THE BRITISH WAY

Cyprus

1955-1959



Designed by Stephen Rangazas

RULES OF PLAY

TABLE OF CONTENTS

1.0 Introduction....2
2.0 Sequence of Play....5
3.0 Operations....6
4.0 Special Activities....7
5.0 Events....8
6.0 Propaganda Round....8
7.0 Victory....9
8.0 Example of Play....10
9.0 Event Tips & Background....14
Strategy Guide....20
Key Terms Index....21
Setup Instructions....23
Setup Diagram....24

The following Living rules include updates and clarifications to the original rules.
To aid readability, updates and clarifications are indicated in blue text.



1.0 Introduction

The British Way: Cyprus is a game in *The British Way* COIN multipack. Alongside its accompanying games *Palestine*, *Malaya*, and *Kenya*, this historical simulation strives to depict Britain's attempts to "manage" the emergencies, as the British referred to them, in their colonies during the period of decolonization that swept the world after WWII.

The British Way: Cyprus focuses on the British counterinsurgency effort against the Greek Cypriot EOKA insurgency from November 1955 to the signing of the London-Zürich Agreements in 1959 that established the Republic of Cyprus as an independent state. EOKA (*Ethniki Organosis Kyprion Agoniston*, or the National Organization of Cypriot Fighters) sought to force Britain into granting *enosis*, or union with Greece, and was not satisfied by the offer of an independent Cyprus. The game focuses on the counterinsurgency and counter-terrorism aspects of British operations against EOKA in Cyprus.

The historical simulations that comprise *The British Way* multipack are designed to depict the full range of strategies used by the British during these conflicts, ranging from the more benevolent but still coercive provision of material benefits through pacification programs to the horrific measures used to gain control over the local population. Although many myths have arisen about an enlightened British approach to counterinsurgency that avoids large-scale violence and focuses on winning the population's 'hearts and minds', new scholarship on these conflicts have confirmed the brutality of the methods commonly used. This volume is intended to help synthesize and present this crucial scholarship, even if the simulations depicted are at times more unpleasant than fun. The main goal is that players find these thought-provoking and the gameplay encourages them to seek out the discussion of sources and historical background material in the Event notes and Campaign booklet.

1.1 General Course of Play

In *The British Way: Cyprus*, one Event card at a time is revealed from the shared draw deck, and both players will have an opportunity to either execute that Event or perform an Operation from a unique menu, possibly adding a Special Activity. Propaganda cards mixed in with the Event cards provide periodic interruptions where the general board state is assessed and British Political Will is adjusted, possibly triggering an instant EOKA victory, after which both players receive an opportunity to collect additional assets and redeploy their forces.

1.2 Components

The following components from the multipack are required to play *The British Way: Cyprus*:

- A 17"x22" mounted *Cyprus* game board (1.3).
- A deck of 35 *Cyprus* cards (5.0).
- 6 blue cubes ('Police'), 12 tan cubes ('Troops'), 12 red embossed octagonal cylinders ('Cells'), 4 flat red discs ('Arms Caches'), 2 embossed cylinders (one blue and one red)—note that this is fewer than the total number of wooden pieces included in *The British Way* multipack; any excess should be set aside while playing *Cyprus*.
- Three black and five white pawns (3.1.1).
- Specific markers from the countersheet: 1x Political Will, 1x International Opinion, 4x Curfew, 9x Intel, 15x Sabotage/Terror, 8x Capability—all other markers should be set aside while playing *Cyprus*.
- Two player aid sheets.
- One Propaganda Round aid sheet.
- Two six-sided dice (one red, one blue).
- This rules booklet.

1.3 The Map

The map shows the island of Cyprus, divided into several kinds of map spaces.



1.3.1 Map Spaces. Map spaces include Towns, Mountains, and British Bases (sometimes just called 'Bases'). All map spaces can hold forces (1.4).

1.3.2 Towns. The six lightly-shaded large irregular spaces represent inhabited urban or semi-urban areas of Cyprus. They are each marked with a number (either '1' or '2') to indicate the value of Sabotage in these spaces during the Political Will phase of the Propaganda Round (6.1).

DESIGN NOTE: *Nicosia is the capital of Cyprus and also possessed some British military facilities. Karpas was part of Famagusta district at the time but is separated given the geographic size of the district.*

© 2023 GMT Games, LLC

1.3.3 Mountains. The two dark-shaded large irregular spaces (Troodos and Kyrenia) represent largely uninhabited mountainous areas of Cyprus. They are each marked with a number '0' to indicate that Sabotage in these spaces has no effect during the Political Will phase of the Propaganda Round (6.1).

DESIGN NOTE: *The EOKA insurgent movement split itself into Mountain and Town cells. The Mountain based cells focused on launching a standard insurgency to relieve pressure from the towns. Town cells emphasized conducting urban sabotage operations and public demonstrations to humiliate Britain.*

1.3.4 British Bases. The two large circular areas (Dhekelia and Akrotiri) represent British military bases that were a major target of EOKA operations. They are each marked with a number '2' to indicate the value of Sabotage in these spaces during the Political Will phase of the Propaganda Round (6.1). Arms Caches (1.6.2) may never occupy British Bases.

1.3.5 Adjacency. Adjacency affects the movement of forces and implementation of certain Events (5.0). Any two spaces that border one another are adjacent.

EXAMPLE: *British Troops in Famagusta are adjacent to the Karpas, Nicosia, and Larnaca Town spaces, both Mountain spaces (Kyrenia and Troodos), and the Dhekelia Base space.*

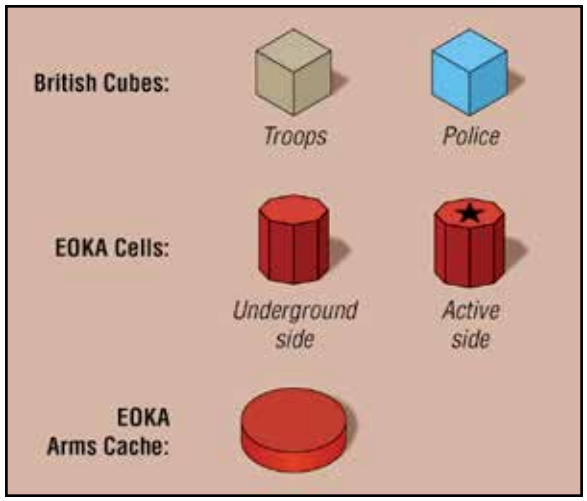
1.3.6 Prison. The Prison box is where EOKA Cells are placed when removed through Patrol (3.2.2), Assault (3.2.4), or some Events (5.0). Half the Cells in Prison, rounded down, are returned during the Reset Phase of the Propaganda Round (6.4).

DESIGN NOTE: *The Prison box and several other mechanics such as the rolls for Sabotage are inspired by Fred Serval's brilliant game,* A Gest of Robin Hood.

1.4 Forces

The wooden pieces represent the two Factions' various forces: British Troops (tan cubes) and Police (blue cubes), EOKA Cells (red octagonal cylinders) and Arms Caches (red discs).

DESIGN NOTE: The British Way: Cyprus *and* Palestine *both use Cells rather than Guerrillas because the insurgencies they depict were on the line between operating as a standard insurgency and an urban terrorist organization. Their individual operational groups were far smaller than the usual guerrilla groups depicted by Guerrilla pieces in other COIN series games (including* Malaya *and* Kenya*). Likewise, their Bases are called Arms Caches to reflect that the main limitation on both groups' operations were arms and explosives.*



Important! The British in *Cyprus* use only 6 blue Police cubes and 12 tan Troops cubes, and EOKA use only 12 red octagonal cylinders and 4 flat red discs. The remaining 9 blue cubes, 3 tan cubes, 3 red octagonal cylinders, and 1 flat red disc should be set aside and not used while playing *Cyprus*.

1.4.1 Availability and Removal. Keep forces Available for placement in the Faction's Available Forces box. Forces removed from the map go to Available. ***EXCEPTION:*** *EOKA Cells are sometimes removed to Prison (1.3.6).*

- Unless otherwise instructed (by Event, 5.1.1), forces may only be placed from or replaced with those in the Available boxes. A piece to be replaced by a piece that is unavailable is simply removed.

Important! Factions while executing an Operation, Special Activity, or Event to place their own forces may *not* take them from elsewhere on the map if the desired force type is not Available.

DESIGN NOTE: *Unlike other games in the COIN series (including* Malaya *and* Kenya*), pieces that are no longer Available in a Faction's Available box may not be taken from those on the map to place elsewhere.*

1.4.2 Stacking. No more than two Arms Caches (1.6.2) may occupy a single space, and no Arms Caches may ever be placed in British Bases.

- Arms Caches placed (such as via the Ambush Operation [3.3.4], Propaganda Round [6.2.1], or Event [5.0]) may never violate stacking.
- More than one Sabotage marker may be placed in a space whether by Sabotage (3.3.3) or Events (5.0).
- Only one Curfew marker may be placed in a Town space (1.3.2), and never in any other kind of space.

© 2023 GMT Games, LLC

1.4.3 Underground/Active. Cells are either Underground—symbol end down—or Active—symbol end up. Actions and Events flip them from one to the other state. Arms Caches, Troops, and Police are always Active. Always set up and place new Cells Underground (including if replacing a piece).

NOTE: Unless instructions specify "Underground" Cell, it is sufficient to "Activate" already Active Cells (they stay Active). Also, "moving" or "relocating" Cells does not affect Underground status unless specified.

1.5 Players & Factions

The game requires two players, each playing as one Faction: the British (blue), and the EOKA (red).

1.6 Intel Chits and Arms Caches

Neither faction uses Resources as in standard COIN volumes. Instead each faction collects and spends a special form of resource: Intel Chits for British and Arms Caches for EOKA.

DESIGN NOTE: *The general management of resources, such as finances and supplies, was less of an important constraint for the two sides than other more specific resources, such as intel and weaponry. British operations in Cyprus struggled due to a lack of intelligence on EOKA despite massively outnumbering them. Likewise, the cost of operating the insurgency for EOKA was incredibly small, the whole insurgency only cost around £71,000, but the group always struggled to possess enough arms for operations.*



1.6.1 Intel Chits. There are 9 Intel Chits with values ranging from 0 to 2 (3 of each), which should be placed in an opaque draw bag or container. British gain Intel Chits through removing an Arms Cache with Assault (3.2.4), Interrogate (4.2.3), and Events (5.0), and should always draw Intel Chits randomly when gaining them, then reveal them to both players. The number and value of Intel Chits that the British currently have is open information. British may *spend* the value of an Intel Chit to remove Underground Cells with Patrol (3.2.2) and Assault (3.2.4), and then the Chit is returned to the draw bag. Each Chit's full value must be spent in a single space. The British player may also *discard* Chits, regardless of value, back to the draw bag when conducting Search (3.2.3) or an Intelligence Lead (2.3.7).

1.6.2 Arms Caches. EOKA spend their unique resource, Arms Caches, to boost various actions. Arms Caches are gained through Ambush (3.3.4), Smuggle (4.3.1), Propaganda Round (6.0), and Events (5.0), but may never be placed in British Bases. They are *used* for selecting spaces for Recruit (3.3.1). They are *spent* to increase the success of Sabotage Operations (3.3.3) or as part of an Offensive (2.3.7). British may remove Arms Caches through Assault (3.2.4) and Events (5.0). Arms Caches in Mountains also affect Political Will during the Propaganda Round (6.1).

1.7 Sabotage



Sabotage markers are placed by the EOKA Sabotage Operation (3.3.3) and some Events (5.0), and affect Political Will during the Political Will Phase of the Propaganda Round (6.1). There is no limit to the number of Sabotage markers that may be placed in one space.

NOTE: Sabotage markers are never flipped to their 'Terror' side in *Cyprus*.

1.8 British Political Will



British Political Will is tracked with a marker on the edge track. The position of this counter will determine Victory (7.0) for either side. The marker is moved during the Campaign and during the Political Will Phase of the Propaganda Round (6.1). It may never be lower than 0 or greater than 15.

1.9 International Opinion



The attitude of the international community, and especially the United Nations, towards the situation in Cyprus is tracked with a marker on the International Opinion Track (6.5), which affects the Smuggle Special Activity (4.3.1) and may lower Political Will during the Propaganda Round (6.1).

1.10 Curfews



The four Curfew markers form a pool available to the British Faction. Curfews are placed in Towns by Search (3.2.3) and some Events (5.0)—if no Curfews are available to be placed then the British player must move one from elsewhere on the map. They block EOKA Recruit (3.3.1) and assist in activating Cells during Travel (3.3.2). However, Curfews are also vulnerable to the EOKA Propagandize Special Activity (4.3.3). There may only be one Curfew in each Town space. Curfews are removed in one of three ways:

- If a Curfew space is ever empty of British pieces.
- Curfews are removed with the British Restore Special Activity (4.2.1).
- All Curfews are removed during the Reset Phase of Propaganda Rounds (6.4).



© 2023 GMT Games, LLC

2.0 Sequence of Play

2.1 Setup

Follow the instructions on the second to last page of this booklet to prepare the draw deck and set up markers and forces. A full setup diagram can be found on the back page of this booklet.

2.2 Start

Begin play by revealing the top card of the draw deck and placing it onto a played cards pile. All played cards and the number of cards in the draw deck are open to inspection.

NOTE: Unlike in most previous COIN series volumes, only one Event card is revealed at a time.

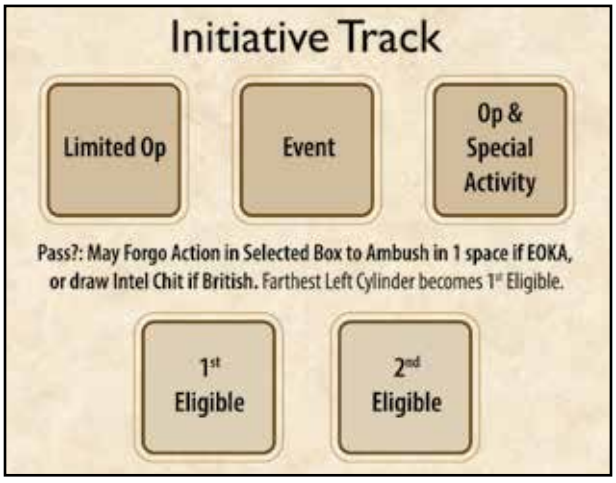
RECORD STEPS: As the steps of each Event card play are completed, place the Eligibility cylinder of the acting Faction's color (1.5) into the Initiative Track's appropriate box.

2.3 Initiative Track

One player takes the British Faction and the blue Eligibility cylinder, the other the EOKA Faction and the red Eligibility cylinder.

NOTE: This sequence of play is a new simpler take on the 2-player sequence of play developed by Brian Train in COIN volume VII - *Colonial Twilight.*

When playing an Event card, the British or EOKA player will execute Operations or the Event described on the card. At all times one player will be First Eligible, and the other will be Second Eligible. In each Event card round, the First Eligible player is first to choose what they will do, followed by the Second Eligible—whose choices are limited by what the First Eligible player did.



2.3.1 Eligibility. Each player puts one cylinder (blue and red respectively) on the First or Second Eligible spaces of the Initiative Track.

NOTE: EOKA always starts the game in the 1st Eligible box and returns there during the Reset phase (6.4) of each Propaganda Round.

2.3.2 Options for Eligible Factions.

First Eligible: The First Eligible player may perform a Limited Operation (2.3.4), execute the Event (5.0), perform an Operation (3.0) with Special Activity (4.0), or Pass (2.3.3).

The player selects their desired action and places their Eligibility cylinder in the appropriate box on the Initiative Track, then immediately executes the chosen action (Limited Operation, Event, Operation with Special Activity, or Pass).

Second Eligible: The Second Eligible player may then choose one of the boxes not containing the First Eligible player's cylinder and conduct the action in the box selected (or Pass).

2.3.3 Passing. After selecting a box, players may forgo the action in the box to Pass. If British pass they draw one Intel Chit (1.6.1). If EOKA pass they may Ambush (3.3.4) in one space. Both players may pass and the order of cylinders in the Initiative Track will still decide eligibility (2.3.5).

2.3.4 Limited Operation. A Limited Operation is an Operation in just one space, with no Special Activity. If the Limited Operation is a Deploy (3.2.1), Patrol (3.2.2), or Search (3.2.3), it can involve pieces from multiple spaces but only one destination space.

2.3.5 Adjust Eligibility. After both players have selected and executed their actions, replace the Eligibility cylinders on the Initiative Track with the cylinder in the furthest left box becoming First Eligible, and the other cylinder becoming Second Eligible.

DESIGN NOTE: *Selecting the Limited Operation box guarantees the player first eligibility on the next card. Likewise, selecting the Operation & Special Activity box guarantees second eligibility on the next card. Eligibility after selecting the Event space will depend on what the other player has chosen. The only way to block Events in* The British Way *is to select the Event box and then either play the Event or Pass.*

2.3.6 Next Card. After eligibility has been reset, reveal the draw deck's next card and continue play.

2.3.7 Intelligence Lead and Offensive. Both players may discard or remove one of their special resources, Intel Chits or Arms Caches respectively (1.6), when conducting an Operation or Limited Operation to select an additional space. The British may discard any Intel Chit to the draw bag to add one additional space to Patrol (3.2.2), Search (3.2.3), or Assault (3.2.4). EOKA may remove an Arms Cache to Available from a space with no British cubes to add one additional space to Recruit (3.3.1), Sabotage (3.3.3), or Ambush (3.3.4). An additional space may be added in this way even if the Operation is Limited (2.3.4).

2.4 Propaganda Card

When a Propaganda card is revealed, conduct a Propaganda round (6.0).

NOTE: Each series of Event cards leading up to a Propaganda Round is called a "Campaign."

© 2023 GMT Games, LLC

3.0 Operations

3.1 Operations in General

A Faction executing an Operation (Op) chooses one of the four Operations listed on its Faction sheet and selects the map spaces (typically several) to be involved. Select a given space only once for a given Operation.

Operations are generally allowed in up to three spaces unless the Operation is Limited (2.3.4), in which case they are allowed in only one space. ***EXCEPTION:*** *Each side may add an additional space through Intelligence Lead or Offensive (2.3.7).*

The executing Faction chooses the order of the spaces in which the Operation is resolved, the enemy pieces to be affected (targeted), and the friendly pieces to be placed, replaced, or moved. Once targeted, a Faction's pieces are affected to the maximum extent possible. Actions affecting another Faction's pieces do not require that Faction's permission.

3.1.1 Pawns. If desired, mark spaces selected for Operations (3.0), Special Activities (4.0), or other actions with white and black pawns. The pawns are for convenience, not a limit on play.

3.2 British Operations

The British choose from Deploy, Patrol, Search, or Assault Operations.

3.2.1 Deploy. Deploy adds Police and then can rapidly deploy Troops to any one space. Select up to three Town or Base spaces with more Troops than EOKA pieces.

PROCEDURE: Place one Police in each selected space. Then, even if a Limited Operation (2.3.4), may move any Troops from anywhere on the map to one space (even a Mountain space).

3.2.2 Patrol. Patrol moves Police and then may remove Cells to Prison in one space with Police. Select up to three non-Mountain destination spaces with Cells.

PROCEDURE: May move any Police from anywhere on the map to any destination spaces. Then in one destination space, remove one Active Cell to Prison for each Police in the space. Patrol may remove Underground Cells if the British player spends Intel Chits (1.6.1) equal to or greater in value than the number of Underground Cells removed. Spent Intel Chits are returned to the draw bag.

3.2.3 Search. Search moves Troops, activates Cells, and places Curfews (1.10). Select up to three destination spaces.

PROCEDURE: First, simultaneously move any adjacent British Troops desired into destination spaces. Then, in each Mountain or Base space selected, Activate (1.4.3) one Cell for every cube (moved or already there). In Towns, instead place a Curfew marker (if none there) and Activate only one Cell for every three cubes *or* may discard one Intel Chit (1.6.1) of any value to the draw bag to activate one Cell for every cube and place no Curfew.

3.2.4 Assault. Assault uses Troops to remove enemy pieces. Select up to three spaces with Troops and EOKA pieces.

PROCEDURE: In each selected space, remove one Active enemy piece for every Troop present, or for every two Troops in Mountains. First remove Active Cells, then remove Arms Caches only once no Cells remain (even Underground). For each Arms Cache (1.6.2) removed, add 1 Political Will (1.8) and draw one Intel Chit (1.6.1). Cells are removed alternately to Available and Prison, Available first. British may remove Underground Cells if the British player spends Intel Chits (1.6.1) equal to or greater in value than the number of Underground Cells removed. Spent Intel Chits are returned to the draw bag.

NOTE: The value of an individual Intel Chit may not be split across spaces. Underground Cells removed by spending Intel Chits still count towards the total number of pieces that may be removed by Patrol or Assault. Underground Cells in a space prevent removal of Arms Caches with Assault until all Cells are Activated and removed, unless the British possess sufficient Intel Chits and Troops to also remove the Underground Cells.

3.3 EOKA Operations

EOKA chooses from Recruit, Travel, Sabotage, or Ambush Operations.

3.3.1 Recruit. Recruit augments friendly forces. Select up to three Mountain or Town spaces without Curfew markers and with or adjacent to Arms Caches (1.6.2).

PROCEDURE: Place one Cell in each selected space, or up to two Cells in Mountains with Arms Caches. No Cells may be placed in any spaces without (or not adjacent to) Arms Caches, or in any Town spaces with Curfews.

NOTE: Recruit may not place Cells directly into Bases, even if there is an adjacent Arms Cache.

3.3.2 Travel. Travel moves Cells and flips them back Underground. Select up to three origin spaces with Cells. A Limited Operation (2.3.4) Travel may select only a single origin space, but may move Cells to multiple destination spaces.

PROCEDURE: Move any Cells in each selected origin space to any spaces on the map, including their original space. Set Cells moving from one origin space to one destination space Active (1.4.3) if:

- The destination is a Base or Curfew space *and*
- The number of moving Cells plus the number of cubes in that destination exceeds three.

Otherwise, flip moving Cells Underground, even if they return to their original space.

NOTE: Unlike March in *Malaya* or *Kenya*, Travel may move Cells to any spaces, not just those that are adjacent, and selects origin spaces rather than destination spaces. Therefore, a Limited Travel can only select one origin space but may select multiple destinations from that origin space.

© 2023 GMT Games, LLC

3.3.3 Sabotage. Sabotage places Sabotage markers. Select up to three Towns or British Bases with at least one Underground Cell.

PROCEDURE: In each selected space, Activate one Underground Cell. Before rolling, EOKA may expend an Arms Cache (1.6.2) that is either in or adjacent to the selected space, returning it to Available to increase the result by 2. Then, roll a die, subtracting 1 from the roll for each Police cube in the selected space. If the modified roll result is greater than 2, place a Sabotage marker in the space.

NOTE: Unlike in *Malaya*, *Kenya*, or other COIN volumes, Sabotage markers may be added to spaces that already have them, and spaces may hold more than one Sabotage marker.

DESIGN NOTE: *Unlike insurgent factions in other COIN volumes, EOKA doesn't place Terror markers, because the group was heavily focused on sabotage operations to cause economic damage and disgrace Britain, rather than killing or terrifying non-combatants.*

3.3.4 Ambush. Ambush removes Police and may place Arms Caches. Select up to three Towns with Underground Cells.

PROCEDURE: In each selected space, Activate one Cell and remove one Police cube if possible. Then, roll a die—if the roll result is greater than the number of cubes remaining in the space, place one Arms Cache in that space or an adjacent Town or Mountain.

4.0 Special Activities

4.1 Special Activities in General

When a Faction per the Initiative Track (2.3) executes an Operation (3.0), it may also execute one Special Activity (***EXCEPTION:*** *Limited Operations, 2.3.4*). As with Operations, the executing Faction selects spaces and pieces affected, and the order of actions. Select a given space only once as a location for a given Special Activity. Events may grant free Special Activities (not further affecting Eligibility, 2.3.1).

Important! A Faction may execute its Special Activity at any one time immediately before, during, or after its Operation.

EXAMPLE: *EOKA Recruit, then pause to Smuggle and gain an Arms Cache, then continue to Recruit in additional spaces.*

4.1.1 Accompanying Operations. Some Special Activities specify that they may only accompany certain types of Operations (3.0). If not otherwise specified, Special Activities may accompany any Operations and take place in any otherwise valid spaces.

4.2 British Special Activities

The British choose from Restore, Diplomacy, or Interrogate Special Activities.

4.2.1 Restore. Restore removes Sabotage and Curfew markers. It may only accompany Deploy (3.2.1) and takes place in one space with Troops, Police, and no EOKA.

PROCEDURE: In the selected space, remove any Curfew and Sabotage markers.

4.2.2 Diplomacy. Diplomacy shifts International Opinion (6.5) in British favor. It may only accompany Deploy (3.2.1), Patrol (3.2.2), or Search (3.2.3).

PROCEDURE: If there are three or fewer Towns with Sabotage or Curfew markers, shift International Opinion one step to the left. Otherwise, roll a die and only shift International Opinion one step to the left if the die result is greater than the current International Opinion Track value.

4.2.3 Interrogate. Interrogate allows the British to gain Intel Chits (1.6.1). It may accompany Search (3.2.3) or Assault (3.2.4).

PROCEDURE: Draw one Intel Chit for every two Cells in Prison (1.3.6), rounding odd numbers down.

4.3 EOKA Special Activities

EOKA chooses from Smuggle, Infiltrate, or Propagandize Special Activities.

4.3.1 Smuggle. Smuggle allows EOKA to place or move Arms Caches. Smuggle may accompany Recruit (3.3.1) or Travel (3.3.2). It may not be performed if International Opinion (6.5) is at Ignored, and may select two spaces if International Opinion is at Condemned.

PROCEDURE: Place one Arms Cache in a Mountain or Town space with a Cell and no cubes *or* move an Arms Cache from any space with a Cell to an adjacent Mountain or Town space with a Cell. May select a second space to place or move an Arms Cache if International Opinion is at Condemned.

4.3.2 Infiltrate. Infiltrate replaces Police with Cells and discards Intel Chits (1.6.1). It may occur in one space with at least one Police cube, and an equal or greater number of Underground Cells than Police. Infiltrate may accompany any EOKA Operation (3.3).

PROCEDURE: Replace one Police in the selected space with a Cell, then discard the highest value Intel Chit currently in play to the draw pool.

4.3.3 Propagandize. Propagandize lowers Political Will (1.8) or shifts International Opinion (6.5) in EOKA's favor. It may occur in one space with at least one Cell and a Sabotage or Curfew marker. Propagandize may accompany any EOKA Operation (3.3).

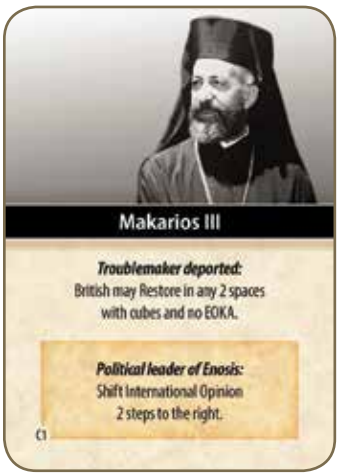
PROCEDURE: If all Cells Underground, Activate one Cell. Then, *either* lower Political Will by 1 if there is a Sabotage marker in the space, *or* shift International Opinion two steps to the right if there is a Curfew marker in the space. Select only

© 2023 GMT Games, LLC

one option if there is both a Sabotage marker and a Curfew marker in the space.

NOTE: Propagandize does not need to Activate a Cell if there is already an Active Cell in the selected space.

5.0 Events



Each Event bears a title, italicized flavor text, and Event text. Flavor text provides historical interest and has no effect on play.

5.1 Executing Events

When a Faction executes an Event, it carries out the Event text literally and in order (sometimes involving actions or decisions by the other Faction). Unless otherwise specified, the executing Faction makes all selections involved in implementing the text, such as which pieces are affected. If another Faction is specified or selected to take an action, that Faction decides the details of the action. Some Events with lasting effects have markers as aids to play.

5.1.1 Where Event text contradicts rules, the Event takes precedence. However:

- Events may not violate stacking (and so never place Arms Caches where there are already two or in a British Base, or place a Curfew marker where there is already one).
- Events place only Available pieces (1.4.1) and markers; they remove rather than replace if the replacement is not Available or if stacking (1.4.2) would be violated.
- Events may not raise British Political Will beyond 15 or reduce it below 0 (1.8).

5.1.2 If two Events contradict, the currently played Event takes precedence.

5.1.3 An executed Event's text that can be implemented must be. If not all of its text can be carried out, implement that which can.

5.2 Dual Use

Many Events have both unshaded and shaded Event text. The executing Faction may select either the unshaded or shaded text to carry out (not both). While the unshaded text often favors the British, a player may select either text option regardless of Faction.

DESIGN NOTE: *Dual-use events represent opposed effects of the same cause, forks in the historical road, or instances subject to alternative historical interpretation.*

5.3 Capabilities

Dual-use Events labeled "BRITISH CAPABILITY" or "EOKA CAPABILITY" have lasting effects mainly relating to that Faction, either positive or negative. These labels are for flavor only, and both Factions may execute Capability Events with either label. One Event (C31 Turkish Police) is a "DUAL CAPABILITY" that simultaneously has a positive and negative effect for both Factions, so either Faction may choose to select it. Selected Capability Event's effects last for the rest of the game.

NOTE: Set out executed Capability Event cards near the board as added reminders, using a Capability marker to indicate which option was selected.



6.0 Propaganda Round

Conduct a Propaganda Round in the sequence of phases below when each Propaganda card is revealed. The Propaganda Round aid sheet also lists this sequence.

6.1 Political Will Phase

Calculate the *net* effect to Political Will of the following adjustments before shifting the marker:

6.1.1 International Pressure. Lower British Political Will by the current value of the International Opinion Track (6.5).

6.1.2 Disorder? For each Sabotage marker in a Town or Base space, lower British Political Will by the numerical value of that space (1 for most Towns, 2 for Nicosia and Bases).

6.1.3 Order? Increase British Political Will by 2 if there are no Arms Caches in Mountains. Increase British Political Will by 1 for every 2 Towns without any Sabotage markers (round down).

NOTE: It's important to calculate the net shift in Political Will during these steps before moving the marker and checking victory, rather than adjusting the marker one step at a time.

6.1.4 Victory? If British Political Will is now at 0, the game immediately ends with an EOKA victory.

© 2023 GMT Games, LLC

6.1.5 Game End? If this is the final Propaganda card and EOKA have not won, the game immediately ends with a British victory.

6.2 Resource Phase

6.2.1 EOKA Arms. EOKA may place one Arms Cache in any one Town or Mountain space with a Cell.

6.2.2 British Intel. If British have no Intel Chits, draw one Intel Chit from the draw pool. Otherwise, British must discard half their Intel Chits (rounded down).

6.3 Redeploy Phase

6.3.1 British Redeploy. British may move Police on the map among any spaces with British pieces, then must move all Troops in Mountains to either Base.

6.3.2 EOKA Redeploy. EOKA must move all Cells in Bases to Towns with EOKA pieces or Mountains. EOKA may then move one Arms Cache on the map to any space with a Cell.

6.4 Reset Phase

Then prepare for the next card as follows:

- If three or fewer Towns have either Sabotage or Curfew markers, shift International Opinion one step towards Ignored.
- Remove all Curfew and Sabotage markers from the map.
- Return half the Cells in Prison (1.3.6) to Available (rounded down)
- Flip all Cells Underground (1.4.3).
- Set EOKA to 1st Eligible and British to 2nd Eligible.
- Reveal the next card from the draw deck and continue play (2.3.2).

6.5 International Opinion Track

The British counterinsurgency in Cyprus was conducted under the scrutiny of the international community, and the Greek and Turkish governments were particularly involved in getting their desired outcome by pressuring Britain. The issue of Cyprus was also frequently brought to the UN during the conflict. The International Opinion Track represents these external pressures on British rule in Cyprus.

6.5.1 Moving the Track. The International Opinion Track can be raised by EOKA Propagandize (4.3.3), lowered by British Diplomacy (4.2.2) and during the Reset phase (6.4), and shifted either direction by some Events (5.0).

6.5.2 Effects of the Track. The International Opinion Track affects Political Will during the Political Will Phase of the Propaganda Round (6.1), and may also affect the EOKA Smuggle Special Activity (4.3.1). The current position of the Track is also referenced by some Events (5.0).



7.0 Victory

Victory is determined by the level of British Political Will (1.8). British Political Will is measured on the edge track and can range from 0-15.

7.0.1 Early Victory. At the victory check during the Political Will Phase of a Propaganda round, EOKA wins if British Political Will is at 0.

7.0.2 Final Victory. If EOKA has not won at the end of the Political Will Phase of the final Propaganda Round, the game ends in a British victory.

7.1 Raising Political Will

British Political Will is raised in the following ways:

- Removing an Arms Cache by Assault or Event (+1 PW)
- Events (+1 to +2 PW)
- At Propaganda Round, no Arms Caches in Mountains (+2 PW)
- At Propaganda Round, for every two Towns without Sabotage (+1 PW)

7.2 Lowering Political Will

British Political Will is lowered in the following ways:

- Propagandize at Sabotage marker (–1 PW)
- Events (–1 to –2 PW)
- At Propaganda Round, each Sabotage marker in Town spaces (–1 to –2 PW)
- At Propaganda Round, each Sabotage marker in Bases spaces (–2 PW)
- At Propaganda Round, value of International Opinion Track (–0 to –4 PW).

© 2023 GMT Games, LLC

8.0 Example of Play

Setup the game as indicated in section 2.1 (consult the setup diagram on the back of this booklet), but construct only the first part of the deck with these cards in the following order, face-down from top to bottom: AKEL (C3), Development Program (C21), Appeals to UN (C11), Operation Pepperpot (C6), Mountain Gangs (C19), Human Rights Committees (C13), and Propaganda! (C35).

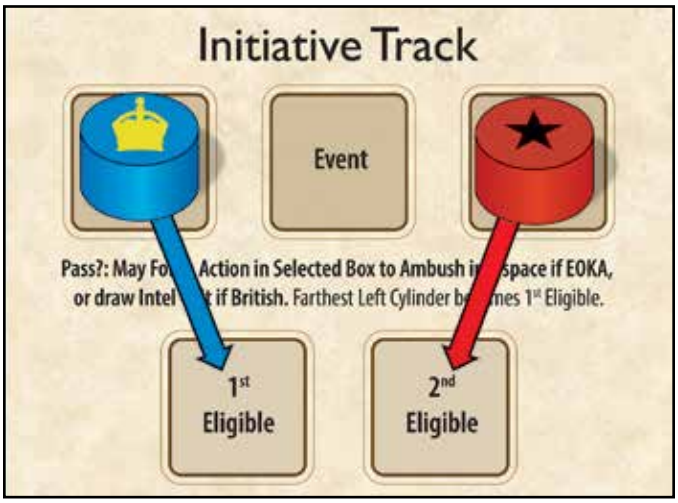
Reveal the first card (AKEL) from the top of the deck. EOKA is 1st Eligible and decides to perform a **Recruit** Operation combined with the **Smuggle** Special Activity. Place their round Eligibility cylinder into the 'Op & Special Activity' box on the Initiative Track. EOKA Operations can usually be performed in up to three spaces (unless they spend an Arms Cache for an additional space), and Recruit allows EOKA to place Cells in any Mountain or Town spaces without Curfews, and with or adjacent to an Arms Cache—two Cells in a Mountain space with an Arms Cache, or one Cell in any other space. They place two Cells in the Troodos Mountains (where there is an Arms Cache), one in Nicosia, and one in Paphos.

Then they perform the Smuggle Special Activity, which allows them to place an Arms Cache in any Town or Mountain with a Cell and no British cubes, and decide to place one in Paphos. They could alternatively have moved an Arms Cache from one space with a Cell to any adjacent space with a Cell. If the International Opinion Track is at '0' then the Smuggle Special Activity is not possible at all, and if it is at '4' then Smuggle may place or move up to two Arms Caches in two different spaces.



EOKA Recruit four new Cells and Smuggle in a new Arms Cache.

The EOKA turn is now complete, and the British player may choose from either of the remaining two boxes on the Initiative Track—Limited Operation or Event. The Event is not attractive to them, and they don't fancy performing a Limited Operation either, so instead they decide to **Pass**. This option is always open to either player, and allows them to place their Eligibility cylinder in any of the remaining spaces to take one Intel Chit (if British) or to perform a Limited Ambush Operation (if EOKA)—the latter option being useful primarily to stop the British from executing an Event, by placing the EOKA cylinder in that space on the Initiative Track. The British place their cylinder in the 'Limited Op' space and draw an Intel Chit at random from the bag, revealing a valuable '2' chit. They keep this near their Available box, for use in a future turn. The British turn is complete, and as both players have completed their turns we reset Eligibility. The Faction whose cylinder is furthest to the left, in this case British, becomes 1st Eligible, and the other Faction becomes 2nd Eligible.



Eligibility is reset at the end of each turn.

Reveal the next card: Development Program. British are now 1st Eligible and decide to perform the **Search** Operation with the **Diplomacy** Special Activity—place their cylinder in the 'Op & Special Activity' box. British Operations can usually be performed in up to three spaces (unless they spend an Intel Chit for an additional space), and Search allows them to move Troops to adjacent spaces, reveal Cells, and place Curfews in Towns. They move all six Troops from Nicosia, Limassol, and Larnaca into the Troodos Mountains, and three Troops each from Akrotiri into Limassol and Dhekelia into Famagusta. Then, in the Troodos Mountains they Activate one Cell for every cube now present, flipping all three Cells there Active (so that their embossed star end is visible). In Limassol and Famagusta they may only Activate one Cell for every three cubes now present, but this is still enough to Activate both Cells. They must also place a Curfew marker in both Towns, which will inhibit future Recruit and Travel but leaves them vulnerable to Propagandize. They could alternatively have spent their Intel Chit in one Town to Activate one Cell per cube and place no Curfew, but decided not to.



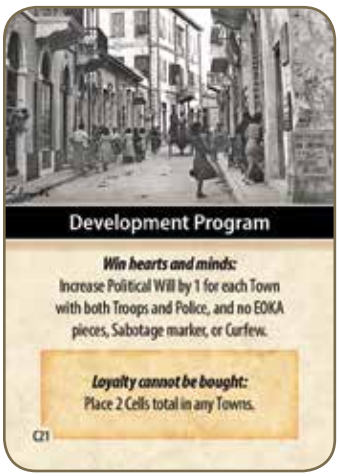
British Troops Search in Troodos, Limassol, and Famagusta, Activating five Cells and establishing two Curfews.

© 2023 GMT Games, LLC

Next, they conduct the Diplomacy Special Activity, which allows them to shift International Opinion Track one step to the left if there are three or fewer Towns with Curfews or Sabotage markers; if there are four or more, they would instead need to roll higher than the current Track value to shift it. As there are only two Towns with Curfews, and none with Sabotage, they simply shift the Track from '2' to '1'.



British Diplomacy shifts International Opinion.



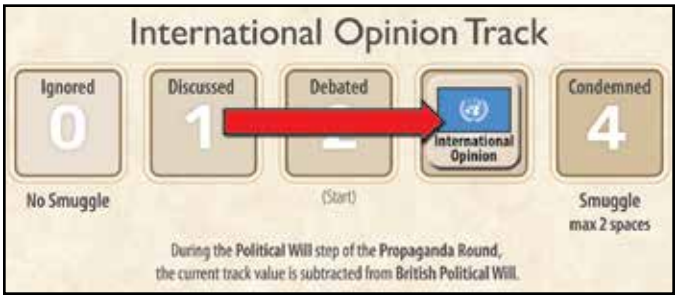
The British turn is now complete, and EOKA have the same choice that British did previously—Limited Operation or Event. They decide to execute the **Event**, selecting the shaded effect to place a total of two Cells in any Towns, and choosing to place one in Limassol and one in Karpas (new Cells are always placed Underground, even if there is a Curfew in the selected space). We then reset Eligibility, EOKA to 1st Eligible and British to 2nd Eligible.

Reveal the next card: Appeals to UN. EOKA now decide to perform the **Sabotage** Operation with the **Propagandize** Special Activity. They also launch an Offensive, removing their Arms Cache in Paphos to allow them to select an additional space for Sabotage—four instead of three (they could not remove the Arms Cache in Troodos for an Offensive, as there are British cubes there). They select Paphos, Limassol, Nicosia, and Karpas for Sabotage. The Sabotage Operation requires an Underground Cell to be Activated in each space—flip one Cell Active in each space now. Then the EOKA player must roll a die in each space, succeeding and placing a Sabotage marker on a roll of 3 or greater. In Paphos they roll a 2 and fail, in Limassol they roll a 4 and succeed, and in Karpas they roll a 6 and succeed—place one Sabotage marker each in Limassol and Karpas. In Nicosia their roll is reduced by 1 due to the blue Police cube there, but they decide to remove the adjacent Arms Cache in Troodos to increase their roll by 2. They roll a 3, which is reduced to 2 by the Police cube but then increased to 4 by the expended Arms Cache—a success, placing a Sabotage marker.



The EOKA Sabotage attempt in Nicosia is successful despite the presence of a Police cube.

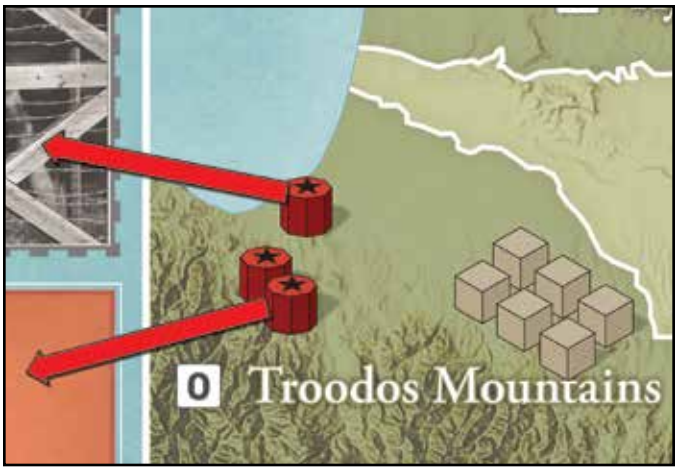
Next, EOKA may select a space with a Cell and either a Sabotage marker or Curfew for the Propagandize Special Activity. In both cases they must then Activate a Cell if one is not already Active, and then either reduce British Political Will by 1 (if a Sabotage marker was selected) or shift International Opinion two steps to the right (if a Curfew was selected). They decide to do the latter, selecting Limassol where a Cell is already Active, and shifting International Opinion two steps to the right, from '1' to '3' (note that they may still only select one option, even though there is both a Sabotage marker and a Curfew in Limassol).



EOKA Propagandize shifts International Opinion from 'Discussed' to 'Criticized'.

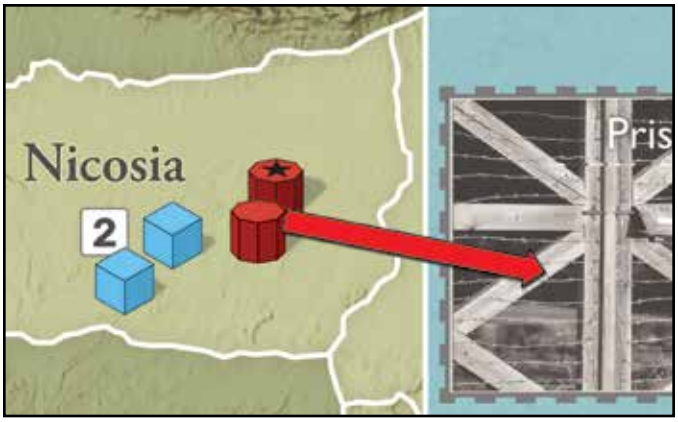
The EOKA turn is now complete, and the British decide to perform a Limited **Assault** Operation, selecting just one space (or two if they choose to expend their Intel Chit for an Intelligence Lead). They select just Troodos Mountains, where Assault will let them remove one Active EOKA for every two Troops present (in a Town or Base they could remove one Active piece for every Troop present). Arms Caches may only be removed after all Cells are removed (even Underground Cells), and Underground Cells may be removed if Intel Chits of equal value are spent. In this case there are only three Active Cells in the Troodos Mountains, and sufficient Troops (six) to remove all of them with Assault. Cells removed with Assault go alternately to the EOKA Available Forces box and the Prison box, starting with Available Forces, so two Cells are removed to Available and one is sent to Prison. If the Assault had removed an Arms Cache then the British would also increase Political Will by 1 and draw an Intel Chit. We then reset Eligibility, British to 1st Eligible and EOKA to 2nd Eligible.

© 2023 GMT Games, LLC



The British Troops Assault in the Troodos Mountains, removing two Cells to Available and one to Prison.

Reveal the next card: Operation Pepperpot. British now decide to perform the **Patrol** Operation with the **Diplomacy** Special Activity. The Patrol Operation moves Police on the map to any non-Mountain spaces with Cells, then may remove Active Cells to Prison from one space, up to the number of Police now present. The British may select up to three destination spaces as usual for an Operation, but decide to select only Nicosia and Karpas. They move one Police cube from Larnaca to Nicosia, and one from Famagusta to Karpas (note that Police do not need to be adjacent to move with Patrol). Then, they decide to remove Cells in Nicosia using the two Police cubes that are now there, and spend their 2-value Intel Chit to allow them to also remove the Underground Cell—place both Cells in Prison, and place the Intel Chit back in the pool.



The British Patrol in Nicosia removes two Cells to Prison.

Then, the Diplomacy Special Activity must this time roll greater than the International Opinion track value to succeed, as there are more than three Town spaces with Sabotage or Curfew markers. This roll fails, so the Special Activity is ineffective.

The British turn is now complete, and EOKA decide to perform a Limited **Ambush** Operation to replenish their Arms Caches. Ambush requires an Underground Cell to be Activated, removes a Police cube in that space to British Available Forces if possible, and then rolls a die—if the result is greater than the number of cubes remaining in the space, EOKA may add an Arms Cache either to that space or an adjacent space. They select Larnaca for Ambush, Activating the Cell there, not removing any Police as none are present, and then automatically succeeding on the roll to add an Arms Cache—place one in Larnaca now. We then reset Eligibility, EOKA to 1st Eligible and British to 2nd Eligible.



The EOKA Ambush adds an Arms Cache in Larnaca

Reveal the next card: Mountain Gangs. EOKA decide to perform the **Travel** Operation with the **Infiltrate** Special Activity. Travel allows them to move Cells from up to three origin spaces to any number of destination spaces (including the origin spaces themselves if desired), and then flip any moved Cells Underground, unless the space they were moving to is a Town with a Curfew or a British Base, and the Cells moving there plus cubes present exceeds three. They decide to move Cells from Paphos, Limassol, and Famagusta, and move one Cell from Paphos to Nicosia, another Cell from Limassol to Nicosia, the second Cell from Limassol to Kyrenia Mountains, and finally the Cell from Famagusta to Akrotiri. All four moved Cells flip Underground. Then they perform the Infiltrate Special Activity, which allows them to select one space with at least as many Underground Cells as Police (and at least one Police), replace one Police there with a Cell, and remove an Intel Chit back to the pool (if possible).. They select Nicosia and replace one Police there with a Cell, but the British do not have any Intel Chits to remove.

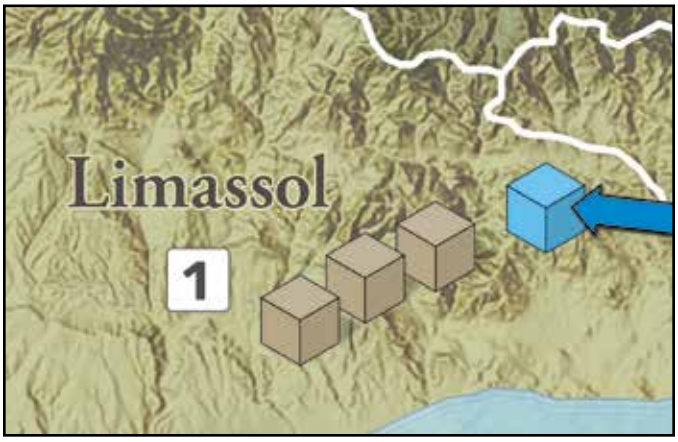


EOKA Travel two Cells to Nicosia, then Infiltrate to replace one Police with a Cell there

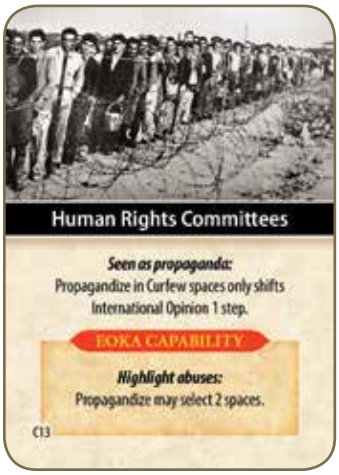
© 2023 GMT Games, LLC

British decide to perform a Limited **Patrol** Operation in Karpas. They don't move any Police, instead just using the one Police cube already there to remove the one Active Cell to Prison. We then reset British to 1st Eligible and EOKA to 2nd Eligible.

Reveal the next card: Human Rights Committees. British decide to perform the **Deploy** Operation with the **Restore** Special Activity. Deploy allows the British to place one Police each in selected spaces with more Troops than EOKA pieces, then move any Troops desired to one additional space. They place one Police in Limassol and one in Famagusta, then move the six Troops in Troodos Mountains to Nicosia. Then they can use the Restore Special Activity in one space with Troops, Police, and no EOKA pieces, to remove all Curfew and Sabotage markers there—they do so in Limassol, removing both markers there.



The British Deploy one Police cube into Limassol and then Restore there

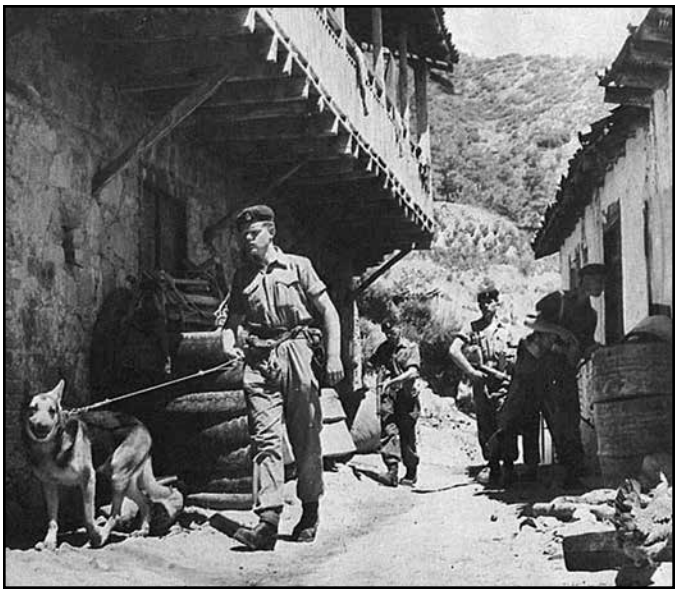


EOKA now decide to execute the **Event**. Human Rights Committees is a Capability Event that will have a lasting effect, so we place it by the side of the board with a red Capability marker on it to indicate that the shaded bottom effect (favoring EOKA) was selected. We then reset EOKA to 1st Eligible and British to 2nd Eligible.

The next card revealed is the Propaganda! card, triggering a Propaganda Round. We work through each phase in turn, starting with the Political Will phase:

- **Political Will:** Political Will is lowered by a net total of 2 (–3 for the International Opinion Track, –2 for the Sabotage marker in Nicosia, –1 for the Sabotage marker in Karpas, +2 because there are no Arms Caches in Mountains, and +2 because there are four Towns without Sabotage), down to '12'. If Political Will was now at '0' then EOKA would win.
- **Resources:** EOKA may add one Arms Cache to a Town or Mountain with a Cell, and place one into Kyrenia Mountains. British gain one Intel Chit because they had none, drawing a 1-value chit.
- **Redeploy:** British may move Police on the map to any spaces with British pieces, and move all four Police to Nicosia (if there were any Troops in Mountains, British would also need to move them back to Bases). EOKA must then move any Cells in Bases to Towns with EOKA pieces or any Mountains, and move their one Cell in Akrotiri to Nicosia (they could also move one Arms Cache to a space with a Cell, but choose not to move any).
- **Reset:** International Opinion shifts one space to the left (from '3' to '2'), because there are three or fewer Towns with Curfew or Sabotage markers. Remove all Curfew and Sabotage markers from the map. Return half the Cells in Prison, rounded down, to Available (in this case two). Flip all Cells Underground. Set EOKA to 1st Eligible (they already are), then reveal the next card and continue play.

This example of play is now complete. You can continue the current game by constructing the rest of the deck (two stacks of six random Event cards, each with a Propaganda card shuffled in with the bottom two Event cards) and revealing the next Event card. British are in a strong position with Political Will still quite high, but EOKA are fairly well positioned for future Sabotage Operations, and can also make use of the Human Rights Committees Capability, which will be especially powerful if the British have to place down any Curfew markers. Good luck!



© 2023 GMT Games, LLC

9.0 Event Tips and Background

At the bottom of each Event Background is a chapter number from David French's *Fighting EOKA: The British Counter-Insurgency Campaign on Cyprus, 1955-1959* to provide more context for the event. French's book is the best on British counterinsurgency against EOKA, though it is quite difficult to acquire. Unfortunately, many of the other excellent books on the Cyprus Emergency, such as Robert Holland's *Britain and the Revolt in Cyprus*, are also quite rare or expensive. The Cyprus chapter from John Newsinger's *British Counterinsurgency* might be the easiest to consult for greater context.

C1. Makarios III

Troublemaker deported: British may Restore in any 2 spaces with cubes and no EOKA.

Political leader of Enosis: Shift International Opinion 2 steps to the right.

Tips: None.

Background: Makarios III was the Archbishop of Cyprus and the political leader of the *enosis* movement. When diplomacy failed, Makarios worked with Grivas (Card C2) to establish a subversive movement, EOKA, to pressure Britain to grant *enosis* (union with Greece). During the conflict, Makarios negotiated with General Harding (Card C15). Harding, frustrated with Makarios' role in encouraging EOKA, eventually deported him to the Seychelles. As part of a later cease-fire, Makarios was released but forbidden to return to Cyprus. In 1958, with pressure from the Greek government (Card C22) for a settlement, Makarios conceded on the point of *enosis* and accepted the formation of an independent Cyprus, thus ending the conflict with Britain (French, Chapters 2 and 8).

C2. Georgios Grivas

Escapes leaving documents: In a space with British Troops, Assault removing any Arms Caches first.

EOKA leader: EOKA conducts 3 Limited Operations.

Tips: The three Limited Operations granted by the shaded text may be of different types, are carried out one after the other, and may potentially use the same pieces twice.

Background: Georgios Grivas was the military leader of the EOKA insurgency. In the conflicts of the early 20th century, Grivas had gained prior experience serving in the Greek army. During the German occupation and the Greek Civil War, he formed an underground militia focused on targeting communists. Grivas' overall strategy for EOKA was to "continuously harry" the British until they settled the Cyprus problem in favor of *enosis*. The British came close to capturing Grivas several times, and he only narrowly escaped Operation Pepperpot (Card C6) by a night march. As the leader of EOKA, Grivas and his memoir became a model for future urban guerrillas such as the Tupamaros in Uruguay (French, Chapters 2 and 4).

C3. AKEL

Operation Lobster Pot: British may Limited Patrol then increase Political Will by 1.

Cypriot Communist Party: EOKA may Propagandize in 1 space with Cell and Curfew.

Tips: None.

Background: The *Anorthodiko Komma Ergazomenou Laou* (Progressive Party for the Working People), or AKEL, was the communist party in Cyprus. AKEL strongly criticized EOKA's sabotage campaign and insisted that the organization did not represent all Cypriots. Despite their critical stance against EOKA, AKEL were targeted by the British, who banned the party, due to their suspicion of well organized communists. In late 1955, over one hundred prominent Communists were detained in Operation 'Lobster Pot,' though many were subsequently released when no evidence of ties with Moscow were found (French, Chapters 1 and 4).

C4. Suez Crisis

Troops withdrawn: Remove 3 Troops cubes from the map to this card until the Reset phase of the next Propaganda Round, then return them to any British Bases.

Tips: Place this card aside with the removed Troops cubes until the next Reset phase.

Background: The Suez crisis began when Nasser, the leader of Egypt, nationalized the Suez Canal. A combined military operation of British, French, and Israeli forces invaded Egypt to topple Nasser. However, pressure from the United States, Soviet Union, and United Nations forced the combined force to withdraw in defeat. The crisis had a major impact on the conflict in Cyprus by pulling two brigades conducting counterinsurgency from the island for operations against Egypt. The withdrawal of forces reduced pressure on EOKA for several months (French, Chapter 4).

C5. Turkish Government

Defends minority interests: Shift International Opinion 2 steps to the left.

Encourages TMT: Place a Sabotage marker in any 1 Town with both Police and EOKA.

Tips: None.

Background: The Turkish government had a significant stake in the conflict in Cyprus due to its geographic proximity and the sizable Turkish Cypriot minority. Turkey was staunchly against EOKA's goal of *enosis* and strove for an independent Cyprus. The Turkish government also encouraged the formation of Turkish Cypriot armed groups to protect the Turkish communities on the island and to combat EOKA, such as the *Türk Mukavemet Teşkilatı* (TMT) and Volkan (Card C26). Although these groups targeted EOKA, they also contributed to rising intercommunal violence that placed additional pressure on Britain to make concessions to end the conflict (French, Chapter 7).

© 2023 GMT Games, LLC

C6. Operation Pepperpot

British sweep mountains: British may move any number of cubes to Mountain spaces then Search in each.

EOKA tipped off: EOKA may Travel from each Mountain space.

Tips: None.

Background: To counter Grivas' mountain gangs (Card C19), the British launched large-scale sweep operations of the mountains in Cyprus. Operation Pepperpot managed to destroy several gangs and uncover arms caches, but failed to capture Grivas (Card C2). There is evidence that Grivas was warned about the operation, giving him time to escape. However, he only narrowly evaded the follow-up operation, 'Lucky Alphonse.' Grivas eventually chose to leave the mountains for Limassol due to the frequent sweeps (French, Chapter 4).

C7. Mass Detention

Roundup: Remove all Cells in Curfew spaces to Prison.

Creates new recruits: In each Curfew space, place up to 1 Cell from Prison.

Tips: None.

Background: Mass Detention was a common strategy in many of Britain's counterinsurgency campaigns, such as Palestine and Kenya. Lacking good intelligence, rounding up a large number of suspects and then screening them allowed rapid action against suspected cells. However, most of those detained would likely have nothing to do with EOKA prior to detention, and the experience of indiscriminate detention could easily drive individuals into joining the insurgency. One of the largest roundups in Cyprus was actually against AKEL (Card C3), a group opposed to EOKA (French, Chapter 4).

C8. School Children Revolt

Education system reform: Remove 2 Cells to Available from any spaces.

Demonstrations: EOKA may Propagandize in 1 Curfew space (no Cell needed).

Tips: The shaded effect allows EOKA to conduct Propagandize in a Curfew space even if there is no Cell there.

Background: School children led many of the riots and demonstrations ordered by Grivas. By using school children, Grivas hoped to confuse security forces and prevent them from using repressive measures to put down the unrest. The unrest would also hopefully draw security forces away from operations against the mountain gangs (Card C19). Around 700 school children participated in the first major riot in Nicosia. The initial British response was to shut down several schools, but this only made the matter worse. Harding (Card C15) eventually implemented school reforms that more effectively lessened EOKA's ability to use school children (French, Chapters 3 and 5).

C9. Royal Navy Blockade

BRITISH CAPABILITY

Interdicts arms smuggling: EOKA must roll greater than 3 to place any Arms Cache with Smuggle.

Navy evaded: EOKA may select any Mountain or Town for Smuggle.

Tips: If the unshaded text is in effect, EOKA must declare if they are attempting to place an Arms Cache, and that Special Activity is wasted if they do not roll greater than 3.

Background: EOKA smuggled many arms and explosives from Greece into Cyprus by sea, particularly in the lead up to the conflict. The Greek government (Card C22) generally allowed EOKA's arms smuggling, unless foreign policy forced them to shut off the supply. Major smuggling rings worked out of Limassol and Paphos. To counter EOKA smuggling, the British attempted to seal off the island through naval patrols, minesweepers, and RAF reconnaissance aircraft. Although the Royal Navy intercepted many weapon shipments, the blockade never completely sealed off EOKA's external supply (French, Chapters 2 and 4).

C10. Rough Handling

BRITISH CAPABILITY

Gets information: Interrogate adds 1 Intel Chit for every Cell in Prison.

Accusations of torture: Interrogate also lowers Political Will by 1.

Tips: None.

Background: EOKA accused the British security forces of torturing prisoners during interrogations to collect intelligence (Card C17). There is concrete evidence of cases of abuse against prisoners who received a 'rough handling' by members of the Special Branch, particularly by Turkish Cypriot police, but less evidence for a program of systematic torture. As the historian David French notes, providing a definitive answer to the extent of torture is difficult because EOKA had strong incentive to exaggerate British atrocities (Card C13) and British officials only half-heartedly investigated accusations of abuse (French, Chapter 6).

C11. Appeals to UN

Ignored: Set International Opinion to Ignored.

Debated: Set International Opinion to Debated.

Tips: None.

Background: EOKA hoped to draw international attention to their struggle and generate external pressure on Britain to accept *enosis*. Greece (Card C22) provided diplomatic support for EOKA's struggle by taking the issue of Cyprus to the United Nations General Assembly. Both Britain and Greece sought United States support for their position, but the US rejected taking a side to avoid alienating either ally. Although the issue was debated several times, the Greek government's insistence

© 2023 GMT Games, LLC

on *enosis* was repeatedly rejected. Instead, the United Nations General Assembly called for a return to peaceful negotiations (French, Chapter 4).

C12. Hugh Foot

New approach: British conduct 2 Limited Operations then any Special Activity.

Welcomed with terror: EOKA may perform Sabotage in up to 3 spaces.

Tips: The two Limited Operations granted by the unshaded text may be of different types, are carried out one after the other, and may potentially use the same pieces twice. The Sabotage Operations granted by the shaded text would require Underground Cells as usual, unless modified by the shaded Street Riots (C23) capability.

Background: In 1957, Sir Hugh Foot succeeded Sir John Harding (Card C15) as Governor of Cyprus. Foot possessed prior experience combating insurgents during the Arab Revolt (1936-1939) in Palestine. Foot pushed a plan of self-government for Cyprus and conducted diplomacy with the Greek (Card C22) and Turkish (Card C5) Governments to help resolve the Emergency. However, intercommunal violence between the Greek and Turkish Cypriot communities (Card C24) intensified during his tenure, derailing his plan for a quick resolution of the conflict (French, Chapter 7).

C13. Human Rights Committees

EOKA CAPABILITY

Seen as propaganda: Propagandize in Curfew spaces only shifts International Opinion 1 space.

Highlights abuses: Propagandize may select 2 spaces.

Tips: None.

Background: EOKA organized an extensive propaganda campaign to discredit the conduct of British security forces and generate sympathy for EOKA. The formation of Human Rights Committees in Nicosia and other major towns to investigate and reveal abuses by the British assisted EOKA's efforts. The Greek government (Card C22) took EOKA's campaign one step further by taking cases of British abuses before the European Convention on Human Rights (ECHR) and United Nations (Card C11). Although they were able to identify concrete evidence of abuses by British security forces, EOKA may have discredited their overall effort by some of their wilder accusations, such as claiming the British were committing 'genocide' and comparisons with 'Nazi methods' (French, Chapter 6).

C14. Radio Athens

Disrupted by Greece: If International Opinion is at Discussed or Ignored, remove any 3 Cells from the map to Available.

Attracts recruits: Place 3 Cells total in any Towns or Mountains.

Tips: None.

Background: Besides clandestine arms smuggling (Card C9) and bringing world attention to the conflict through the United Nations (Card C11), the Greek government (Card C22) also permitted EOKA to operate a friendly radio station that spread their propaganda among the Greek Cypriot population. British efforts to pressure Greece to restrain Radio Athens failed, and the British eventually resorted to jamming to hinder the broadcasts (French, Chapter 5).

C15. John Harding

Military approach: Place a Curfew marker in a Town with Troops, then Search and Assault there.

Talks with Makarios fail: Shift International Opinion 2 steps to the right.

Tips: None.

Background: At the beginning of the conflict, Field Marshal Sir John Harding was appointed Governor of Cyprus. Harding quickly declared a state of emergency, enabling a more aggressive military response and the ability to levy collective punishments on uncooperative communities. The emergency regulations also granted security forces the ability to place curfews, conduct intensive searches (Card C18), and enabled the easier arrest of suspects (Card C7). Due to these measures, Harding's approach to defeating EOKA is criticized by some as overly militaristic and heavy handed. Harding did attempt to negotiate with Makarios (Card C1), but resumed tough tactics when talks failed. In 1957, Sir Hugh Foot (Card C12) took over as Harding's successor (French, Chapter 3).

C16. Q-Patrols

Root out EOKA: Remove 1 EOKA piece each (max 1 Arms Cache total) from up to 3 spaces with Troops (*+1 PW if Arms Cache removed*).

Terrorize civilians: Place a Sabotage marker in up to 2 Town spaces with Troops.

Tips: British would gain +1 Political Will if the unshaded text removes an Arms Cache.

Background: Q-patrols were small units of British troops and police that operated in civilian clothes and often included former terrorists in their squads, a tactic used in many other British counterinsurgency campaigns. These units' surprise capture of insurgents would often result in intelligence breakthroughs leading to further arrests. Nicos Sampson, one of EOKA's most experienced assassins (Card C25), was captured by a Q-patrol. Although effective, surprise night raids could easily terrify the local population (French, Chapter 4).

C17. Special Branch

BRITISH CAPABILITY

Intelligence gathering: Interrogate may instead add Intel Chits equal to spaces with Police and Cells.

Police stretched thin: Patrol removes only 1 Cell per 2 Police.

© 2023 GMT Games, LLC

Tips: If the unshaded capability is in effect British may choose which option to use each time they Interrogate.

Background: As in other British counterinsurgency campaigns, the police Special Branch was the main organization for generating intelligence on the insurgency. During the Cyprus conflict, most of the Special Branch intelligence came from prisoners and captured documents. Personnel shortages limited the Special Branch's ability to collect intelligence, particularly their lack of Greek interrogators and translators. In addition, the Special Branch was the main initial target of EOKA's assassination groups (Card C25). There were also accusations of the use of torture (Card C10) by members of Special Branch when interrogating prisoners (French, Chapters 4 and 6).

C18. Cordon and Search

BRITISH CAPABILITY

Searches and arrests: Cells Traveling to Curfew spaces must always flip Active. At the start of the Reset phase send all Cells in Curfew spaces to Prison.

Cells slip through: A single Cell may always Travel to a Curfew space without Activating.

Tips: The shaded capability means that a single Cell may Travel to a Curfew space without Activating, no matter the number of the cubes there.

Background: Cordon and search operations were a frequent British measure against EOKA, particularly when more precise intelligence on cells was not available. The operations generally consisted of cordoning off a community using barbed wire enclosures, then screening the inhabitants. The process was highly disruptive to the local community and often entailed indiscriminate screening and arrests. Without good intelligence, the operations often uncovered few weapons and failed to capture EOKA members (French, Chapter 4).

C19. Mountain Gangs

Isolated and surrounded: British may Search in 1 Mountain space and then Assault there.

Lure British from towns: Move up to 6 British Troops from any Towns to 1 Mountain space.

Tips: The shaded effect may move Troops even to a non-adjacent Mountain space.

Background: Although most of the sabotage attacks were carried out by EOKA cells located in Cyprus' towns, Grivas also organized guerrilla groups in the mountains of Troodos and Kyrenia. The main goal of the mountain gangs was to draw security forces from the towns into large scale sweeps of the mountains, such as Operation Pepperpot (Card C6). The mountains also provided a sanctuary for cells in the towns to avoid capture (French, Chapters 2).

C20. Youth Movements

British impose curfews: Place up to 2 Curfew markers in any Town spaces with Troops.

Used for recruitment: Place 3 Cells in any Towns.

Tips: None.

Background: Many of EOKA's early recruits came from preexisting youth organizations. Grivas went as far as to claim that he sought "to turn the youth of Cyprus into the seedbed of EOKA." The colonial government was concerned with the "corruption of youth" by EOKA and even deported the leader of one of the youth movements, alongside Archbishop Makarios III (Card C1), because of the suspicion he was encouraging unrest among the school children (Card C8). (French, Chapter 2).

C21. Development Program

Win hearts and minds: Increase Political Will by 1 for each Town with both Troops and Police, and no EOKA pieces, Sabotage marker, or Curfew.

Loyalty cannot be bought: Place 2 Cells total in any Towns.

Tips: To be counted for the unshaded effect a space must have at least 1 Police, at least 1 Troop, and no EOKA pieces or Sabotage markers or Curfew markers.

Background: One of Sir John Harding's (Card C15) main strategies for winning the 'hearts and minds' of the Greek Cypriot population was through a development program with an announced budget of 38 million pounds. The British hoped that the Greek community would choose prosperity over *enosis*. Although the amount was large compared to previous efforts, the development projects were slowly carried out, fell short of the initial goal, and a sizable portion of the funds were collected from taxes on the Cypriot population (French, Chapter 5).

C22. Greek Government

Critical opinion on Enosis: Shift the International Opinion Track up to 2 spaces in either direction. Then either place 2 Cells in Town spaces or remove 2 Cells from any spaces to Available.

Tips: Either player may wish to use this event. Cells may be removed from any Towns, Mountains, or Bases, but not from the Prison box.

Background: Greece was EOKA's main external backer and internationally promoted the position of *enosis*. Although the Greek government permitted clandestine activities in support of EOKA such as arms smuggling (Card C9) and Radio Athens (Card C14), it refused to openly support the insurgency due to fears of publicly upsetting Britain (a fellow NATO ally), and to avoid tarnishing EOKA's international reputation by making them seem like Greek puppets (Card C11). Greece's support of EOKA was more beholden to their own foreign policy objectives than EOKA's needs. Greek officials hoped to use their clandestine support of EOKA as a way of controlling Grivas, and were willing to threaten reduced assistance to pressure EOKA to limit their activity at key points in the conflict (French, Chapters 2 and 8).

© 2023 GMT Games, LLC

C23. Street Riots

EOKA CAPABILITY

Crowds dispersed: Each space selected for EOKA Sabotage Operation with British pieces and more than 1 Cell must first remove 1 Cell to Available.

Demonstrations: One space selected for EOKA Sabotage Operation may use an already Active Cell.

Tips: If the shaded capability is in effect then EOKA may conduct Sabotage with an Active Cell in one space per turn.

Background: During the Cyprus Emergency, British forces spent much of their time searching for elusive underground cells. However, they often also found themselves having to disperse public demonstrations and riots. Many of the riots and demonstrations were organized by EOKA or encouraged by EOKA actions, such as their attacks on Turkish Cypriots (Card C24) that sparked intercommunal riots. Several of the large-scale street riots involved hundreds of school children (Card C8), intended by EOKA to mitigate Britain's use of harsh measures (French, Chapter 3).

C24. Turkish Cypriots

Bolster police force: Place all Available Police in any spaces with British pieces, then Patrol in up to 2 spaces.

Intercommunal violence: Place a Sabotage marker in up to 2 Towns with Cells and Police.

Tips: None.

Background: Turkish Cypriots were the largest minority group in colonial Cyprus, seventeen percent of the population in the mid-1950s. Turkish Cypriot leaders were also the biggest opponents of EOKA's goal of *enosis*. The sizable Turkish minority and strategic value of Cyprus also led to Turkey's involvement in the conflict (Card C5). Although EOKA generally avoided targeting the Turkish Cypriot community during the initial years of the conflict, their attacks increased as Turkish Cypriots became increasingly involved in the police (Card C31) and paramilitary organizations (Card C26). The killings of Turkish Cypriot policemen by EOKA led to intercommunal riots on several occasions (French, Chapters 1 and 7). Image source: Brian Harrington Spier, CC-BY-SA.

C25. Assassinations

EOKA CAPABILITY

Limits counterintelligence: Infiltrate may either replace Police or discard Intel Chit, but not both.

Nicos Sampson: Infiltrate may instead select a space with an Underground Cell to remove 1 Police there.

Tips: If the shaded capability is in effect then EOKA may Infiltrate even if there are more Police than Underground Cells, but does not discard an Intel Chit or place a Cell in this case (they may still choose to Infiltrate in the usual way if they have sufficient Underground Cells). If either capability is in effect then EOKA may choose which option to use each time they Infiltrate.

Background: Assassinations were one of EOKA's main tactics other than sabotage attacks. Assassinations carefully targeted members of the security forces, usually police, or civilians deemed 'traitors' for providing information to the British. Besides eliminating EOKA's opponents, assassinations were intended to intimidate other Cypriots from joining the police or collaborating with the British. One of EOKA's most experienced assassins, Nicos Sampson, allegedly carried out over twenty-five assassinations or attempted assassinations. Due to EOKA's recruitment of youths (Card C20), many assassins were only teenagers, some as young as fourteen. (French, Chapter 2).

C26. Volkan/TMT

Turkish resistance groups: In up to 2 spaces with Cells and Police, remove 1 Cell to Available to place a Sabotage marker.

Tips: Either player may want to use this event. Sabotage markers are only placed in spaces where a Cell is removed.

Background: Volkan was an early Turkish Cypriot armed group that formed to combat EOKA and protect the Turkish community in Cyprus (Card C24). Volkan and other Turkish paramilitary groups were later absorbed into TMT (*Türk Mukavemet Teşkilatı* or Turkish Resistance Organization). Although initially formed by local initiatives, there is evidence of TMT receiving assistance and training from the Turkish government (Card C5). TMT clashes with EOKA may have helped weaken the latter, but the fighting also escalated intercommunal violence in the last years of the conflict (French, Chapter 7).

C27. Kyrenia Castle Prison

Attack thwarted: Remove 1 Cell from any space to Prison, then Interrogate.

Prison escape: Move all Cells in Prison to Available.

Tips: None.

Background: As with the Jewish insurgency in Palestine, depicted in *The British Way: Palestine*, the British detained a large number of EOKA members, but failed to prevent daring prison escapes. Though not as large as the Acre prison break in Palestine, EOKA members escaped Kyrenia Castle Prison using sheets tied into a rope. Many were quickly captured, but others managed to join mountain gangs (Card C19). After the escape from Kyrenia Castle Prison in 1955, many EOKA prisoners would instead be held at Kokkinotrimithia Camp, commonly referred to as 'Camp K.' In 1958, an attempted escape from Camp K was thwarted (French, Chapters 3 and 7).

C28. British Bases

Unsinkable aircraft carrier: For each British Base with no Sabotage marker or EOKA pieces, add 1 Political Will.

Sabotage attempts: Place a Cell in each British Base, then EOKA may Sabotage in each.

Tips: None.

© 2023 GMT Games, LLC

Background: Cyprus' main strategic value for Britain in the post-war period were the military bases on the island. These 'unsinkable aircraft carriers' gave Britain a base with access to the Middle East. The island's perceived strategic value only increased with the British withdrawal from Palestine and the Suez Canal. The bases were targeted by EOKA many times during the Emergency, often using the many Cypriot laborers working on the base to smuggle in bombs. As of 2022, Britain still maintains sovereignty over two major base areas on the island, Akrotiri and Dhekelia (French, Chapters 3 and 4).

C29. Macmillan Plan

Compromise offer: Lower Political Will by 1 to either remove 2 Sabotage markers or shift International Opinion 2 steps to the left.

Plan rejected: Increase Political Will by 1 to conduct Sabotage in up to 3 spaces.

Tips: The Sabotage Operations granted by the shaded text would require Underground Cells as usual, unless modified by the shaded Street Riots (C23) capability.

Background: Harold Macmillan replaced Anthony Eden as prime minister after the latter resigned following the disastrous Suez Crisis (Card C4). In 1958, Macmillan unveiled his plan for Cyprus, a compromise that kept Cyprus under British rule for at least another seven years but with representatives from the Turkish and Greek governments to help govern the island. The plan was rejected by Greece and Greek Cypriots out of fear it would lead to partition, and Grivas signaled EOKA's rejection of the plan by launching another offensive. Although the Macmillan plan failed, negotiations between the Greek and Turkish governments contributed to the Zürich Agreement in 1959 that led to the end of the conflict with the formation of an independent Cyprus (French, Chapter 8).

C30. Operation Forward to Victory

British pre-empt offensive: British may Search in 1 space and then Assault there.

Grivas' terror campaign: EOKA may Sabotage in each Town with Underground Cells.

Tips: None.

Background: Operation Forward to Victory was a campaign devised by Grivas (Card C2) to place the security forces under continuous pressure all across Cyprus, with the goal of dispersing and wearing down the enemy. The campaign resulted in an average of nearly twenty security incidents a week over a six month period including sabotage attacks, ambushes, demonstrations, and strikes. Although British casualties increased, the campaign failed to deliver a decisive blow and force Britain to grant *enosis* as Grivas had hoped (French, Chapter 3).

C31. Turkish Police

DUAL CAPABILITY

Force multiplier and EOKA target: Infiltrate only removes rather than replaces Police and no longer discards Intel Chits. Police no longer subtract from Sabotage rolls.

Tips: This capability has positive and negative effects for both factions and so might be attractive to either player depending on the board situation.

Background: Through EOKA intimidation and assassinations, the proportion of Greek Cypriot police diminished over the course of the conflict, from close to two-thirds of the force in 1954 to only about one fifth in 1957. The police force increasingly recruited from Turkish Cypriot communities (Card C24). By 1957, slightly over two-thirds of the police force were Turkish Cypriots. Although this made EOKA infiltration of the police harder, the shift also made the police less effective at collecting intelligence on EOKA operations and operating among the Greek Cypriot community. The use of Turkish Cypriot police in Greek communities also risked escalating intercommunal violence (French, Chapter 4). The card image shows Abdullah Alparslan, the first Turkish Cypriot police officer killed by EOKA in 1956.

C32. Road Ambushes

EOKA CAPABILITY

Adapt to attacks: Ambush in spaces with British Troops must also remove the Activated Cell to Available.

Troop lorries attacked: In 1 Ambush space with Troops EOKA may lower Political Will by 1 if successful but remove no Police.

Tips: If the shaded capability is in effect then EOKA may choose which option to use each time they Ambush. If they choose the new option, no Police cube is removed in that space but Political Will is lowered by 1 if the roll is successful.

Background: Although EOKA would generally launch attacks against easier targets such as isolated police stations to capture arms, they conducted a large number of ambushes against British troops, usually traveling along roads. Guerrillas would toss grenades at passing lorries or place mines in their path. These attacks often produced little to no casualties, but on occasion could cause significant losses (French, Chapter 4).

C33, C34, C35. Propaganda

Background: Although Britain hoped to control the resolution of the Cyprus conflict, the Zürich Agreement arose from negotiations between the Greek (Card C22) and Turkish (Card C5) governments. The image depicts Greek and Turkish ministers at the negotiations in February 1959. The agreement and the following London agreement led to an independent Cyprus and sovereign base rights for the British. The agreement did not resolve the demands for *enosis*. Tensions between Greek and Turkish communities continued throughout the 1960s leading to a Greek-led coup d'état and Turkish invasion in 1974. Since the invasion, Cyprus has been *de facto* partitioned (French, Chapter 8). Image source: Swiss National Archive, CC BY.

© 2023 GMT Games, LLC

Strategy Guide

By Joe Dewhurst



This strategy guide consists of some general advice for both players and then some specific tips for playing each Faction, and is intended to help get you started rather than explaining everything about the game. Much of the enjoyment of playing will come from exploring and developing these strategies yourself, and of course I need to keep some tricks up my sleeve in case we ever end up on opposite sides of the table.

General Advice

Have a plan – Each campaign (the sequence of Event cards leading up to a Propaganda Round) only lasts an average of six Event cards, meaning that you only should expect to get approximately three full Operation + Special Activity turns per campaign. This doesn't give you much time to get things done, so you should begin each campaign with a plan for what you want to achieve, and only divert from it if there is something more important you need to respond to, or if a better opportunity arises from the Event cards (although beware the allure of these, often they are not your best option).

Keep your eyes on the prize – The game is ultimately a struggle for Political Will, and you should carefully study the various ways in which this can be raised and lowered (these are summarised on both Faction player aids, and on the Propaganda Round aid sheet). Some of these have immediate effects and can often be very attractive, but in the long-term the Propaganda Round effects are likely to have a greater impact, and you should make sure that you are always working towards achieving these.

Master the one-two punch – The structure of the Initiative Track means that if you perform a Limited Operation on one turn you are guaranteed to be able to perform a full Operation + Special Activity on the next turn (unless the Propaganda card is drawn). This means that you can use a Limited Operation on one turn to set yourself up for a powerful action on the next—and remember that you can burn an Intel Chit or Arms Cache to target two spaces with a Limited Operation.

EOKA Tips

Prepare and then strike – It can be quite slow and costly for the British to uncover and remove your Cells, so you can afford to take your time to prepare by Smuggling in Arms Caches, Recruiting additional Cells, and Infiltrating to remove Police, before unleashing a wave of Sabotage.

Sway international opinion – Once the British begin establishing Curfews, make sure to use Propagandize to keep International Opinion as high as possible. By itself this can potentially cost the British 12 Political Will over the whole game, almost enough to secure you a victory. Propagandize can also be used for an immediate hit to Political Will in spaces with a Sabotage marker, but this is typically less effective. Don't forget that an already Active Cell can be used for Propagandize!

Conserve your forces – Be careful not to let the British remove too many Cells to Prison, or else by the end of the game you may be reduced to only a token force. Travel can allow you to flip Cells back Underground, and even a Limited Travel can be used to move Cells from one space to several other spaces, potentially setting you up for a big action on your next turn.

British Tips

Follow the intel – Your Intel Chits have a variety of uses, but the most valuable is probably the ability to remove Underground Cells directly to Prison with Patrol. Once you have Cells in Prison you can Interrogate to gain more Intel, and the cycle continues. Solitary Police are especially vulnerable to Infiltrate, which will also lose you Intel, so consider establishing a 'buddy system'.

Maintain the peace – Placing down Curfews will make you vulnerable to Propagandize, but it can also allow you to secure up to four Towns, which could be worth an additional 2 Political Will during the Propaganda Round. This will mitigate the damage from International Opinion, in addition to preventing Sabotage in those spaces.

Eliminate Mountain Bases – Removing Bases with Assault gains you Intel and Political Will, and if you can clear both Mountain spaces of Arms Caches you will gain an additional 2 Political Will during the Propaganda Round. However, this is easier said than done, and be wary of getting too distracted from the more valuable Towns while you do this. A Limited Search followed by an Assault and Interrogate can be a good way to clear out a Mountain space.

© 2023 GMT Games, LLC

Key Terms Index

Accompanying: Operation required for a Special Activity. (4.1.1)

Activate: Flip Cells Active. (1.4.3)

Active Pieces: Troops, Police, Active Cells (symbol end up), and Arms Caches. (1.4.3)

Adjacent: Spaces next to each other for actions or Events. (1.3.5)

Ambush: EOKA Operation to remove Police and possibly place Arms Caches. (3.3.4)

Arms Cache: EOKA forces that enable Recruit and may be spent for additional Operations or to modify Sabotage rolls. (1.4, 1.6.2)

Assault: British Operation to remove Active EOKA pieces, possibly to Prison. (3.2.4)

Available: Pieces in Available boxes, waiting to be placed. (1.4.1)

Base: British-controlled military base space. (1.3.4)

British: A Faction committed to maintaining British influence in Cyprus. (1.5)

British Political Will: Marker on edge track indicating British commitment to Cyprus, position determines victory. (1.8, 7.0)

Campaign: Event card series leading up to a Propaganda Round. (2.4)

Cell: Mobile EOKA forces that are required for several Operations and Special Activities, and may be Underground or Active. (1.4)

Cube: British Troops or Police piece. (1.4)

Curfew: Marker placed by British Search or Events that inhibits EOKA Recruit and Travel, but enables Propagandize (1.10).

Cylinder: Token to mark a Faction's Eligibility on the Initiative Track. (2.3)

Dual Use: Event with two alternative effects. (5.2)

Deploy: British Operation to place Police and rapidly move Troops to one space. (3.2.1)

Diplomacy: British Special Activity to shift the International Opinion Track. (4.2.2)

EOKA: A Faction committed to *enosis* (union) between Cyprus and Greece. (1.5)

Event: Card with text a Faction may execute. (5.0)

Execute: Implement Event or conduct Operation or Special Activity. (2.3)

Faction: Player role: British or EOKA. (1.5)

Flip: Switch Cells between Underground and Active. (1.4.3)

Forces: Troops, Police, Cells, and Arms Caches. (1.4)

Friendly: Forces belonging to the executing Faction. (1.4)

Initiative Track: Track indicating which Faction is 1st and 2nd Eligible, and to mark actions performed on an Event card. (2.3)

Infiltrate: EOKA Special Activity to replace Police and remove Intel Chits. (4.3.2)

Intel Chit: Marker acquired by British and spent to remove Underground Cells, modify Search, or enhance British Operations. (1.6.1)

International Opinion Track: Track indicating the attitude of external actors such as the US and UN towards the conflict in Cyprus, affecting British Political Will and EOKA Infiltrate. (6.5)

Interrogate: British Special Activity to gain Intel Chits. (4.2.3)

Limited Operation: Operation in one space with no Special Activity. (2.3.4)

Mountain: Mountainous rural space. (1.3.3)

Operation (Op): Core action a Faction takes with its pieces. (3.0)

Pass: Forego the action in the selected Initiative Track box to either draw an Intel Chit or perform a Limited Ambush Operation. (2.3.3)

Patrol: British Operation to rapidly move Police and remove Active EOKA Cells to Prison. (3.2.2)

Pawn: A token to designate spaces selected for Operation or Special Activity. (3.1.1)

Phase: Part of a Propaganda Round. (6.0)

Place: Move a piece from Available to the map. (1.4.1)

Police: British forces that inhibit Sabotage and may Patrol. (1.4)

Political Will Phase: Propaganda Round phase in which British Political Will is adjusted and victory is checked. (6.1)

Prison: Box where EOKA Cells are placed and kept unavailable until Reset. (1.3.6)

Propaganda Round: Interruption to usual play, during which Political Will is adjusted, victory is checked, and other status phases are carried out. (6.0)

Propagandize: EOKA Special Activity in Towns with Sabotage or Curfews to lower Political Will on shift the International Opinion Track. (4.3.3)

Recruit: EOKA Operation to place new Cells. (3.3.1)

Redeploy Phase: Propaganda Round phase in which both Factions move pieces. (6.3)

Remove: Take from the map and return to Available or Prison. (1.4.1)

Replace: Remove pieces to place others in their stead. (1.4.1)

© 2023 GMT Games, LLC

Reset Phase: Propaganda Round phase to ready for the next card. (6.4)

Resources Phase: Propaganda Round phase in which both Factions may gain (or lose) Intel or Arms Caches. (6.2)

Restore: British Special Activity to remove Sabotage and Curfews. (4.2.1)

Sabotage: EOKA Operation to place Sabotage markers. (3.3.3)

Sabotage marker: Indicates successful EOKA Sabotage and affects British Political Will. (1.7)

Search: British Operation to move Troops to adjacent spaces, place Curfews in Towns, and flip Cells Active. (3.2.3)

Shaded: 2nd choice of Dual-Use Event, typically favors EOKA. (5.2)

Smuggle: EOKA Special Activity to place or move Arms Caches. (4.3.1)

Space: A map area holding pieces in play: Towns, Mountains, or Bases. (1.3.1)

Special Activities: Actions accompanying Operations; unique to each Faction. (4.0)

Stacking: A limit of two total on Arms Caches that can occupy a space. (1.4.2)

Target: Faction or piece that is the object of an action. (3.1, 4.1)

Town: Semi-urban space. (1.3.2)

Travel: EOKA Operation to rapidly move Cells and possibly flip them Underground. (3.3.2)

Troops: British forces that may Search and Assault. (1.4)

Underground: Cell, symbol end down: not usually subject to removal from Patrol or Assault and capable of Sabotage and Silence. (1.4.3)

Unshaded: 1st choice of Dual-Use Event, typically favors British. (5.2)



© 2023 GMT Games, LLC

Setup Instructions (2.1)



Cyprus Emergency: 1955-1959

Deck Preparation. Gather the *Cyprus* Event cards, remove the three Propaganda cards, and shuffle the remaining cards. Form three piles of 6 regular Event cards and set aside the remaining 14 regular Event cards (they will not be used). In each pile, shuffle a Propaganda card with 2 of the Event cards and place these 3 cards under the remaining 4 Event cards. Stack the resulting three 7 card piles to form the complete Event Deck of 21 cards. Place the 9 Intel Chits in a cup or container for random drawing.

NOTE: The British only use 12 tan Troop cubes and 6 blue Police cubes. EOKA only uses 12 red octagonal cylinders (Cells) and 4 flat red discs (Arms Caches).

Set up the map as follows (see back page of this booklet for a full setup diagram):

- **International Opinion Track:** Debated (2)
- **British Political Will:** 14
- **Initiative:** EOKA 1st Eligible, British 2nd Eligible

Available:
EOKA—3 Arms Caches, 6 Cells
British—3 Police

Prison:
Empty

Paphos:
EOKA—1 Cell

Limassol:
EOKA—1 Cell
British—2 Troops

Nicosia:
EOKA—1 Cell
British—2 Troops, 1 Police

Larnaca:
EOKA—1 Cell
British—2 Troops, 1 Police

Famagusta:
EOKA—1 Cell
British—1 Police

Troodos Mountains:
EOKA—1 Arms Cache, 1 Cell

Akrotiri:
British—3 Troops

Dhekelia:
British—3 Troops

Karpas:
Empty

Kyrenia Mountains:
Empty

© 2023 GMT Games, LLC



Setup Diagram