



Wargame Academy EastFront PBEM Tournament Announcement.

Version 120308

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1.0 PBEM Tournament Structure

1. First round assignments will be determined randomly with play to start on April 15, 2012,
2. Each round has a strict time limit of 10 weeks. Given 6 month scenarios are in use, this represents 2 phases, 24 player phases, estimated 3 additional blitz phases, and 12 production phases. This totals approximately 42 email over 10 weeks, or 2 per week for each player. Most turns require 5-15 minutes.
3. This will be a double elimination format. Modifications will be made with byes based on tournament entries.
4. The GM will attempt to accelerate round matches and tournament progress as opportunities present themselves.
5. As no significant AREA ratings are yet established, the round pairings will be determined randomly by the GM. The first name

in a player pairing chooses his preferred side. The second player can either accept this or if they also prefer that side, makes a bid with a minimum of zero or above, in whole or half numbers. This represents the number of Victory Points [VPs] added to his opponents total at game's end, if the opponent agrees to play the opposing side. This continues in auction style until one player accepts the bid. If the final score after the bid is applied results in the tie, the Russian player wins the match.

- a. **EXAMPLE1:** Tom Adams is to play John Nguyen. Tom chooses to play the Germans. John also wishes to play German side, so initially bids 1.5 VPs. Tom counters and the bidding continues until John raised the bid to 5.0 VP. Tom accepts the bid of 5.0 and will play the Russians. The final score of the match is German 83 and Russian 78. Applying the bid to this score results in 83 to 83; Tom wins as Russians as the result was a tie.
 - b. **EXAMPLE2:** Carl Jones is to play Bryan Smith. Carl chooses to play Russian. Bryan wishes to play Germans so the sides are agreed with no bid. The German must win by a net 1 VP as the Russian will win in case of a tie.
6. Round final scores and victory levels will be recorded if a tiebreaking situation occurs for round progression. However early round decisive victories are indicative of the loser's weakness rather than the winner's superiority.
 7. scoring per Round Scenarios:
 - a. Round 1: Winter '42
 - b. Round 2: Summer '43
 - c. Round 3: Winter '43
 - d. Round 4: Summer '42
 - e. Round 5: TBD
 8. All matches will be submitted as AREA matches (Avalon Hill Reliability, Experience, and Ability Scoring System).
 9. This initial tournament is not sanctioned by Boardgamer Players Association (www.boardgamers.com). As such, BPA membership is not required, there will be no plaque awarded by BPA. It is anticipated all future WGA EastFront PBEM tournaments will be BPA sanctioned. A minimum BPA annual

membership of \$10 enabled one to enter all BPA PBEM tournaments initiated in that year. The primary game tournaments conventions held annually in the USA are The World Boardgame Championships (BPA) and Prezcon Winter Nationals (www.prezcon.com).

2.0 Tournament Standards

1. All play will utilize Computer EastFront game version 2.02 with the 207 patch. The patch link is found at the Columbia Games Computer EastFront page. Each player is required to own a purchased copy of the program. It is the player's responsibility to assist keeping Columbia Games in business and discourage stealing software by our associates.
2. Matched players can play PBEM, interactive, or in combination. If proximity allows, players can choose to play Face-to-face, but they assume responsibility for all errors in play which may result.
3. Round time limits will be strictly enforced to maintain the tournament time schedule. Deviations are at the discretion of the GM.
4. Email logs should be kept as it will be left to the GM to arbitrate which or both players are at fault for games not completed with the time window, resulting in one or both players charged with a loss.
5. It is the responsibility of the player to concede any match they are unable to complete for any reason. It is understood real life has priority over a game tournament.

3.0 Rules in Effect:

1. **Computer EastFront {cEF}** rule set is in effect. These are essentially **EastFront 1st edition [EFT]** rule set with the VolgaFront map. The majority of rule changes in **EastFront 2nd edition [EF2]** are not in effect.
2. Optional Rule Paratroops (14.0) is not in effect.
3. Optional Rule SeaPower (15.0) is not in effect with exception of 15.31 Siege Sea Supply. *Engaged ports can only support one unit, at cadre strength. Units defending Sevastopol and Leningrad receive Fortress Supply (10.5) instead of Siege Supply.*

4. Both the Russian Paratroops and Coastal army are treated as infantry with infantry PP step and cadre costs (2/4).
5. Volga Front expanded map is inherent to **cEF**:
 - a. Adds 8 hex rows east of Stalingrad whereas the EFT maps have # additional hex rows east of Stalingrad. [EF2 rotates the hex orientation to match WestFront and has # hex rows east of Stalingrad]
 - b. Adds # hex rows south of XX relative to EFT.
 - c. Adds # of hex rows north of Leningrad
 - d. Adds a # hex rows west of Warsaw.
 - e. The extra Russian PP cities and resources are inherent to the Russian Base production. German Gain and Russian loss is calculated as normal.

4.0 Caution to EastFront 2nd edition {EF2} players

1. **EF2** rule 5.8 exception is not in effect. SHQs are subject to weather disruption regardless of location.
2. The Valdai Hill hex is treated as a mountain hex. (This is modified to hills in **EF2** which adds rules corresponding to hills).
3. Other **EF2** rules changes, not yet identified are not in effect.
4. Activated HQs may move inactive HQs if in command range. (Rumored not to be true in **EF2**).

5.0 Computer EastFront Compatibility.

1. **Windows 95 & Windows 98:** As advertised on the game box.
2. **Windows 98 Second Edition:** Assumed.
3. **Windows ME:** As advertised on the game box.
4. **Windows 2000:** As advertised on the game box.
5. **Windows XP professional, sp2 and sp3:** Verified installation and run a program.
6. **Windows Vista:** TBD
7. **Windows 7:** It has been verified to run, however the files were copied over; not verified it will install directly on Windows 7
8. **Windows 8:** TBD

9. **Macbooks**; Successfully installs and runs on a 2008 Macbook with a Windows XP Professional SP2 partition.
10. **USB**: Verified to run off a USB flash drive [USB devices not compatible with Windows NT]. Likely the recent game .mov and .ef files exist on the USB drive. I have not determined if the .ef file is continuously updated as the game progresses. The .ef file is necessary to continue a game on a different computer.

6.0 Computer EastFront bugs.

Most have been resolved by patch 2.07. The remaining issues will be accepted as part of the Computer EastFront program. The www.east-front.com site currently lists the following items as issues.

1. Satellite Restriction
2. Capture of Bucharest
3. Fortresses
4. Additional Railway Junctions
5. Victory Points in May 1942
6. Turkey
7. Overstacked Hexes
8. Sea-Truck Supply
9. Ventspils

7.0 Advantage of Computer EastFront relative to other remote play tools:

1. CEF manages all bookkeeping chores, enforces of the rules, and provides aspects of limited intelligence. These traits eliminate the corresponding player errors which may occur, unintentional or intentionally, in face-to-face play. As much player activity is shielded from their opponent, is a foible of double blind games in Face-to-Face play.
2. The phasing player activates HQs, moves, and assigns airstrikes and assigns combat. Pursuit fire and combat die rolls are computer determined after a player has sent the turn and before the opposing player manages his turn. The contents of the battle hex are made available during combat. Neither player can alter die roll results by returning to save. Due to this, there is no need for a third party die roller.
3. Caution: Be aware the moving player does not know the results of pursuit fire. The possibility of

weak rearguard being eliminated should be considered in move planning.

4. Both players can review the turn 'movie' and set the display speed. Players can return to save to review the results again as they desire, without the ability to change the result.
5. As die rolls cannot be altered, a player can change and replace a turn as needed [i. e. to erase an unintended fatal error such as a hole in the line] assuming not yet sent to the opponent.
6. A setting exists to turn on/off hex control indicators; display speed, cadre pool, and other useful tools.
7. Players cannot accidentally knock blocks over, which may unintentionally reveal a bluff of a strong line.

8.0 Disclaimer

Participation in future WGA events is at the discretion of WGA. All participants are expected to display appropriate interpersonal skills, ethics, and reliability. Players are responsible for their own actions. Players failing to do so will be excused from future participation in all WGA administrated events on a permanent basis. Entitlement and/or rehabilitation are not recognized concepts. [The original musical tone on the Apple Macintosh computer was technically in violation of an agreement with Apple Records. The musical tone was called 'Sosume'.]