

# Bonaparte Overruns Piedmont 30.0 TURN RECORD TRACK

2/21/23


APR 20

7AM 0700	Lull Day
8AM 0800	
9AM 0900	
10AM 1000	
11AM 1100	
12N 1200	
1PM 1300	
2PM 1400	
3PM 1500	
4PM 1600	
5PM 1700	
6PM 1800	
7-8 PM 1900	
9PM 2100	<ul style="list-style-type: none"> <li>• Disengagement</li> <li>• Recovery</li> <li>• Night March</li> </ul>
Mid-Night 2400	<ul style="list-style-type: none"> <li>• Night March</li> </ul>
Night 3 AM 0300	<ul style="list-style-type: none"> <li>• Night March</li> <li>• March Order Dispatch</li> <li>• Card Segment</li> </ul>

# Piedmont's Last Fight MONDOVI

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Sparks Glencoe, MD 21152 USA

APR 21

7AM 0700	DoB
8AM 0800	
9AM 0900	
10AM 1000	
11AM 1100	
12N 1200	 LAHARPE, 2AG/Joubert, Causse, 1st ( <i>DoB only</i> ) W-6110
1PM 1300	
2PM 1400	
3PM 1500	
4PM 1600	
5PM 1700	
6PM 1800	End Battle, End Campaign

KEY:

**AtB** = Approach to Battle Scenario Start

**DoB** = Day of Battle Scenario Start



**7-8 PM Turn**

- Use Day Sequence (25.71)
- No Command Movement Segment
- Dr\*/Ar\* result leads to Shock
- Movement is by Initiative



French Reinforcements enter on the turn and hex indicated. 20-Apr arrival is for the campaign only. 21-Apr arrivals are for the battle game only.