woods and emplaced in firing positions. The green units moved to the edge of woods to occupy the blue French company. The Char B moved out to the southwest edge of the French blue company to provide support. The reduced H-39 Bn. moved to the south tip of the red French company group in the woods to provide support. The French commanders did not allow for the utilization of the artillery battalion.

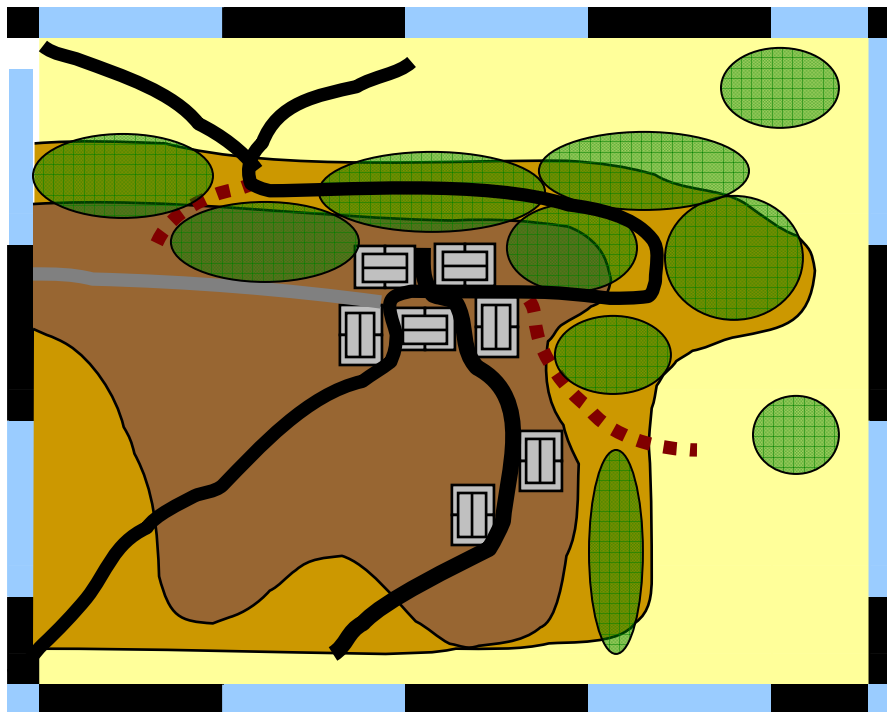
Initially, the blue and red German company made good progress. They moved up to the north edge of the woods and moved against the leading French units in close combat after they had been suppressed or demoralized. They reached the south edge of the first group of woods pushing the

French back. Then, an unfortunate roll moved the German blue company back one action disordered. The German red company consolidated the woods. This ran through the first five turns.

During this action the German green company moved to the southeast corner of the woods and pressured the French. A lucky die roll from the German mortars (all three firing together for a concentration, I think this is right) disordered the Char B. German infantry moved out of the woods to CC the Char B. They lost but next turn the Char B rolled poorly and panicked for two moves back, roughly to its' start position. After the balance of the French blue company moved west to hold the German green company a stalemate developed on this end of the battle for a couple of turns. During this action the French BG command group moved north as reinforcement to the green company.

All of this action involved about six turns. The casualties were minimal. The French blue company suffered two infantry. The French red suffered none, just being forced back. The French green suffered two. The German green suffered one MG. The blue suffered no casualties, just the disorder. The red company suffered three knocked out. The next five turns saw the Germans push the French back into the town or the woods to the southeast. The action from turn 6 to turn 11 was a see-saw pushing the French back. The German AT guns were coming up the north road that snakes into the east edge of Stonne to threaten the H-39 Bn. remnants. This was at turn 11. At this point we ran out of time.

Overall comments include, neither the French nor the German artillery battalion played much of a part. The light German mortars played little part. The French and German HMGs played little part, the Germans because of maneuver and the French because the Germans targeted them. The 81mm attached mortars for both sides were weapons to be reckoned with. The Char B was interesting for one and a half turns. The H-39s were going to be the tough nut to crack. I would change the map as illustrated below to tighten the battlefield. This means roughly one foot off the west end, six inches off the south and six inches off the east edge of the board. I don't think these areas will affect play. As noted, change the H-39 Bn. to three tanks total with the corresponding effect on the maneuver roll. The B1 Co. is changed to one vehicle with a similar effect.



I was the CinC for the Germans. I tried to be aggressive as the most familiar to with the rules. A less-experienced BF player commanded the French. I look forward to testing this again.