

# REBEL TIDE

*The American Civil War, 1861-1865*

*Official Clarifications as of 30 June 2026*

## **Rulebook**

**[7.5]** (clarification) – The restriction against moving into an area that was attacked applies to ALL units other than the attacking units (which need to advance after combat in order to achieve this) during the same card play.

**[11.5]** (clarification) – You may increase only one area when increasing via Resource Points, but may use multiple points to do so, up to your available number and up to the stacking limit. However, if you have, for example, two RPs and wish to increase two different areas by a point each, that would require two different uses (two card play equivalent actions.)

**[13.1]** (clarification) – The five required losses for a Major Victory must be units removed from the map (and/or a destroyed fort). Unfulfilled losses in an overwhelming victory do not qualify.

**Cards** (clarification) – Card #2, #5 (Union: Emancipation Proclamation, Gettysburg Address) only one Major Victory is required to activate both cards for a double shift on the Political track (you do not need a win per card). This Major Victory can occur at any time before cards #2 and #5 are played (and does not need to be immediately prior.)

**Counters** (clarification) – There are three “?” leaders for both sides. The original intent was for their use in the extremely unlikely event that all named leaders had been killed or sacked. However, if players wish to implement some fog of war, they can place them when initially placing leaders (except for Lee and Meade) and then, upon their first use in combat, reveal the actual leader by picking him from the cup at that time.