

“Euphrates Iron Bridge”



Falluja, Iraq — May 19th, 1941

On May 19th, 1941 Captain Alistair Graham of the Green Howards led an assault to take the important Falluja Bridge. As the only crossing of the Euphrates River available for many miles, the bridge was strategically important. Graham would command a force of Iraqi Levees. These Levees were fiercely loyal to Great Britain and had proven themselves against the regulars of the Iraqi Army. Graham would also have two Rolls Royce Armored Cars to support his attack.

VICTORY CONDITIONS: The British win at Game End if there are no Good Order Iraqi Army MMC's on or adjacent to a road hex north of the river.



Board Configuration:

LFT 9

Only Rows I-U are in play.

Place Overlay Rv1 on BB6-CC6.

British Player moves First		1	2	3	4	5
Iraqi Player sets up First						



Elements of the Iraqi Army (ELR 2) (SAN 4) (Set up: Unconcealed north of the river.)



Iraqi Levees of the Green Howards (ELR 4) (SAN 3) (Set up: Enter Turn 1 on the south board edge)



Special Rules/Notes:

1. EC are moderate, with no wind at start. Light Dust (F11.7) is in effect. (Exception—Vehicles on the bridge create no Dust while moving on the bridge.)
2. Place Overlay Rv1 on BB6-CC6.
3. Place Single Lane Steel Girder Bridges on Hexes O6 & P6
4. Bore Sighting (C6.4) is NA.
5. Kindling (B25.11) is NA.
6. No Quarter (A20.3) is NA.
7. All Buildings are Stone.
8. Iraqi Army begins the game unconcealed, but may gain concealment normally after game start.
9. Broken Iraqi Army MMC's surrender in the Rout Phase if adjacent to a British unit.

Aftermath: Initially caught by surprise, the Iraqi Army troops surrendered or fled as Graham's Levees and armored cars put fire down on the bridge. Many of the Iraqi Army would melt into the surrounding civilian populace to evade capture. Still others were quickly rounded up and taken prisoner. The bridge would be taken without a single casualty. Crossing the bridge quickly, Graham's force would secure the remainder of the town after scattered firefights.

