



The Rabid Bear Exploit

Written by Jinx

Summary

I name this Strategy this way for obvious reasons; Russia is often portrayed as a bear, and this exploit is as if that bear is a rabid wild thing that has no reason doing what its doing.

This exploit is just as dirty as the Jeanne d'Arc Exploit, in fact, it is even more dirty, and I consider this an **Exploit Strategy**; unsportsmanlike and very meta-gamey and should not be played.

It is very similar in its exploitation to Jeanne d'Arc. Utilizing different Faction's strengths and avoiding their weaknesses, to exploit an enemies weaknesses, the rules (without breaking them), and the map.

Rules

According to the rules, you may be able to declare war at any time, even during another player's turn. This is further referred to in **8.1 Declarations of War**. This implies that at any point, even mid-enemy turn (and perhaps even mid-combat), that if a nation meets the conditions and pays the applicable penalty; it can declare war on specific nations.

5.5 The Ability to Declare War: Each nation has different conditions under which it can declare war which are listed on their National Reference Sheet. In some cases, the nation only needs to reach its full Wartime Income level. In other cases there are more conditions to be met. Once you are able to declare war you may do so at any time, even during another player's turn.

Alignment of Neutral Nations

Table 4-4.

Allies	Axis	Comintern
<p>Nations Align with the Allies if the Axis declare war on them.</p> <p>Nations come under Allied Control if they are Attacked by the Axis but the Attacking power is not at war with the Allies.</p>	<p>Nations Align with the Axis if the Allies or USSR declare war on them.</p> <p>Nations come under Axis Control if they are Attacked by the Allies or USSR but the Attacker (Allies or USSR) is not at war with the Axis.</p>	<p>Certain Nations Align to the USSR if any nation declares war on;</p> <p>Mongolia Republican Spain (once they have won the civil war).</p> <p>These two come under USSR Control if they are Attacked by anyone but the USSR is not at war with the attacker.</p>
Assigning Alignment and Control:	Assigning Alignment and Control:	Assigning Alignment and Control
<p>W. Hemisphere (USA) All Others (Commonwealth)</p>	<p>All others (Germany) Siam (Japan)</p>	<p>Assign to USSR</p>

The Rabid Bear Exploit.

It is after January 1939, the Spanish Civil war unfolded historically and the Nationalists won. Perhaps it is 1942, but Operation Barbarossa has begun. The Soviets are struggling to hold back Germany, and perhaps the Japanese are threatening to attack the Soviet Far East. The USSR desperately needs a second front to open up somewhere to oppose Germany. But Fortress Europe is too strong, and the Allies cannot get a foothold in Europe.

But a second front needs to be opened.

The Second Front

The USSR forms a plan with the Allies and waits until the beginning of the Allies turn (anyone).

The USSR declares war on Portugal, the USSR pays no Penalty.

The Portuguese automatically join the Axis.

The Allies invade Portugal and established a foothold in Europe.

If the Americans are at War they shuttle troops from New York to Portugal, one turn movement, the Atlantic Shuttle, back and forth, flooding Europe, or at least Portugal with troops.

Can USSR Declare War on:	Answer:
Any Neutral	Yes (January 1939 or later).
Axis and their aligned minors	Yes (January 1939 or later).
USA, France, Britain or KMT	Yes, but not until USSR reaches full production and Berlin has fallen.
Communist China	No
Vichy France	Yes

Perhaps Portugal is too far behind the Spanish mountains. Then:

The USSR declares war on Spain, the USSR pays no penalty.

The Allies land troops in Spanish Asturia-Valencia or Barcelona, at the doorstep of France. Then Americans flood Leon-Castille with troops, using the Atlantic Shuttle.

The USSR can do this with ANY NEUTRAL NATION

Perhaps the British need a little more money to prepare for that second front:

The Money Grab

The USSR declares war on Ireland.

The Irish automatically join the Axis.

Allies	Axis	Comintern
		Certain Nations <u>Align</u> to the
Allies	Axis	Comintern
Nations <u>Align</u> with the Allies if the Axis declare war on them. Nations come under Allied <u>Control</u> if they are Attacked by the Axis but the Attacking power is not at war with the Allies.	Nations <u>Align</u> with the Axis if the Allies or USSR declare war on them. Nations come under Axis <u>Control</u> if they are Attacked by the Allies or USSR but the Attacker (Allies or USSR) is not at war with the Axis.	Certain Nations <u>Align</u> to the USSR if any nation declares war on; Mongolia Republican Spain (once they have won the civil war). These two come under USSR <u>Control</u> if they are Attacked by anyone but the USSR is not at war with the attacker.
Assigning Alignment and Control:	Assigning Alignment and Control:	Assigning Alignment and Control
W. Hemisphere (USA) All Others (Commonwealth)	All others (Germany) Siam (Japan)	Assign to USSR

The British invade Ireland and easily win.

The British begin collecting an additional 1 IPP.

Or perhaps Iraq, or Iran or Sweden or Turkey. If the British want it, they can ask the Soviets to declare war on it and it becomes Axis. Then the British grab it.

Of course, it is dangerous, because in the end the Soviets may have made the Allies strong enough to keep or collect enough victory points to win the game.

But with that in mind, the Soviets can make almost **ANY Neutral Nation** an Axis Nation, allowing either the Allies or the Commonwealth to scoop them up.

The exception to this is South America. Where it is a little foggy due to the Monroe Doctrine. But even then, the letter of the rules seem to imply that South America too could become Axis controlled.

Summary

Again, this is a Dirty Exploit Strategy. Completely unprofessional and meta-gamey.

Don't play like this.

I hope this will be fixed in the next manual update, but for now, be sportsmenlike.

Cheers Gentlemen!

Jinx