

# Isolationist Ottoman

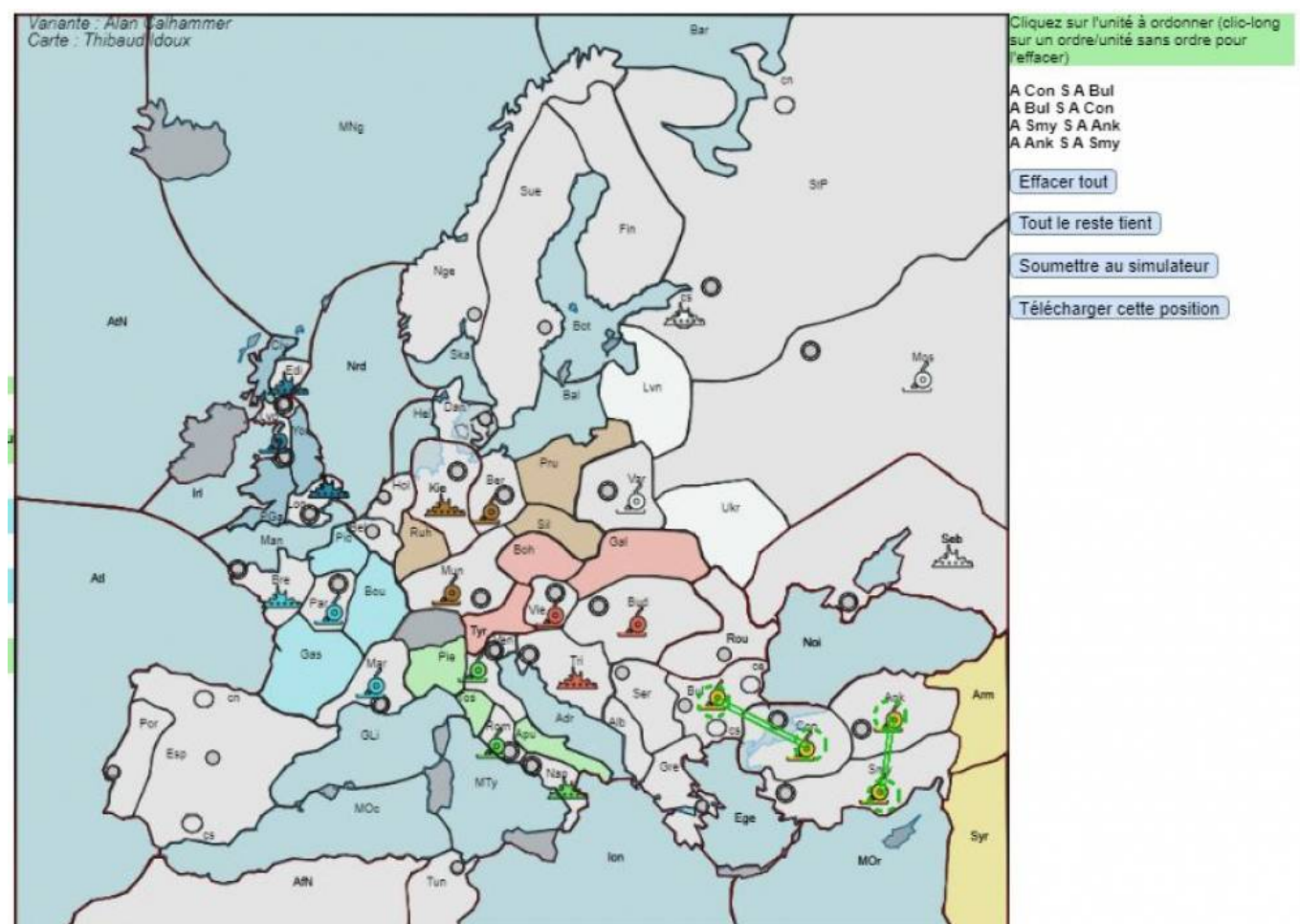
**Isolationist Ottoman**, also known as Turcvivor or Automatic turc, is a 6-player variant using the standard map.

## Creation

- Creator: Gwen Maggi

## Context and Philosophy

Designed to allow a 6-player tabletop game using standard cards while maintaining a certain balance. The Isolationist Ottoman pits 7 powers played by 6 players against each other. The seventh power, the Ottoman, is in fact an automaton repeating defensive moves ad libitum.



## Powers

- Austria
- England

- France
- Germany
- Italy
- Russia
- Ottoman Empire (not played)

## Starting Positions

Powers	Armies	Fleets
<b>Austria</b>	Budapest, Vienna	Trieste
<b>England</b>	Liverpool	London, Edinburgh
<b>France</b>	Paris, Marseille	Brest
<b>Germany</b>	Berlin, Munich	Kiel
<b>Italy</b>	Rome, Venice	Naples
<b>Russia</b>	Moscow, Warsaw	St Petersburg sc, Sevastopol
<b>Ottoman</b>	Bulgaria, Smyrna, Ankara	Constantinople

## The Isolationist Ottoman

Perpetual movements are:

- F Con S Bul
- A Bul S Con
- A Ank S Smy
- A Smy S Ank

If a unit is dislodged, it does not retreat and is dispersed. Defensive movements do not adapt in any way.

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