

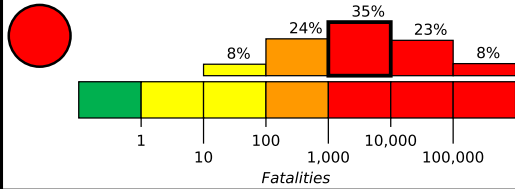
M 7.3, 30km S of Halabjah, Iraq

Origin Time: 2017-11-12 18:18:17 UTC (Sun 21:48:17 local)
Location: 34.9052° N 45.9563° E Depth: 19.0 km

PAGER Version 6

Created: 1 day, 7 hours after earthquake

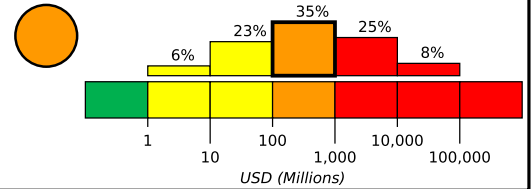
Estimated Fatalities



Red alert for shaking-related fatalities. High casualties are probable and the disaster is likely widespread. Past events with this alert level have required a national or international level response.

Orange alert for economic losses. Significant damage is likely. Estimated economic losses are less than 1% of GDP of Iraq.

Estimated Economic Losses

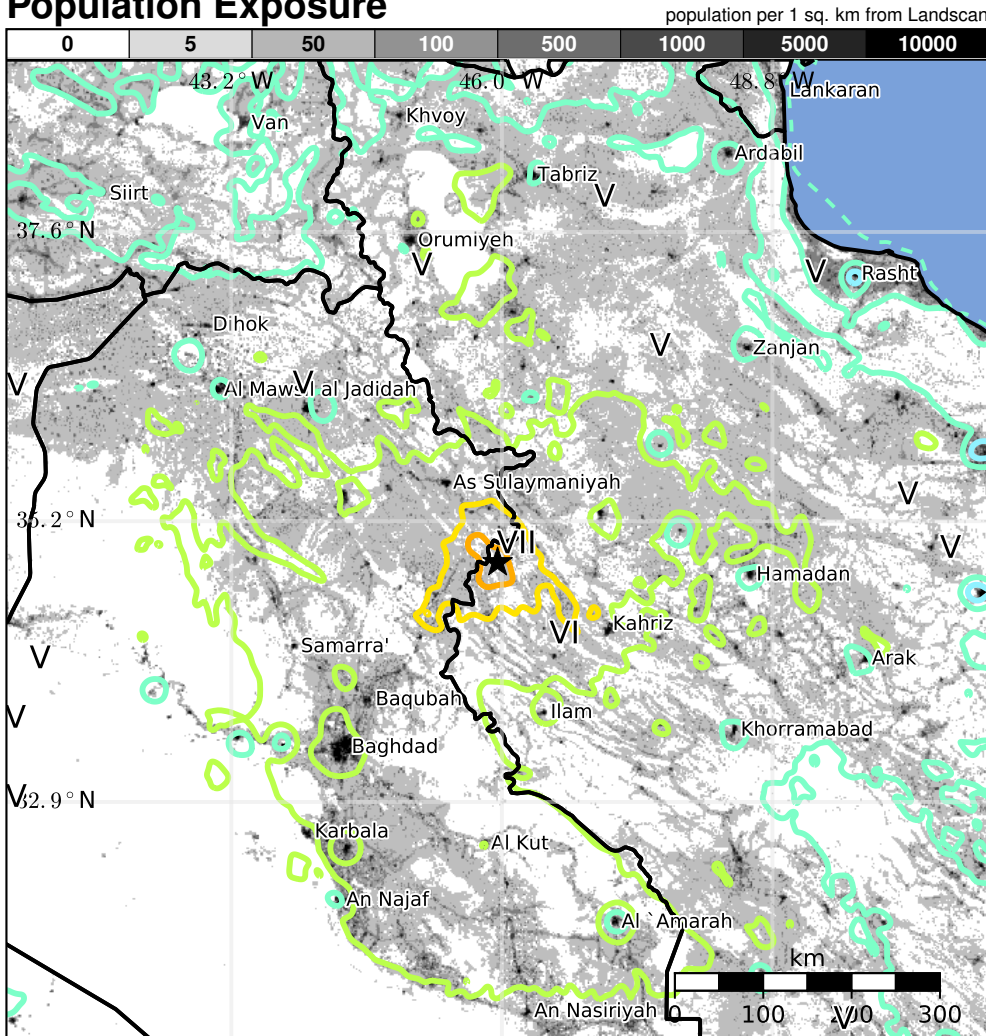


Estimated Population Exposed to Earthquake Shaking

ESTIMATED POPULATION EXPOSURE (k=x1000)	—*	2,930k*	12,075k*	39,339k	15,308k	1,011k	35k	0	0	
ESTIMATED MODIFIED MERCALLI INTENSITY	I	II-III	IV	V	VI	VII	VIII	IX	X+	
PERCEIVED SHAKING	Not felt	Weak	Light	Moderate	Strong	Very Strong	Severe	Violent	Extreme	
POTENTIAL DAMAGE	Resistant Structures	None	None	None	V. Light	Light	Moderate	Mod./Heavy	Heavy	V. Heavy
	Vulnerable Structures	None	None	None	Light	Moderate	Mod./Heavy	Heavy	V. Heavy	V. Heavy

*Estimated exposure only includes population within the map area.

Population Exposure



Structures

Overall, the population in this region resides in structures that are highly vulnerable to earthquake shaking, though some resistant structures exist. The predominant vulnerable building types are adobe block and low-rise nonductile concrete frame with in-fill construction.

Historical Earthquakes

Date (UTC)	Dist. (km)	Mag.	Max MMI(#)	Shaking Deaths
1962-09-01	358	6.9	IX(4k)	12k
2002-06-22	288	6.5	VII(5k)	227
1990-06-20	374	7.4	IX(83k)	45k

Recent earthquakes in this area have caused secondary hazards such as landslides that might have contributed to losses.

Selected City Exposure

MMI	City	Population
VIII	Derbendixan	<1k
VIII	Tazehabad	<1k
VII	Halabjah	57k
VII	Halabjah al Jadidah	<1k
VII	Seyid Sadiq	<1k
VII	Qasr-e Shirin	<1k
V	Erbil	933k
V	Baghdad	7,216k
V	Tabriz	1,425k
IV	Mosul	1,740k
III	Qom	900k

bold cities appear on map.

(k=x1000)