

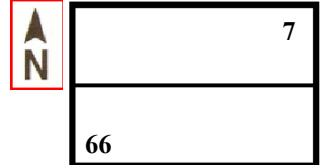
# “Uhlig’s Assault”



## St. Germain-sur-Seves, France — July 23rd, 1944

On July 22nd, the 1st Battalion of the 358th Regiment, 90th US Infantry “Tough Hombres” had succeeded in crossing the Seves River and establishing a bridgehead on “Seves Island”. Their objective was St. Germain-sur-Seves. Despite initial success, the Americans found themselves pinned down with little available cover in the swampy terrain in front of St. Germain-sur-Seves. The attack ceased, while engineers built a temporary bridge to allow armor support to cross over. The infantry dug in to await the expected German counter-attack. Major von der Heydte, 6th Fallschirmjaeger Division was planning exactly that. He ordered his paratroopers to eliminate the American bridgehead.

**Board Configuration:**

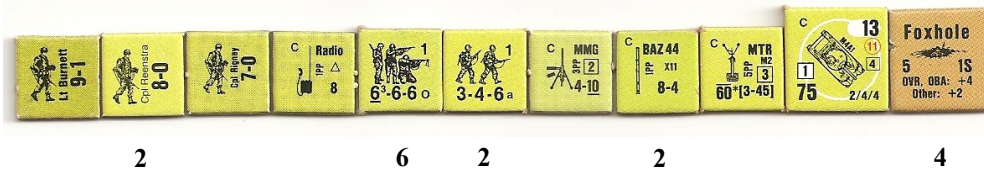


**VICTORY CONDITIONS:** The German player wins if there are no good order US squads on Board 66 at game end. Any other result is a US victory.

|                           |   |   |   |   |   |   |   |
|---------------------------|---|---|---|---|---|---|---|
| US Player sets up first   | + | 1 | 2 | 3 | 4 | 5 | 6 |
| German Player moves first |   |   |   |   |   |   |   |



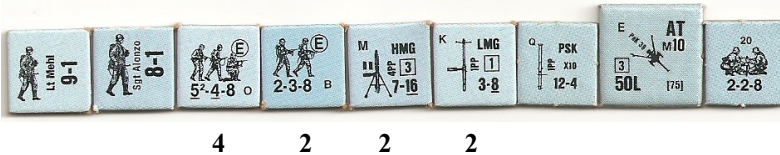
**1st Battalion HQ, 358th Regiment, 90th Div. (ELR 3) (SAN: 3) (Setup on Board 66 between Rows J-V in Hexes numbered 1-5)**



**Relief Elements 358th Regiment, 90th Div. (ELR 4) (Enter through Hex Y10 on Board 7 per SSR 7)**

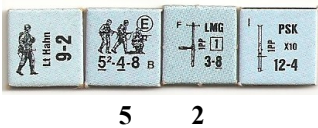


**Elements 6th Fallschirmjaeger Division (ELR 5) (SAN 4) (Setup: on Board 66 in a Trench Hex—see SSR 3)**

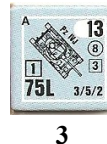


**50L AT Gun setups on Board 66 West of Row I**

**Feldwebel Uhlig’s Assault Group (ELR 5) (Setup: on Board 66 East of Row W)**



**2nd SS Tank Platoon (Enter on Turn 1 on the East edge of Board 66)**



### Special Rules/Notes:

- EC are moderate with no wind.
- Place pontoon bridges on Board 7 in Hexes: AA6, AA7, and AA8. All Hedges are Bocage.
- Place Trenches on Board 66 in Hexes: H2, I6, K7, L7, M8, N8, O9 and Q10. All building Hexes on Board 66 are rubble.
- On Board 66, place wrecks in Hexes: I1, J2, and K4. Place shell holes in Hexes: F2, J3, K3, L4, M3, N4, O6, P3, R6, X4, and Z5.
- On Board 66, place Overlay OG2 in W4, W5 and OW1 in W3, V3.
- The US Radio represents one module of 105mm OBA (HE and Smoke). Radio contact is normal for Turn 1, but each turn thereafter, the US player must add 1 to the Radio Contact Roll.
- The US Relief Force represents the efforts of US Major Knout to reinforce and resupply the bridgehead. At the start of the game, the US player secretly rolls 1d6 to determine the turn of entry for the US Relief Force. The number rolled is the Turn of entry for the US Relief Force and is only revealed to the German player during the turn of entry.
- No Quarter is NA. Both sides will take prisoners.



Scenario GJ032

**Aftermath:** Leading the German assault was Company 16 under the command of Feldwebel Alexander Uhlig. Uhlig’s company would be supported by a platoon of Panzer MKIV’s from the 2nd SS Panzer Division ‘Das Reich’. Uhlig’s force would launch three separate assaults on the US positions. US artillery and small arms fire from the dug-in US infantry managed to repel two of the assaults. The third assault, however hit the 1st Battalion command post. With its collapse, the US infantry began to panic and attempted to fall back. As Americans on the other side of the river watched on, groups of Americans began to walk towards the Germans with hands raised. By the end of the day, the 90th Infantry had surrendered over 200 men to von der Heydte’s paratroopers. Never again would the 90th lose so many men in a single day, and would in fact go on to earn many battle honors, and to be recognized as one of the very best US Infantry Divisions of World War II. Feldwebel Uhlig would himself become a prisoner of the 90th in October and spend the remainder of the war as a POW.