

Amur Design Document

A Document From "The New Russia"

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Motivations

Before reading further, I recommend you check out this separate and in-development document, [The Structure of an Overhaul](#), which outlines how we intend for overhauls in general to operate. For the TL;DR: Overhauls see Regional mechanics given greater integration, and see superregional totally overhauled, with a true climax or more involved final chapter replacing the current epilogue-tree format, and a small resolution + epilogue only placed after this tree.

Amur may seem an odd choice for the first rework. It is, narratively, in perfectly good condition - it is one of the more beloved narratives in Russia. Long story short, there were three major reasons for the choice. First and most important is that Amur is mechanically empty and thus has a very boring regional and superregional stage, fantastic events aside. It is also just a single path, which makes it a great candidate for testing how new mechanics work in existing content. Lastly, a good narrative and my own familiarity meant that adding a climax was much easier than others.

With these plans, we will see the first glimpse of what a more complete and mechanically deep Russia may look like, as well as a modernized warlord to test and polish to our heart's content. In effect, this really is the beginning of the New Russia.

Before Super-Regional

Before Superregional, almost nothing is changed about the core narrative of Amur. However, some narrative and loc may be changed to match with the gameplay after regional, pending testing. Most likely, this will largely be a greater emphasis on the criminal aspect of the RFP and some more events about Rodz's ministers in regional. Shekherev maintains his role as the current implied successor to Rodzaevsky but may be removed from the ForMin role, replaced by the more fitting Boris Tedley. (Shekherev is still Rodzaevsky's successor in the 70s - he replaces Bolotov as Security Minister in superregional instead.)

The only major changes to gameplay are in regional, and are entirely mechanical in nature. Unique here is the addition of the **Alphabet of Fascism** mechanic, elaborated on in [this document](#). In addition, Foreign Policy and Industrial policy are each replaced with new mechanics (thus cutting down on the Foreign Policy tree, although all its events are maintained as unique decisions in the Russia ForPol mechanic.) Legitimacy is also added, though not Democracy since there is no democracy. In short, regional receives some mechanical spice, a few narrative hooks, and the rest stays about where it is at present.

The Rapture



The conquest of Central Siberia leaves Rodzaevsky uniquely vulnerable. In the Far East, Irkutsk and Buryatia needed to be tamed, yes - hence the "Alphabet of Fascism" mechanic beginning there - but this resistance was localized. The rest of the Far East was long conquered by the Harbin Three, and therefore dominated by conservative figures who were amenable to working with a fascist government. Central Siberia, a region dominated by liberal and left wing values and ardently independent dating from the era of Tomsk, was never going to roll over and accept fascism. With its population exceeding that of the Far East, this means a majority of the population is deeply anti-Rodzaevsky.

As this happens, Rodzaevsky himself is going through the last stages of his rise to professionalism, and is at last examining the party he has created. With new figures like Tedley and especially Shekherev increasingly influencing the Vozhd, Bolotov's hold on Rodzaevsky weakens, as he also reconsiders his tolerance of the illicit acts (primarily sex work, drug dealing, and random acts of violence) that have at times been allowed under his regime. To Rodzaevsky, the party must be shaped in his own new image, professional, clean and deadly.

Things erupt after a **suicide bomber** destroys a critical dam along the Yenisei River. This action seems to signal a new, loosely organized group of protesters, disconnected but inspired by the martyred bomber to **violently and nonviolently disobey the existing government**. The eruption in disobedience catches the government off guard, as Rodzaevsky is misled about the extent of support he has across Russia.

Following this, Rodzaevsky blames the disorganization and unprofessional nature of his army, and so in a shocking speech to his party congress demands a sweeping range of professional reforms. While never mentioned by name, these new laws and punishments have a clear figure in mind - **Alexander Bolotov**. Bolotov has for years been the shining symbol of the unprofessional nature of the RFP - a raging, drug-abusing lunatic whose random acts of violence and personal careerism snowballed into his creation of lists of figures to purge during the mid sixties. Now, the aim is back squarely upon himself.

Rodzaevsky during this period has three main objectives: Eliminate Bolotov and all his allies, Eliminate the protestors, and implement a sweeping set of criminal reforms. To do this, Rodzaevsky is left to either do this through his crafty, pragmatic methods or through the brute force of his own cult of personality. Previously a gameplay tool, the **muted-radical scale** of "The Alphabet of Fascism" becomes now a way of choosing his method, as he decides between these approaches and gradually moves towards the **final destruction of the protest movement**.

For the player, this period has two objectives. To eliminate the protestors, Rodzaevsky (and in turn the player) are left unprepared for a single, quick solution - instead, you spend much of superregional stemming the collapse, preventing the "Fascist Acceptance", built up over Regional, from falling to the point of triggering the **Rapture Failstate**. After the choice to kill Bolotov is triggered, the player must instead do the opposite, dismantling the base that they have helped Bolotov acquire within the window before his special forces have a chance to regroup and prepare their own putsch.

Endings

The Rapture can have two proper endings (though these are similar in the broad strokes) and two failstates.

Rapture Failstate

Should Rodzaevsky fail to stop the protests during his time preparing a final push, their forces will manage to take over several cities outright, no doubt aided by the unifiers in European Russia. This will begin a knock-on effect - Rodzaevsky will use more force, only revealing the extent of his terror, and more will join the resistance. Once the Japanese realize that further work with Rodzaevsky is fundamentally unreliable, and once local collaborators give up on working with the RFP entirely, it will become clear that Central Siberia, and all that lies beyond it, is no longer within the reach of the RFP. Despite all its power, reform, and investment, **Amur has no hope of holding onto even the scant Siberian territories it has gained. Rodzaevsky will never be the Vozhd of Russia.**

These facts break Rodzaevsky. All his self improvement, all his work on himself and his party, it was only ever in the pursuit of power. Without it, his self-image and view of the world crumples, all pointless in the face of his own mediocrity. He allows himself to drink, to self-pity, to wallow pointlessly. He even shaves his beard, revealing his true, withered face to the world. He is not repentant - he truly believes that his failure was the result of Zionist interference, and only grows more paranoid with his downfall. He simply can take nothing from his failure, for his ideology never permitted failure in the first place.

This failstate will, should time permit, have a small ten focus tree. The status of a collapse, if any, is TBD.

Bolotov Failstate

Should Rodzaevsky fail to purge Bolotov's faction properly, they manage to break into his presidential office and arrest him, triggering a melt-down in the party. Though Bolotov was never seriously in a position in which he could follow Rodzaevsky, his power within the party, obtained by years of selective purging and illicit activity, allows him to at least pretend for as long as he can.

However, with protestors outside his doors and his attack only further disrupting power within the party, it is clear that Bolotov can at best merely delay the inevitable. As soon as he takes power (and clears a certain focus), the entire "Alphabet of Fascism" mechanic is replaced by a tech art image featuring the waving flag of the RFP. Bolotov will spend the rest of his short life partying, indulging in his worst vices, and congratulating himself, attempting to form himself into a mawkish parody of his Vozhd without any of his discipline. For a brief moment, we get to see a glimpse at what Rodzaevsky's Russia might have looked like if he had forgoed any growth - and it is grim.

Bolotov dies after a few months of a chest wound, and the government collapses. Anarchy begins, same as with the protestors. This failstate will, should time permit, have a small ten focus tree before a collapse or anarchy.

Rodzaevsky's Victory / Apotheosis



Upon completing the last focus in the crisis tree, "the Obsession", the protests will have burnt out enough resources that a more permanent strike against them is now possible. Depending on the current rhetoric in "the Alphabet of Fascism", two endings are possible, each showing a different side of what the new, "perfected" Rodzaevsky may have become. These endings share a conclusion and war focus tree, but have unique small post-crisis trees to show how things change under them.

The Burning Touch

If the player has taken to a more radical rhetoric, Rodzaevsky does what he does best – mass violence to implant his party into the region. The protests result in no change, for the RFP is not responsive to change. The people are simply arrested and executed, in whatever ways Rodzaevsky deems necessary. The tactics are brutal and immediate, with cities being searched for any protestors and repressive laws banning any public meetings within the region.

For Rodzaevsky, this is in some ways a backsliding - it is clearly the less mature, less machiavellian approach. Yet it is also the one that most fulfills the Kafka quote that ends an Amur path - it lets Rodzaevsky be himself. His true self is violence, empty violence, and as he walks through the streets of Novosibirsk, their windows shattered and people bruised, he feels that this is, somehow, the apotheosis for the state he always imagined.

The Muted Touch

If the player has taken to a more muted rhetoric, Rodzaevsky will take a targeted and pragmatic path against the protestors. Internally, he will continue his anti-crime purge with more cosmetic reforms, aimed at making the ideology of the RFP at last palatable to the masses. Most notably, this comes with a denouncement of Hitlerist National Socialism, a quiet downplaying of the swastika, and an intense uptick in religious rhetoric. His ultimate plans - mass expansionism, ethnic violence, and Russian chauvinism - are all still emphasized, but with a party line that ties them into the history of the Russian Empire.

As for the protestors, they will be killed or imprisoned, but tactically. There will be no brutal repressions - they will simply disappear from their houses, their meeting places will be requisitioned, and their communities will be scattered. To the wider world, to the people of Siberia, it will not seem as if that much has changed. It simply is as if the protestors gave up. Central Siberia becomes a union of happy towns, each privately living in fear.

This ending, especially the cosmetic reforms, sees a Rodzaevsky that has completed his journey to becoming functional - yet it leaves him no happier. Making a regime that has a wide base of support leaves him cold, uncomfortable with his gains, mournful of a past where he had no master but himself. It's a bit of a tragic ending, in the same funhouse-mirror way that his more typical ending is a happy one. Rodzaevsky's hunt for statesmanship finally surpasses his own values.

Conclusion

Regardless of the solution to the Rapture, the final trees play out similarly. Rodzaevsky sees the end of the Rapture as a conclusion to his own will, a sign that he has been finally and irrevocably accepted by his people. In truth, he has only broken their will to fight back. Yet for him, a man who views power and righteousness as equal, there is no difference. Rodzaevsky has, through a final trial of fire, ordained by god, been given a charism to dominate all of Russian life, from here till death, and from beyond through his party. This land is his now.

As for policy, the main goals of this final era are to prepare for the wars to come and to implement fascist policy, true fascist policy, in a Russia that has been deemed accepting of fascist ideals. Mass demonstrations from the party will be undertaken, intimidating anyone from vocalizing their frustrations. The youth will be recruited, and RFP institutions will be buried wherever they can be. Nazi projects like their vacation and birth rate programs will be initiated. Mass industrialization with further Japanese help will allow Central Siberia to modernize, forming the basis of a new fascist military-industrial complex with Rodzaevsky's rechristened Novosibirsk at its center. The origin story is over for Rodzaevsky - **one way or another, he has become the villain he always imagined he would be.**

With this complete, Amur will (following testing and quality control) be the first warlord to be **completed** by the standards of The New Russia.