









Vicky 3 Anarchism Mod

Goal is to implement a mod in Victoria 3 that treats Anarchism as Kropotkin-esque Anarchism, rather than some weird vaguely egalitarian-flavored government type.

- Ideology: Anarchist -
 - Strongly Endorses - Governance Principle: Consent
 - (Strongly) Endorses - Distribution of Power: Anarchy
- Governance Principle: Consent -
 -  [Anarchy](#) researched
 - **+inf** Government size allowance
 - **-inf%** Government ideology penalty
 - All IGs are "in government"
 - Legitimacy is calculated solely based on IG happiness and support for Consent over other alternatives
 - no "Marginalized" IGs
 - Legitimacy is 100% determined by the IGs with their political power ongoing support of the Consent system itself, modeled as a combination of how much they would support passing other systems (this would be massively swung by IG leaders themselves having Anarchist ideology) and also just how happy they are... 50% of your Legitimacy will be from totalling up support for the system of Consent itself rather than alternatives. And the other 50% is from scaling IG happiness (which seems vanilla constrained to -20 to 20)
 - So if the Intelligentsia IG has 20% political power, is led by a Vanguardist shitheel and so would "Strongly Endorse" Autocratic gulags (deliberate non-serious levity), and is actually pretty happy with the level of liberal human rights support and so has a happiness level of 10... That would mean the Intelligentsia contribution to Legitimacy would be $-20.5 + 10.5 = -5\%$ Legitimacy
 - interestingly, by vanilla Vicky 3 rules, you can HAVE political parties in a Consent system, which makes sense to me
- Governance Principle: Single-Party System -
 -  [Socialism](#) researched?
 - **only 1** Government size allowance
 - **+25%** Government ideology penalty
 -  **+50** [Legitimacy](#) from votes
 -  **+25%** [Authority](#)
 - basically Best Korea Maoist Stalinism

- Distribution of Power: Anarchy -

-  [Anarchy](#) researched
-  -50% [Authority](#)
- +1 Universal pop political strength
- -75% Political strength from wealth
- +2 Government size allowance
-  Political parties will disappear
- These bonuses DO NOT HAPPEN (which is what makes Anarchy before Consent an inherent inconsistency, but vanilla Vicky 3 has a tooltip that lets you know what the Legitimacy will be):
 -  +100 [Legitimacy](#) from government clout
- oh, interesting.... i think i can/should integrate another one of those inherent contradictions..... no one can tell you where to live, and ppl can move around super fluidly and pick up work super fluidly..... but also your society is slaved to its own whims (which, without robots, matters a LOT). so you have MAJOR Migration Attraction (or whatever the mechanic is called) RNG. so basically ppl will just DECIDE that Moscow is unfashionable and then a bunch of your Tools craftsmen will leave.
- also i can buff the "there are too many people living here" Migration Attraction malus, because who is gonna make ppl deal with that? threat of poverty? oh, wait...
- the Anarchist ideology should Strongly Endorse Free Trade, so that the player CAN not have it and try to force ppl to pay tariffs, but it'll have a HUGE Legitimacy hit
- Anarchy as a Distribution of Power REQUIRES Consent as a Governance Principle? no.... just doesn't give any Legitimacy bonuses, so it is effectively impossible
- new Economic System: Worker-Owned Coops
- okayokay.... have an EVENT (under some conditions) that gives you different options.... Rural Folk & Labor Unions unite and BOTH get the ideology that Strongly Endorses Consent.... or Rural Folk only do and get a large Pop Attraction bonus..... or i guess maybe instead Labor Unions? i need to reserach whether this has EVER happened