



# Okinawa Hacksaw Ridge



OHR\_overview2



OHR\_Axis-left



**OHR\_Axis-center**



**OHR\_Allies-center**



**OHR\_title**



**OHR\_Axis-right**



**OHR\_Allies-right**



**OHR\_Allies-left**

**7 VP's**

**Card Balance:**

Allies - 6



Axis - 4

**Complexity:**

4

**Conditions:**

Jungle



**Context:**

**Location:**

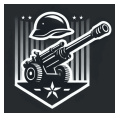
Okinawa

**Year:**

**Theater:**

Pacific

**Summary:**



## **Objectives:**

7 VP's

There is one Medal Objective for the Allies, the Axis HQ.

There is also an Exit Hex for the Allies which will result in one VP for every Allied unit that escapes.

## **Battlefield:**

Jungle with a severe ridge and hills with tunnels

## **Troops:**

Allies - 10 Infantry, 4 Armor including 3 Fire Tanks, 2 Artillery

Axis - 11 Infantry, 1 Artillery

## **Special Rules:**

1. Air Power - Remove the Air Power card
2. Pfc. Desmond Doss - is able to heal any adjacent infantry, as long as enemy units are not adjacent to him. Process is the same as the Medics & Mechanics card. But he only heals Infantry. He is a non-combatant and cannot attack anyone. If eliminated, it does not result in a Victory Point.
3. HQ rules - should the Allies capture the Axis HQ, the Axis will lose one card from their hand until they regain control of it.
4. Fire Tanks - they attack with +1 dice when in Close Assault; perfect for attacking units in Caves on a Hill.





### **Allied Strategy:**

1. Use your Fire Tanks as much as possible in Close Assault, so that they can help you conquer the Japanese units on the top of Hacksaw Ridge.
2. The Armor on your left flank should keep pushing toward the Exit Hex.
3. There is a pathway on the right flank which will allow you to get beyond the ridge and attack the Artillery near the Japanese HQ.
4. Make good use of Pfc. Doss to heal any injured Infantry so that they can keep fighting!



### **Axis Strategy:**

1. Guard the Exit Hex on your right flank.
2. Guard the passage to your HQ on your left flank.
3. Attack with your full-strength Infantry units at every opportunity so that you can make use of the Japanese Seishin Kyoiku Doctrine, and attack with four dice while in Close Assault.
4. If Pfc Doss tries to heal Infantry units, you will have to take him out with your Artillery, or Infantry, but you will not gain a Victory Point for eliminating him.

## Battle Reports

**1**



BR - OHR



Allies Won



Axis Won

[See Results](#) [Vote](#)

**Source: Chicago's Finest Hour Open**

**Link:**