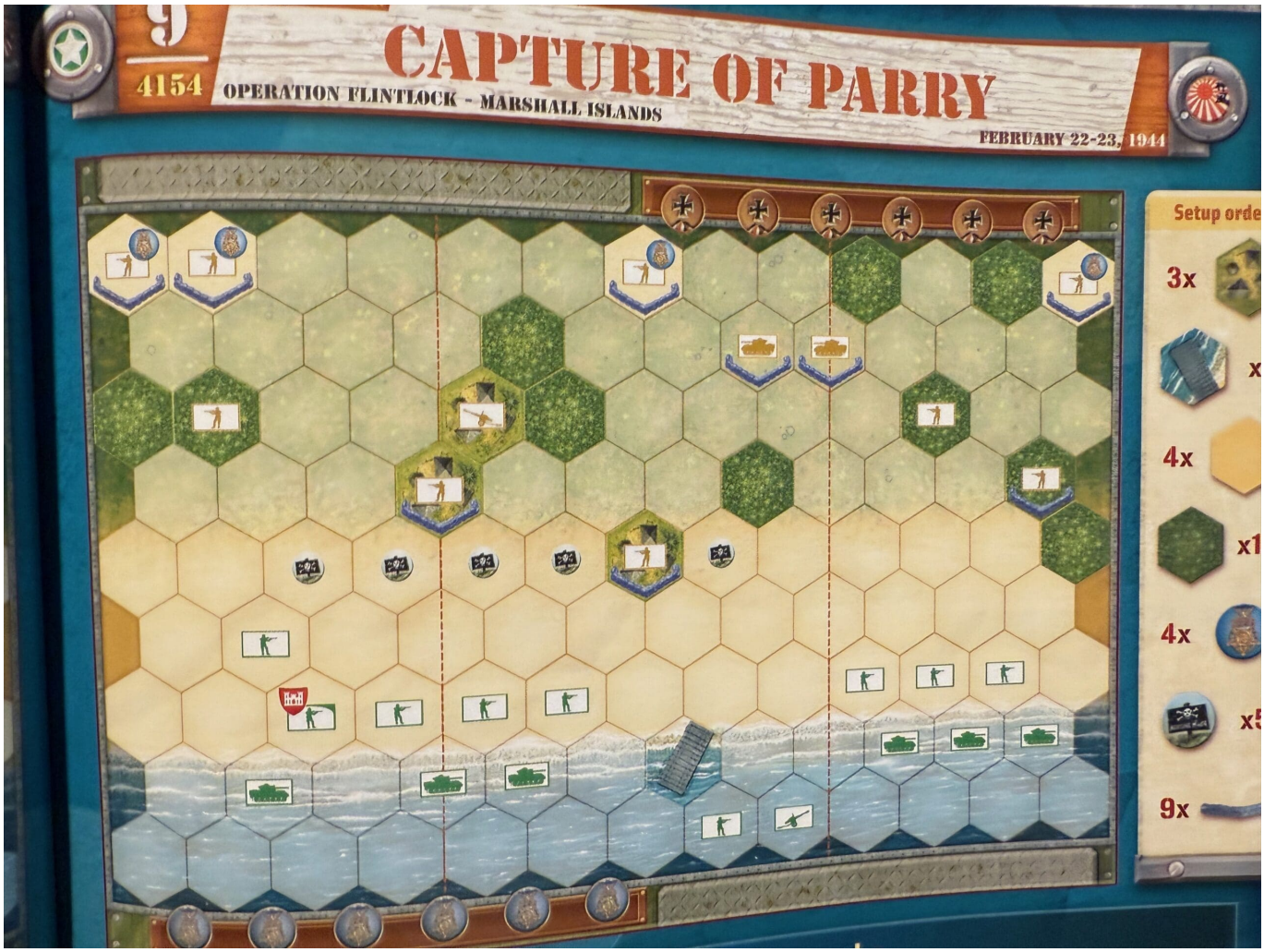
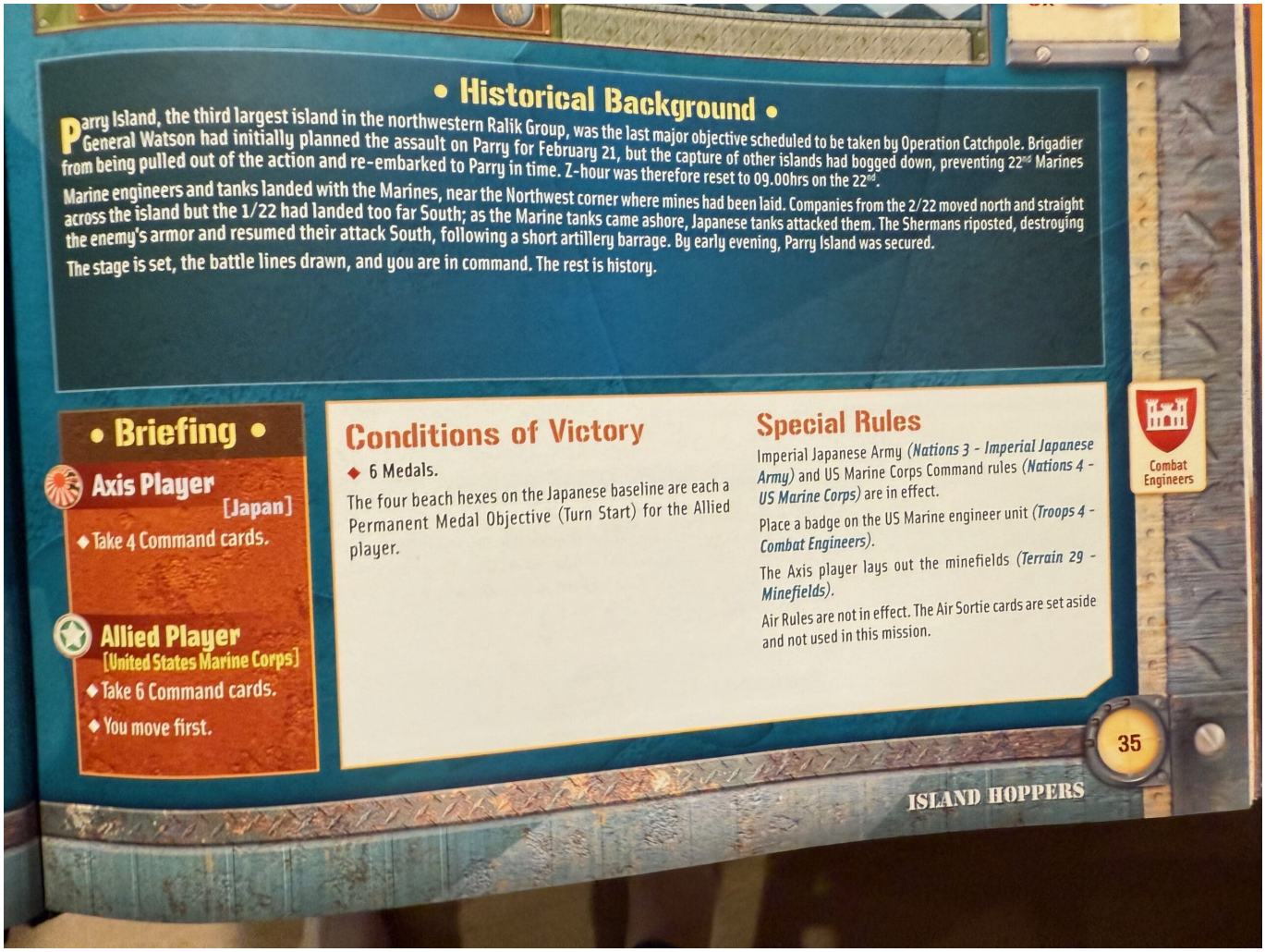
Capture of Parry



Capture-of-Parry_title



Capture-of-Parry_description

Parry Island was a textbook assault—our 4th Marines hit the beach with tanks rolling, guns blazing, and the Navy pounding from offshore. The enemy was dug in and ready to die, and they did—every last one of them. In just over a day, we turned their fortress into a smoking ruin. That win locked down Kwajalein and put us one step closer to Japan's front porch. Fast, brutal, and effective—just the way war ought to be fought.

~~ General Howitzer

6 VP's



Card Balance:

Allies – 6

Axis – 4

Complexity:

3

Conditions:

Beach & Jungle

Context:

Location:

Marshall Islands

Year:

1944

Theater:

Western

Campaign:

Marshall Islands

Codename:

Operation Flintlock

Summary:

Objectives:

6 VP’s

Battlefield:

Beach.

Troops:

Allies – 9 Infantry, 6 Armor, 1 Artillery

Axis – 9 Infantry, 2 Armor, 1 Artillery



Allied Strategy:

1.



Axis Strategy

1.

Battle Reports

Author:

Days of Wonder

Resource:

Campaign Book, Volume 2

General Howitzer / Battle Reports

Capture of Parry

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—
Average medals per side
Allies—Axis—
Submitted AARs
0Games reported

No AARs for this scenario yet. File the first field report.

Allied victories**0**
Axis victories**0**

General Howitzer / Community Strategy

Commander Strategy Notes

Battle-tested advice from registered commanders.

Allies 0Axis 0General 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.

Campaigns featuring this scenario

Explore the scenarios in each campaign, listed in campaign order.

Campaign Book, Vol.2

1. Battle of Warsaw→ — Open Scenario
2. Slopes of Mount Austen→ — Open Scenario
3. Operation Frankforce→ — Open Scenario
4. Drop in the Night: 82nd→ — Open Scenario
5. The Coup de Main→ — Open Scenario
6. Cut of the Cotentin→ — Open Scenario
7. The Scottish Corridor→ — Open Scenario

8. The Charging Bull→ — Open Scenario
9. The Hedgerow Breach→ — Open Scenario
10. The Avranches Breakthrough→ — Open Scenario
11. Tigers Versus Kangaroos→ — Open Scenario
12. Take Falaise→ — Open Scenario
13. Tuchola Forest→ — Open Scenario
14. Bzura River→ — Open Scenario
15. Hel→ — Open Scenario
16. Tomaszow Lubelski→ — Open Scenario
17. Battle of Kock→ — Open Scenario
18. Luga Bridges→ — Open Scenario
19. Slim River→ — Open Scenario
20. Kota Bharu→ — Open Scenario
21. Ban Sadao→ — Open Scenario
22. Breaking the Jitra Line→ — Open Scenario
23. Gurun→ — Open Scenario
24. Kampar→ — Open Scenario
25. Bakri→ — Open Scenario
26. Tenaru→ — Open Scenario
27. Clearing Matanikau River→ — Open Scenario
28. Roi-Namur Landings→ — Open Scenario
29. Kwajalein→ — Open Scenario

30. Engebi Landings→ — Open Scenario
31. Guam Landings→ — Open Scenario
32. Orote Peninsula→ — Open Scenario
33. Landings at Peleliu→ — Open Scenario
34. Iwo Jima Landings→ — Open Scenario
35. Counter-Offensive on Okinawa→ — Open Scenario
36. The Rescue of Mussolini→ — Open Scenario
37. Umurbrogol Pocket→ — Open Scenario
38. Capture of Parry Current scenario
39. Medeera Pocket→ — Open Scenario
40. Singapore→ — Open Scenario
41. [Stalingrad] Red Barricades Factory Complex→ — Open Scenario
42. Matanikau River→ — Open Scenario
43. Japanese Counterattack→ — Open Scenario
44. [Iwo Jima] The Meat Grinder→ — Open Scenario
45. Counter-attack on Mortain→ — Open Scenario
46. Bloody Ridge→ — Open Scenario
47. Roi→ — Open Scenario
48. Namur→ — Open Scenario
49. Gemencheh Bridge→ — Open Scenario
50. Kepa Oksywska→ — Open Scenario
51. Szack→ — Open Scenario

52. Drop in the Night: 101st→ — Open Scenario
53. Coldstream Hill→ — Open Scenario

Marshall Islands

1. Roi-Namur Landings→ — Open Scenario
2. Kwajalein→ — Open Scenario
3. Engebi Landings→ — Open Scenario
4. Capture of Parry Current scenario
5. Roi→ — Open Scenario
6. Namur→ — Open Scenario