

PREZCON 2013 COLUMBIA CON EAST FRONT TOURNAMENT

TOURNAMENT FORMAT

The actual format used is undefined until the start of Prezcon as will be influenced by the number of players available. A smaller number may enable each player to play multiple games as an alternate to single elimination. Tie breakers will be used to define who plays in a final four or two will be based on the margin of victory in previous games played. .

Pairing will be randomly determined with a bye giving to the previous year's winner, Ron Draker. Players secretly pick sides and if the same side is chosen, they will bid to VP offered for the opponent to play the other side. Auction style bidding; high die determines who bids first. Axis win if the game ends in a tied VP total.

TOURNAMENT GAME.

Due to Prezcon time constraints, play will be based on the East front 1st edition Scenario "SUMMER '43 OPERATION 'CITADEL'; THE Battle of Kursk. Either the 1st edition or 2nd edition game set can be used. For compatibility with the 1st edition force pool scenario card will be used (only three Satellite infantry, each with combat value of 1, no static units.

APPLICABLE RULES

The current East Front 2 Rules will be in force (free download from Columbia Games). Rules 15.0 (Seapower) and 16.0 (Paradrops) optional rules are NOT used.

PBEM RECRUITMENT CENTER:

Wargame Academy initiated a play by email tournament using the Columbia Games Computer East Front in 2012 that faded after one round. Two games were complete, five others never got doing due to compatibility issues with latter version of window, corrupted files of games in progress or fading player interest. . It will be determined if sufficient interest exists to renew this effort.

REFERENCES

1. Columbia Games East Front page http://www.columbiagames.com/cgi-bin/query/cfg/zoom.cfg?product_id=3405
2. Replay article on this scenario is found in the Wargame Academy archives.
3. Smith, Gary E & Emrich, Alan; Moves; December-January 1992; Number 67, p12
4. Lastest edition of East Front Rules; 2nd Edition, version 1.02
<http://www.columbiagames.com/resources/3405/3405EFRules.pdf>