## PREPARING THE BRIGADE MORNING REPORT

The Brigade Morning Report is the heart of any scenario. It contains almost all the information you need to play a scenario, which is why special care must be taken to fill it out completely and accurately.

Here is an example of a Brigade Morning Report and where each piece of information comes from.

## Scenario Name Here

## Morning Report

Commander	Level	Radius	Modifier	Cohesion				
Α	ВВ		В	В				
Lt.Col. J. Moffet	2	12"	-2	16				

ID	Unit	Weapons/AVs	Special Notes	Stands	Unit Cohesion				1st Volley				
С	D	E	F	G	Н	T	J	J					K
	1st Minnesota	RM - 1.5 / 1 / 0.5		5	16	15							

**A** = (Commander) The name and rank of all Division and Brigade Commanders are listed on a separate line.

## **B** = (Level, Radius, Modifier & Cohesion)

These 4 boxes are found on the "Who Will Follow Me?" chart (Chart 2) in the Combat Table Cards.

**C** = **(ID)** This is the identification mark on the standard bearer to identify the unit.

**D** = (Unit) This box is for the name of the unit.

**E** = (Weapons/AVs) This box contains the weapon the unit is armed with and the AV for Close, Short and Long Range (found in Charts 3 & 4 on page 23). In this example the unit is armed with rifled muskets which have an AV of 1.5 at close range, 1 at short range, and 0.5 at long range.

**F** = (Special Notes) Any special notes on the unit. Starts scenario in disorder, out of ammo, etc.

**G** = (Stands) This is the number of stands that the unit begins the scenario with.

**H** = The unit's cohesion level at the start of the scenario.

I = This is the unit's cohesion after their first step loss. Use the "Steady, Boys!" chart (Chart 7) in the Combat Table Cards to determine the cohesion. A 5-stand unit after its first step loss loses 1 cohesion, so record a "15" here.

**J** = This is the unit's cohesion after it's second step loss. Again, refer to "Steady, Boys!" (Chart 7). A 5-stand unit after its second step loss subtracts 2 from its original cohesion of 16. Record a "14" here. Continue filling in the unit's cohesion at each step loss until you reach a cohesion of 4.

**K** = (1st Volley) This box is left blank and checked when a unit fires its first volley.



A typical brigade formation: two Federal battalions in line abreast, supported by two more in attack columns.