



Capture of Parry



Capture-of-Parry_title



• Historical Background •

Parry Island, the third largest island in the northwestern Ralik Group, was the last major objective scheduled to be taken by Operation Catchpole. Brigadier General Watson had initially planned the assault on Parry for February 21, but the capture of other islands had bogged down, preventing 22nd Marines from being pulled out of the action and re-embarked to Parry in time. Z-hour was therefore reset to 09.00hrs on the 22nd. Marine engineers and tanks landed with the Marines, near the Northwest corner where mines had been laid. Companies from the 2/22 moved north and straight across the island but the 1/22 had landed too far South; as the Marine tanks came ashore, Japanese tanks attacked them. The Shermans riposted, destroying the enemy's armor and resumed their attack South, following a short artillery barrage. By early evening, Parry Island was secured. The stage is set, the battle lines drawn, and you are in command. The rest is history.

• Briefing •

Axis Player [Japan]

- ◆ Take 4 Command cards.

Allied Player [United States Marine Corps]

- ◆ Take 6 Command cards.
- ◆ You move first.

Conditions of Victory

- ◆ 6 Medals.

The four beach hexes on the Japanese baseline are each a Permanent Medal Objective (Turn Start) for the Allied player.

Special Rules

Imperial Japanese Army (*Nations 3 - Imperial Japanese Army*) and US Marine Corps Command rules (*Nations 4 - US Marine Corps*) are in effect.

Place a badge on the US Marine engineer unit (*Troops 4 - Combat Engineers*).

The Axis player lays out the minefields (*Terrain 29 - Minefields*).

Air Rules are not in effect. The Air Sortie cards are set aside and not used in this mission.

35

ISLAND HOPPERS

Combat Engineers

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

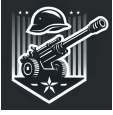
0 Games reported

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.

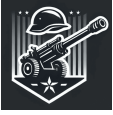
[Log in](#) or [register](#) to share a strategy.

Campaigns featuring this scenario

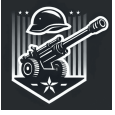
Explore the scenarios in each campaign, listed in campaign order.

Campaign Book, Vol.2

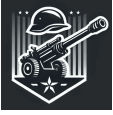
1. [Battle of Warsaw→ — Open Scenario](#)
2. [Slopes of Mount Austen→ — Open Scenario](#)
3. [Operation Frankforce→ — Open Scenario](#)
4. [Drop in the Night: 82nd→ — Open Scenario](#)
5. [The Coup de Main→ — Open Scenario](#)
6. [Cut of the Cotentin→ — Open Scenario](#)
7. [The Scottish Corridor→ —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