



# *Mi, Narod*

## Nikolay Petlin's Post Unification Content

### Overview

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When the player first meets Nikolay Petlin in 1962, in a rundown city controlled by an egotistical petty despot, he's little more than a bureaucrat without power, trying in vain to reform a state most would call a lost cause, haunted by his role in creating the monster he now faces. By the time he reunifies Russia, he's become the President of a nation with ever-increasing ties to the OFN, free of the tyrants that once seemed untouchable, set on the path to a brighter, democratic future. However, that path is one full of turmoil and struggle to escape the shadow of the previous administration. Elections, political stability, and Russia's place in the Free World are still aspirations, and by no means guaranteed.

In TNO's pre-unification content, Petlin begins his story as foreign minister under Mikhail Matkovsky, "Vozhd of all Russians." His earliest appearances show us a man who has long become disillusioned with Fascism, but lacks the power or will to challenge it. Although the Vozhd prides himself on offering a more pragmatic interpretation of fascism, he remains loyal to his ego first, and practical matters of government second. After regional unification has been completed, the Free State of Magadan, now the

Siberian National Republic, has found itself very suddenly in need of a bureaucratic overhaul to effectively govern the territory it now controls.

This is where Petlin steps in: what's proposed to the Vozhd as common sense administrative reforms snowballs into a genuine reformist movement taking root in the government's institutions. By the time the Republic looks out to further reunification, Petlin has successfully orchestrated a coup against Matkovsky and begun to ramp up his reforms. Super-regionals see Petlin legalize opposition parties, abolish the title of Vozhd, and liberalize the economy so as to take power out of the hands of the small number of corporate leaders Matkovsky had allied himself with. Although Petlin has made significant strides, it's hinted that loyalists to the Vozhd won't take the sudden change in course sitting down. This is where Petlin's story ends in TNO.

Petlin's post-unification content begins with Petlin, and by extension the player, overseeing a state undergoing a massive change in policy and structure, while at the same time preparing for the largest war it has ever faced. Over the course of the game, the Republic will go from being held together by little more than Petlin himself to a state with strong, democratic institutions, a multi-party political landscape, and the Vozhd's tyranny long since behind it. The story ends with either Petlin's party winning a democratic mandate, or one of two opposition parties ushering in their own vision for Russia's future.

Mi, Narod is the story of a man seeking to right the wrongs he has committed, for the sake of his country and his own conscience. It's the story of a nation, people, and republic trying to redefine themselves in the shadow of endless despotism and tyranny. It's a story of how legacy defines how we view our future, and trying to honor that legacy while still moving past it. Mi, Narod is a story of redemption.

## **Background: The Russian National Republic in 1972**

### *Government Structure*

The Republic is centered around the executive branch, and has yet to establish true separation of powers or equal branches of government. By the end of Mi, Narod, it most closely resembles the French Fifth Republic in terms of government structure.

- The President
  - Holds most all power in the Republic, with very few checks or balances
- The First Minister to the President
  - Established very soon into Mi, Narod
  - Role similar to Prime Minister, is the next highest office after the President himself
  - Presides over the Grand Sobor, but unlike traditional Prime Ministers, is not beholden to it
  - Fairly undefined in actual responsibilities— decided by the President
- The Grand Sobor, or Grand Assembly
  - The legislative body of the Republic, however, it has little true power
  - Rubber stamps the President's legislation
  - Comprised of bureaucrats
  - No set terms, elections, etc

- The National Republican Armed Forces
  - Undergoing depoliticization
  - American advisors play a significant role in modernization/training
- The State Intelligence Agency, or the Blackshirts
  - Dual role as a police force and Russian equivalent to the CIA
  - Highest concentration of Vozhdists in the government
- Federalism in the Republic
  - Oblasts have already been established, and certain responsibilities have already begun to be delegated to them
  - Still lacking in any major, concrete authority

### *Organizations, Factions, & Parties*

The Republic's political landscape is dominated by Petlin's party, and opposition parties are only just beginning to take shape. Loyalists to Matkovsky continue to be a significant threat to Petlin's government, both in official and unofficial opposition, while groups outside the Republic remain very invested in its future.

- The Russian National Labor Party - Paternal Liberalism and National Conservatism  
(Later the Russian National Democratic Party)
  - Ruling party as of 1972
  - Broadly centrist, supportive of a strong, hawkish foreign policy, ties to the OFN, and liberal economic policy
  - Split into multiple factions due to the various eras of party leadership
  - The Democrats
    - Stress liberal reforms and ties to the OFN
    - Composed of radical reformists, internationalists, and ~~American skills~~ America-inspired liberals
    - Favored by Petlin
  - The Nationalists
    - Stress nationalist foreign policy and strong government
    - Mix of moderate reformists, ex-Vozhdists, and pragmatist, ideologically uncommitted bureaucrats
    - Initially the larger faction in the party
  - The Old Party
    - The last vestige of Vozhdists in the Party
    - Quietly support a return to at least some fascist policies
    - Actively being rooted out by Petlin, but this process is slow-going due to how many of them are still important to the government running smoothly
  - Supported by business owners, middle class Russians, veterans, etc
- The Popular Workers Party of Russia - Reformist Socialism
  - Left to center-left party
  - Inspired by the Popular Socialist Party of the Tsarist Era
  - Support strong unions, normalization of relations with countries outside the OFN, and strong social safety nets

- Composed of lower-class, blue collar workers, young people, students, etc
  - Largely a grassroots political movement
- The Russian Heritage and Union Party - Christian Conservatism
  - Right to center-right party
  - Coalition of many different conservative groups and tendencies
    - Former Octobrists, Solidarists, conservative Kadets, etc
  - Support pro-big business policies, conservative and religious social values, less hawkish foreign policy, Pre-Soviet nostalgia, etc
  - Composed of the elderly, upper class, deeply religious, fervent anti-communists, etc
  - Founded by returning White Emigres
- Minor Parties
  - The Rural Alliance of Russia - Left-Wing Agrarianism
    - Center-left party
    - Supported by farmers, rural Russians, etc
    - Ally of the Workers Party
  - The All-Russian Communist Party - National Communism
    - Far-left party
    - Supported by old Bolsheviks, radicalized workers, etc
    - Tenuous ally of the Workers Party
- The Assembly of Novosibirsk
  - Extra-governmental body formed to bypass the bureaucracy of the Republic and give Russians a voice in shaping policy
  - Consists of delegates from various regions in the country
  - Equivalent in many ways to the Continental Congress of the American Revolution
- The Organization of Free Nations
  - The OFN has been a major source of support, aid, and investment for the Republic
  - Russia actively aspires to join in the future
- The Russian Liberation Front
  - Organization of Russian partisans in Manchuria
  - In active cooperation with the Republic
- Pro-Matkovsky Bureaucrats
  - Still running a large portion of the bureaucracy by unification
  - Many use their position to undermine Petlin and his policies (i.e. refusing to follow new legislation, laundering money away from the government, etc)
  - Largely disorganized and acting independent of any coordinated resistance (for now)
- Corporatist Business Leaders
  - Old members of Matkovsky's 'All-Russian Council of Corporations'
  - Angered by Petlin's economic liberalization
  - Looking for means to hold onto their economic power (cough cough)
- Pavlov's Clique
  - Small circle of military and blackshirt figures looking to overthrow Petlin
  - Some still in government, most have resigned or been removed

- Primary antagonists over the course of the story

## *Cast of Characters*

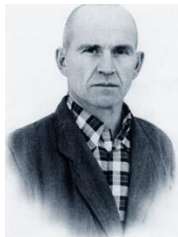
Nikolay Petlin: President of the Republic & Leader of the Labor Party



Born in Harbin, Nikolay Petlin only came to live in Russia in the aftermath of Yagoda's disastrous war with the Central Siberian Republic. Working under Matkovsky, he helped to shape Magadan in the Vozhd's image, but doubt and regret soon began to set in. Before long, Petlin became not only disillusioned with Fascism, but vehemently opposed to it. Now, as President, it has become his own personal, one-man crusade to rid Russia of the very thing he helped to infect it with.

- Goals
  - Free and fair democratic elections, and therefore eventually stepping down as President
  - Joining the OFN
  - Reclaiming western Russia from the Third Reich
  - Absolving himself of his past sins
- Ideology
  - Begins the game under Dominant Party Democracy, before moving to Transitioning Democracy, and eventually:
  - Custom Sub-Ideology: Foundational Liberalism
    - Liberal values and institutions being ushered in by a single, commanding, paternalistic figure
  - Personal values modeled heavily on those of America
- Personality
  - Fairly timid, caring, and relaxed in person
  - In public, his demeanor is most comparable to George H.W. Bush
  - Seen by many as a false reformer, empty suit, etc

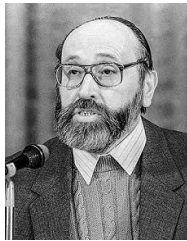
Sergey Solovyev: First Minister to the President



Part of an underground Democratic Party among Soviet dissidents OTL, First Minister Solovyev represents Petlin's morally righteous, emotional core. Always the first to suggest taking reforms and policies one step further, he has a major presence in Petlin's cabinet. Solovyev also leads the Labor Party's Democrats.

- Goals
  - Advancement of democratic reforms
  - Complete reformation of the Labor Party
  - Cooperation with moderate elements of the Workers Party
- Ideology
  - National Liberalism
- Personality
  - Firebrand: jumps to defend his beliefs at any opportunity, quick to be riled up, etc
  - True believer in liberalism and fairly idealist

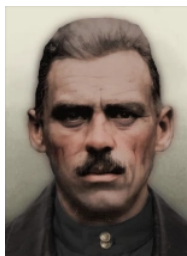
Yury Vlasov: Minister of Defense



Yury Vlasov was a bodybuilder turned Presidential candidate OTL, known for his radical, right populist ideas that were, according to him, inspired by Charles De Gaulle. He represents Petlin's more politically aggressive, nationalist sympathies, and accordingly leads the Nationalist faction of the Labor Party.

- Goals
  - Power in Petlin's government
  - Strong Russian global influence
  - Cooperation with certain Unionists
- Ideology
  - National Conservatism
- Personality
  - Very conniving, underhanded, cold in person
  - Strong public speaker
  - Power hungry, but still acts with higher goals in mind

Alexander Pavlov: Loyalist to the Vozhd



Although very little is known about Pavlov OTL, he acts as leader of the Blackshirts in Magadan's content before being fired by Petlin near unification. In his final event in TNO, he vows revenge on Petlin and decries his reforms. This is the basis upon which he becomes leader of the Vozhdist opposition to Petlin in MN.

- Goals
  - Overthrow of Petlin's government
  - Return of Matkovsky-Era policies
  - Unification of anti-Petlin elements in Russia into a unified opposition
- Ideology
  - Very little ideological commitment, but adopts fascist policies to please his allies
  - Represented as Military Junta into Corporatism
- Personality
  - Cold, commands loyalty, but a poor speaker
  - Above all else, desires power

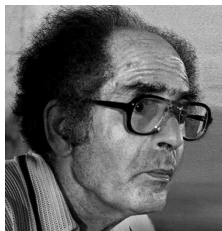
Vladimir Kibardin: Vozhdist Bureaucrat



A fairly insignificant but devoted member of the Russian Fascist Party, Vladimir Kibardin is a devout loyalist to the Vozhd. He remains in the Grand Sobor, but knows that he must act quickly against Petlin if he wants to maintain his status.

- Goals
  - Overthrow of Petlin and his Government
  - Restoration of the Vozhd
  - Fascism becoming dominant in Russia
- Ideology
  - National Syndicalism
- Personality
  - Slimy and lacking in bravery or charisma
  - Dogmatic and obsessive

Grigory Pomerants: Leader of the Workers Party



Grigory Pomerants spent much of his life imprisoned for his beliefs, but never wavered in them. A staunch advocate for the beliefs and ideology of Vladimir Korolenko, he follows a more reformist, conciliatory strain of socialism, that values religion, the factory worker, the farmer, and the Russian philosophers of old. This vision for Russia is what shapes the platform of the Workers Party, and may come to shape the country.

- Goals
  - More rights for workers and unions
  - Decentralization and devolution in the Republic
  - Honoring Korolenko's Memory
- Ideology
  - Reformist Socialism
  - Believer in Vladimir Korolenko's brand of leftism
- Personality
  - Charming, exceptionally well-mannered, tactful, modest, but doesn't shy from showing his intelligence

Alexis Scherbatow: Leader of the Union Party



While little more than the President of a charity group created by old Russian nobility OTL, Alexis Scherbatow is the rarest of things: a man who deeply cares for the legacy of the White Movement, while still devoted to the principles of democracy. He longs for the ideal of a past Christian, conservative, but still free society that never truly existed. Yet, it is an ideal that he hopes will come to turn the Union Party from an alliance of old reactionaries into a modern conservative political movement.

- Goals
  - Restoration of 'old Russian values'
  - Strong Russian cultural identity
  - Modernizing the beliefs of the Unionists
- Ideology
  - Christian Conservatism
- Personality
  - Somewhat pompous and aloof, but well spoken and heartfelt
  - Deeply religious

Anatoly Sobchak: Unionist Rising Star

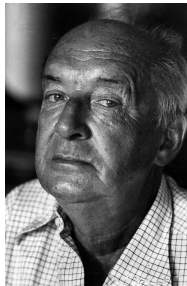




Anatoly Sobchak is a man who, in TNO, leads Tsar Mikhail's government in Chita, and ushers in a new era of reform. In OTL, he was a mentor to men like Yeltsin and Putin, who in reality had little regard for democracy. In Petlin's Republic he, like many old monarchists, finds allies in the Union Party, and slowly climbs the party's ranks.

- Goals
  - Personal power
  - Influence for the old monarchists in the Union Party
- Ideology
  - Aristocratic Conservatism
- Personality
  - Smart, tactful, but plays poorly to the public outside of his core base

Vladimir Nabokov: The Last Kadet



Vladimir Nabokov, while best known for his writing, had strong familial ties to the Constitutional Democratic Party of the Tsarist Era. In Mi, Narod, he returns to Russia as a moderate, liberal voice among the Unionists, still fighting for the beliefs of his father.

- Goals
  - Cultural revival in Russia
  - Honoring the legacy of the Kadets and his father
- Ideology
  - Classical Liberalism
- Personality
  - Very eccentric and rather overconfident

Tom Clancy: The CIA's Right Hand in Russia



Tom Clancy, a famous writer, once had aspirations to join the CIA in his youth, but ultimately never joined. Here, he successfully accomplishes that goal and acts as one of the American government's key figures in Russia, regularly on the ground and in the midst of the action.

- Goals
  - Strengthening Russian ties to the OFN
  - Helping the Republic prepare for and win their war against Germany
- Ideology
  - Liberalism
- Personality
  - Lighthearted and jovial in most situations

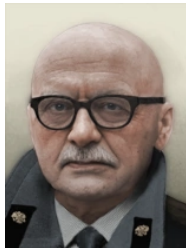
Felix: A Grieving Son



The only regularly recurring character not to be a historical figure, Felix hails from a small village in western Russia, and begins his story with a deep distrust of the Republic and hatred of its leaders. Over the course of the narrative, he slowly grows and changes in his beliefs, and we see just how much his life is affected by the greater forces at work in the Republic.

- Goals
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- Ideology
  -
- Personality
  -

Mikhail Matkovsky: Vozhd of All Russians



Although not seen nearly as much as other characters, Matkovsky's ever-present shadow and legacy have a deep impact on the story of Mi, Narod. Imprisoned and diagnosed with cancer at the time of unification, the man who once ruled the Republic with absolute power is all but entirely shut out of politics. But even still, his ego and desire for power have not yet been extinguished.

- Goals
  - Reclaiming power in the Republic
  - Reversing Petlin's reforms
- Ideology
  - Corporatist Fascism
- Personality
  - Angry, authoritative, ill-tempered

## Story

### *Themes, Motifs & Tone*

#### Themes

- Redemption
  - Petlin seeks redemption with every action he takes
  - The Republic itself is in need of redeeming
- Legacy
  - The legacy of Matkovsky hangs over every facet of the Republic
  - Petlin wishes to atone for the legacy of his actions and create a new legacy for himself, along with redeeming the legacy of Harbin
  - Scherbatow wishes to honor the legacy of the White Movement, as does Nabokov, along with that of his father
  - Pomerants wishes to honor Korolenko's legacy
  - Felix is driven by the legacy of his father
- Living up to unattainable ideals
  - Petlin aspires to an ideal of American-styled democracy that even the United States itself fails to live up to
  - Scherbatow dreams of a past ideal Russia that never existed
  - Pomerants put Korolenko on a pedestal that he could never reach
- Reshaping an imperfect world in a new image, working with what you have
  - The Republic is tainted by Matkovsky's legacy and every step to democracy is impeded by his old policies and allies
  - The Bolsheviks have forever altered Russian culture and how the nation views leftism, which Scherbatow and Pomerants respectively seek to reverse
- Desire for power vs. desire to fulfill an ideal
  - Solovyev's ideals vs. Vlasov's lust for power
  - Sobchak's struggle for power backlit by his time in Mikhail's government
  - Having to compromise some ideals to accomplish others - this is a conflict for nearly every character

## Motifs

- The Torch of Liberty
  - Several focuses use the imagery of Russia 'picking up' the Torch, then slowly spreading its flame as it grows more and more bright
  - The OFN passing the torch to Russia
  - Petlin, should he choose to step down, passing the torch to his successor, or to one of his opponents in the presidential election
- Parallels to Post War Japan
  - Russia finds itself in a similar position to that of Japan in the 1940s OTL: a previously fascist state reliant on America and its allies for aid, with a political system being rebuilt from the ground up
  - The three parties in the Republic are fairly similar to those who participated in Japan's first post-war election
  - Several of Petlin's policies reflect those of Japan post-war
  - The Republic's party system can evolve to reflect that of Japan today
- Parallels to America
  - The American Revolution
    - The Assembly of Novosibirsk and the Continental Congress/Constitutional Convention
    - Led by a 'founding father'
    - Still fluid political system where norms and precedents are only just now being established
  - America in WW2
    - Russian policy and war doctrine during the 2WRW are direct parallels of America

## Tone

- Cautious, grounded optimism
- Focus on the cold realities and inner workings of politics
  - The reader should get the sense of seeing what goes on "when the cameras are off"
  - Stress the difficulties of achieving political change
- Character interactions should be very intimate
- Characters should broadly share a mentality of being stuck in the past while trying to move forward
- Every action, every small policy change, every time the Republic inches closer to democracy, should have weight to it
  - The player should feel as if they're wading through knee-high mud in a thunderstorm to accomplish their goals
  - Purposeful avoidance of hand-waving difficult situations

## *Story Beats & Character Arcs*

Petlin: From hated ex-fascist to father of modern Russia

- Petlin's original internal conflict has been more or less concluded by TNO
- Internally, Petlin's story should focus on the idea of "what will be enough?"

- When will he have done enough to fully redeem himself?
  - When will the Republic be in a stable enough position for him to step down?
- Externally, the main developments with Petlin in the story should focus on how his public image changes and evolves
  - The public isn't very approving of Petlin in 1972
  - He slowly grows into a founding father-like figure for Russia

Pavlov: From a thug to a leader

- Pavlov remains more or less unquestioning of himself and his beliefs
- His primary character arc will be growing as a leader and gaining skills outside of those suited for the military
  - He can command loyalty from his men, but this doesn't equate to being able to lead politically in the context of the resistance
  - Learning to persuade others, compromise and gain allies, etc

Pomerants: Battling demons

- Pomerants will continually be confronted with his lofty ideals clashing with the realities of the Republic
  - Far more focused on
  - Needing to compromise on legislation
  - Facing political backlash for his actions, even if well intentioned
- Throughout his presidency, he will grow to be much more politically savvy
- Consistently haunted by the past, from WWII to his time imprisoned, along with feelings of failing Korolenko's memory
  - These slowly subside over the course of his content

Scherbatow: Finding a new conservative ideal

- Scherbatow will focus on coming to terms with the fact that his idealized view of Russian history and conservatism don't match up with reality
  - Far more focused on reconciling his values to his worldview compared to Pomerants
  - Also reflected in how his political allies are much more opportunistic and believe much less in his vision
- Uniting the many different factions in the party will be a consistent struggle
  - Finding a common platform

Solovyev and Vlasov: Two sides of the same coin

- As the two most influential figures of Petlin's cabinet and with very different views, Solovyev and Vlasov will butt heads frequently
- Similar relationship to Alexander Hamilton and Thomas Jefferson
  - Ardent defenders of their own beliefs that clash in the President's cabinet constantly

Nabokov: Finding hope in Russia

- In OTL, Nabokov believed for the vast majority of his life that Russia was a lost cause

- Cultural death caused by the Bolsheviks
  - Democracy in Russia a pipe dream
- Petlin represents a chance for Russia to become what Nabokov wants it to be, but his cynicism makes him doubt this
- Over the course of the game, he comes to believe in Russia again
  - If the Unionists lose the election, he still remains at peace
  - If the Unionists win, their choices impact how hopeful he is, with the more rightwing, hardline choices dampening his renewed hope
- Nabokov dies at the end of the game, regardless of path

Felix\*\*\*

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#### Static Characters

- Matkovsky has little more than a handful of events, but fails to let go of his anger and eventually dies of cancer shortly after the war

#### Key Moments

- The first legislative elections
  - First national-scale true experiment in democracy
- The 2WRW
  - True test of the Republic and Petlin's leadership
- Victory in Europe
  - Triumph and vindication for Petlin
- Pavlov's Big Day
  - Climax of Petlin's struggle with Pavlov
- Presidential Elections
  - The moment Russia has been waiting for

### *The Republic as a Character*

#### Political Evolution

- The Republic undergoes drastic change, to the point that the player should be able to feel the major consequences of their actions
- The political system, balance of political power, etc, also change drastically over time, and the player should be able to feel the effects of this

#### National-Scale Vibe Shifts

- The actions of the characters in the game and the way the characters frame them to the general public affect how the average citizen perceives things
  - This should be demonstrated in flavor events
- Changes several times throughout the story

## Mechanics

### *Shadow of the Vozhd*

#### Dynamic Changes

- Certain decisions, the level of attention needed to handle the crisis, etc, change over time

#### Function

- Three categories of insurgent influence, each of which tick up for different reasons
  - Corporate-Insurgent Cooperation, Public Distrust in Government, Vozhdist Influence in Government
- Resources must be spent to keep the levels of each low
  - Constant up-tick
- Often influenced by focuses, events, etc

#### Visuals

- Map of Russia that becomes more cracked and decrepit as the insurgency grows

### *OFN Relations*

#### Dynamic Changes

- Different decisions pop up at different sections of the game

#### Function

- Split into three: military, economic, and political support
  - Each has an associated button that unlocks different decisions
- Relations level bar
  - Controls access to more powerful decisions

#### Visuals

- OFN Logo
- Unique graphic for each stage of relations (unofficial ally, formal partner, etc)

### *The Grand Sobor*

#### Dynamic Changes

- When first introduced, the Sobor mechanic is purely visual and serves only to provide depth to lore
  - Displays party backgrounds, positions, relationships, etc
- After elections, it gains true mechanical purpose, replacing the Shadow mechanic as the primary center of the player's attention

#### Function

- Full pop-out GUI
- Bill passages: requires working with the opposition, making concessions, etc

- Tied to focuses
- Executive-Legislative balance: submenu that handles the power balance between the President and Sobor
  - Each side gives different benefits and detriments
  - Ticks to either side naturally over time depending on the party in power

#### Visuals

- Dot map of members in the Sobor
- Displays current bills, portrait of the First Minister, party logos, etc

### *Elections*

#### Function

- Two tabs: overall support and specific demographics
  - Overall support tracks who's set to win the election, sets broad campaign strategy (affects support for different groups)
  - Demographics can be interacted with to increase support
- Tracks party being campaigned for, time until the election, etc

#### Visuals

- Shows each party logo and candidate
- Demographics have unique icons

## The Details & Timeline of Events

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### **Out of Many, One**

#### *Structure & Areas of Focus*

The Post-Unification focus tree opens with a brief section setting up the goals and key figures of the Petlin Administration, along with Pavlov's story. From here, it splits in three, with focus branches focusing on the economy, political system, and military respectively. As this serves as the introduction to Mi, Narod, the focus is very broad, with most every aspect of the story and political policy being touched on in some way.

#### *Story*



### Initial Tree

- Pavlov begins to establish his insurgency
  - Kibardin's situation in the Sobor introduced
- Petlin's relationship with his cabinet is established
  - Solovyev and Vlasov's rivalry
- The Republic's most immediate problems introduced
  - Bureaucratic corruption
  - An unclear path to democratization
- Tom Clancy introduced
- The end of the tree will reconvene the Assembly of Novosibirsk, with a new mandate to help advise on the policy and goals of Petlin's administration going forward
  - Done in an effort to circumvent the Vozhdist-dominated Sobor

### Economy Tree

- Sets up the establishment of the Workers Party
  - Petlin empowers unions in an effort to break up Vozhdist corporate monopolies, leading to more political organization in the labor movement
- Several allusions to Japan in the Income Doubling Initiative (a plan to double Russia's GDP in the next decade) and the concept of a Post-War/Unification Economic Miracle

### Political Tree

- Drafting the Russian National Constitution
  - First Minister position established
  - Federalism expanded
  - The Russian Charter of Freedom: equivalent to the Bill of Rights
- Clearing the political landscape of far left and right extremists
  - Removing Vozhdist members of the Party in the Sobor
  - Monitoring and restricting Communist parties
  - Safeguarding against voter suppression, etc
- Sets up the establishment of the Union Party
  - Petlin includes a clause in the Constitution guaranteeing the separation of church and state, leading to conservatives creating a new political party

### Military Tree

- Focuses on modernizing the military and removing Vozhdist influence
  - Synthesizing a form of Shock and Awe doctrine
  - Lessening reliance on the Blackshirts
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### Closing Focuses

- Key moment: legislative election are finally called, giving the newly formed parties a place in the Sobor and the first instance of the Labor Party seeing real institutional opposition

## *Gameplay*

### Initial Tree

- Sets up the Sobor, OFN, and Pavlov mechanics

### Economy Tree

- Focuses on building industry, trade, and infrastructure, Boosting GDP

### Political Tree

- Changes several government policies, but little else

### Army Tree

- Due to Magadan's low number of generals, several from other unifiers are added here
- Changes some government laws and adds several experience boosts
- Focus on building an air force

## **Into the World**

### *Structure & Areas of Focus*

With the most pressing matters at home settled, the Republic begins to look outward. Like most unifiers, Petlin focuses on aligning Kazakhstan, preparing for matters with Japan, and dealing with Finland. However, Petlin uniquely focuses on the diplomatic aspects of foreign policy, even in war, and of course cooperates far more with the OFN.

## *Story*

### Kazakhstan

- Petlin handles Kazakh relations in two very different ways depending on whether Kazakhstan is under the control of the Communist or two non-Communist governments
- Kazakhstan under the Communists
  - Seeing little other choice, Petlin invades the Communists and installs a brief occupation government, before giving them independence
- Kazakhstan under the non-Communists
  - Depending on which of the two have unified Kazakhstan, Petlin sends different negotiators to bring the nation into the Russian sphere
    - Vlasov is sent to deal with the Right-Wing Populist "Soviet Restorationists" and strongarms them into giving up power
    - Solovyev negotiates with the Kazakh nationalists and promises self determination and guarantees of independence in exchange for allying with the Republic
- After each unique portion the Kazakh government, one way or another, is refounded as the Kazakh Republic, which Russia quickly recognizes and guarantees

## The East

- In preparation for the coming conflict, Petlin continues to arm the RLF and begins sending the SIA to coordinate their activities
- The Qinghai government in China opens diplomatic ties to Russia, after which, Petlin pushes for them to be recognized as the legitimate Chinese government by the OFN
- Finally, Petlin commissions 'War Plan Yamamoto' to prepare the NRAF for the Great Asian War

## Finland & Karelia

- Petlin's interactions with Finland depend greatly on multiple factors, but boil down to a few options
  - Petlin invades to retake Karelia
  - Petlin approaches the Finnish government to begin normalizing relations
    - If Finland still holds Karelia, this will cost him significant political support
  - Petlin negotiates simply to keep Finland out of the 2WRW

## Central Asia

- Foreign-aligned united Turkestans see Petlin sponsor a coup to install a friendly government
- A disunited Central Asia is invaded
- A no-fly zone is established over Afghanistan to attempt to neutralize their military

## The OFN

- The Republic officially becomes an OFN partner state, along with its allies

## *Gameplay*

### Kazakhstan

- Peaceful negotiation: Kazakhstan joins the Republic as a satellite state
- War: the Soviet government is invaded and Kazakhstan comes under a provisional military mandate
- Both end with a cosmetic tag being applied and a new leader

### The East

- Hardly translates into gameplay, other than lowering Manchuria's stability and war support, improving opinion with Qinghai

### Finland & Karelia

- Invasion works similar to current content
- Normalizing relations improves opinion, may result in transfer of some territories
- Negotiating to keep Finland out of the war gives an NAP, has them remain neutral later on

### Central Asia

- Coup: change in leader and cosmetic tag
- Invasion: Self-explanatory

## A Yearning to Breathe Free

### *Structure & Areas of Focus*

With its position in the world secure, the Republic looks to its greatest enemy and greatest challenge: the Third Reich. Through a combination of clandestine aid from the OFN, reaching out to partisans in Moscowien, and traditional military buildup, it prepares to embark on a great crusade against Germany, for they who sow the wind shall reap the whirlwind.

### *Story*

Help from the OFN

- The Russian Foreign Legion
  - A portion of NRAF composed of civilian volunteers from foreign countries is founded
  - The OFN gives support in equipment and men to it in secret, but not officially
- The OFN shares intelligence and sends further military advisors

Inside Moscowien

- As a parallel to American cooperation with the French resistance in WWII, Petlin employs partisans in Moscowien/other RKs to target German infrastructure, conduct guerrilla warfare, and provide on-the-ground intelligence about the German military

Internal Buildup

- Focus on military infrastructure over absolute numbers

### *Gameplay*

Help from the OFN

- Spawns a small number of well-equipped veteran units to represent the RFL

Inside Moscowien

- Debuffs for Moscowien to represent the partisans

Internal Buildup

- Building supply lines, air bases, etc
- Pavlov's mechanic is disabled to not overwhelm the player

## The Great Crusade

### *Structure & Areas of Focus*

The declaration of war has been made and Operation: Overlord is a go. While this section is fairly light on story, some key shifts happen over the course of the war. Meanwhile, the 2WRW itself sees most of the attention. For the failstate which occurs should Russia lose the war, see 'A Light Extinguished.'

## *Story*

### Winning the Homefront

- Women are given far more of a role in the economy, being sent to work in factories in significant numbers (parallel to America in WWII)

### The OFN

- Russia truly starts to become part of the Free World, not just a nation that aspires to join it
  - The OFN sees its bond with Russia be strengthened by blood and mutual sacrifice

### Petlin's Public Perception

- Should the war go in the Republic's favor, Petlin's public perception begins to shift heavily. This is not only for winning against Germany, but against fascism, and framing the war as a struggle of ideology. Petlin is no longer viewed as a fascist in disguise, but a hero against Nazism.

### The War

- Russian military tactics are incredibly harsh
  - Retribution killings of German soldiers
  - Mass strategic bombing
  - Use of flamethrowers and similar weapons on a massive scale

## *Gameplay*

### The War

- Largely plays out similar to most other 2WRWs gameplay-wise
- OFN volunteer regiments in the Russian Foreign Legion are expanded

## **Victory in Europe**

### *Structure & Areas of Focus*

For the first time in seventy years, Russia has emerged from war victorious. VE Day brings great celebration, but even more work to be done rebuilding Eastern Europe. And while the administration is distracted, Pavlov has time to prepare for his final play against Petlin.

## *Story*

### Economic Reconstruction

- Russia focuses on funding public works in Moscowien
- The Jackson Plan is introduced, a massive wave of economic aid from the OFN
  - Allegory to the Marshall Plan

## Cultural Reconstruction

- Split focus between restoring pre-Soviet culture and establishing a sense of democratic tradition
  - "Learn Dostoevsky, but value your freedom to do so."
  - Soviet-era architecture is renovated
- German settlers are subjected to "expulsion with dignity," where they are forced to leave Eastern Europe, but given free and safe passage to do so
- Idea of Russia becoming a "Second City Upon a Hill"

## Beyond Russia

- The Caucasus region is split into a northern and southern zone
  - The north focuses on industrial development, becoming a new "Russian Steel Belt"
  - The south is under military authority until diplomatic talks can be held with Turkey, the outcome of which depending on the Turkish government being amenable to Petlin or not
    - Either ends in an agreement to demilitarize borders or military buildup at the border
    - If Armenia is independent, the two nations can agree to share influence over it or Russia can draw Armenia into its sphere to "protect" it from Turkey
  - The north is always annexed into Russia, the south is left to the player
- Other territories see much of the same treatment as they would under most democratic unifiers

## *Gameplay*

### Within Russia

- The Jackson Plan grants factory repair speed, state GDP, etc

### Beyond Russia

- Denying areas of self-determination (annexing them) hurts OFN relations, while granting it boosts them
  - Annexing the Baltics hurts relations the most, while annexing Belarus hurts them the least
- Decisions on annexation factor into party popularity: annexing more territories gives the Unionists more influence politically, and vice versa for the Workers Party
  - Likewise, the Democrats of the Labor Party push for autonomy, while the Nationalists support annexation

## **Banishing the Shadow**

### *Structure & Areas of Focus*

In the time since the war's end, and since unification before, Pavlov has been busy. His 'resistance movement' has been slowly gathering support, making inroads within the deepest crevices of the Republic, and securing benefactors. Now that reconstruction is beginning to wind down, he has decided that the time is right. Either Petlin will be toppled, or Pavlov will die trying.

## *Story*

### The March on Magadan

- Pavlov attempts to gather his supporters and seize control of Magadan while Petlin is visiting for a speech, which in theory will lead to a breakdown of government morale and snowball into NRAF defecting to support him, the people losing confidence in Petlin, etc.
- If Pavlov's strength is low enough, the March will fail before it can get off the ground, and his allies are promptly arrested
- If Pavlov's insurgency has moderate strength,, he will succeed in taking Magadan, but ultimately fail as Petlin escapes and the military assaults his position
- If Pavlov has high support, he will succeed in his coup, leading to a failstate (see 'A Light Extinguished')

### Aftermath

- In the low-strength scenario, Pavlov's attempted coup is seen by the general public as worrying, but inconsequential, and Petlin uses in politically to stamp out the remainder of the Old Party
- In the moderate-strength scenario, Petlin's failure in handling the coup results in his popularity taking a significant hit, and his electoral chances in the upcoming elections are hurt badly

### The Second Party Reformation

- Regardless of which scenario occurs, Petlin uses the coinciding of the coup and reconstruction coming to an end to finally take the final steps to democratization
- He officially rebrands the Party as the National Democratic Party, and his ideology changes to liberalism

### Elections

- After the 2nd Party Reformation is finished, Petlin calls elections soon after

## *Gameplay*

### The March on Magadan

- While the player's prior standing in the Pavlov mechanic will impact their chances in handling his revolt, the leadup to the March will see an event chain where the player's choices impact Pavlov's strength significantly

### Elections

- Elections use the elections mechanic (obviously)
  - Certain focuses affect popularity

## **A Light Extinguished**

### *Structure & Areas of Focus*

Whether through failure in the 2WRW or by the March on Magadan succeeding, Petlin's government has fallen and Pavlov finds himself as the new leader of the Russian National Republic. His base of supporters must be placated, the opposition dealt with, and his power justified. But forces outside of Russia may not take his sudden ascent to power sitting down.

## *Story*

### A Day of Cold Rain

- Pavlov gets to work reversing Petlin's work and solidifying his control
- Practical matters to take hold of the Republic
  - The Constitution is suspended
  - Oblasts are outright dissolved
  - The Sobor is made effectively powerless
- Placating his Vozhdist allies
  - The Vozhd himself is posthumously pardoned for his crimes
  - The Russian Fascist Party is refounded
  - All ties to the OFN are cut off
- The tree ends with Pavlov beginning to consolidate his control, until shortly after...

### A Biting Wind

- If Petlin did not maintain high enough relations with the OFN, Pavlov will succeed in consolidating control, but that control will shortly after begin to slip from his grasp
  - The public will begin to protest and the Blackshirts must be sent in to quash revolt
  - Russian allies will begin to sever ties and cut trade
  - Minority areas within the Republic declare independence
  - Democratic strongholds go into open revolt
- As Pavlov watches over his empire of dust and ashes, it seems that all his hard work was for nothing, and Russia's future has been lost.

### A Light in the Darkness

- However... If Petlin maintained high enough relations with the OFN, the Free World will refuse to let Pavlov's coup go uncontested
- A military intervention is launched by the OFN, toppling Pavlov's government
- However, with most major political figures dead, all other parties disbanded, etc, it won't be as simple as stepping in and leaving Russia to its own devices
- A provisional government of OFN and Russian officials is established to try and guide the nation through the immediate future, with the fate of the Republic uncertain

## *Gameplay*

### A Day of Cold Rain

- All mechanics are disabled
- The level of OFN relations will decide the next step in the tree



## Post-Election Shared Content

### *Structure & Areas of Focus*

Should Pavlov be dealt with, elections will of course go through and the Republic will, at last, elect its commander-in-chief for the first time. After elections, certain aspects of content are shared between Presidents: primarily foreign policy, but each path also ends in a similar way. Note: Gameplay won't be included in post election content, as the game from here on out is very narrative focused. Gameplay for the Great Asian War is reflected in content plans which can be found elsewhere

### *Story*

#### Joining the OFN

- Fairly simple, the Republic officially, after many years and great struggle, joins the Organization of Free Nations as a fully fledged member state

#### The Great Asian War: Operation Pacific Storm

- The RLF finally launch their uprising in Outer Manchuria, making it easier for Russia to occupy it
- Besides this, largely the same as most unifier's GAW

#### Turkish Relations

- Handling relations with Turkey, although touched on earlier, is greatly expanded here
- If the Turkish government is amenable to the Republic (which it often is), trade agreements and gestures of goodwill are made between the two nations
- If Turkey is hostile to Russia, the republic will attempt to reach some kind of detente

#### Polish Relations

- If Poland is free of occupation, Russia will approach them to invite them into the OFN
- (More interestingly) if Poland is still under German occupation, the Republic funds and incites a rebellion
  - After Poland wins its independence, the 2nd Polish Republic in exile is restored

#### Changes to the Republic

- Each President introduces a constitutional amendment at the end of his content, altering the political system of the Republic in small but meaningful ways
- Each President's actions change the party system, and the three-way perfect balance will be shifted in some way
- Each path ends with midterm elections happening so that the changes to the Republic are reflected in the Sobor

## A Workingman's Government

### *Structure & Areas of Focus*

With Pavlov dealt with, and elections held, the Workers Party has emerged victorious, with Grigory Pomerants elected as the second President of the Russian National Republic. Pomerants and his First Minister must work to balance their lofty ideals with the reality of governance while attempting to craft a system that ensures justice for all.

### *Story*

#### Worker's Rights

- Making it easier to unionize
- Stronger workplace safety laws
- Minor support for cooperatives
- The Worker's Charter of Freedom: A series of rights for workers introduced as law

#### Prison Reform and a Fair Justice System

- Personal issue for Pomerants (see: being imprisoned unjustly)
- Broad cooperation from all three major parties
  - In line with the Democrat's agenda
  - Nabokov was a firm advocate for abolishing capital punishment OTL
- The Liberty and Justice Act: Guarantees fair wages and voluntary only inmate labor, abolishes capital punishment, etc)

#### Cooperating With Third Parties

- Choice to work with the Communists or the Rural Alliance to pass a bill
- The Communists
  - The Public Resources and Infrastructure Act: Nationalizes electricity and select natural resources
- The RAR
  - The Agricultural Aid Act: Increases subsidies for farmers, etc

#### Foreign Policy

- Improving trade relations in neutral countries like India, but little else

#### Constitutional Amendment: Sobor Approval on the First Minister

- Passed to help move towards a coalition-based system of government
- The First Minister is no longer appointed solely by the President, but must be voted in by the Sobor

#### The Pomerants Party System: Multiparty Democracy

- By the end of Pomerants' content, the "minor parties" have become far more influential and have genuine electoral power
- The system is now far more based on multi-party cooperation and coalitions

# A Heritage Restored

## *Structure & Areas of Focus*

Alexis Scherbatow and Vladimir Nabokov have claimed victory in the Russian Presidential Election, and they now preside over a government ruled by a motley crew of factions. From moderate former Kadets to reformed Solidarists, the Unionists struggle to present a united front, and Scherbatow must reconcile his vision with the Party and nation.

## *Story*

### Cultural Revivalism

- Changing school curriculums
- Restoring Tsarist-Era Architecture
- Pushing conservative values as "Russian values"
- Attacking "Bolshevik propaganda"
- The Revival Act: Funding for Russian museums, arts, restoring historic buildings, libraries, etc

### Pro-Business Economics

- Cutting regulation
- Choice between committing to free trade and pursuing economic independence
- Relying on charity organizations in place of welfare
- The Enterprise Act: Implementing supply-side economic policy

### Reducing Government Inefficiency (Limiting Federalism)

- Using federal funding requirements to force Oblasts not to go against national law
- Pushing against regionalist sentiments
- The Mandate Act: takes several responsibilities previously shared by both the federal and state level governments and restricts them to federal-only jurisdiction

### Foreign Policy

- Becoming less active in the OFN
- Protecting Russian interests
- Less focus on economic allyship, moreso on the military

### Constitutional Amendment: Introducing a National Language and Religion

- Fairly self-explanatory

### The Scherbatow Party System: Two Party Democracy

- With the left so significantly demonized by Scherbatow, their influence falls off drastically
- Many moderate Workers Party members flock to the Democrats, creating a near two party system where the RNDP is dominated by Solovyev's faction

## A More Perfect Union

### *Structure & Areas of Focus*

After leading the Republic for many years unelected, Nikolay Petlin has secured a true democratic mandate. With his vision already cemented in the Republic, the President can focus on refining the systems that govern the nation and creating a precedent for governance set in stone, along with deciding the future of the RNDP.

### *Story*

#### A More Efficient Bureaucracy

- Ensuring bureaucracy is ran based on merit
  - Protecting non-political bureaucrats for being fired for political purposes
  - The Civil Merit Act: Reforming the hiring process for federal employees
- Expanding Executive Agencies
  - Oversight agencies to protect against corruption, etc
  - The State Security Act: Creates an equivalent to the FBI

#### A More Generous Government

- Helping veterans and the elderly
  - The Social Insurance Act: Strengthening social insurance and expanding coverage
- Immigration reform
  - The Citizenship Act: Allowing foreign workers to settle in Russia in order to boost the workforce

#### Foreign Policy

- Deepening OFN integration
  - Trade ties
  - Military integration
  - Cultural exchange

#### Constitutional Amendment: Establishing a Russian Senate

- Creating an upper house of the legislature based on Oblasts
- Strengthening federalism

#### Stepping Down?

- At the end of the path, Petlin has the choice to step down or not
- Should he step down, Solovyev will become President
- Remaining in office has certain requirements (i.e. handling Pavlov properly)

#### The Solovyev Party System: Three Party Democracy

- With President Solovyev taking office, the three primary parties will remain in the relatively same standing
- The RNDP will continue to work with the moderate Workers Party and liberal Unionists

The Petlin Party System: The Natural Party of Government

- If Petlin stays in office, his sway over the people and status as a founding figure of the Republic make it difficult to create opposition against him
- The RNDP goes on to absolutely dominate politics, with absurd majorities and a secured place in government for the foreseeable future and beyond

## In Closing

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Mi, Narod is a story of redemption. While each President's vision for Russia is imperfect, and the implementation of those ideals is imperfect itself, the Vozhd's vision of a Russia where commanding power is the only virtue is dead and buried. Civic duty, loyalty to freedom and justice, and letting your voice be heard are values that have become instilled in the very soul of the nation. What these values mean varies from person to person. The greedy and power hungry still persist. The Russian experiment in democracy is still ever-changing and has enemies from within and without. But no matter what, Nikolay Petlin can, for the first time in two decades, rest easy knowing that his own sins, the legacy of Harbin, and the Republic he helped to build are each redeemed.