

OPERATION ATTILA

THE TURKISH INVASION OF CYPRUS, 1974

EXCLUSIVE RULES

1.0 INTRODUCTION

Operation Attila is a military game for two players exploring the Turkish invasion of Cyprus in the summer of 1974. Players represent the local military leaders of these respective governments. The action begins on July 20, 1974. The time covered by an entire game may represent up to two months, depending on events within the game. Historically, there were four days of activity in July for the initial invasion, then a break of three weeks marked by building up and skirmishing, then a final three days of fighting before ceasefire imposed by the United Nations.

These are the exclusive rules for the game. They are intended to be used with the *Brief Border Wars* system rules. As such, they consist of additions, notes, exceptions and amendments organized along the same numerical case lines as the system rules.

1.1 General Course of Play









The play of the game is divided into 7 Game Turns. The game will end in the Final Phase of the 7th Game Turn, at which time play stops and players judge victory (see 8.0).

2.0 GAME COMPONENTS and CONCEPTS

- **Nationality.** Turkish units are colored white-on-red; Cypriot units are gold-on-white.

2.2 Type and Identification Chart

These are the the various type symbols (mechanized-type units are highlighted) and abbreviations used in the game:

Ground units		Infantry	Abn: Airborne Cdo: Commando EE: <i>Elliniki Enischysi</i> , Greek Reinforcement (unit) EMA: <i>Efedrikon Michanopoiimeni Armamachis</i> , Reserve Mechanized Armor
		Military Police	Eoka-B: <i>Ethniki Organosis Kypriou Agoniston-B</i> , resurrection of a right-wing terrorist organization
		Irregular	ES: <i>Efedrikon Soma</i> , Reserve Corps (paramilitary police) ELDYK: <i>Elliniki Dýnami Kýprou</i> , Greek Force in Cyprus
		Airborne (9.3)	KTA: <i>Kibris Türk Alayı</i> , Cyprus Turkish Regiment
		Mountain	LOK: <i>Lochoi Oreinōn Katadromōn</i> , Mountain Raider Companies
		Armor	MK: <i>Moiratostolou Katadromon</i> , Raider Squadron
Air		Mechanized	NG: National Guard
		Fighter	SLF: Special Landing Force TMT: <i>Türk Mukavemet Teşkila</i> , Turkish Resistance Movement

2.3 Maps, Displays, and Playing Aids

2.31 Map. The map depicts the island of Cyprus. Each area is marked with a Victory Point value, which will be awarded to the Turkish player if they control it at the end of the game (see 9.0 for definitions).

2.32 Displays. Units will move from the Rear Area to areas on Cyprus. The Turkish player's Rear Area represents bases in Turkey, and so units must move from there and then through a Transit Box before landing on the island (representing a period of transport and "shuttle trips" by ships or planes).

2.4 Game Concepts

- **Scale:** The map is drawn at a scale of about 1:500,000 or about 1 inch to 8 miles. Each game-turn represents about one day of activity, or a longer period of preparation or recovery. The unit counters represent groups of men and equipment of varying size: each air unit is about 36 aircraft, and each ground unit is a composite regiment or brigade of 5,000 – 7,000 men.

3.0 SETTING UP THE GAME

Cyprus (gold-on-white units) (white cards)
Famagusta: 1A NG, 1B NG Kyrenia: 3B NG, EMA Limassol: 4 NG, EOKA Morfou: 2 NG Nicosia City: 3A NG, ES, GRK, MK Paphos: 5 NG Rear Area: Both air units (if using optional rule 9.4) Damaged Units box: LOK, ER (<i>not actual damaged units, these are covert emergency reinforcements sent from Greece soon after the first invasion</i>)
Turkey (white-on-red units) (grey cards)
Famagusta, Kythreia, Kyrenia, Larnaca, Limassol, Paphos: one Turkish Irregular unit each Kioneli: two Turkish Irregular units, TRK Transit Box: SLF, 39(-) Rear Area: all air units, 5(-), A/28, B/28, Abn, Cdo

4.0 SEQUENCE OF PLAY

This game's Sequence of Play is located on the back of this ruleset.

5.0 CARD SELECTION PHASE

One player (it doesn't matter who) draws SIX cards from the top of the deck. The Cypriot player is given the WHITE cards. The Turkish player is given the GREY cards.

6.0 CARD PLAY and RESOLUTION PHASE

Players will play one card each in alternating sequence, beginning with the player who received the most cards in the Card Selection Phase (the Turkish player wins ties).

6.1 Movement

6.11 Movement limits and exceptions.

- A ground unit that is in an area with undisrupted enemy ground units may not move out of that area. (Exception: this rule does not apply if the enemy undisrupted units are all Irregular type; see 9.2.)
- No units may enter the two Sovereign Base Areas (*these were British military bases that remained after Great Britain gave Cyprus its independence in 1960*).

6.12 Moving from the Rear Area

Units may move from the Rear Area onto areas on the map. No units (ground or air) may ever enter the enemy's Rear Area.

- Any Cypriot unit, and any Turkish Irregular unit, may leave the Rear Area and be placed directly into any area on Cyprus that has at least one friendly unit in it. See 9.2.
- A maximum of ONE Turkish non-Irregular ground unit per Game-turn may leave the Rear Area and move to the Transit Box. Any number of Turkish units may be in the Transit Box at any one time, but a maximum of ONE unit per Game-turn may be placed in the area on Cyprus that contains the "Beachhead" marker (exception: Turkish Invasions, which require a Special Action card; see 6.33).

6.2 Combat

Important: To operate at full effectiveness, a Turkish regular ground unit must be "in supply". That is, the attacking unit must fulfil the following conditions in the Pre-Combat Step (6.21):

- the unit is in an area that is part of a chain of one or more adjacent areas that extends back to the Beachhead marker; and
- none of the areas in the chain have both undisrupted enemy ground units and no undisrupted friendly ground units present.

An attacking Turkish regular ground unit that is not in supply counts as TWO units against the total value of the card being used.

6.3 Special Action Cards

6.33 Turkish Invasions. To conduct an invasion, the Turkish player plays a Special Action card and may then move up to TWO brigades from the Transit Box to any ONE coastal area in Cyprus. The Beachhead marker is also placed in the invaded area, if it was not already on Cyprus; if it was, the marker may be placed at the new invasion site or remain where it is.

- The Turkish player may not conduct more than one invasion per Game-turn.
- The Turkish Airborne brigade may "fly" directly from the Rear Area and "drop" into any area on Cyprus, at the same time as the Turkish player lands the brigade or brigades on the chosen coastal area. This is the only instance when a Turkish non-Irregular ground unit may travel directly from the Rear Area to Cyprus. See 9.3.
- If Cypriot units are the sole occupiers of the area with the Beachhead marker in it in the Final Phase of any Game-turn, remove the marker and give it to the Turkish player, who will now have to invade again - and quickly, because all Turkish regular units are now out of supply.

7.0 FINAL PHASE

A disrupted Turkish regular ground unit on the map that is not in supply (see 6.2) in the Final Phase may not roll a die to recover from disruption.

8.0 GAME END and VICTORY

The game ends at the end of the Final Phase of the 7th Game-turn (a specific random event may shorten the game by one Game-turn). To judge victory, players examine each area on the map. Each area is marked with a Victory Point (VP) values in parentheses. The Turkish player is awarded the VP for an area if they are the only one with an undisrupted ground unit in it.

The Turkish player scores a grade of victory depending on their total VP:

- 0 to 4: Major Cypriot victory
- 5 to 9: Minor Cypriot victory
- 10 to 15: Draw
- 16 to 22: Minor Turkish victory
- 23 or more: Major Turkish Victory

9.0 SPECIAL RULES

9.1 Optional rules

The Turkish forces were better trained and equipped than the Cypriot National Guard, but had greater logistical challenges (hence the supply rule in 6.2). Suggestions for use if players use any of the optional rules:

- **9.11 (Organizational Ability):** Turkish player should have fewer Special Action cards, but reward of 2 VP for each Special Action card given up;
- **9.12 (Formation Agility):** Turkish player should be allowed to make Reaction Moves, but for adding defensive air units only;
- **9.13 (Intelligence Advantage):** Cypriot player should play cards face up;
- **9.14 (Poorly Trained Staff rule):** Cypriot player should be affected;
- **9.15 (Skilled Guerrillas):** do not use (*the irregular troops on both sides were mostly vengeful mobs*).

9.2 Irregular Units

- Irregular units of both sides may move directly from their Rear Area to any area on Cyprus that is either empty or has at least one friendly unit in it.
- Irregular units do not prevent enemy units from moving out of the area they occupy.
- If all units on the attacking or defending side in a battle are Irregulars, that side may not receive ground support in the battle from aircraft (the controlling player may commit aircraft to fight air-to-air combat in the Battle area, though).

9.3 The Turkish Airborne Brigade



Once per game, the Airborne Brigade may be dropped during a Turkish Invasion. The Turkish player will play a Special Action card and, along with any brigades that are landed in the selected coastal area on Cyprus, the “Abn” airborne unit is placed in any area on Cyprus. The unit may be scattered when it drops: roll 1d6 and the unit is disrupted on a 4, 5 or 6. After being dropped the unit functions like a regular ground unit. The unit can be dropped only once per game. If desired, the unit may also move from the Rear Area to the Transit Box, and thence to the Beachhead marker on Cyprus like any other ground unit.

9.4 The Hellenic Air Force (optional rule)



As Cyprus was technically a separate country, Greece did send a few covert reinforcements via a car ferry and air transport (these units are shown in the game as Cypriot units). It could also have sent fighter aircraft to contest the total Turkish air superiority. As an optional rule, add the 2 Cypriot fighter air units to the game at setup, placed in the Rear Area. The Cypriot player may not use these units if, at the beginning of the Game-turn, the Turkish player controls Strovolos, the area containing Nicosia Airport (that is, the Turkish player is the only player with an undisrupted ground unit there). The air units simply remain in the Rear Area.

10.0 DESIGNER’S NOTES

The island of Cyprus has been inhabited by both Greeks and Turks since Classical times. The largest group of the population has always been Greek, though at times they have not formed the majority of Cypriots. The Greeks living on the island have always wanted “enosis” or formal union of the entire island with Greece, while the Turks have pressed for “taksim” or separation/ partition of the island into Greek and Turkish zones. This led to frequent outbreaks of low-level violence between the communities, and also against the British authorities, who ruled Cyprus as a colony from 1878 to 1959.

The creation of the independent Republic of Cyprus in 1960 included arrangements that would make no one happy: Greece and Turkey were both guarantor states, with the right to intervene militarily if their ethnic populations were threatened, while Britain retained two extraterritorial enclaves on the island as military bases. The 1960s saw escalating violence as the Turkish Cypriots (about 25% of the population of the island) withdrew into ethnic enclaves scattered across the island. A UN peacekeeping force was established in 1964 to try to control the violence.

A coup d’etat in 1974 by a violent pro-enosis group called EOKA-B overthrew the Cypriot government and was the trigger for the Turkish military to intervene on the island, ostensibly to guarantee the safety of Turkish Cypriots. The invasion, codenamed Operation ATTILA, was actually in two stages:

- A burst of activity on 20-23 July when the initial beachhead was established at Kyrenia, followed by the Turkish forces establishing a narrow corridor reaching to Nicosia; confused fighting between enclaves erupted elsewhere on the island; the military government in Athens collapsed and peace talks began immediately with the three guarantor countries.

- When the peace talks and world opinion seemed to be swinging against Turkey, there was a second invasion on 14 August; several days of further fighting established a line across the island, running through the centre of Nicosia and giving Turkey control of about 40% of the land.

There were numerous atrocities committed by both communities during the fighting and while large numbers of displaced people shifted themselves to one side of the line or the other. The United Nations peacekeeping force was redeployed to patrol the buffer zone between the Greek and Turkish zones, and it is still there today. In 1983 Turkey declared its zone to be the “Turkish Republic of Northern Cyprus”, a country recognized by no state except Turkey.

—Brian Train
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Operation Attila Random Events Chart

(use upon drawing a Random Event card, System Rules 5.0)

Roll	Event
1	Friendly Fire. Cypriot player may either damage 1 Turkish air unit of their choice, or disrupt 1 unit in the Transit Box.
2	Irregular Laxity. Both players may disrupt up to 2 enemy Irregular type units on the map, while disrupting an equal number of their own (their choice which).
3	Fuel and/or ammunition shortages. Both players discard 1 random card from their hands.
4	Rear Area chaos. Roll 1d6: Turkish (1-3) or Cypriot (4-6) player may not move units from Rear Area to map this turn.
5	UN pressure for ceasefire. Game shortened by 1 turn; remove the next 6 cards from the deck and discard without looking at them. Game ends at end of Final Phase of 6 th turn (roll again if event is rolled twice or it is the 6 th or 7 th turn).
6	Army/Air Force friction. Air units may not assist ground combat this turn only. They may still fight enemy air units.

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SEQUENCE OF PLAY

Card Selection Phase (5.0)

- Draw 6 cards. Turkish gets GREY cards, Cypriot gets WHITE. If Random Event drawn, roll on chart.

Card Play and Resolution Phase (6.0)

- Players play 1 card each in alternating sequence, beginning with the player who received the most (Turkish wins ties). Player may play a Special Action card in place of a drawn card, or Pass. End Phase when both players pass in succession. All cards discarded after playing.

Movement (6.1)

- Play card for Movement value: may move # units on or onto the map, up to value of card. Units move from area to adjacent area, or from Rear Area to map. All Cypriot and Turkish Irregular units may move from Rear Area to any area on Cyprus that is empty or has a friendly unit in it. Turkish player may move one non-Irregular ground unit from Rear Area to Transit Box, and from Transit Box to Beachhead, per Game-turn. Air units move from Rear Area to any area. Unit may move only once per card. Ground unit in area with undisrupted enemy ground units may not leave that area (exception: not if enemy units are all Irregular, 9.2). No units may enter Sovereign Base Areas.

Combat (6.2)

- Play card for Combat value: may attack in up to all areas where ground units are co-located with enemy ground units, with total # undisrupted ground and air units up to the value of the card. Attacking Turkish non-Irregular ground unit that is out of supply (6.2) counts as TWO units against card limit. A unit may engage in combat only once per card.
- **Pre-Combat Step.** Attacker designates Battle area, and all attacking and defending ground units there. Air units join from Battle area or Rear Area. Attacker does not have to use all available units to attack (may not be able to, depending on value of card played); air units may not attack ground units by themselves. Defender may play Special Action card for Defensive Air Support or Reaction Move (6.2).
- **Air - Air combat.** Fighters fight enemy air units before ground combat is resolved. Fighters roll d6 = CV, hit on a 5 or 6. Player inflicting Hits allocates them. Hits < CV: air unit disrupted and returns to Rear Area; hits \geq CV air unit damaged. Any undisrupted air units left may then assist ground combat (+1d6 each).
- **Combat Resolution Step.** Each player throws #d6 = total Combat Value (CV) of units in their group (defender +1d6 for each Woods or Mountain symbol in the area, +2d6 for Urban; both players +1d6 for each assisting air unit after any air-air combat). Hit on a 5 or 6. Player inflicting hits decides which units receive how many hits (air units assisting ground combat do not receive hits).
 - o Hits < CV: undisrupted defender disrupted if no retreat; disrupted defender must retreat; attacker disrupted.
 - o Hits \geq CV but < 2x CV: undisrupted defender must be disrupted and may retreat (defender's option); disrupted defender or attacker damaged.
 - o Hits \geq 2x CV: unit damaged regardless of side or situation.
- **Exploitation.** If all Defender units in the battle have been disrupted or damaged, Attacker mechanized type units may move into one adjacent area (6.24).

Special Action (6.3)

- **Refit:** undisrupt ALL ground units in any ONE area on the map; or undisrupt all disrupted air units in Rear Area; or move all units (ground and air) in Damaged to Rear Area
- **Reaction Move:** Undisrupted air units from Rear Area to Battle area, up to total defending ground units; or up to 2 undisrupted ground units from up to 2 adjacent areas without undisrupted enemy ground units.
- **Turkish Invasion:** Limit of one invasion per Game-turn. Play card and select up to TWO brigades to move from the Transit Box to any ONE coastal area on Cyprus. Place or move Beachhead marker. Once per game, Airborne brigade may be dropped for free at the same time, into any area on Cyprus. Roll 1d6; it is disrupted on a 4-6.

Final Phase (7.0)

- Check for game end and victory (ending 7th Turn: see 8.0). If no game end, all air units return to Rear Area; check disrupted or damaged units for recovery ("5" or "6" to undisrupt, move to Rear Area). Turkish non-Irregular ground unit that is out of supply may not roll.