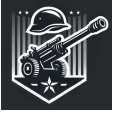
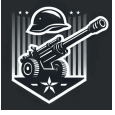


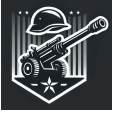
Okinawa Hacksaw Ridge





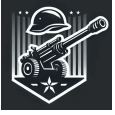
OHR_overview2





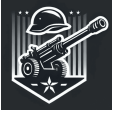
OHR_Axis-left



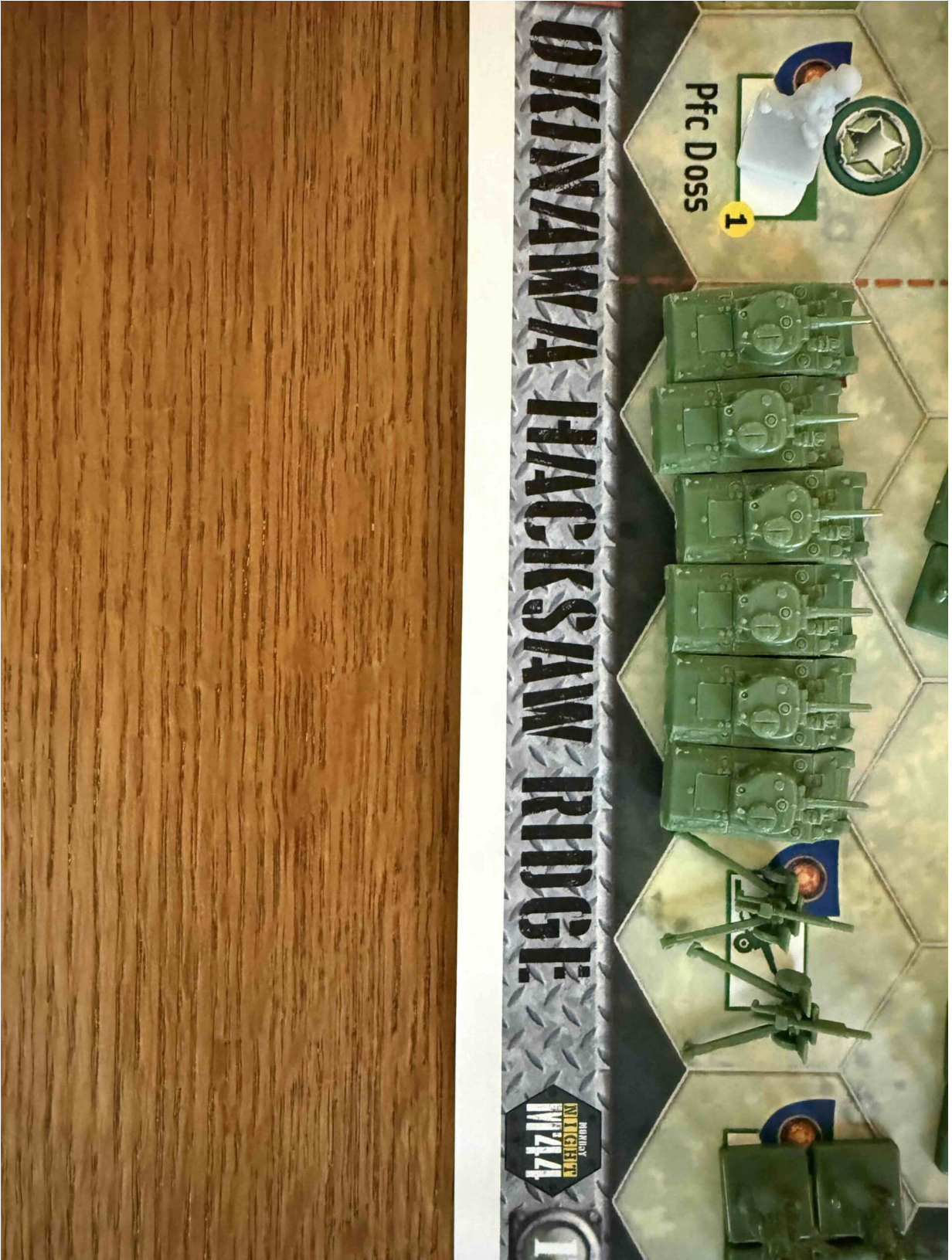
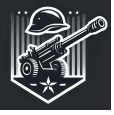


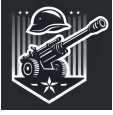
OHR_Axis-center



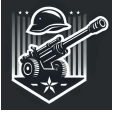


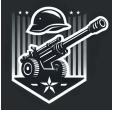
OHR_Allies-center





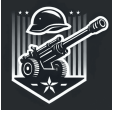
OHR_title





OHR_Axis-right





OHR_Allies-right





OHR_Allies-left



OHR_map_overview

7 VP's

Card Balance:

Allies - 6

Axis - 4

Complexity:



4

Conditions:

Jungle



Context:

Location:

Okinawa

Year:

Theater:

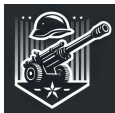
Pacific

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

Source: Chicago's Finest Hour Open

Link:

General Howitzer / Battle Reports



Okinawa Hacksaw Ridge

Community results · All commanders

Complete an After Action Report on this battle

Please register in order to complete the AAR. [Register](#)

Please login, so your battle history can be updated. [Login](#)

Allied win rate **0.00%**

Average medals per side

Allies—Axis—

Submitted AARs

1 Games reported

Allied victories **0 · 0.0%**

Axis victories **1 · 100.0%**

General Howitzer / Community Strategy

Commander Strategy Notes

Battle-tested advice from registered commanders.

Allies 0 Axis 0 General 0

No approved allies strategy notes yet.

No approved axis strategy notes yet.

No approved general strategy notes yet.

[Log in](#) or [register](#) to share a strategy.