

Good day everyone. I'm posting these next few paragraphs to try to explain the France and Reich TLs' (so Lamounier, AtomicFalco and I) decision of cutting Burgundy once and for all, including in its Charlemagne Legion form (colloquially known as "NuBurgundy"), and what we plan to do in regards to France content once it's gone. This proposal shall be put to a vote, which is why I'll be making my case here.

While the initial idea for a new, Himmler-less Burgundy stemmed from AtomicFalco, I was the one who wrote most of if not the entirety of its proposal, about one year or so ago. While I am still happy and proud of the work I did on the proposal, I nonetheless have come to believe it should be scrapped, along with the concept of Burgundy altogether.

While NuBurgundy presented in my opinion an interesting story, it massively complexified Franco-German interactions by establishing a half-rogue, half-German aligned pseudo-state between the two countries that didn't allow for any meaningful interactions between the Reich and its westernmost neighbor for much of the game. Along with that, it artificially created a challenge to the French player to motivate it to create an army, and in general contributed to the general feeling of France being kicked so down that the entirety of the game was spent trying to become a half-respectable and somewhat functioning country again.

With Burgundy present (along with other currently existing measures, such as the crippling Vichy treaty, severely limiting France's army), the Einheitspakt doesn't have any real ally, and is instead stuck with various vassals that it keeps down for no other reasons than petty revanchism. While it has been proved that Hitler wanted France to be neutered for a generation, the Fuhrer's onset of dementia and fading relevance during the 50s would undoubtedly allow some more liberally-minded bureaucrats to influence German policy in regards to France, to allow it to become a "model ally" instead of a eternally-crippled vassal. Burgundy, and the fact that Germany allows it to continue to exist much of the game, leaving France to its own devices, keeps us from actually portraying France as a key part of the Pakt.

Now, let us envision what the removal of Burgundy could bring to France, and to the Einheitspakt in general. First, the removal of the Burgundian invasion led the France team to the necessity of finding another event to serve as the catalyst of public unrest in late 1963, that kickstarts the Poujadist phenomenon and brings at long last the country out of its political torpor. After much deliberation, we found a suitable replacement, and one with a minimal amount of new design: the collapse of French Algeria, due to an insurrection by the FLN and the subsequent mobilization of Italian troops in the eastern regions, plunging the colony into a three-sided conflict. The removal of the Burgundian invasion allows us to fully put the spotlight how much of a momentous event the loss of Algeria would be, as it'd the last colony, and would serve as an even better catalyst for popular revolt against the complacent political establishment, allowing new and radical figures to rise to the forefront, while paving the way for a headache-inducing quagmire for France lasting for rest of the game, whether French Algeria survives or dies during the conflict.

Second, the removal of NuBurgundy allows France proper to use its colorful cast of characters, chiefly among them the Charlemagne Division. While the specifics are yet to be decided, The Division will serve a similar role to the British Free Corps in the UK, and will be a key element in the hardline collaborationists' attempt to seize power. However, their moment of glory will undoubtedly come during the Oil Crisis, at the climax of the game, in which they will have the opportunity to seize power in a coup should popular unrest grow too

out of control. Serving as a German-backed sword of Damocles and as a permanent reminder to the French government that the Reich is a cruel oppressor as much as it is a trusted ally, the Division will be a distrusted ally to the State as often as it will be an uncollaborative rival, working in the shadows to bring the collaborationists to power.

Third, a Burgundiless France is a France that can have a proper army at game start: given that the Vichy Treaty, that severely limited France's standing army, had essentially become a justification for how the Charlemagne rebels can roll over half of the country in no time. With no invasion to eventually fall to, one can envision a France with an actual army, that can potentially assist the Reich in various proxy wars and maybe even participate on its own in select power plays in various parts of the world.

Fourth and final, the removal of Burgundy allows us to fully explore the Franco-German relationship and the interactions between the two countries, without having a pseudostate between the two. Whether to discuss the secular enmity and muted attempts from both parties to establish a lasting peace between their two peoples or to contrast Germany's disdain and neglect with France's resigned resentment, Burgundy's removal is key to showing how exactly the Franco-German relationship would have developed TNOTL.

As for the existing skeleton content for NuBurgundy, it was entirely coded by one of the sponsors of this change, Maedhros, which hopefully shows no hard feelings on his part. Similarly, the few assets made for the skeleton by our talented artists will also find their way into French content, given that the Charlemagne Division (and in general a few aspects of its content, such as the various Resistance groups) will be reused in France proper.