

Starting

Brazil and Argentina declare war

If Bolivia / Santa Cruz and Paraguay are on opposite sides, both declare war on each other. Otherwise they initially stay neutral.

Uruguay attempts to stay neutral, but gives the sides its on military access and fleet basing rights

Chile if neutral, ruled by Allende or Brazillian sphere and run by Prat or Viaux stays neutral, other sides join the war against Argentina. Prat or Viaux Chile in Argentina sphere joins war against Brazil

Mechanic

Exhaustion - War starts at zero Exhaustion for both sides

0-20: Stability +10%, War support +10%, Recruitable population factor +20%, Division Morale +20%

20-40 Stability +5%, War support +5%, Recruitable population factor +10%, Division Morale +10%

40-50 Stability -5%, War support -5%, Daily Political power gain -0.10

50-60 Stability -10%, War support -10%, Recruitable population factor -5% Daily Political power gain -0.20

60-70 Stability -20%, War support -20%, Recruitable population factor -10%, Daily Political power gain -0.20 Division Morale -10%

70-80 Stability -30%, War support -30%, Recruitable population factor -20%, Daily Political power gain -0.30 Division Morale -20%

90-99 - Stability - 40%, War support - 40%, Recruitable population factor - 30%, Daily Political power gain -0.40, Division Morale-20%

100 - All the modifiers from 90, count down of 7 days mission timer, if passed Instant capitulation and defeat in the war

Escalation - War starts out at 25 Escalation

0 - White peace in the war, return to starting borders, end the game

1-20% -10% attack and defense +30% defense on core territory, lose access to getting international aid, War support -20

21-40% +20% Defense and attack on core territory, Construction speed plus 10%, production efficiency cap +10%, War support +10 Get access to international military aid decisions.

41-60% +25% Defense and attack on core territory, Construction speed plus 10%, production efficiency cap +15%, Factory Output plus 10%, War support +20
If a member of a superpower faction, can ask a superpower to send volunteers to support.
Additional decisions are available

61-70% - +30% Defense and attack on core territory, Construction speed plus 15%, production efficiency cap +15%, Factory Output plus 15%, War support +25
Option to invade Uruguay for the side whose faction it is not in becomes available, same for Paraguay if neutral. Additional decisions are available

70-80% +35% Defense and attack on core territory, Construction speed plus 15%, production efficiency cap +20%, Factory Output plus 20%, War support +30
Decision Unlocked to pressure Uruguay if in your faction to join the war. Argentina can pressure Viax or Prat Chile to enter the war on their side.

80-90 - +40% Defense and attack on core territory, Construction speed plus 20%, production efficiency cap +25%, Factory Output plus 25%, War support +40
Additional decision - Can call for direct superpower engagement through volunteers, If Allende Chile, clash on border between Chile and Argentina brings Chile into the war on Brazils side.

90-99 - Additional decision - Can use tactical nukes if an option, +50% attack, -20% defence

100: after 14 day count down, if an option military automatically launches nukes, if superpowers have sent volunteers to south american war, escalation leads to ww3, followed shortly by nuclear war

Decisions

Missions

Every 14 days increase exhaustion for both sides by 5%, increase escalation by 3%, but also give 25 PP

If Buenos Aires and Cordoba are taken by Brazil, start a 70 day timer, if it ends then Argentina capitulates

If Brasilia, Sao Paulo or Guanabara are taken by Argentina, start a 70 day timer, if it ends then Brazil capitulates

War Front Decisions

Brazil Only -

Build Defenses in Rio Grande do Sul - Costs 0.1 Billion, Build 5 level 3 forts in this state (502)

Build Defenses in Parana - Costs 0.1 billion, Build 5 level 3 forts in this state 503

Skirmish in Antarctica - Costs 10 Command power, -250 manpower, plus 25 Army Experience

Purge Corrupt Officers: Costs 15 Political power, Decrease Military nepotism heavily, decrease military loyalty by a small amount

Call up Reserves (can be done three times), Costs 20 political power, recruits immediately recruits 5 militia divisions, 2 in Sao Paulo, one in Guanabara, and two in Rio Grande do Norte.

Increase Nuclear development speed - costs 20pp, Increase speed of developing nuclear weapons by 1% every month, Repeatable

If Escalation above 40 and a member of the OFN

Request OFN intervention: Costs 20 Political power, Increases escalation by 40%, reduces exhaustion by 20%, increases world tension by 10%, after 14 days triggers a event with the OFN entering the war, this causes a news event

Escalation above 60%

Decisions available to invade Uruguay, Paraguay, Santa Cruz and Bolivia, if neutral and in Argentina sphere (same available for argentina if they are neutral and in brazil sphere), Costs 30pp, and can invade,

Call Bolivia, Paraguay, Santa Cruz, Chile into the war, Costs 30pp and call them in on your side

Broaden Conscription - Costs 20pp and 25 Command Power, Change conscription law from Broadened Conscription to Extensive conscription, Build 3 Infantry divisions in Sao Paulo

Escalation above 70%

Pressure Aligned Uruguay to enter the war.

Utilize chemical weapons - Add nat spirit, increase escalation by 5%, attack bonus by 15%

Escalation above 90%

Utilize Tactical nuclear weapons, hit other country with nat spirit "Tactical nuclear weapon fallout" reducing defence bonus by -20% and reduce division morale by 15%, trigger supervent and news event. If the other side has nukes, they will retaliate

Foreign Aid - Unlocked by having Escalation above 21

Purchase guns, tanks, APC,, artillery - Same as south african war decisions

Escalation above 40%

Purchase Fighter jets - costs 200 million, Must have a aligned power on their side, purchase 24 jets from this aligned power

Escalation above 80%

Must have a aligned superpower, Ask for Superpower support - increase tensions by 10%, aligned superpowers can send divisions (2 initially)

Super power alignment

Determined by faction membership or observorship, if they have one then that superpower will initially be aligned, if not then neutral

Determines by a scale of 50 - 0 is argentina, brazil is 50. Japan and Germany if neutral start at 20, America starts at 35

If Quadros Brazil then all powers are at 25

For Neutral superpowers

Sway Superpower - Costs 15pp, sways selected superpower by 5 to your side, can only be done for neutral superpowers. repeatable every 21 days

Exhaustion

Propaganda Campaigns - Costs 10 pp, Reduce exhaustion by 5%, repeatable

Control the Press - Costs 30 pp - Can only be done once, Change Press Freedom Law to, increase law effectiveness by 30% increase war support by 10%, reduce exhaustion by 10%

Ban Dissident Parties - Costs 30pp, If law is multi party system, Change political party law to controlled opposition, Increase law effectiveness by 20%, reduce exhaustion by 10%, increase stability by 10%

Fund Surveillance - Costs 0.050 billion, and 15pp, Reduce exhaustion by 5%

Assure the Elite - Costs 0.1 Billion and 20pp, reduce exhaustion by 10%

If Escalation is above 40% - Restrict Anti War Demonstrators - Change Public meetings law to regulated (if already allowed), decrease exhaustion by 10%, costs 200 manpower, costs 30pp. Repeatable.

If Escalation is above 60%

Visit the Front Lines - Costs 15 Command Power, Decrease exhaustion by 10%

If Escalation is above 80%

Ban Public Demonstrations - Change public meetings law to outlawed, costs 50pp, reduce exhaustion by 20%, costs 500 manpower

Escalation

Saber Rattle - Costs 10 pp Increase escalation by 5%

Cool Down - Costs 20pp, Decrease Escalation by 5%

Declare (Neutral Power) Neutrality - For one of the neutral powers not in the game, remove decisions to invite them to the war or invade, decrease escalation by 10%, costs 25 pp, begin a truce with that power for 5 years.

Endings

White Peace/Ceasefire

If at 0 Escalation, war ends with return to starting borders, or the current borders held if a country is capitulated, trigger end slide

Nuclear War

Custom end screen for nuclear war

If Argentina win

Brazil gets Treaty of Asuncion Nation Spirit

War support -30

Attack -30

Defense - 30

Dockyard construction speed -50%

Cannot train, disband or edit unit templates

If Peron is leading Argentina, annex all surrounding nations and form Union of Justicialist Nations

If not default to the minor powers list

Brazil border changes

Cayenne released

Brazil antarctica annexed by Argentina

Mato Grosso do Sul, Parana, Santa Cruz and Rio Grande do sul demilitarized zones

Destroy Brazilian navy

Trigger end slide

If Brazil wins

Argentina gets "Treaty of Montevideo" national spirit

War support -30

Attack -30

Defense - 30

Dockyard construction speed -50%

Cannot train, disband or edit unit templates

Entre Rios, Corrientas, Posadas, Misiones Occidentales, Formosa, and General Jose de San Martin become demilitarised zones

Destroy Argentina navy

Trigger end slide

Minor Powers

All Victors in South American war gain

Victor in the South Atlantic War +20 Stability, +0.20 political power gain

Loser in the South American War: -20 Stability, -0.20 political power gain

Chile

If Chile a Victor

If fighting Argentina, take Tierra del Fuego, take Argentina Antarctica, take and el Calafate and Captain Prat if held by Argentina, Patagonia becomes Demilitarized zone

If Fighting Brazil: Do not take more land, do not pass go

If Chile a Loser

If Chile is fighting Argentina, lose Beagle islands, Antarctica claims, Tierra del Fuego and el Calafate and Captain Prat (if held) to Argentina, Become Argentina puppet with Viaux as leader, join Argentina econ sphere

If fighting Brazil, do not lose land, become military junta, become Brazilian puppet, American economic sphere

If Fighting Bolivia, lose Arica to Bolivia

Bolivia

If Bolivia A Victor

If Bolivia fighting Chile, Gain Arica (HELL YEAH COASTAL ACCESS)

If Bolivia fighting Santa Cruz, annex the fucker

If Bolivia fighting Paraguay, reclaim entire chaco region

If Bolivia a Loser
Becomes puppet of the winning side,
If fighting Argentina, loses Tarija
Loses Vallegrande, Northern Santa Cruz and Beni Oriental to Santa Cruz

Santa Cruz

If Santa Cruz a victor
If Led by Banzer, override other outcomes, Santa Cruz and Bolivia merge, Banzer leader of Bolivia
If fighting Bolivia, annex the states of Vallegrande, Northern Santa Cruz and Beni Oriental to Santa Cruz
If fighting Paraguay, annex East Tarija, and General Moringo

If Santa Cruz a loser
If fighting Bolivia, Annexed by Bolivia, RIP will not be missed

Fighting Paraguay (How?) Annexed by Paraguay, RIP, will not be missed

If Fighting both, Annexed by Bolivia

Paraguay

If Divided
Which ever Paraguay is victorious unifies the nation and becomes Paraguay under their current leader

If Paraguay a victor
If fighting Santa Cruz, annex Santa Cruz

If Paraguay a loser, No major changes unless fighting Santa Cruz or Bolivia, enters winning sides econ sphere and becomes a puppet

Uruguay

If neutral nothing happens
If in the war no borders change
If Brazil wins, puppeted by Brazil and enters econ sphere
If Argentina wins, puppeted by Argentina and Enters Econ Sphere