

2024 CASLO Scenario Initial List - 16 Jan 24

Friday 1200-1730 (5½-hours) Dawn of Conflict: Blitzkrieg Unleashed

| Round | # | Scenario | Turns | Boards | Overlays | Rules | Attacker | Defender | ROAR | Time |
|-------|-------|----------------------------------|-------|----------|----------|---------|----------|----------|-------|------|
| 1-1 | SP250 | Dare-Death and the Iron Division | 4½ | 51 | - | F,G,R,V | Japanese | Chinese | 6-4 | 3.0 |
| 1-2 | FrF85 | Junkers Junkyard | 6½ | 14,43,1b | X14 | G,R,V | German | Dutch | 12-6 | 3.9 |
| 1-3 | J161 | Riding to the Rescue | 5½ | 3a,6a,59 | - | R,V | German | British | 33-20 | 3.8 |
| 1-4 | Q22 | French Spirit | 6 | 2a | - | R,V | German | French | 6-3 | 3.8 |
| 1-5 | J223 | Latecomers | 6½ | 32,38 | O4 | G,R,V | Italian | French | 3-4 | 4.3 |

Friday 1800-2330 (5½-hours) Year of Expansion: The Axis Ascendant

| Round | # | Scenario | Turns | Boards | Overlays | Rules | Attacker | Defender | ROAR | Time |
|-------|-------|------------------------|-------|--------|----------|---------|----------|----------|-------|------|
| 2-1 | DB099 | The Gin Drinker's Line | 4½ | 62 | - | R | Japanese | British | 29-24 | 3.5 |
| 2-2 | FT230 | Italian Behemoth | 6½ | 61,69 | B3,B5 | F,G,R,V | British | Italian | 8-13 | 4.1 |
| 2-3 | AP163 | Dingos at Damour | 5½ | 35,58 | X18 | F,G,R,V | British | Vichy | 24-21 | 4.4 |
| 2-4 | Q6 | Per L'Onore Di Roma | 6 | 70 | - | R | Italian | Russian | 32-31 | 3.5 |
| 2-5 | DB074 | Sole Success | 6½ | 17,43 | - | F,P,R,V | Japanese | Filipino | 8-5 | 3.5 |

Saturday 0900-1600 (7-hours) Turning Tides: Struggle for Supremacy

| Round | # | Scenario | Turns | Boards | Overlays | Rules | Attacker | Defender | ROAR | Time |
|-------|-------|----------------------------|-------|--------|----------|-----------|----------|----------|-------|------|
| 3-1 | WO43 | Hell's Headache | 5 | 89 | - | F,G,R,V | Russian | German | 12-26 | 5.2 |
| 3-2 | SP80 | Die Gurkha Die! | 5½ | 35,38 | 1 | G,P,R | Japanese | British | 48-60 | 5.4 |
| 3-3 | RPT77 | Go Tell it to the Mountain | 5½ | 5a | - | F,G,P,R,V | Japanese | American | 10-5 | 4.1 |
| 3-4 | J204 | Raff's Army | 4½ | 26,29 | H4,H5,W1 | D,F,G,R,V | American | Italian | 2-6 | 4.0 |
| 3-5 | DB053 | Hamburg on the Lovat | 6 | 20,23 | - | F,G,R,V | Russian | German | 14-20 | 3.8 |

Saturday 1700-2400 (7-hours) Axis on Retreat: The Allied Surge

| Round | # | Scenario | Turns | Boards | Overlays | Rules | Attacker | Defender | ROAR | Time |
|-------|---------|-----------------------|-------|----------|--------------|---------|-----------|----------|-------|------|
| 4-1 | J239 | Shoot or Shovel | 5½ | 39,62 | O2,OG2,G2,G4 | F,G,P,R | Japanese | USMC | 2-1 | 3.4 |
| 4-2 | ROMA2 | Second Hand News | 5 | 86 | - | R,V | SS-German | Italian | 31-27 | 3.7 |
| 4-3 | BFP-102 | Tolstoy Woods | 6 | 62 | O1 | R,V | Russian | German | 54-65 | 5.1 |
| 4-4 | BFP-97 | Renewed Pressure | 6 | BFP-L,44 | Wd3,Wd4 | F,G,R | Russian | German | 25-35 | 5.3 |
| 4-5 | Buck01 | Welcome to the Jungle | 7½ | 34,36 | OG1 | F,P,R | Japanese | American | 15-10 | 4.5 |

Sunday 0900-1530 (6½-hours) Final Push: Road to Victory

| Round | # | Scenario | Turns | Boards | Overlays | Rules | Attacker | Defender | ROAR | Time |
|-------|-------|------------------|-------|--------|----------|---------|-----------|-----------|-------|------|
| 5-1 | WO37 | The Vital Hours | 5½ | 14a | - | G,R,V | British | SS-German | 20-26 | 3.0 |
| 5-2 | AP135 | Fuller's Folly | 6 | 55,84 | - | F,G,R,V | American | German | 16-17 | 3.5 |
| 5-3 | FrF58 | Order 831 | 5½ | 3a | - | F,G,R,V | Russian | SS-German | 9-12 | 3.0 |
| 5-4 | J240 | Hurricane Biak | 5½ | 35,38 | - | P,R | Japanese | American | 1-0 | 3.3 |
| 5-5 | J242 | Courage of Cowan | 6 | 32 | O5,OW1 | F,R,V | SS-German | American | 1-1 | 4.0 |

Boards: 1b,2a,3a,5a,6a,14,14a,17,20,23,26,29,32,34,35,38,39,43,44,51,55,58,61,62,69,70,84,86,89,BFP-L

Overlays: 1,B3,B5,G2,G4,H4,H5,O1,O2,O4,O5,OG1,OG2,OW1,W1,Wd3,Wd4,X14,X18

Rules: Specific to (D) Desert, (F) Fortifications, (G) Guns, (P) PTO, (R) Unusual Rules, (V) Vehicles

ROAR: Remote Online AREA Rating - Attacker-Defender Win-Loss Record

Time: The average time to play the scenario, this time does not include set up time.

A quick heads-up: your setup time is like a speed date – you've only got **15 minutes** to make your impression! Take any longer, and you might just find yourself flirting with penalties during adjudication, in those nail-biting scenarios that don't reach a conclusion within the allotted time.

