

Paper Wars - Second Fallujah: Iraq Nov-Dec 2004



This two-player (solitaire adaptable) grand-tactical design covers the fighting from the start of the main Coalition assault on 8 November 2004 through 14 November, when most of the city had been secured.

Rating: Not Rated Yet

Price

Price £42.95

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Manufacturer [COMPASS GAMES](#)

Description

This two-player (solitaire adaptable) grand-tactical design covers the fighting from the start of the main Coalition assault on 8 November 2004 through 14 November, when most of the city had been secured. One player controls the Insurgent forces; the other controls the Coalition forces. The area-style map has 51 sectors scaled at one inch to 570 feet. Individual units of maneuver are primarily companies or ad hoc groupings of

roughly that size. There are seven multi-impulse game turns each representing one full day. Intermediate complexity.