



The Monroe Doctrine Exploit

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Summary

I write this Exploit without digging through the HBG FAQ for answers. I also realize that this is not new to the A&A forums, and that it has already been discussed and realized as an exploit.

I am writing this up, because I wanted a nice-looking document for my files, and so I could get some of the pertinent screenshots together into one page.

I consider this an **Exploit Strategy**; unsportsmanlike and very meta-gamey and should not be played.

Rules

According to the rules; the USA may declare war on major power that:

- Declares War on any Nation in the western hemisphere. North, South, and Central America (Including of the islands present within a sea zone away).

Monroe Doctrine	The USA may declare war on any major power that declares war on/Attacks any zone in the Western Hemisphere. (N. America or S. America – inclusive of Islands.)
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The semantics of “declare war on/attack any zone” is moot; a nation must declare war to attack a zone. Therefore; any attack on the west hemisphere allows the USA to go to war.

Can a Nation go to war without initiating a combat move? Yes.

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.

If you can declare war on another players turn, you must be able to declare war without a combat move.

Is the United States forced to go to war against a Major Nation that breaches the Monroe Doctrine?

It depends on your definition of **“may”**.

The USA may declare war on any major power that

If: **“May”** means **“it is Optional”** and chooses peace.

For the moment, let us assume that it is an option and the USA can choose not to go to war. Well, if the USA chooses not to go to war, then Monroe Exploit is not utilized and the benefits could be exploited using **“The Rabid Bear Exploit”** or the **“Jeanne d’Arc Exploit”**.

If: **“May”** means **“it is Optional”** and chooses war.

If the USA chooses to go to war, can it declare war immediately?

War Status	USA is at peace with all. It may not declare war until it reaches its wartime income of 56.
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I’m not sure, it depends on which statement supersedes the other.

Monroe Doctrine	The USA may declare war on any major power that declares war on/Attacks any zone in the Western Hemisphere. (N. America or S. America – inclusive of Islands.)
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Note; the English language is weird Both of the rules pictured use **“may”**. But I would confidently say that in the first usage **“...It may not declare war...”** It would be easily understood as **“must”** without even needing to say so. Whereas in the second usage **“The USA may declare war...”** I would not be as confident in saying so, and it could be either a **“must”** or an **“optionally may”**.

Let us say: **“USA must go to war immediately and gains wartime income”**

For arguments sake, let us assume that USA must go to war immediately against the aggressor and gains wartime income. I think it is the generally understood interpretation of the rule.

Can there be an Inter-Alliance War?

The USA, without question, is part of the Allies Faction (or Alliance as the rules call it). It is referred to many times as being part of the Allies throughout the rulebook and there is no provision made for the USA if it leaves the Allies. This means that USA cannot go to war against the Allies even if the British attack South America, nor can the British attack South America. If this was a video game it would just glitch out and crash. Basically, its unknown, outside the realms of the rulebook, and unavailable.

The Monroe Exploit

In my judgement, and to avoid glitching out the game, I would say that the only two Factions allowed to breach the Monroe Doctrine is the Axis and the Comintern.

It would make little sense for the Axis to breach the Monroe Doctrine, unless America was close to war and there was an advantage in doing so. Perhaps the Italians or Japanese are ready to drop troops in South America, or perhaps Argentina became Axis and wanted to invade Brazil.

But the Monroe Exploit is with the Soviets.

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

If the Soviets breach the Monroe Doctrine, the USA would go to war against the USSR.

If the USA goes to war, it gains full Wartime Income.

If USA has full Wartime Income, it can go to war against the Axis.

Can USA Declare War on:	Answer:
Any Neutral	The Allies must pay 10 IPP to declare war on a minor. The cost can be shared. The US must reach full production first.
Axis and their aligned minors	Yes. Once USA reaches full production. It can't declare war on an Axis power that has not yet declared war on another nation during the game.
The USSR	The USA may declare war on the USSR under any of the following conditions: A. USSR violates the Monroe Doctrine, B. USSR declares war on Great Britain / France, C. Germany or Japan has surrendered.

USA Peacetime Bonus Income and Joining into the War.

If the Axis forces are careful, there is a good possibility to keep USA out of the war for a long time, this is bad for the Soviets. The British are often preoccupied with holding together the empire, and if a second front is opened in Europe against Germany, it usually is by the USA and all their industrial strength.

PEACETIME BONUS INCOME <i>(Cannot exceed wartime income)</i>	
Japan completes Battleship, Aircraft Carrier or Light Carrier. <i>(Per Ship)</i>	+3
Japan declares war on USSR. <i>(Other than border skirmish)</i>	+D6
Japan declares war on China. (1936 Only)	+5
Japan declares war on any other Neutral.	+2D12
Japan declares war on Great Britain or France.	+5D12
Germany is at War with Britain/France.	+5
Axis Possess London.	+25
Germany declares war on USSR.	+D12
Italy declares war on Great Britain/France.	+5

As such, a delay in USA involvement is an excellent thing for the Axis, and it can be worth going to great lengths to delay their involvement. A way to do that is by avoiding certain peacetime bonus increases.

If Japan avoids completing specific ships.

If Japan avoids declaring war on Neutrals.

If Japan avoids declaring war on the Allies.

The Italian Trick;

If Italy does not declare war on Britain or France.

By the letter of the rules book, if Italy is at peace with the Allies, it can still declare war on most neutrals without the subsequent bonus to the USA. By declaring war on...Greece or Yugoslavia or Saudi Arabia it bypasses it does not go to war on Great Britain or France. It is up to Britain or France if they wish to declare war on Italy in response.

Of course, then the Italian/Allied initiative advantage lies with the Allies, but it does save a +5 income increase from USA.

Japanese Single Focus;

Japan could also focus solely on China or the USSR, saving a +5 or a (average) +3.5 IPP respectively.

Math;

This means that the Peacetime Bonus Increase USA could be limited to:

Japan at war with China +5.

Germany at war with Britain and France +5.

Germany declares war on the USSR +6.5.

Let us call that our Low Case Scenario, our High Case Scenario would be an additional;

Italy declares war on Great Britain/France +5.

Low Case Scenario +16.5, High Case Scenario +21.5.

Please Note:

I never ever, ever, advise that Germany attacks the Netherlands without Japanese permission, and hopefully if Japan is ready to go to war against the Allies and Japan can capture all or most of the Dutch East Indies in the subsequent Japanese turn.

I do not care what historically happened, or that there is no rail between Western Germany and Belgium, and it limits the options for the Fall of France. The Allied Income increase is too big, and it is never worth while whatsoever until the time is right.

The Continuation of Math:

INCOME AND PRODUCTION (Industrial Production Points)				
Scenario	Starting Money	Starting Income Level	Wartime Income (Value of Territories)	Additional Income
1936: At Peace	6	6	63	Starting July 1939 +D12 per turn until reaching wartime income of 63.
1939: At Peace	16	16	63	Bonus income once at War.

So, in July 1939, the Second World War Begins.

Starting Income Level	6
Japan Declares war on China	5
Germany at War with Britain and France	5
USA Rearmament Roll (Average)	6.5
USA Total Income in July 1939 (Average)	22.5

Low Case Scenario

Starting Income Level	6
Japan Declares war on China	5
Germany at War with Britain and France	5
Jul 1939 USA Rearmament Roll (Average)	6.5
Jan 1940 USA Rearmament Roll (Average)	6.5
Jul 1940 USA Rearmament Roll (Average)	6.5
Germany declares war on USSR (Average)	6.5
Jan 1941 USA Rearmament Roll (Average)	6.5
USA Total Income in Jan 1941 (Average)	48.5

High Case Scenario

Starting Income Level	6
Japan Declares war on China	5
Germany at War with Britain and France	5
Italy declares war on Britain and France	5
Jul 1939 USA Rearmament Roll (Average)	6.5
Jan 1940 USA Rearmament Roll (Average)	6.5
Jul 1940 USA Rearmament Roll (Average)	6.5
Germany declares war on USSR (Average)	6.5
Jan 1941 USA Rearmament Roll (Average)	6.5
USA Total Income in Jan 1941 (Average)	53.5

Discrepancy in USA Reference Sheet

I minor discrepancy in regards to the wartime income. It must have been forgotten in the last update.

War Status	USA is at peace with all. It may not declare war until it reaches its wartime income of 56.
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The Actual Wartime Income is 63, the value of the territory.

USA historically joined WW2 in December 7, 1941.

In the Low Case Scenario, USA is still an average of three turns away from its Wartime Income. This means July 1942 would be the average date that USA is at wartime income.

In the High Case Scenario, it is only two turns away from its Wartime Income and could join the War in January 1942.

This is without Japanese completing specific ships, if they did; the law of averages mean that the Japanese would probably be at war in July 1940 or sooner.

Conclusion of Math.

This means that a breach of the Monroe Doctrine could bring the USA into the war much much earlier than history, especially if there is a pressing need to do so.

Additionally, it is not only the added income, but all the compounding income that would be acquired earlier as well.

The Reasons the Soviets would go to war against America.

There are a few circumstances;

Reason 1; Iron Wolf Strategy.

I have played a game as Germany, in which I signed the Molotov-Ribbentrop pact and lulled the Soviets into preparing to invade Finland. But I went straight through Poland and into Russia using my Lightning War and forgetting about France, Paris, and the subsequent Romanian, Hungarian and Bulgarian joining. The Soviets were completely out of position and were immediately in Panic mode.



The Allies were caught off guard, and instead of expecting to lose France, now saw a chance of its survival. But the Allies could only attack me at three points (after Denmark was in Axis hands).

Munich (across a River)

Western Germany (via Sea)

Denmark (via Sea)

These points were easily defensible, and the swath of territory I picked up in Russia compensated for the loss of France.

The loss of Romania-Hungary-Bulgaria was a little harder to stomach, but the fact that Russia had lost so much and I could easily match the Allied forces in the west still gave me the edge I needed to capture Moscow and the Trans-Caucasus.

The Allies needed America in the war RIGHT NOW, to prevent the Soviet fall, and the Soviets could use the Monroe Doctrine Exploit (unrealistic and illogical though it would be) to bring the Americans into the war immediately against the Axis, and also the Soviets.

In my game it didn't happen. USA was still a while away from war, and I finished off the Soviets (or at least turned them into a 10 IPP Nation before the Allies could breach into German Homelands).

At that point the German Industrial Power, bloated by the Soviet IPP, came crashing down on the West, crushed Belgium and opened a second front in the West. It was a unique strategy that ultimately won an Axis Victory.

Reason 2; The Consequences of War

There is almost nothing America can do to USSR, barring loss of lend-lease from the Allies. Who seem to generally be stingy at best. In the Game, the only access points into Russia are;

Through Neutral Nations

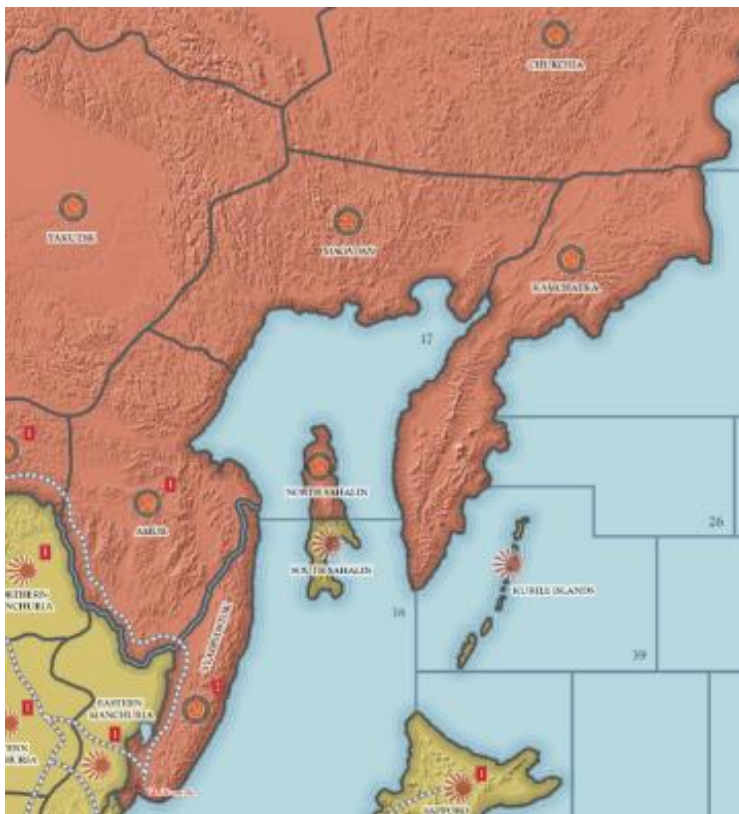
Iran is Allied Friendly, China is Allied Controlled, Afghanistan is an option, Finland would be German controlled. Turkey is another option. But all of them are a mountainous mess.

Through Northern Russia

Any attack into Russia through the North is telegraphed a turn in advance, and though it would be painful, the Allies would still have a closer, possibly more accessible enemy that is closer to the Allied centers of production.

Through Soviet Far East

Despite having a decent amount of IPP and reasonably close to the USA centers of production.



The actual act of invading the Soviet Far East would have to bypass the Japanese center of production. Unless the attack crossed the Bering Strait and moved southwest towards Vladivostok and Novosibirsk.

The Soviet Far East is full of mountains and a royal pain. With some positioning, the USSR could make the Comintern/Allied war in the East a supremely long effort, falling back only gradually and needing to be weeded out of every territory with superior force. The whole time the Allies would need to protect themselves from a possible attack by Axis Japan opening up a second front.

Through Axis Dominated Europe

Lastly, through Axis Dominated Europe, which is essentially what the USSR

would want by breaching the Monroe Doctrine. A Soviet Breach of the Monroe Doctrine would allow America to go to war with both the Comintern as well as the Axis. Even if the USA managed to break through the Axis in Europe, at that point it is very close to the end of the game, and with that comes other things.

Ultimately, it is a balancing act of Victory Points in which there is a calculated risk involved to prevent other Alliances from gaining too many victory points while surviving to win victory points yourself.

Cheers!