

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
Austria	Budapest, Vienna	Trieste
England	Liverpool	London, Edinburgh
France	Paris, Marseille	Brest
Germany	Berlin, Munich	Kiel
Italy	Rome, Venice	Naples
Russia	Moscow, Warsaw	St Petersburg CS, Sevastopol
Ottoman	Bulgaria, Smyrna, Ankara	Constantinople

The Isolationist Ottoman

Perpetual movements are:

A 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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