

REBEL TIDE

The American Civil War, 1861-1865

Official Clarifications as of 7 Aug 2026

Rulebook

[5.0] (clarification) – It does not cost a movement action to replace Meade with Grant. This can be done anytime in 1863 or later. If Grant is already on the map, “backfill” him with a leader from the cup placed in his current location as he moves to Meade’s location and remove Meade from the game. If Grant is in the cup, take him directly from the cup.

[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.

[9.0] (addition) – You may attack an empty area with an ATTACK option and move in with no leadership check required. As ATTACKS are less numerous than MOVEMENT activations (and an ATTACK only would advance one area) this is normally wasteful, but you may have a situation where it makes sense.

[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.

[16.0] (correction) – the final sentence of the Kentucky section should read “move the track marker one box to the left,” not to the right.

[19.0] (correction) – Example of Play, top of page 17. The USA player actually is rolling on the “6” column and not the “5” column as Washington still has a fort, which gives him a point.

Cards

Cards #2, #5 (clarification)– (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.)

Cards #6, #21 (addition) – (CSA: Union Draft Riots, John Wilkes Booth.) The moved point of either INF or CAV must be in supply and from an area closest to New York or Washington, respectively. If there are multiple equidistant units, it is the Union Player’s choice.

Card #24 (correction) – (Union: Appomattox) – the word “Cost” is missing in the bottom right.

Cards - General (clarification) – Despite 1865 Cards having a cost, they never get rebought as the game ends.

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.