

A Turn for the Better in 'CA'

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Certain procedures for ship movement in the game "CA" are unrealistic and should be corrected. The particular rule case in contention is (5.2) Turning. Because of this rule there is little or no reason for having a ship at any speed less than maximum. To move a short distance at maximum speed simply take up the extra movement points by turning in place. At times this can become ridiculous. Consider the following example:

The US S North Carolina (B B-1) is steaming at full speed (6), when it makes a zig-zag maneuver of 60 degrees to port then back on original course. According to rule case 5.2 the battleship can be turned facing one hexside to the left then turned facing one hexside to the right (the original direction) and in so doing expend 6 Movement Points without leaving the hex. Let's analyze what has occurred. Assuming that the ship was centered in the hex to start and it is still in the hex at the end of the maneuver, it traveled no more than 1/2 hex, about 500 yards.

A 57,000 ton ship traveled 500 yards at 30 knots and yet took almost 7 minutes to do it. A massive deceleration/ acceleration must have occurred for this to have happened. This is an extremely unrealistic procedure.

I suggest the following rules revision.

(1) The facing procedure paragraph of section 5 should read:

PROCEDURE:

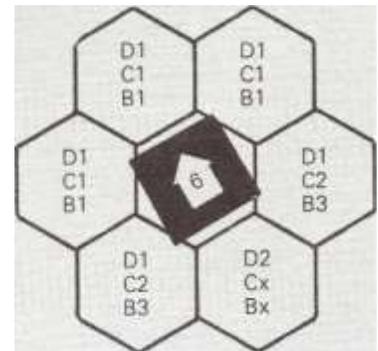
As a ship is moved through the hexagonal grid, the ship may enter any of its three front hexes, at an expenditure of one Movement Point. To enter one of its rear hexes usually requires more Movement Points and in some cases is prohibited. The Movement Point cost per hex entered varies with the type of ship. Ships must always move from the hex that they are in to an adjacent hex until all Movement Points are expended.

(2) The Turning subparagraphs should be replaced with the following:

[5.2] TURNING

[5.21] Ships may not re-orient their facing marker and remain in the same hex. They must always move to an adjacent hex, unless no Movement Points are remaining.

[5.22] The numbers in the diagram indicate the Movement Points expended by ship type in order to move into each adjacent hex. "8" represents heavy type ships (88 and 8C), "C" represents the medium type ships (CA and CU), and the "D" represents light type ships (DO) An "x" indicates that movement into this hex is prohibited.



(3) The "Movement Point Cost to Turn One Hexside" column in paragraph [6.5] should be deleted.