

The Charlemagne Insurrection, or: Burgundy, French and Loving It



A New Burgundy proposal, by Ameto and AtomicFalco

This proposal began as a result of talks between the French and Reich team, during which it was noted that the existence of the Ordenstaat-Burgund as it stood posed a problem to the latter, but simply removing it was a problem for the former:

- Keeping Himmler-Burgundy (hereby referred to as HB) was a thorn in the German team's side, as it forced a unfavorable timeline of events, with the added detriment of keeping Himmler in Burgundy; post Franco-Burgundian War, HB would have been something of a dead tag for 6 years, before collapsing in 1970 for some reason, which is to say because French content called for it;

As such, while keeping Burgundy as is was unpractical, removing it wholesale would have been unfeasible. This proposal exists to document the compromise that was made, so let's list the list of changes to Burgundy that compose it first and foremost:

- Burgundy as is, established as HB, is removed, and Himmler is fully moved to Germany.
- Northern France starts as a German Occupation Zone, led by Fritz Kraehmer and with a significant Charlemagne presence.
- When Hitler dies, the Military Administration hastily leaves, leaving the Charlemagne Legion in control of the Occupation Zone.
- Charlemagne invades the French State, hoping to march into Paris and topple the State.
- The war ends in a status-quo on the Seine.
- Germany doesn't want to get involved due to being embroiled in its own internal problems, enthusiasm for German annexation of HRE borders waning post-war, and the Legion being enthusiastically Germanophile, and ultimately lets Charlemagne alone, out of the Pakt, as a problem for France to deal with.
- The rest is pretty much the same as Burgundy, but French and without affiliations with the SS or anything German. The Burgundian concept is kept, but as a French, ultranationalistic, esoteric nation.

- If not player-controlled, it'll collapse around 1970 as usual, same outcomes and content as current Burgundy collapse; if player-controlled, it can invade France.

To summarize, the new Burgundy, instead of being a SS-led, rogue apartheid state, is a purely French construction, led by the Division Charlemagne, functionally serving the same purpose as HB while freeing up Himmler for use in Germany proper. That way, French-dev can simply reuse most content and pacing plans it had planned for Burgundy, such as the FBW, and not have to expand its mechanics to account for more territory.

We, Atomic and Ameto, are aware that such a change to a well-established and well-liked piece of lore as Burgundy will not go down without a hitch, and such a concern is partially what motivated to keep our decision to keep Burgundy under a certain form; however, we sincerely do believe that this new Burgundy can prosper, become well-liked too, and serve a narrative purpose on its own.



*New starting situation in northern France and Belgium
([link to full image](#))*

Preface: Pre-1962 Matters

As the Second World War drew to a close, the once-great and powerful nation of France decidedly got the short end of the stick. Bound to the Reich through sword and checkbook, it not only had to see its standing army reduced to a ridiculous force by the

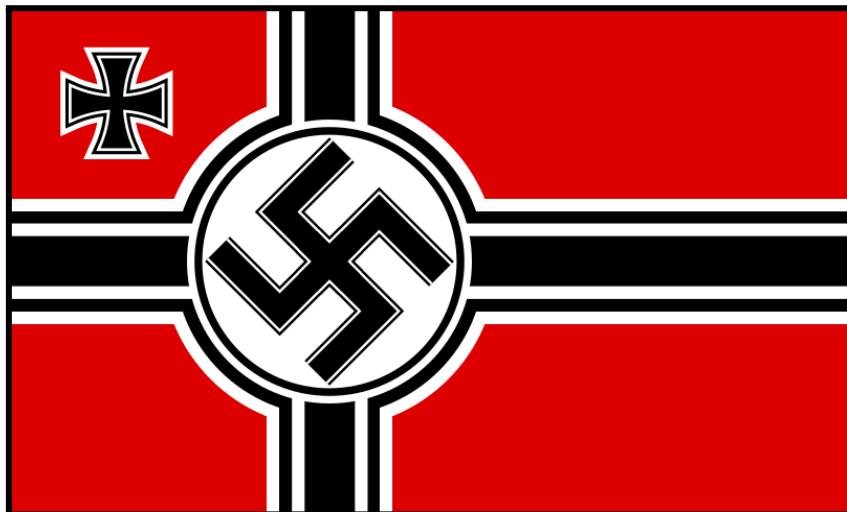
Treaty of Vichy, it also lost some of its territories to Germany: Alsace-Lorraine was directly integrated into the Reich, while territories in the North and the East were put under military occupation, to prepare their eventual integration into Germany proper. Said military administration zone serves as the basis for Burgundy.

To ease the burden of occupation on itself, the Wehrmacht not only creates an auxiliary police force, but also begins to rely heavily on the Division Charlemagne, reorganized and expanded into the Légion Charlemagne, an SS-created collaborator force. The forties then go by, as France's new situation slowly sets into the minds of citizens.

As pro-integration sentiments slowly fade among the German populace and political sphere, however, the group is given more and more autonomy in their methods, especially following the West Russian War, with most of the German garrison being sent to Russia. As such, the LC began to take more and more importance in the military administration, inversely proportional to the German administration itself's dwindling motivation.

In early 1960, after many tribulations and a series of "start and stop" negotiations between the two, a settlement between France and Germany is found: the administration's land shall be given back to the Vichy government within 5 years. Cheers erupt in many homes, as people cry tears of happiness to the prospect of being French again. However, not everyone is happy with the situation: the Legion Charlemagne, afraid of losing its influence in the less outwardly nazi French State, and feeling betrayed by the death of the last prospects of integration, starts to think about a most devious plan: what if they had a state of their own, in which they would be free to enact true National Socialism, unbound from Vichy's degeneracy? For now, they have to play along, but who knows, for maybe an opportunity will appear?

Prologue, from 1962 to the Franco-Burgundian War: Quietness on the surface, blood in the water



HoS - Military Commander in France: Fritz Kraemer

HoG - Chief of Military Administration in France: Paul Kanstein [do note that the job title is misleading, he is not chief of the occupation zone, but rather chief of administration in the zone, but Germans give overcomplicated names]

Foreign Min. - German Ambassador to France: Sigismund Freiherr Von Braun

Econ. Min. - Chief of Economics Department of the Military Administration: Dr. Karl Schlumprecht

Sec. Min. - Higher SS and Police Leader in France: Anton Dunckern

At game start, the German military administration in Northern France is on its way to give its land to the Vichy government. The Nancy Accords have just entered their second year, as preparations for the land's transfer to Vichy progress, well... slowly.

The idea is that the military administration, and Germany in general, are not that happy about handing the land back to France, and are making it as painful to them as possible; while France is determined to follow through and to get their land back, the prospects of the plan being complete by 1965 seems to be cast into doubt by the Reich's dragging its proverbial feet on the issue.

As such, the gameplay during the first year and a half essentially consists of following through the transfer process, while dragging your feet despite Vichy's incessant protestations. This includes giving more power to French collaborators, the Legion Charlemagne, who are *thought to be* willing to play ball and help Vichy when the time comes.

As soon as Adolf Hitler dies, the military administration, influenced by high-ranking SS members, decides to pull out from France. The German garrison is abolished, and the Legion freed of their oaths towards Germany. However, as they are left in the role of interim administrators, and Germany expects them to only serve that purpose before transferring the land back to Vichy, they instead refuse to take oaths to the Vichy government, and invade it instead, while declaring themselves to be the permanent administrators of the area: Germany, already busy with internal crises, doesn't react. The legion, seeing the internal strifes from which the French State suffers, expects a quick war.

While their previsions are initially proven correct, as French President Huntziger's disappearance and the death of his successor Alphonse Juin create a constitutional crisis, French people rapidly mobilize against the invaders, with militia groups substituting themselves to the official military force, and the legions start to lose ground. The situation finally stabilizes at the Seine, with the legion controlling the northernmost parts of France: while a far cry from the invasion's initial prospects, this is nonetheless a victory for the legion, as they now possess an important part of France, and in particular part of its industrial heartland. And as the new status quo sets in for the good people of France, and as millions wake up to their new reality, a new, black sun rises on France.

Act I, from 1964 to 1965: Nation-building and National Socialism



The Charlemagne Insurrection- *l'Ordre de Bourgogne*

HoS - Edgar Puaud - National Socialism

HoG - Christian de la Mazière - National Socialism

Foreign Min. - Jean Bassompierre - National Socialism

Econ. Min. - Philippe Lamour - Managerial State

Sec. Min. - Jacques Corrèze - National Socialism

While celebration is undoubtedly in order, considering the LC, in their eyes at least, has triumphed over both France and Germany, they rapidly come to realize running a state is a bit more difficult than running a military organization. As such, the first thing to do is to form a government: Puaud, the commander of the LC since it was a division, shall become the Chief of State, with Christian de la Mazière as his second-in-command; Jacques Corrèze will be in charge of counter-security activities, while Jean Bassompierre will be put in charge of foreign relations (such a position is essentially meaningless for the time being, as the legion is not internationally recognized as an actual state).

The legion quickly realizes, however, that most of their members don't know much about the economy, which will make the elaboration of a coherent economic plan, needed to eventually be able to take on France again, difficult; to remedy that problem, Puaud decides to try and find an economist among the population in the newly-conquered lands. After some searching, they find a suitable candidate in the person of Philippe Lamour, who was stuck in Paris during the invasion while visiting some friends, and who was interned by the legion as a potential "person of interest". While initially refusing to work for them, the prospects of painful torture and death are quickly enough to persuade Lamour, who then, albeit extremely unenthusiastically, begins to draft a economic plan.

Lamour rapidly comes up with something, based on work he did with Bichelonne before the Franco-Burgundian war: a Six-Year Plan, modeled on Hitler's 1936 four-year plan. The plan is simple: through a process of rapid and efficient industrialization, bring Burgundy up to and surpass France's industry by 1970, to allow for a second and final invasion of the country thereafter. This is a gamble, and Lamour knows that; however, given that the alternative is death, and that not providing the results de la Mazière expects will also very likely result in death, he decides to take on that gamble.

From then, Burgundy's first "main" mechanic opens: similar in function to HB's industrial management, minus the "managing the different legions part", it is supposed to simulate the brutal and forceful industrialization the legion aims to undertake. However, NuBurgundy would not, in all likelihood, be as expansive a slave state as HB was: while a good lot of the population would toil away in horrible working conditions, said toiling away would not take place in city-wide concentration camps, and the people would in general not be as rabidly oppressed as under HB. This does not mean that NuBurgundy would be a pleasant place to live either, but more on that later.

The first phase of economic reorganization involves multiple things: massive investment in heavy industry and especially in the arms industry; deeper and more thorough surveying and subsequent exploitation of natural resources, such as steel and coal; and infrastructure projects, such as the improvements of roads and railways. The goal of such measures is twofold: attain autarky as rapidly as possible, and drown the geographically-bigger French State in sheer industrial might. Consumer good production is somewhat left to the side: although some are produced, the tacit understanding is that their production will fully restart when Burgundy controls the entirety of France, as for now, the country is "under siege".

While that is undergoing, Puaud decides to set his sights on propaganda. After all, Burgundy is host to millions of people, but very few are actually true believers in Charlemagne's cause, with most being either somewhat apathetic to the ruling ideology, or outright opposed to it. This cannot stand any longer, and the first thing Puaud does is to round up a few dozen recently-caught dissidents to execute them, as an example that disloyalty and sabotage will not be tolerated. However, Puaud is not stupid: he knows that a nation cannot be led through bullets and fear alone, which calls the needs for intense propaganda.

The propaganda campaign will be implemented in two different ways: the first will target adults, and aim to portray the legion as the saviors of the people against degeneracy, and as harsh-but-fair rulers whose rule is needed to purify France from the influence of the Vichy government. A cult of personality around Puaud will be set up, and

radios will be mass-produced for families that don't have one, so that they can listen to Général Puaud's weekly broadcasts and to the official state-run radio station. The goal is to overload the people with propaganda, so that they eventually relent and wholeheartedly join the cause.

The other part of the propaganda campaign will target the children: to de la Mazière's initiative, educational programs will be radically overhauled to better represent France's actual history, and to make sure tomorrow's adults are educated in the ways of the legion. Likewise, a youth branch of the legion will be created, under the command of writer Marc Augier, the leader of the most esoteric fringes of the LC, but the man with the most experience among young men. Teenagers and children as young as ten will be encouraged to join the Groupes des Jeunesses Européennes, through social benefits and communal outdoor activities, such as sports or camping. All in all, what de la Mazière aims to accomplish is to have the next generation entirely faithful to the legion's ideology, as the current generation is not as malleable.

However, the "grace period", mostly devoid of any rebels and problems in general, begins to come to a close, as reports of food shortages start to come to the Général's office...

Act II, from 1965 to 1966: The Seeds of Hunger, In a Concrete Ground

While Lamour's Six-Year Plan had taken plenty of factors into account, the speed at which it was conceived meant that some planning and calculation errors inevitably slipped through. Unfortunately, however, one of those errors concerned a rather crucial activity: agricultural production.

Due to miscalculations, Lamour failed to take into account that Burgundy's current agricultural output was not enough to feed the entirety of its population decently, as most cereals and dairy products originally came from the South of France. The legion's solution to this is simple: rationing, with the reassurance that things are going to get better. After all, such woes are temporary, Lamour claims, as the food production circuits will stabilize in no time, after the initial displacement. This has the side effect of opening up the second window of Burgundy's main GUI, which is the state stability window. Its purpose is simple enough: it allows the player to see the stability of the state, province-by-province, and the actions that can be taken to increase it and fight the multiple crises it will have to face. As for measures against the shortages, some aid will be given to agricultors, but for now, the main issue lies in industrial production, as something else begins to run dry.

Shortages of oil, the crucial resource for most things industrial and mechanical, have also begun to be reported; to remedy them, Lamour decides to assemble a crack team of geologists and economists to decide on what needs to be done. What rapidly becomes clear, however, is that Burgundy is suffering from a massive brain drain, with most prominent scientists having fled to France, Switzerland or Italy during and after the war. Puaud, deducting that technological inferiority towards France is something they cannot afford, organizes an ad-hoc brigade of elite volunteers whose task will be to

infiltrate other countries and abduct competent scientists there, in the hopes of following Lamour's example and forcing them to work for the state. This opens up a new decision category: the *Plans pour la Réjuvénation Technologique*.

The deccat is in two parts: the first part represents a map of Europe, with a list of countries one can attempt to carry out operations in: do note that Germany and German-aligned countries cannot have operations carried out within them, as abducting German citizens would prove to be a *casus belli*, which Burgundy has no interest in making come upon. However, other European countries, such as France, Switzerland, Italy, or even Britain are fair game, and are potentially-ripe ground for brilliant minds. Every operation needs to be prepared with funds and training (think of the mechanic as a low-scope version of the American CIA), and can either fail, in which case Burgundy takes a hit to its stability, or succeed. In case it succeeds, the second part comes into motion, which is putting the scientists to work, and which can eventually result in multiple bonuses, from agricultural progress to military advancements.

After that's done, Lamour and his makeshift team of experts decide to remedy the problem of oil shortages through two things: more thorough surveying, and the establishment of more refineries. While this does bear fruits, de la Mazière thinks that Lamour's plans aren't going fast enough, and wonders how and if Burgundy will actually surpass France by 1970 at that rate. Despite the economist's best attempts at convincing him, and his subsequent protestations, de la Mazière demands for an even more extensive industrial plan to be rapidly created: Lamour relents, which opens the second economic reorganization tree.

The main element of the reorganization is the expansion and recreation of Rouen. A somewhat unassuming town with a rich medieval heritage, right on the French border, de la Mazière has deemed it to be the perfect ground for Burgundy's greatest project just yet: a concrete megacity, with every square mile geared towards industrial production. To help with its elaboration, Lamour invites Le Corbusier, a friend from his fascist days and an acclaimed architect; having fascist sympathies himself, and still bitter about his plans being rejected by the Vichy government during the Second World War, he accepts.

Population displacements are in full swing, as people are being forcibly taken away from the fields and sent away to work in the factories, to churn out weapons, land vehicles, planes, and whatever else is needed to defeat the Vichyist beast. To anticipate those massive population arrivals, Le Corbusier decides to put his plan in application fully, and orders the construction of many habitation blocs, based on his [Cité Radieuse](#) plans. Likewise, gigantic factories are planned to be erected, with more and more people being needed to work in and operate them.

While Le Corbusier doesn't complain too much, as he essentially has a city-wide testing ground for his various architectural experiments, Lamour is not as enthusiastic: the massive population displacements undertook by Rouen's expansion, while certainly increasing industrial production, are a disaster-in-waiting in regards to agriculture, as people forcibly being taken away from the fields will inevitably decrease agricultural output. However, his warnings are ignored by Puaud, as his dreams of massive, unrestrained industrialization are finally becoming real.

Simultaneously as Rouen's new plans are being drafted, however, another problem begins to appear. Dissident activities have begun to resurface, and while they're not yet

threatening the stability of the state to any serious level, rebel activities have been getting more organized as of late, which makes Corrèze, the security minister, wonder about a possible organization of dissident groups. As rebel acts grow in number, however, he realizes that ignoring the problem is no longer possible, which opens up the third window of Burgundy's main GUI: the investigation mechanic.

Similar to HB's actual investigation mechanic but, again, better explained, it would be the mechanic to deal with the multiple rebel groups that will inevitably threaten the stability of the state. Investigations can end in two ways: either successful, in which the Group's leader is found and publicly killed, which deals a blow to the group and causes it to disperse, or failure, which, while not game-ending, nonetheless deals a big hit to state stability. As long as the group is not dispersed, the rebellious actions they commit will also deal multiple small hits to state stability, which will make getting rid of it as soon as possible imperative.

While the first group is initially unknown, Corrèze's efficient work rapidly discovers it to be called the "Groupe Octobre": led by resistance member Sylvain Itkine, it traces its roots back in a interwar communist-aligned theater troupe. Now that the investigation has uncovered the suspect, it is necessary to capture him: Corrèze, tipped off by a mole in the Groupe, sends a shock brigade to Itkine's location, and captures him. This marks, for now at least, the end of the Groupe Octobre.

However, dark times are on the horizon, as Lamour's catastrophist predictions slowly prove their worth.

Act III, from 1967 to 1969: the Hermit State's Clipped Wings

Reports of food shortages are initially dismissed by Puaud as similar to the 1965 one, and as something that will go away with a bit of rationing: however, the sheer number of reports quickly establishes that it cannot be ignored any longer.

De la Mazière rapidly discovers that Lamour's predictions of an looming agrarian crisis proved to be eerily prescient, as the huge population displacements from urban to rural areas caused what can aptly be described as an agrarian shock. As such, if what happened in 1965 could be described as something of a food shortage, this, on the other hand, is nothing less than a famine. Puaud, whose declining health has led him to delegate an increasing number of tasks to his second-in-command, consequently orders him to come up with a solution.

De la Mazière and Lamour then devise a plan to alleviate the famine's worst effects: first, even stricter rationing will be enforced, with Charlemagne soldiers patrolling the fields and grain silos to make sure no rebels or thieves try to enter them; second, a number of people who had been previously transported to Rouen (and to the factories in general) will be brought back to the fields to work, in the hopes of getting enough food as fast as possible; third, thorough agricultural planification will be added to the Six-Year Plan, with the hopes of being back to normal by 1970.

However, one of the only people to benefit from the famine is foreign minister Marc Augier. While initially thought to be powerless, with his ministerial position

specifically designed to be that way, he had been one of the most vocal advocates against brutal and rapid industrialization in the legion, and while his warnings had initially been ignored, the advent of a devastating and radical famine see them vindicated, as his radical ideas of deindustrialization and return to the land begin to gain ground, most notably among the Groupes des Jeunesses Européennes, which he has a heavy hand in managing through Mabire. However, for now, there isn't much Augier can do, other than criticize de la Mazière, as Puaud's authority seems unchallenged.

At the same time, another uptick in rebel activities happens. This time, however, the culprits seem to be different, and better informed on legion activities and outposts; on top of that, Corrèze seems somewhat reticent to investigate them, claiming that managing the famine is more important, even as legion outposts being attacked becomes more and more frequent. As such, this means that de la Mazière himself has to send some trusted men to investigate.

This investigation is a bit different than the first one, for two reasons: the first one is that it in ends in a coup attempt by Corrèze and members of the rebel group he funded, the Legion Tricolore, a band of Charlemagne renegades, and that the investigation's outcome determines whether the coup succeeds or fails; the second part is that failing it means an automatic game over, as Corrèze's coup causes Burgundy to collapse. While this might seem harsh, a coup attempt during a famine, with the government's factions already bickering and the leader dead in the process, would destabilize the state enough to allow for its collapse.

If the investigation is completed on time, Corrèze is discovered to be the instigator and main backer of the Légion Tricolore, as he attempts a coup attempt; while it is foiled by the de la Mazière's intel, and Corrèze is summarily executed, Puaud dies of a heart attack in the process, which triggers the third main part of Act III: the power struggle.

While Puaud's weekly broadcasts are rerun, to avoid tipping off the people that something is wrong, factions in the government are making their move. De la Mazière, Puaud's second-in-command and presumptive heir, initially declares himself the new chief of state; however, Augier sees Puaud's death as the final opportunity to make his move, and decides to mobilize the GJE in a bid to propel himself to power. This opens up a decat, in which the player has the possibility of supporting either de la Mazière or Augier's bid to power. The goal is to bring either one's influence to 75% before the timer runs out: if it is successful, then one of the two successors takes power and purges the other; if not, then the country collapses as Augier attempts a coup without enough support, but manages to kill de la Mazière in the process, leaving Burgundy with no central governance for too long, and allowing the remnants of the Resistance groups to rise up.

However, if one of the successors manages to get above 75% influence, then they solidify their power, and the player can continue.

Acts IV and V, Christian de la Mazière: The Curtains of Illusions

Act IV, from 1969 to 1970: Bread and Circuses, Bullets and Blood



HoS - **Christian de la Mazière** (National Socialism)

HoG - **Jean de Vaugelas** (National Socialism)

Foreign Min. - **Jean Bassompierre** (National Socialism)

Econ. Min. - **Philippe Lamour** (Managerial State)

Sec. Min. - **Léon Gaultier** (National Socialism)

As Christian de la Mazière manages to get the bulk of the legion's membership behind him, the newly-inaugurated Général decides to do something he should have done a long time ago, and purge Marc Augier and his clique. Augier and Mabire are captured and summarily executed, his works barred from publication, and the GJE are subjected to loyalty tests, with the disloyal being imprisoned. The measures may be harsh, yes, but they are needed to stamp out Augier's seditious ideas once and for all.

Once that is dealt with, de la Mazière looks towards making a new government. Lamour will be kept in charge of the economy, as despite his failings, most notably in matters of agriculture, he has proved to be a competent economist, and he is needed at the very least until his Six-Year Plan is done. As second-in-command, de la Mazière appoints Jean de Vaugelas, a trusted ally and Puaud loyalist, just like Léon Gaultier, who is put in charge of counter-security. In charge of foreign relations, he appoints Paul Marion, the former minister of propaganda in the Vichy Regime, who shall also be in charge of official propaganda.

The intensification of propaganda shall be the first thing de la Mazière does as chief of state. After announcing Puaud's death and intensifying the cult of personality around the late général, he begins to create one around himself, showing him as the savior of the people against Augier's dangerous and insane ideas, and against terrorist groups threatening the state's stability and the people alike. At the same time, he will push for the production of televisions for Burgundian families, in the same veins as radios a few years before; Puaud's weekly radio broadcasts will be handed over to Marion, while de la

Mazière will appear on the television once a week, to reassure the good people of Burgundy that everything is under control, and to drum up militarist sentiment for the ever-closer war against France.

A somewhat unorthodox thing de la Mazière will also do is kickstart Burgundy's entertainment industry, in the hopes of creating a new French culture, purely National Socialist in essence, cleansed of the many woes that plagued her until then. To that end, he'll create the Bureau Central des Productions Artistiques, a sort of gigantic corporation supposed to assemble artists of all stripes under the umbrella of the state. The cinematographic industry will be kickstarted after years of inactivity, and made to produce not only propaganda movies, but also dramas, comedies, documentaries, that shall all show the beauty of French culture, and the greatness of the new Frency aryan. However, as propaganda is being intensified, the final and biggest problem Burgundy has had to face rears its ugly head.

While the Groupe Octobre was quelled without much difficulty, and Corrèze's attempted rebellion ended in failure with his partisans dispersed, these groups had in common that they found their strength in quality rather than quantity, with the Groupe Octobre's surgical strikes and the Légion Tricolore's inside intel providing them with a sizable advantage at the cost of manpower. However, a truly popular resistance movement is brewing, and the legion soon enough notices an uptick in resistance and rebellious activities: legion outposts and barracks are being attacked, and some towns have even gone silent. De la Mazière understands the message rather quickly: the leader of this group must be discovered very quickly, or else the state may be overtaken by a popular revolt, and tasks Léon Gaultier, the new security minister, to deal with it.

The third and final investigation finally opens, as the timer grows even thinner, and as the legion scrambles to find the main figure behind these ever-more numerous actions. Like the previous one, should the player fail to discover it, Burgundy collapses, and it is game over. If the player manages to discover enough info on the group, they will find it to be the Mouvement du Coquelicot Rouge, or Red Poppy Movement, with its leader being priest and long time resistance member Henri Grouès. Grouès is rapidly found, captured, and publicly executed, as de la Mazière orders the many members of the organization to be put in work camps. As a PR move, however, he decides to be somewhat "merciful", by going on the television to proclaim that every Red Poppy member who will help the government with info will not only be spared from further punishment, but will also receive a small financial compensation. While not many reports flood in, the few that do come are enough to cripple the movement, already weakened by the death of its leader.

Now that rebels have been dealt with, the second and last thing de la Mazière will do before the invasion of France is reforming the Legion into an elite fighting force. While this couldn't be done initially due to a lack of equipment and willing manpower, Lamour's excellent planning and Augier's recruitment of enthusiastic and for some downright fanatical young men proved to be a solution to these problems. As such, de la Mazière, along with de Vaugelas, will try to turn the somewhat unorganized legion into a young, rejuvenated elite force. Shock troops will be trained, and the army will be reorganized into a sizable force, with expertly-trained soldiers. Of course, given that the invasion has been hyped during the whole game to take place in 1970, the training won't be completed on time, as an unexpected event forces Burgundy to accelerate the invasion's timing.

On a somewhat uneventful day, de la Mazière receives a report on his desk: troop movements have begun to happen around the French border, which indicates *something* might happen soon. High on amphetamines, and in general quite stressed by the situation around him, he orders the army to be put along the border, ready to defend up until the army is entirely reformed. In response to these provocations, the Vichy government declares war on Burgundy, and invades, in a twisted reversal of 1963.

The Second Franco-Burgundian War's difficulty will greatly depend on the opposite French leader, and of the extent to which their army was reformed: overall, however, Burgundy is supposed to feel like the underdog. While not extremely hard (given that the hard part was actually getting there without collapsing), the war will not be a walk in the park either, as it is supposed to feel like the climactic final confrontation the whole playthrough has been building towards. If the player loses, then it's a game over. If the player wins, however, France is conquered, and Burgundy disappears, as the *État Français*, or French State, is once again proclaimed.

Act V, from 1970 to the end: The Clinking of Glasses, the Taste of Victory



[\(link to full image\)](#)

The French National State - *l'État National Français*

If the player gets to this point, this means that they have managed to overcome every single obstacle that was thrown at them: famines, rebel groups, power struggles, and fratricide wars were no match for them, and they have essentially won: as such, the remainder of content should be about "savoring" their victory, integrating the rest of France into the Burgundian bureaucracy and system, and laying the groundwork for potential TNO2 content.

After weeks/months of fighting, the Vichy government collapses, and Charlemagne forces overtake the country. The last pockets of resistance slowly die down, and the good people of France, and the world in general, wake up to a new, black sun rising in the sky.

The first thing de la Mazière does is go on the television, to broadcast a message to all French citizens. On air, he claims that the new government is the "natural continuation" of the former, and that the Légion Charlemagne were only acting as liberators of the French people from the "Judeo-liberal tyranny" of the Vichy government. He then invites

all good, hard-working French people to work together to rebuild a nation torn apart by war and treachery, and concludes by saying that good days are around the corner.

The first thing on de la Mazière's agenda is rapidly expanding the Legion, to make it able to cover the entirety of the newly-conquered territory. Recruitment campaigns will be put into overdrive, as able-bodied men, especially among the youth, will be encouraged to join the legion for benefits and social advancements. Likewise, he also asks Gaultier to expand the counter-security department, as he suspects that rebellious activity will very likely surge after the Burgundian invasion. As he plans to ask Lamour for reconstruction plans, he realizes that he can't be found; quickly positing that he must have fled to another country during the invasion, he decides to try and find another competent economist, preferably one aligned with the regime's ideology. Among the people possibly fit for the job, he notices an ambitious, promising economic student, member of a ethno-nationalist think tank: Alain Madelin accepts the job he is offered, eager to turn Lamour's clunky economic planification, useful in times of war and hardship but not as much now, into a more liberal market economy, in line with Nationalist principles, with the beginning of the transition being shown in a small focus tree.

Another thing de la Mazière needs to do is to deal with the old institutions of the Vichy government. While those obviously differ from path to path (with some paths not even being the Vichy government anymore), de la Mazière will nonetheless proceed to an "etatisation" of the Charlemagne division: he'll expand his government and pack it and the civil service in general with loyalists, as a reward for years of good and loyal services, while intensifying the cult of personality around himself by showing himself as the one and only savior of France; Marion's propaganda campaign will also be extended to the newly-conquered territories, with every Frenchman being bombarded with pro-Charlemagne, National Socialist propaganda. The GJE will be relaunched and rebranded as the Jeunesses Charlemagne, free of Augier's corrupting influence, and tightly-run by legion officers.

The final part of Charlemagne content will be somewhat introspective, in that the player, and de la Mazière in-universe, looks at what they've built and notices the cracks starting to form. Yes, a new, National Socialist French State finally stands, but it stands on ashes and rubble, as France has seen two wars in 10 years; reconstruction will take a long time, just as nepotism within the legion is starting to get out of control, with efficiency being sacrificed for various favors among officers. Resistance activity is bound to rise again eventually, and while one may prepare for it, no one knows the exact time at which it will strike, nor the size of it as it does. However, why should the Général care? He's won, hasn't he?

In the end, de la Mazière looks at what he's achieved. Power, money, military might: all those things are firmly within his grasp, and for now look to be poised to stay there. However, threats to the state's stability abound, both inside and outside of it; as such, only a few select things will manage to keep enemies at bay. De la Mazière's path, and Burgundy content as a whole, ends with him giving the greenlight for a nuclear weapons program.

Acts IV and V, Marc Augier: Remaking Europe, by Blood and Soil

Act IV, from 1969 to 1970: The Affirmation of Youth



HoS - **Marc Augier** (Deep Ecology Nazism)

HoG - René Binet (Revolutionary Nazism)

Foreign Min. - Jean Mabire (Esoteric Nazism)

Econ. Min. - **Pierre Clémenti** (Revolutionary Nazism)

Security Min. - **Henri Fenet** - (National Socialism)

Provided Marc Augier wins out during the power struggle, things will play out differently. The GJE, whipped into a frenzy by Augier's fiery rhetoric and supported by more and more elements of the legion, attempts a coup against de la Mazière's already-unstable regime: breaking into the Palais de l'Élysée and dispersing the sparse resistance they face, they capture de la Mazière and execute him, before installing Augier as chief of state. However, he still needs to consolidate his power: to that end, he will once again unleash the GJE on any elements he deems treacherous within the legion, and find and execute de la Mazière and Puaud's most prominent loyalists, to ensure the hydra finally dies.

Next, Augier will have to form a government, to enact his radical plans to their fullest extent. As second-in-command, he will appoint René Binet, Légion member prominent and "National Socialism" theorist; Pierre Clémenti, another important "National-Socialist" thinker, will be put in charge of the economy, and Henri Fenet, a Charlemagne officer and recent convert to Augier's ideas, will handle counter-security. Augier's most unorthodox cabinet pick, however, lays in his foreign minister, as he appoints Jean Mabire, the Legion's official historian and bibliographer: while the foreign office was until now useless, Augier is well bent on changing that to showcase how Burgundy will be made into the new European homeland.

The first real action Augier will undertake is to make membership of the GJE mandatory for youth from age 10 to 30, to form what he sees as a "next aristocracy" who will lead Burgundy to greatness: to that end, he will encourage its members to expand

their trips to the wilderness, to foster a sense of masculine brotherhood that will surely help them fight in the war to come. Likewise, he also encourages them to execute reprisals against christian and catholic priests, in line with the Pagan philosophy and religious training dispensed in the GJE. Taking inspiration from the German [Gottgläubig](#) (the religious practice of much of the Nazi elite, with the idea being that they leave whatever church they are in and just believe in God, independent of the religion or denomination they were previously a part of. Himmler *is not* pagan, don't misread this!), his goal is to stamp out the institutions of christianity as fast as possible, as he sees them as snuffing out Man's natural essence and strength, while replacing it with a cult around Hitler and himself, inspired by Pagan ideals, with the former being deified as the Savior of the White Race, as a new Jesus, and with himself being portrayed as the great and mighty leader of a new legion of knights, ready to lead the Aryans into a new age of brotherhood and strength. In general, Augier sics the GJE on any elements opposed to him, be they Puaud loyalists, priests, industrialists, creating an atmosphere reminiscent (albeit with *many* differences) of the Cultural Revolution.

Another thing Augier will undertake is beginning to implement his vision of socialism: after all, he was brought to power by a wave of discontent against de la Mazière's hyper-industrialization, which means he has to do something against it. While he is far from a primitivist, Augier believes that unrestrained industrialization, and more specifically the reliance on urban areas that comes with it, is an aberration: as such, he will start by stopping and dismantling Rouen's expansion, seeing the prime example of "city-factory" as an aberration against nature. Along with that, he will ask Pierre Clémenti to make adjustments to Lamour's accused five-year plan: while the idea of a state-run economy is necessary to enact socialism, it being hyper-centralized is not, which is why Clémenti is tasked with decentralizing it, to put spread industries across the countryside instead of centralizing them in huge, sprawling cities.

At the same time, however, resistance activity begins to rise again. This section is similar to de la Mazière's path, with Henri Grouès and the Red Poppy being the culprits, with the exception that Augier's final resolution is different. Seeing Grouès, a priest and a resistant as the last vestiges of bolshevik christianity, he decides to, yet again, sic the GJE, by now his personal attack dogs guard, on Red Poppy members, by going on the radio and inciting them to either surrender or face certain imprisonment or death. The GJE's brutality, similar to cultural-revolution era red guards, rapidly snuffs out the movement, as quite a few members turn themselves in.

The last thing Augier will do before the invasion is reforming the legion: the GJE's best and mightiest members will be assigned as political commissars to legion divisions, and healthy, able-bodied men will be conscripted into the legion, as a way to reveal potential members of his new "aristocracy". However, Augier's potential army reform will be interrupted by France's declaration of war upon Burgundy: alarmed by Augier's reprisals against priests, dissidents, and even legion members, and positing Burgundy's stability to be on its last legs, they decide to kick the door to make the whole rotten structure come crashing down, in a twisted reversal of 1963.

The Second Franco-Burgundian War, again, is not supposed to be extremely hard: however, Augier's iteration of it will be slightly harder than de la Mazière's, as purging many of Charlemagne's most experienced generals isn't going to be good when war comes

knocking. However, it is nonetheless winnable, if hard. If the player loses, then it's a game over; if he wins, however, then content can proceed normally.

Act V, from 1970 to the end: The European Rebirth

Federation of European Fatherlands - *Fédération des Patries d'Europe*

If the player gets to this point, this means that they have managed to overcome every single obstacle that was thrown at them: famines, rebel groups, power struggles, and fratricide wars were no match for them, and they have essentially won: as such, the remainder of content should be about "savoring" their victory, integrating the rest of France into the Burgundian bureaucracy and system, and laying the groundwork for potential TNO2 content.

After weeks/months of fighting, the Vichy government collapses, and Charlemagne forces overtake the country. The last pockets of resistance slowly die down, and the good people of France, and the world in general, wake up to a new, black sun rising in the sky.

The first thing Augier does is to broadcast a message on the radio, not only to France, but to the world. In it, he declares the foundation of the Federation of Fatherlands as a new homeland for the European Race, away from the treachery of the so-called "Aryan" Reich. He invites all "self-loving Europeans" abroad to come help with the reconstruction, and reassures the people of France that as he is only rebirthing the ethnies of old that still flow in the veins of most Frenchmen, they have nothing to fear. he concludes by saying that Europe's rebirth has at long last arrived.

Now that the necessity for a war economy is over, Augier can finally proceed towards his ideas of radical decentralization of industry. Huge factory complexes in the cities shall be progressively closed down, with the industrial output instead being dispersed in the countryside. Likewise, while consumerism and marxist materialism shall be avoided at all costs, Augier can put in practice his unorthodox brand of socialism, by also keeping Clémenti's planned economy plans while restricting their application to a regional base.

As Augier needs to deal with the Vichy Regime's old institutions, his solution is simple enough: cast them into the fire, for they represent the worst excesses of centralizing degeneracy. Instead, regions shall be prioritized: Augier will revive regionalist identities of old and divide France following [this map](#), (although it stays as one tag in-game for simplicity's sake) with the Legion serving as leaders and warriors, ready to protect the different ethnicities while fostering a sense of masculine brotherhood. Cultural autonomy shall be given to the various new regions, the "carnal fatherlands", while the anticlerical and anti-christian campaign shall be expanded to the newly-conquered territories. Dissidents shall be hunted down and imprisoned, with Fenet's counter-security department expanded and staffed with GJE members. While Augier will still supervise the "state" from the capital, and serve as its almighty leader (with his cult of personality being ever expanded), the "federation" will nonetheless be heavily

decentralized, with each region being led by a strong leader, chosen by Augier himself according to physical prowess and loyalty to the regime.

In the end, like in de la Mazière's path, the last moments are of introspection. Augier looks at what he's accomplished: the rebirth of Europe, the assault on Christianity, the advent of identitarianism: all this seems to be poised to stay for the foreseeable future in this new Europe he's created. Of course, not all is well: attaining a dispersed industrial society will take a long time, and resistance groups are quite probably already mobilizing. However, Augier is not afraid, as the fight against those he sees as degenerates will only serve to reveal the worthiest among the GJE and the legion, which means that any attempts to overthrow the new Europe is doomed to foster the warrior aristocracy, reinforcing it in the process.

Augier's path ends with him instructing Mabire to contact all regionalist and separatist groups in Europe he can find, and invite them to *France*, to train them: for if the historically-based nations won't come back to Europe, then Europe shall come back to them.

The Burgundian Collapse

If the player mismanages either the state stability GUI, the investigation mechanics, or the power struggle mechanic, then Burgundy can collapse. The Burgundian Collapse can happen from the beginning of the first famine to the eradication of the Red Poppy Movement; while the exact borders have yet to be decided, the Burgundian collapse will always happen as a result of an uprising by one of the three resistance groups, which causes the other two to rise up. This leads to a civil war between:

- The Burgundian Order, led by either Puaud, de la Mazière, Augier, or a Collapsed Authority (in case of power struggle)
- The Groupe Octobre, led by Sylvain Itkine (if he's still alive) or Marcel Mouloudji (if he's not);
- The Légion Tricolore, led by Jacques Corrèze (if he's still alive) or Jean Fontenoy (if he's not);
- The Red Poppy Movement, always led by Henri Grouès.

The Insurrection can only collapse if it is player-controlled; if it is not player-controlled, then it cannot collapse, to ensure that the 2FBW can happen.

The Narrative Themes of a Burgundy Playthrough

All in all, NuBurgundy's narrative presents many similarities to HB's. The idea of a fanatical band of hardline Nazis taking over a relatively small strip of land and running a rogue state dedicated to an ultimate purpose is kept, as is the feeling of trying to survive against all odds, despite enemies and problems coming from left and right to threaten the state's stability. However, differences abound too: HB's "nuke plan", while a very interesting idea, was hard to realize from a gameplay standpoint, as Burgundy had limited ways of interacting with the wider world to try to trigger a nuclear apocalypse, and as such was forced to take a back seat in favor of the main, more concrete "try not to

"collapse" narrative. NuBurgundy, in contrast, substitutes the "nuke plan" for a more classical objective: invading the French State. Such a goal forms the backbone of Burgundy content, and is used to justify multiple of the Legion Charlemagne's choices, such as their ruthless industrialization of the land. As such, the two main narratives of a Burgundy playthrough are intertwined, with the gradual buildup towards an inevitable war with France being paired with the perpetual feeling of imminent collapse. How does that translate, however, in the main "characters" of the playthrough?

The main narrative concerning Burgundy's characters would be the trinity of Puaud, de la Mazière, and Augier. Puaud, and Act I to III in general, represent the idea of committing yourself to an ultimate ideal, and especially to a specific way of reaching this ideal, no matter how impractical it may be: Puaud's industrialization plan inevitably ends up causing an agrarian shock, but he cares not, for he believes the benefits to outweigh the costs. When Puaud dies, taken by his obliviousness to the problems within his realm, and believing them to be tantamount to minor annoyances that can easily be fixed down the line once the ultimate goal, the invasion and eradication of the French State, is achieved, the narrative splits in two branches, with each following leader representing a different reaction to the realization that Puaud's methods were flawed.

De la Mazière's reaction is to tone down the ideological consistency for the sake of practicality, or as the much-used buzzword says, for the sake of "pragmatism": the most noticeable effects of Puaud's industrialization are reversed, as propaganda is ramped up to a level never seen before, in the hopes of convincing the people that the portrayal of Charlemagne as harsh but fair rulers is rooted in reality. De la Mazière's ideological consistency then progressively begins to fade even further, especially as the "ultimate goal" is achieved: the National Socialist ideal of a planned economy is instead left in the hands of young and ambitious economic students with economically liberal tendencies, while the idea of a fierce and brave horde of warriors committing themselves to National Socialist asceticism is undermined by the ever-increasing nepotism among their ranks and by the material comfort they are allowing themselves, de la Mazière included; the very image of a strong leader progressively comes crashing down as his reliance on amphetamines to ease the stress of power grows in size, with his paranoia following suit. All in all, de la Mazière's path represents the slow, methodical yet unintentional dismantling of an ideal while still paying lip-service to it, because of apathy and complacency.

Augier's reaction, by contrast, is to backtrack completely, denounce Puaud's mistakes, and instead commit himself, and Burgundy as a whole, towards another, even greater ideal: the unification and rebirth of Europe. While Augier is not supposed to be a caricatural portrayal of a mad, reality-ignoring ideologue, his reaction is nonetheless highly ideological in nature: France becomes second to Europe, as he tries, successfully in the case of most of the GJE, to impose a sort of mass psychosis on the people, by convincing them that Burgundy's many problems were the fault of a select few groups of individuals, such as priests, resists, and industrialists. Augier's reaction, in essence, is to replace an achievable albeit hard goal with a virtually impossible one, not out of any concerns for political practicality, but rather out of ideological concerns, even as he, similarly to Puaud, eschews practicality for the sake of that ideal: purging a lot of army generals a year or two before a war, and dismantling factories only to rebuild them elsewhere is motivated by Augier's ideal, by his "ultimate goal". All in all, Augier's path

represents the quick, brutal destruction of an ideal, and the construction of another, grater one, that nonetheless shares many unintentional similarities with what it strived so hard to destroy.

In the end, those three narratives represent the three "types of men" theorized by a thinker important in Augier's path, Esoteric Nazi writer, philosopher and crazy cat lady Savitri Devi. Puaud represents what she calls the "man above time": dedicated to higher ideals, he strives to make a France dedicated to National Socialist ideals, which he views as the catalyst for a new French golden age, but his obliviousness to what goes on around him proves to be his downfall. De la Mazière represents the "man of his time", who uses what goes on around him to enrich himself: while a true believer in the National Socialist cause, he, albeit unintentionally, lets it be done away with one piece at a time in search of pragmatism, which then devolves into personal prestige. Augier, at last, represents the "man against his time": using violence to create a radical shift from what goes on around him, and trying against all odds to mold the world around him into his ideal, eschewing practicality for ideological supremacy.

The Feeling of a Burgundy Playthrough

NuBurgundy, in general, should keep the feeling of hopelessness and dread that HB embodied quite well, while being wary of either exaggerating or minimizing the struggles the people living under Burgundy have to endure. This means that while the idea of a country-wide concentration camp would be gone, as this is something that even the worst members of the legion would not conceivably do if they want their state to survive more than 5 seconds, the industrialization should be shown as forceful, brutal, and in general extremely unpleasant, with Lamour himself being disgusted with what he's coaxed into doing; likewise, the legion's oppressive system of government, merciless repression of any resistance, and camp internment and horrible treatment of dissidents, prisoners of wars and "undesirables" in their eyes should be shown, or at least heavily alluded to.

The other main problem we need to stray clear of is something I'd call the "coolification" of Burgundy: this means, portraying Burgundy and the legion as very evil cool shades-wearing monsters, who are capable of incredibly potent industrial planification and who can take on France head-on and win through the power of evil without any hiccups along the way; to put it bluntly, what we want to avoid is Burgundy being fetishized by actual, unironic nazis, as a well-oiled machine of National Socialist efficiency. While Burgundy can ultimately be victorious in the end, by invading and conquering France, what we need to show, both in localization and especially in gameplay, is that the road to get there is extremely bumpy. A Burgundy playthrough is going to be a hard one, with famines, resistance groups, and infighting among the legion itself all being obstacles the player needs to overcome should they want to succeed: as for localization, we need to show that the legion, for the most part, does not know anything about running a state, and while they do end up somewhat learning, by virtue of having to overcome multiple crises, they should be portrayed as the scheming, drug-addled military men they are first and foremost, and not as evil geniuses whose years-spanning evil plans overcome even the fiercest hardships through the sheer power of evil.

A Humble QnA

Why doesn't Germany intervene to quell the Insurrection after it rebels against France, its ally?

The Charlemagne Insurrection is seen by the entirety of the world, Germany included, as a mere insurrection in French territory; with France's insistence at dealing with the "Northern situation" itself, Germany is content to let France deal with it, especially as ideas of integrating the insurrection's lands within the Reich proper became the minority during the 50s. Additionally, the Charlemagne Legion professes an enthusiastically pro-German rhetoric, which convinces Germany to let it exist as France's own problem for the time being.

Why doesn't the Reich help France during the French Military Intervention in legionary Territory?

From Germany's point of view, a conflict between France and the Legionary insurrection is essentially collaborators who have so far proved themselves to be reasonable against collaborators who enthusiastically profess their support for the National Socialist state and ideology: what this means is that whatever the outcome may be, the Reich stays winning, given that the conflict winner will keep the course and stay aligned with the Reich.

What the hell is Augier's deal?

The TLDR is "Pan-European "Return-to-Soil" Identitarian Socialism". He wanted Europe to be unified among regional and racial lines, regions which he defined as "carnal fatherlands", and he glorified treks across the wilderness as what truly allowed men to ascend. He also considered himself a socialist, and claimed to have followed Nazi Germany because it showed the way to "true socialism". Deep Ecology Nazism, while not entirely representative of him, was thought to be a coherent ideology for him, with his socialistic side being represented both in his cabinet (with Binet and Clémenti) and in focuses.

I hate you, you have killed TNO; at which address should I send my pipe bombs?

We are aware that such drastic changes to a well-liked piece of lore will be polarizing, both inside and outside the team; this proposal was made the point of view that many ideas in current Burgundy were good, which is why we reused a lot of things, and in general I think it can be qualified as a labor of love; hopefully the content included in this proposal match and even surpass current Burgundy content in quality, and hopefully you, the reader, will like it.

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