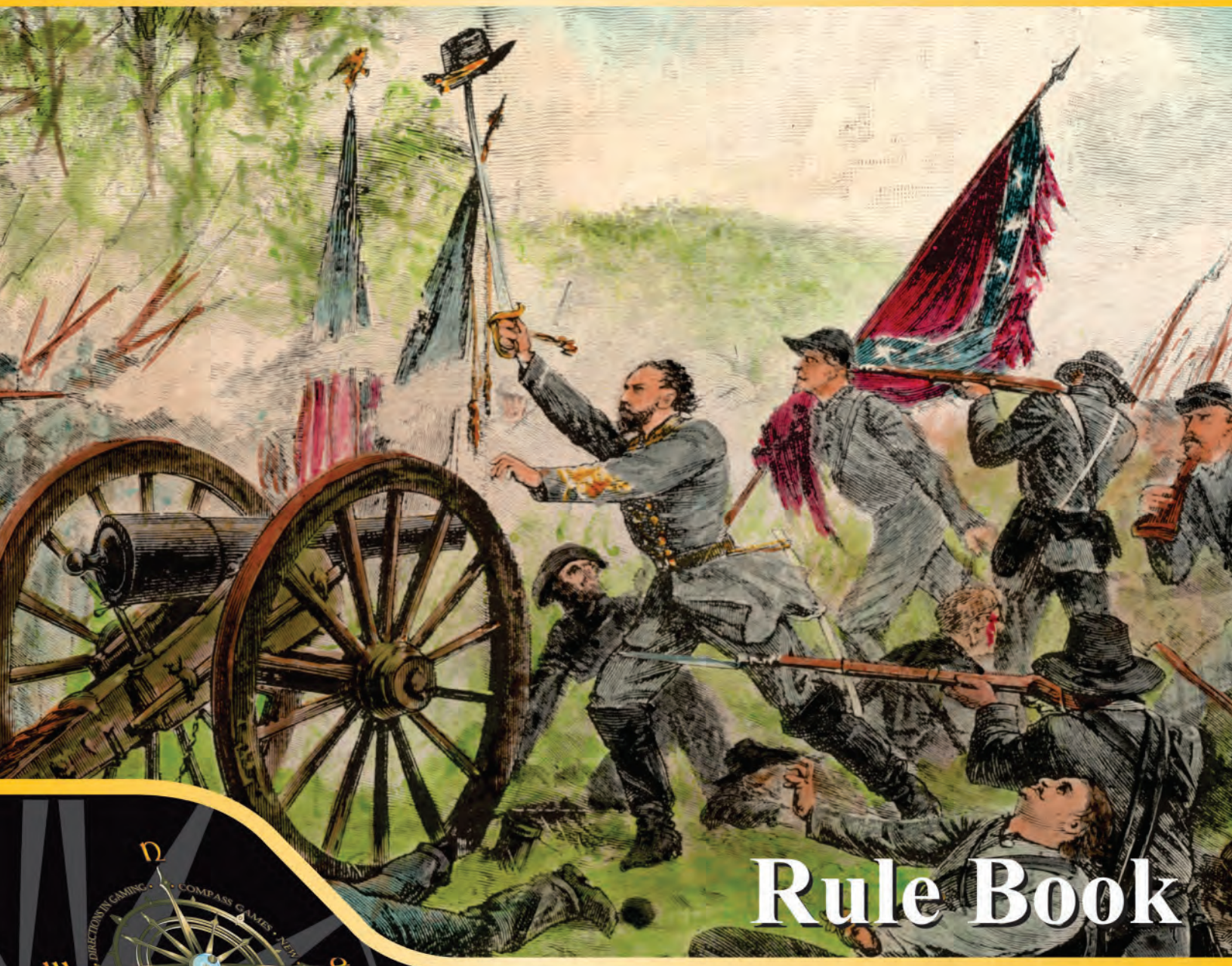
REBEL TIDE

The U.S. Civil War, 1861-1865



Rule Book

Compass Games

New Directions in Gaming



TABLE OF CONTENTS

1.0 Description....2
2.0 Victory Conditions....2
3.0 Game Components....2
4.0 Setting up the Game....4
5.0 Unit Abilities....4
6.0 Sequence of Play....5
7.0 Movement....7
8.0 Combat....9
9.0 Advance & Retreat After Combat....10
10.0 Placing Units....11
11.0 Resource Points & Replacing Units....12
12.0 Supply and Control....13
13.0 The Political Track....13
14.0 Use of "Discard this Card" Cards....14
15.0 Gunboat Operations....14
16.0 Neutral States Entry into War....14
17.0 Country Surrender....15
18.0 The Solitaire Play Bot....15
19.0 Example of Play – The First Year....15
20.0 Optional Rules....17
Designer's Notes....18

Game Design: Gregory M. Smith.
Playtesters: Don Levick, Evan Brooks, Michael Vitale, and Paul Koenig. Special thanks for additional testing by James Terry and John Butterfield.
Rules Editing/Proofing: Brittani-Pearl Eaton-Koch.
Art: Bruce Yearian

copyright ©2023, Compass Games, LLC

1.0 DESCRIPTION

Rebel Tide is a two-player game that simulates the war between the United States of America and the Confederate States of America on a strategic scale. The game is five turns long, with each turn lasting one year (less for 1861 and 1865). Certain aspects of the war have been abstracted in order to keep the game quick and playable in an evening, but the major events of the Civil War are represented.

2.0 VICTORY CONDITIONS

The Confederate player (CSA) player wins a decisive victory at the end of the turn in which he controls all four Major USA reinforcement areas (Chicago IL, Indianapolis IN, Columbus OH, and Baltimore, MD) OR if he controls four of his own (Jackson MS, Montgomery AL, Charleston SC, and Richmond, VA) at the end of the game. The Union player (USA) wins a decisive victory at the end of the turn in which he controls all four CSA reinforcement areas. Otherwise, it is a marginal victory for the CSA if they control 2 of their own reinforcement areas at game's end, and a marginal victory for the USA if they control 3 of the CSA's reinforcement areas at game's end.

The Confederate Player can also win an immediate decisive victory in 1861 to 1863 if the Political Track reaches +5. See 17.0 for additional victory conditions related to country surrender.

3.0 GAME COMPONENTS

The Game consists of the following:

- One 22" x 34" mounted map
- One countersheet of 9/16" counters
- Twenty-four Confederate Cards
- Twenty-four Union Cards
- Five Year Cards
- Two Player Aid Cards
- One Solitaire Bot Card
- One Rules Booklet
- Two six-sided Dice

If any parts are damaged or missing please contact:

Compass Games, LLC
PO Box 271
Cromwell, CT 06416
Phone: (860) 301-0477
E-mail: support@compassgames.com

Online game support is available. Visit us on the web: https://www.compassgames.com. You can also use the URL or QR code to reach Compass Games online:

https://linktr.ee/compassgames

One deck of 53 cards. There are three types of cards. These are Year, Confederate States cards, and United States cards.

3.1 Game Counters (Markers)

Two counter sheets are included with 234 counters total. There are four types of units and several types of markers:

INF units: These represent all types of ground combat troops. They range in strength from one to five points.



Example of five Union INF points, not entrenched.

ART units: These represent groups of artillery batteries.



Example of Artillery units.

CAV units: These represent mounted forces. Union Cav has a maximum strength of "1" while Confederate Cav has a maximum strength of "2".



Example of a Cavalry unit.

Entrenchment: This is not a marker but is a status shown by flipping an infantry or cavalry unit over to the "entrenched" side. Units start this way by scenario setup or are allowed to do so by card play. This status serves to reduce the attack value of any incoming attack by one.



Example of two CSA INF points flipped to the entrenched side.

Units may split up and combine as long as they are the same type. For example, you could take a 3 point INF and, with

copyright ©2023, Compass Games, LLC

one movement action, split it into 3 x one point INF and move them to three different adjoining areas. This has no impact on game play. Think of them as money . . . there's no difference between a nickel and five pennies. The various sizes are included so that players may reduce strengths of larger units due to combat losses, or split them up during movement. What matters is that the correct numbers are left on the map after movement and combat. Below are counter examples:



USA 2 INF Unit | CSA 1 INF Unit | Leader with 4 Command Rating | USA Naval Unit

Control marker: These markers are placed to indicate control of an area. Both sides start with control of all areas inside of the states that are part of their side. The markers should be placed on areas that have switched control to the opposing power. If an area is subsequently "liberated", simply remove the other side's control marker.



Union and Confederate control markers.

Movement/Attack activation marker: These are included to assist players in keeping track of which areas have been activated for movement or designated for an attack. Their use is optional.



Destroyed Fort marker: These markers indicate if a fort has been destroyed.



Resources marker: Each nationality has a resources marker for use on the Resource track, which indicates the number of Resource Points it currently has. The flip side of the marker indicates that the yearly attack option has been used. Resource Points have multiple uses.



Example of the Confederate Resource Marker.

Next Year Build Point Modifier markers: These markers (ranging from +1 to -2) indicate the effects of card play on next year's build point totals.



Other game counters



3.2 Glossary of Game Terms

National abbreviations in use by the game are:

CSA: Confederate States of America

USA: United States of America

The terms "Rebel" or "Confederate" also refer to the CSA, the term "Union" also refers to the USA.

BUILD POINT: this is a point used to rebuy cards from the discard pile. One per year can be converted into a Resource Point if desired.

RESOURCE POINT: each player has a small pool of Resource Points, which are used to perform a variety of actions, such as a movement action, an attack, or building or reinforcing a unit. They are extremely flexible and are used in lieu of a card play.

POLITICAL WILL: the political track is an abstract representation of the willingness of European powers to become involved, should the CSA be successful enough, or the willingness of Europe to completely ignore the CSA if the USA is successful enough. It is influenced by card play and victories on the battlefield.

RIVER AREA: an area on the map that has at least one blue movement connection (the river) connected to it.

MAJOR REINFORCEMENT AREA: an area with a decent level of manufacturing which allows the placement of up to two strength points from cards or by Resource Point expenditure. They may be ART, INF, or CAV (noted by two gold stars).

MINOR REINFORCEMENT AREA: a reinforcement area that only allows the placement of one strength point, which must be either INF or CAV (noted by one gold star).

copyright ©2023, Compass Games, LLC

4.0 SETTING UP THE GAME

To set up the game, do the following:

If desired, determine who will play the Confederate States. Simply mutually agree or roll dice.

1. **Locate the five Current Year cards.** Stack these in year order so that the 1861 card is face up.
2. **Locate the 24 Confederate cards.** Take all the cards that say 1861 and put them in the CSA player's hand. Put the rest of the cards to the side (more conveniently, in piles by year).
3. **Locate the 24 Union cards.** Take all the cards that say 1861 and put them in the Union player's hand. Put the rest of the cards to the side (more conveniently, in piles by year).
4. **Set up the Leader Cups.** Place all USA leaders in a cup with the exception of Meade. Place all CSA leaders in a different cup with the exception of Lee. Those two leaders are placed via cards; all other leaders enter play by random draw as required. Leaders are placed on an area with at least one friendly unit.
5. **Adjust the Resource track for the year.** In 1861, this is two resource points for each player.

4.1 Game Force Set up

Set up each player's forces as follows:

4.11 CSA Set up:

Area	Number of Units
Pea Ridge	1 INF
Memphis	1 INF, 1 ART
Pensacola	1 INF
Columbus, KY	1 INF
Charleston, SC	1 INF, 1 ART
Manassas	2 INF
Shenandoah Valley	2 INF
New Orleans	1 INF
Nashville	1 INF
Norfolk	1 INF
Richmond	1 INF

4.12 USA Set up:

Area	Number of Units
Jefferson City, MO	1 INF
St. Louis	1 INF
Cairo	1 INF
Evansville	1 INF
Cincinnati	1 INF
Hagerstown	2 INF
Baltimore	2 INF
Washington, DC	3 INF (entrenched)

4.13 Leader Set up:

Draw leaders randomly (in 1861, this is one USA and two CSA leaders) and place them in any area with at least one friendly unit. The Union player draws and places his starting leader first; then the Confederate player draws and places his starting leaders. The leader number on the year card is the maximum number of leaders that can be in play per side in that year. Notice that Lee and Meade do not count against these limits.

5.0 UNIT ABILITIES

Differing units have different game abilities. These are listed below.

1. **INF.** Infantry have no special abilities, but should be considered the backbone of your forces. They move 1 area when activated (or two if both areas moved are along a river or controlled rail). They may entrench.
2. **CAV.** Cavalry units may move two areas when activated and have the ability to raid and entrench.
3. **ART.** Artillery has the disadvantage of being forced to retreat if alone in an area and an enemy INF or CAV moves there, but has the advantage of being part of a combined arms bonus. They may move two areas when activated.
4. **NAVAL.** (NAVAL units, ie, gunboats) NAVAL units may move two areas, but only from river area to another river area. They can never move or attack "inland." When involved in a combat, they are lost first when taking losses. The do not stop enemy movement and must retreat or be destroyed if alone in an area, with the exception that they do block the movement of enemy NAVAL points if those are alone. It is possible for 1 NAVAL point to fight another.
5. **Leaders.** Leaders provide guidance and direction to your forces, which translates into certain game benefits.



Each year card specifies how many leaders you may have (not counting Lee and Meade). If you have less than the

copyright ©2023, Compass Games, LLC

current amount allowed, you may place new leaders on any friendly unit before the first card play of the year, in player turn order. (First player of the year places new leaders, if any, first).

If you have a leader in an area and are attacking or defending, your side receives 1 shift to the right if there is no enemy leader present or if your leader is two or more points higher rated than the opposing leader. If both sides have leaders (and the differential is not two or higher) this effect is cancelled out (both sides do not get a +1 in this case – the effect just doesn't happen).

If you desire to advance after combat, you must pass a 1d6 check equal to or less than that leader's command rating. If no leader is present, this is rolled against a nominal rating of "2."

Finally, after combat, make a 2d6 casualty check - if you won the battle (or had equal losses) and roll an 11 your leader is wounded (replaced after the battle then thrown back in the draw cup.) If you roll a 12, your leader is killed and removed from the game, and replaced after the battle. If you lost the battle, your leader is wounded on a 3 or 11 and killed on a 2 or 12. Notice that if you had a leader casualty, any advances you may desire to make are rolled against the nominal rating of "2," not the previous leader or incoming leader's rating. Both sides check for leader casualties after a battle for all leaders present, if any.

If Meade or Lee are KIA, they are not replaced like other leaders. However, if wounded, they are not placed in the leader cup but return on the start of the next year during card rebuy.

Note: At any time in 1863, the Union Player may replace Meade with Grant if Grant is not already in play. If already in play, he may assume Meade's role and special ability, and replace him. Grant's Leader counter has two different sides. Always use the one corresponding to the current year (61-62 or 1863+).

Leaders may also be "sacked" (removed from command) during a player's turn by the use of a MOVEMENT action. Draw a random replacement then remove the old leader from the game (he does not go back in the cup). Place the new leader in the old leader's area. You may only do this once per card play (even if the card has two movement actions on it).

Note: Leaders range in value from "2" to "5", so it may be worth spending the movement action to get a new leader, with the understanding you might replace a "2" with another "2".

Leaders left alone after a battle (due to losses) may automatically retreat one or two areas. If you move into an area with a Leader that is alone, he may also retreat one or two areas. If unable to retreat, they are captured and removed from the game. (However, Union leaders alone in a port may evacuate by sea to a different friendly port).

When activated for movement, leaders travel up to 2 areas. However, once per year they may travel any number of connected, controlled areas as an additional action at the end of a card play. This does not require a movement action. Move the "Leader Redeploy" marker to the "Used" box to show this.

Note: It was pointed out during testing that sometimes leaders moved great distances (and could do so, with a small, horse-mounted HQ) in a short amount of time. However, without any restrictions, players could fight with a leader in the east, move him all the way west, fight a battle there the next card play, then move him back east, etc. etc. Hence the once per year restriction on a long move is to prevent such a gamey tactic.

6.0 SEQUENCE OF PLAY

The game is played as follows:

1. **Year Start.** Get current year's cards for free, set Resource Track, place Leaders.
2. **Build Phase** (except 1861). Rebuy cards from the discard pile. Put one build point into Resources if desired. Shuffle and split hand in half. Choose larger stack or random stack if even.
3. **Card Play Phase.** First Player for the year plays a card. Alternate card play until both sides are out of cards and resources or both pass without taking an action.
4. **Year End.** Pick up cards placed on the table if desired. Check for possible Automatic Victory.

6.1 Year Start

First, display the next Year card or the 1861 card if starting the game (e.g., if 1861 just ended, the next Year would be 1862). Players receive all of their side's action cards (Confederate States & United States) that are marked as available in the new current year, as noted by the banner at the top of the card (see diagram, 6.3). Read the year card. The card will show any special rules for the year. It will also specify who plays first.

Zero out the resource track, then adjust the resource track markers for both sides with the listed Resource Points for that year. Previously unspent resources do not carry over to the new year.

Note: There are no build points in 1861 and there is no purchase phase. Players simply start with all of the 1861 cards and two Resource Points each, as listed on the Year Card.

Place any new leaders if available from the Year Card. The First player for the year draws and places any new leaders first, then the second player. In 1861 the First Player is the CSA as listed on the year card.

copyright ©2023, Compass Games, LLC



6.2 Build Phase (Card Purchase)

Each player receives Build Points. This number varies per year per player, and may have been modified by card play in the previous year. Build Points are used to buy cards from the discard pile. Players now simultaneously and secretly purchase cards.

The cards available for purchase are all previously discarded cards. Several cards are marked with an star where the rebuy cost normally is. This indicates they cannot be repurchased. Remove them from play after use. The players may buy all the cards they can afford. Build points do not accumulate from year to year. Those which are not spent are lost. There is no hand size limit. Note that all cards with a rebuy cost of 0 are free to repurchase, but it is still up to the player whether to rebuy them or not.

Note also that one or both players may have cards left over from the previous turn. These become part of the new year's hand, and do not have to be purchased again. Un-purchased cards are kept in the discard pile. Discard piles may not be inspected by the opposing player and should be kept face down.

ONE Build Point per side may be used to give their side a single extra Resource Point for the upcoming year, rather than spending it on rebuying cards. Doing this is optional.

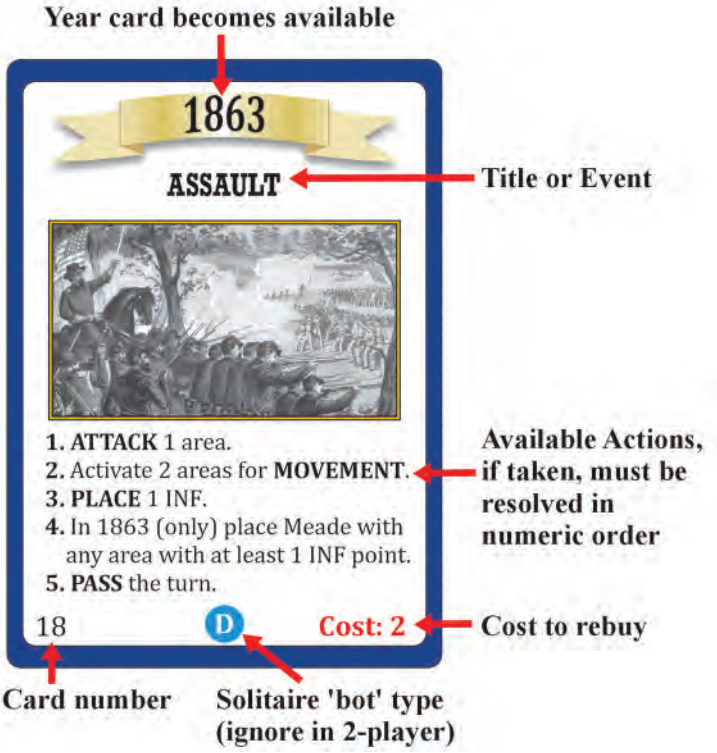
Once players have purchased cards, they should shuffle their hand without looking at them, and divide the cards into two stacks, face down. The larger stack goes into their hand (if there is an uneven number of cards) and if equal size, one stack is chosen at random. When down to one card remaining in their hand each year, players may pick up the unchosen stack of cards and add it to their hand.

IMPORTANT NOTE: *The splitting of available cards into two stacks occurs in every year except 1861.*

Finally, the year starts, with the first card played by the player as specified by the year (the Confederacy is the first player through 1862; the Union is the first player in 1863-65.) Repeat until 1865 ends.

6.3 Card Play Phase

When a player plays a card, he performs all the actions on the card in the order specified on the card. The card will specify who plays the next card. Usually, it will be the other player, but certain cards allow for a player to play another card immediately or pass card play if he desires.



The phrase "Pass the turn" on a card means he is passing card play to his opponent, NOT that he is done for the year. That only occurs when both players pass the turn without having played a card or having taken a Resource Point action.

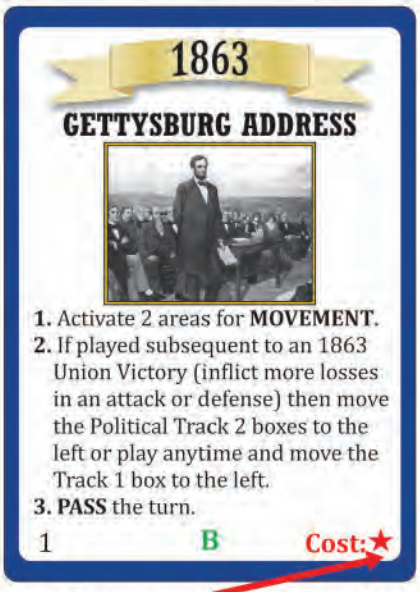
Instead of playing a card, the player whose turn it is next may pass. If both players pass without playing a card or taking a Resource Point action, then the year ends. If a player has no cards and no usable Resource Points they must pass.

Some cards have a "do this OR that" – option. To play these cards, perform all actions on the card, in order, with the exception that only one of the two actions is performed, not both.

Whenever a card is played it goes into that player's discard area. (**Exception:** Cards with the text "Discard this card" on them, to achieve an effect, are placed on the table

copyright ©2023, Compass Games, LLC

until used.) Some cards have a **star** meaning that they are removed from the game after being played.



Card is removed from game after it has been played

A player is not required to perform all the actions listed on a card, although it is usually to his advantage to do so. For example, a player may play a card that says he can attack two areas, but if he has only one attack he wishes to do, he can perform that single attack or do no attacks at all if he desires. It is only required that whatever actions are performed, are performed in the order on the card, from top to bottom.

6.4 Year End

Once both players have passed without a card play or resource used, the year ends. Players may choose to pick up cards that were placed on the table. If picked up, no game effects are resolved, but the cards will be available for purchase in the next year's Build Phase.

Game Note: Why do this? These cards cost zero, so you can rebuy them for free. Not only do they have movement actions, but they potentially can give you more cards than your opponent, and running your opponent out of cards is a strong tactic. The downside is you lose the ability to immediately use the card's ability at the start of the next year. Consider both options.

Check for possible Automatic Victory for either side by the capture of all four of the opposing side's Major Reinforcement locations in any year. In the 1865 Year End, check for victory conditions and adjudicate victory, (see 2.0). Check for control of all Mississippi River areas (12.0). The final step is checking for Out of Supply units that surrender.

6.5 Special rules for 1861

The Confederate player is the first player per the year card, and starts the game by playing the "Fort Sumter" card. This does not affect the units there, unless the CSA player wishes to use the movement action to move them. After that, there are no restrictions on card play, unless stated on the cards themselves.

Starting in 1861, the Breastworks card (and the ability to entrench by using a MOVEMENT action) may be used to entrench other areas. The first entrenchment dug by a player does not have to be from the breastworks card; he may simply use a MOVEMENT action per the entrenchment rules. A Resource Point may also be used to entrench an area (technically it is expended as a Movement action, which is then used to entrench).

7.0 MOVEMENT

7.1 General

When a card directs the player to activate an area for MOVEMENT, the player chooses one map area. All units in that map area may then move, either all to the same location or to different locations. CAV, ART, Naval, and Leaders may move within a two-area range. (Exception: Confederate card #17, "Foot Cavalry").When areas are activated for movement, all moves must be completed before conducting any other actions allowed by the card in play.

7.2 Entrenchment

Players may spend a movement activation to entrench INF or CAV units in a friendly-controlled area, or, alternately, use the Breastworks card. If they also wish to move some units from that area to somewhere else, they must use a second movement activation. To entrench, simply flip the unit or units over to the entrenched side.

INF or CAV units that move into an area with an INF or CAV that is already entrenched also gain entrenched status. Units that move out of an entrenched area lose the status (unless moving to another entrenched area.)

Entrenchments serve to reduce an attacker's strength, giving them one column shift to the left for their attack chart roll. In ***Rebel Tide***, they do not cancel retreats or reduce losses (except indirectly by lowering the enemy's attack column), they simply reduce the attacker's column by one on the Attack Table. Attacks cannot be shifted lower than the 0-1 column.

Artillery alone in an area cannot entrench, but Cavalry units can. Artillery does not entrench per se, but if in an area with entrenched units, the area still receives the benefit of shifting the attack a column left.

copyright ©2023, Compass Games, LLC

7.3 Sea Movement

Sea movement is only possible for the Union player. It occurs by default when the Union Player uses the Farragut card, which essentially is an amphibious invasion. The Union player may also sea move one INF, CAV, or ART point by using a Movement action to do so. So, for example, if the invasion of New Orleans or Mobile is successful, it can be reinforced with 1 INF, CAV, or ART point per movement action in following card plays. This point must start in a friendly port (typically, Baltimore or New York) and travel to a friendly port (typically New Orleans or Mobile, but possibly another port if one has been captured by land). Numerous points may be transported, the limiting factor being Movement actions and units sitting on friendly ports. However, only 1 movement action per card may be used for Sea Movement (even if the card has two movement actions on it).

7.4 River and Rail Movement

The movement of forces by waterways was an important tool in the Civil War. Accordingly, INF units may move two areas (instead of just one) if all movement is via river areas (areas connected by blue lines). Notice that CAV and ART can already move 2 areas with a move action, so this gives them no extra benefit.

Rail serves the same purpose as waterways, in that INF may move two areas instead of one if all movement is done via rail connected areas.

You also gain the benefit if one area is connected by a river, and the other by rail (or vice versa).

For a rail bonus to occur, both ends of the rail travelled must start in friendly control.

The definition of "river area" is an area that has a river connection – there must be a blue river connection on one or more exits from that area to qualify. More simply explained, the area has to be on a river. NAVAL units (gunboats) units are restricted to such areas.

7.5 Movement Mechanics

INF can move to an adjacent area that is not occupied by enemy INF/CAV units. They can move into an area with an undestroyed fort, but must stop upon entering such an area. CAV and ART units may move up to two areas, with the same restrictions.

Any unit entering a mountain area must stop movement at that point.

If INF or CAV moves into an area that contains only enemy ART, the enemy artillery unit is considered captured on a 1d6 roll of 1-2 and destroyed on a 3-6. Movement for the friendly unit stops at that point. If captured, simply replace it with a friendly artillery point. If already at the artillery stacking limit, the point is destroyed and no die roll is required.

No unit may move and perform any other activity with the same card play. Specifically, this prohibits a unit from using an ATTACK option and then using a MOVEMENT option that occurs later on a card. It also prevents a unit from moving, then entrenching (although you may gain entrenched status from joining an already entrenched unit, you may not activate an empty area, move to it, then entrench.)

The exception to this rule is "Foot Cavalry" which allows a unit to move then attack. Note that new units placed as part of a card action may take part in an option that occurs later on that card.

Important: Units not involved in an attack may move into an area that launched an attack earlier in the same card play, but may not move through such an area and enter the area that was the target of any attack. This would prevent, for example, a defender becoming eliminated, then a fresh unit further back advancing into or through the defending area.

Historical note: *Civil War battles tended to be affairs where a side would "telegraph their punches" to a degree, due to the relatively slow movement of troops and equipment at the time. As such, the game cards normally have ATTACK options occurring first, then movement. To allow a unit to attack, then move through a newly created hole in the line would equate to Blitzkrieg 80 years early. Additionally, attacking tends to be very disruptive, even when victorious, and hence an ATTACK then MOVEMENT for the same units in a single card play is not permitted.*

7.6 Stacking

Only one INF counter (of differing size) is normally allowed in each area. Only one artillery unit (of differing size) is allowed in each area. Only one CAV unit (of differing size) is allowed in an area. The INF, CAV or ART size limit in an area is based on the largest standard INF or CAV or ART unit available for that side. For the Confederates it is five, two and one, for the Union States it is five, one and two, respectively.

For example, the largest Confederate stack (without Gunboats) would be eight strength: 5 INF, 2 CAV, and 1 ART. The largest Union stack would also be eight: 5 INF, 1 CAV, and 2 ART.

The exceptions to the stacking limit restrictions are as follows:

A. One Naval point (Gunboat) may stack with any unit or units of any strength in a river area.

copyright ©2023, Compass Games, LLC

B. Leaders stack for free and multiple leaders may be in the same area. However, only the higher value leader is used in that area.

7.7 Terrain Effects on Movement

Movement must cease upon entering an undestroyed enemy fort or upon entering a mountain area. Ports have no effect other than they are required for sea movement.

7.8 Terrain Effects on Combat

Undestroyed forts count as one strength point in defense in the Main Combat Phase, but only if occupied by at least one strength point of infantry, cavalry or artillery. When defenders are in a mountain area, attackers receive one shift to the left.

7.9 Additional Movement Effects and Limitations

Cavalry, artillery, and leader units may move up to two areas, assuming the first area is not an undestroyed enemy fort, a mountain area, or an enemy artillery unit.

Cavalry may move through an area, even when occupied by enemy forces, into an empty or friendly-occupied area beyond that, if the enemy forces they are attempting to pass through contain no enemy cavalry. Therefore, the presence of enemy cavalry units prevents such a move.

Gunboats may also move up to two areas, but these both must be river areas.

A MOVEMENT action can be used to "sack" a leader in order to replace him with a random draw from that side's leader cup. This may only happen once per card play. After a new leader is drawn from the cup, he goes on the map in the old leader's location and the old leader is removed from play (he is not placed back into the draw cup).

You may "pick up" units during movement and add them to the moving force, as long as this does not violate stacking limits.

You may NOT "daisy chain" movement, meaning, if you have two move actions on a card, both areas are activated for movement, then you move units. You cannot activate a stack, move it, then activate the new location in order to move them again.

7.10 Cavalry Raiding

Both sides have a "Cavalry Raid" card which represents notional cavalry forces disrupting the other side's Resource or Build Points. However, Cavalry units themselves may also raid, by the use of a MOVEMENT action bringing them into an enemy controlled area of a state initially belonging to the enemy. The Cavalry unit may only move one area, and instead of moving a second area, it conducts a raid in the area it occupies. Roll 1d6 versus the cavalry unit's strength. If the number rolled is equal to or less than the unit's strength, the opposing side loses a Resource Point. You may only raid a given area once per year (track with the Area Raided markers). Notice this only works on a "1" for the Union, and at best, a "1-2" for the Confederates.

8.0 COMBAT

ATTACK 1 area means to attack one enemy area with any or all units from one adjacent area.

This is different from most games, which allow for battles involving multiple areas or hexagons against a single location. Mainly due to the scale, each battle in Rebel Tide is one area versus one area.

Main Combat Phase. After any losses created by card play (some cards inflict losses before the Main Combat Phase) each side rolls on the attack chart column equal to its adjusted strength. If defending in an undestroyed fort area, the defender gets one strength point for the fort. Combat is simultaneous – both sides roll on the Combat Results Table on the column based on their adjusted strength. Some cards allow for a column shift to the right and breastworks (entrenched status) cause the attacker to get one reduction in strength (basically, a column shift to the left). Additionally, there may be a Combined Arms Bonus +1 drm (dice roll modifier) as well.

A DRM (die or dice roll modifier) is a number that affects the outcome of game roll either positively or negatively.

An undestroyed fort, if present, counts as an INF point for loss purposes, but must be taken first. Place a destroyed fort marker if this occurs. Both sides remove any units as desired until all losses are satisfied, with the caveat that forts and gunboats are taken first.

Advance and Retreat Phase. Some or all victorious units may advance after combat. Surviving defeated forces retreat if the attacker passes his Leadership Check. [see 9.0]

8.1 Additional Attack Situations and Limitations

8.1.1 If area only contains an empty enemy fort, it may be entered during movement. It is then considered to be destroyed. It need not be attacked. Empty forts cannot attack but do block supply.

Note: If you want your forts to stay alive at least long enough to contribute, leave a point of something in them.

8.1.2 Units that attack may NOT also use a move action on the same card play (they may advance or retreat after combat, which is not considered a movement action.)

8.1.3 Combined Arms bonus. If an attack is made by an area containing at least one INF, one CAV, and one ART, it receives a +1 drm on the Combat Results Table. Combined

copyright ©2023, Compass Games, LLC

Arms bonus also applies to defenders. The 3 elements of the bonus must exist at the start of the Main Combat Phase in order to be received.

8.1.4 Entrenched units in an attack. Attacking units never gain the benefits of entrenchments (as common sense would dictate – they are leaving their breastworks and advancing when they attack.) However, any attacking survivors who stay in their starting area do not lose entrenched status after an attack. Only units that advance after combat lose entrenched status.

8.1.5 Overwhelming Victory. If one side completely eliminates the other side in a battle, and there are still unfulfilled losses to be satisfied, this is an "Overwhelming Victory." Any unfulfilled losses are converted into loss reductions for the winning side. For example, 2 USA INF are in a battle with 5 CSA INF and 2 CSA Cav. The USA INF inflicts one loss on the CSA stack. However, the CSA rolls and inflicts 3 losses on the USA. The one extra USA loss that was unfulfilled reduces the CSA's losses for the battle, so they take (in this case) no losses.

8.1.6 Applying Combat Losses. Each player decides which strength points to remove after combat has occurred, with the exception that gunboats, then forts, are destroyed first. If, for example, there are 3 INF, 1 ART, and 1 CAV in an area and it takes 3 losses, the owning player can lose all the INF, leaving the ART and CAV. Or, he can take 2 INF losses and an ART, leaving one INF and the CAV point, etc. Note: These rules also apply to losses from card play.

8.1.7 Shifts versus Strength. Shifts are literally that – a shifting up or down on the CRT. For example, an attack with 9 strength points gets shifted one left. This brings the attack to the 6 column. It does NOT mean you are shifted to 8 strength and are still on 7+ column

8.1.8 Naval Assault. This is a special attack that occurs with the "Farragut" Union card. In 1862 or 1863, it can only occur against New Orleans. In 1864 or 1865, it can be against any CSA port. Simply roll 2d6 on the CRT 4 column (3 if the CSA is entrenched) and if no CSA forces remain, place one USA INF at that port. If at least one CSA unit survives, the assault has failed and the USA INF is not placed. If the Naval Assault is against an empty fort, it is considered automatically successful. Destroy the fort and place one USA INF point there. Note: A naval unit's presence is not required for a Naval Assault.

9.0 ADVANCE & RETREAT AFTER COMBAT

To gain the ability to advance after combat, the attacker must make a Leadership Check. Roll 1d6 and compare to the Command rating of the leader making the attack. If no leader counter is present, there is a nominal rating of "2" which is used for this roll. If the roll is less than or equal to the rating, the attacker gains the ability to advance. All conditional effects in this section that mention the attacker's Leadership Check/Roll are referring to the result of this single check, not one check per effect. An important timing issue is that use of any cards to stop an advance (Confederate Card #16, Excess Caution, Confederate Card #19, Desperate Defense, Union card #23, Missed Opportunity) must be declared before the Leadership Roll. In other words, if you have such cards available, you must decide to use them before you find out whether or not the advance is even possible to begin with.

Areas in which the defender suffers more losses than the attacker must retreat after combat if the attacking player passes his Leadership Check (exceptions: Confederate Card #16, Excess Caution, Confederate Card #19, Desperate Defense, Union card #23, Missed Opportunity.) They must retreat to any number of non-enemy occupied areas within a range of one. They may split up as desired, however, they may not retreat to an enemy-occupied area. If unable to retreat, they are destroyed. If only some points will fit due to the stacking limit, those units retreat and the excess of the owner's choice are destroyed. Retreated units that end up in an area that is subsequently attacked by the same card play do not add to its defense; they may, however, suffer losses to satisfy combat results in the subsequent battle. Attackers are not required to advance after combat, even if they pass the Leadership Check. That check merely allows an advance after combat to occur if desired.

Retreating units may not retreat into enemy-controlled areas and must, if possible, retreat toward the northern or southern map edge depending on if they are Union or Confederate. (Unlike some games, you cannot retreat "forward"). The defending player has the final choice in cases where two or more retreat options are available and they are equidistant from their starting map edge.

Defending units may never advance after combat, even if they win the combat and/or all the attackers have been eliminated. Attacking units are never required to retreat even if they lose the battle. Unable to advance, the survivors simply remain in the area they started from.

Defending units are required to retreat even if entrenched, when taking more losses than the attacker, if the attacker passes his Leadership Roll. (Exceptions: Confederate Card #16, Excess Caution, Confederate Card #19, Desperate Defense, Union card #23, Missed Opportunity.) Regardless of whether or not the attacker decides to advance, if he passes the Leadership check, the defender must retreat.

If a defending area is vacant of all INF and/or CAV and ART after combat, the attacker may advance after combat

copyright ©2023, Compass Games, LLC

into the area if he passes his leadership check. A NAVAL point alone cannot stop this. He now controls that area if he advances with at least one unit. The attacker, if allowed to advance after combat, may advance any or all of his surviving attacking units. He must pass the Leadership check first, however.

A NAVAL point, if alone, may retreat automatically to an adjacent river area if alone in an area that is being moved into by the enemy. If it cannot retreat to a non-enemy occupied area it is destroyed.

A Union leader, if alone on a port, may retreat via a notional naval force to a different friendly port.

Surviving attackers or defenders MAY retreat after combat if desired. No roll is required. This retreat, like all others, must be toward either the northern or southern edges of the map, depending on whether they are USA or CSA, respectively. Equidistant choices to the map edge are decided by the owning player. The defender would make his choice first; then the attacker.

Note: you may be so badly hurt after a combat that pulling back an area would be wise, even if you are not required to retreat.



Figure 1: Example of an attack by the USA player using the card "Major Assault."

10.0 PLACING UNITS

Whenever a card directs friendly units to be placed on the map, the areas specified must be controlled by the friendly player or the player does not get the units. Additionally, if stacking limits would be violated, excess unit builds are placed in an adjacent area. If the stacking limit would also be exceeded in all adjacent areas, excess units would not be built.

The counter mix is an absolute limit on units; you cannot place more of a particular type if all of those type counters are already all on the map. Any such units cannot be built until some are lost.

All units are placed by cards on controlled reinforcement areas. (Exception: Naval units.) The term "Controlled reinforcement areas" means a reinforcement area currently under control by your side that started on your side (the implication being, if you capture an enemy reinforcement area, you do not get to use it to place your reinforcements.)

You may only place two points worth of units, per card play, on any single Major reinforcement area.

In addition to the standard four Major reinforcement areas, the Confederates have six Minor reinforcement areas. These operate just like the four major areas, except only ONE point may be placed on them per card play. These six Minor reinforcement areas are Raleigh, Atlanta, Nashville, New Orleans, Mobile, and Little Rock, as indicated on the map. This one point may be INF or CAV.

The Union has five Minor reinforcement areas, similar to the Confederate Minor reinforcement areas in all regards. They are New York, Pittsburgh, Kansas City, St. Louis, and Springfield.

copyright ©2023, Compass Games, LLC

Artillery has the additional restriction that it can only be placed on Major reinforcement areas.

Naval Units (gunboats) have the restriction of only being built on river areas. However, this does not have to be also on a reinforcement area (although it may be, if desired). Note that if you choose to place a naval unit on a reinforcement area, it does not use up a point of that area's placement allowance.

11.0 RESOURCE POINTS & REPLACING UNITS

A key part of the game is the annual supply of Resource Points. They are mainly intended to be used as replacements, which is the transfer of INF points from the available pool of the nation to weakened units on the map, to bring them back up in strength. Resource Points should mainly be used to rebuild your forces, but they also can be used to conduct attacks, build artillery and cavalry, and conduct movement if needed. Think of them as your "Swiss Army Knife" game tool.

11.1 USA and CSA Resource Points

The USA and CSA have Resource Points listed on the year card. At the start of the year, adjust the Resource Point Track to reflect the current values.

11.2 Resource Carry Over

Resources do not carry over from one year to the next. Use them or lose them.

11.3 Resources for Attack

Each side with a current resource level of one or more remaining may use one Resource Point to activate one area for attack instead of playing a card. Flip the Resource point counter to the "Used" side to signify this, as it may only be done once per year. For purposes of passing the turn, this counts as if a card had been played.

11.4 Resources for Movement

Each side with a current resource level of one or more remaining may use one Resource Point to activate one area for movement instead of playing a card. For purposes of passing the turn, this counts as if a card had been played.

11.5 Resource Points for Replacements

Instead of playing a card, you may place INF replacements on the map in an area where the current INF strength of the appropriate side is at least one (but less than the nationality maximum.) You may use as many replacements as you wish from a single side when conducting replacements, up to the limit of available Resource Points for that side, and up to the stacking limit. It takes one Resource Point to increase an INF unit's strength by one. The area receiving replacements must be connected via friendly controlled land areas back to a controlled starting area for that side, and cannot be completely surrounded by enemy controlled areas.

Note: the implication here is that you cannot use this mechanic to pour replacements into surrounded or cut off units, even if they are in supply (Friendly major replacement areas.)

Alternately, you may use Resource Points to place replacements of a given side directly onto the appropriate capital city, even if no friendly units are there, as long as it is not enemy occupied. The exceptions to this are Confederate resources may be spent in Montgomery if Richmond has been taken, and Union resources may be spent directly in New York City if Washington has been taken.

11.6 Purchasing with Resource Points

Instead of playing a card, a player may purchase an ART, CAV, or NAVAL point for a Resource Point, if they have the points available to spend. Place the unit on a controlled reinforcement area, with the exception that the NAVAL build may happen on any controlled river area that is in supply. Move the appropriate unit "Build" marker to the "Used" side, as this can only happen once per year per type of non-INF unit. For purposes of passing the turn, this counts as if a card had been played.

11.7 Resource Point Conversion

During card purchase at the start of the year, a player may convert up to one Build Point (only) from his current build point total into a Resource Point. Typically, cards are more powerful, but if you have a leftover Build Point after buying cards, conversion of the final Build Point into a Resource Point is a good option.

11.8 Resource Points and Card Play

Each time you conduct a Resource Point operation (be it to replace INF, conduct movement, conduct an attack, buy an ARTY, etc.) you do so in lieu of a card play, and it counts as if you had played a card. After you do so, play passes to your opponent.

11.9 Card Conversion to Resource Point

Card Conversion to a Resource Point. Players may convert a card into a single Resource Point for his side and then use it immediately for any of the actions normally used with resource points.

Note: This represents extreme measures taken in an emergency. It is very wasteful at BEST, but a situation might arise where the only way to "stave off disaster" is by the use of a Resource Point that you don't currently have. Think twice before doing this, as cards are almost always more valuable as printed.

copyright ©2023, Compass Games, LLC

11.10 Rich Resource Areas

The Shenandoah Valley, Wytheville, (and, to a lesser extent, Gettysburg) represent rich agricultural and mining areas whose loss would be felt by the owning nation. If under control of the opposing side at year's end, these areas reduce the next year's resource total by "1" for that side.

Historical note: Wytheville had significant salt and lead resources, and produced about 1/3 of the Confederacy's total shot.

12.0 SUPPLY AND CONTROL

All units that cannot trace a path free of enemy units or enemy controlled areas back to a starting controlled reinforcement area (of any type) or capital city (Richmond, Washington D.C.) are considered out of supply. Out of supply units may not attack, but move and defend normally. Supply is traced at the start of each card play (or Resource Point use.) If a capital city has been taken by the enemy, the alternate capital can be used (Montgomery, New York.) Place an "Out of Supply" marker on affected units.

All non-cavalry units must finish the year in supply or they surrender and are removed from play.

The Union can trace supply by sea back to New York if occupying an area that can trace back to a controlled port. Confederate forces can never trace by sea.

Cavalry units do not surrender if out of supply, as they are considered to be able to "live off the land." However, their movement is reduced to one area per MOVEMENT action, and they attack and defend with a strength of 1, regardless of their size.

Control of an area is defined as belonging to either: a) the side that originally controlled the area, due to it being within their starting national boundaries, or b) the side that currently occupies an area or was the last side that had a unit occupying the area. Place a control marker on areas that are now controlled by the opposing side as needed.

If captured, both capital cities (Washington and Richmond) must be garrisoned by at least one enemy INF point to maintain control. If this garrison is not maintained, the capital city reverts to the control of the original owner immediately and may be then used for supply, placement of replacements and reinforcements, etc.

If the Union player controls ALL Mississippi River areas (from Dubuque to New Orleans) at the end of the year, immediately reduce next year's build point total for the CSA by one.

Historical note: The Confederacy has been cut in half. Although much of the West has been abstracted, total control of the Mississippi would (and did) hurt the CSA.

13.0 THE POLITICAL TRACK

The global political situation in the Civil War historically was reasonably stable: England and France stayed out of things for the most part. However, it could have been very different. England's textile mills depended to a degree on Southern cotton, and shortages due to the Union blockade did affect them. There were sympathies in England for both sides. In France, this was also true, with Napoleon III favoring the South due to his Mexican involvement and other major political figures in France favoring the Union. This served to kept Napoleon III in check. To represent this, the Political Track is an abstracted "gauge" of the current situation. With enough victories, it is possible the Confederacy would have been recognized, and with extreme success, perhaps even allied with European powers.

13.1 Tracking

The political track starts neutral at zero points. For every Confederate victory in a major battle (defined as a battle with at least 5 combined losses, but the Confederacy inflicted more than they took) the track is moved one box to the right. For every Union major victory (defined the same way but with the Union inflicting more than they took) the track is moved one box to the left.

13.2 Area Capture

There are nine "one time" Political point moves for the following events:

1. The first time Washington, D.C. is taken by the Confederacy, there is a shift to the right.

2. The first time Richmond is taken by the Union, there is a shift to the left.

3-9. The first time any Major Reinforcement Area (for either side) is captured, it causes a shift on the political track to the appropriate direction. (Richmond only counts once if captured, not twice.)

The nine Area Political markers (one for each Major Reinforcement area, and Washington D.C.) should be placed on the map. Once any of those areas is captured, flip the marker over and award the political point to the appropriate side. The markers are used to denote that the political point was earned (in case of capture/recapture) as each one triggers a Political Point shift only once in the game.

13.3 Political Events on Cards

Several cards also affect the Political Track one direction or the other. The cards "Gettysburg Address" and the "Emancipation Proclamation" both shift the political track two boxes to the left, but only if a Union victory occurred

copyright ©2023, Compass Games, LLC

first that year at some point (victory for these cards is defined as inflicting more losses than taking, in an attack or defense, with no other requirements.) If desperate to use the card for the movement actions, you may play them without restriction, but the political track only shifts one box to the left in that case.

13.4 Political Track Game Effects

At +5 boxes, England and France recognize the Confederacy as a nation, and the result is the USA is assumed to sue for peace, resulting in an immediate Confederate Decisive victory, ending the game, if it is 1861 to 1863.

In 1864-65, there is no immediate victory, but England and France do recognize the Confederacy. The Union card "Blockade" can no longer be played and the Confederacy gets +1 build point for card purchase at the start of 1865 (if this occurs in 1864.) Movement on the political track ceases, and political point events and cards may be disregarded for the rest of the game.

At -5 boxes, movement on the political track also ceases, with no foreign involvement possible for the rest of the game. The game continues, and political point events and cards may be disregarded for the rest of the game.

14.0 USE OF "DISCARD THIS CARD" CARDS

Several cards for each player are played by placing them in front of the player, then discarded later to obtain an effect or influence a combat.

All cards with "discard this card" text cannot be played from a player's hand to achieve an effect. They must have been previously played and be in front of the player before use. This implies the players should think about playing these types of cards early in the tum if they want to try and stop opposing player actions.

All "discard this card" cards may be voluntarily picked up at the end of a tum and placed in the discard pile.

Note: These cards have a zero cost - they can be rebought for free. Although the player will have wasted the effect of the card by picking it up voluntarily, this will allow for the players to repurchase them for free, and gives them another card play in the next tum, and also allow the player to have the movement actions associated with the card for re-use in the next tum. Players should base the decision to do this on whether or not they think the benefit of having more cards in the next year outweighs the loss of the ability to use the card immediately the next year if required.

15.0 GUNBOAT OPERATIONS

Although the majority of Naval operations in the game have been abstracted through card play, river gunboats will play a part in operations, mainly on the Mississippi river.

15.1 Gunboat Placement

Gunboats are placed via card play, but unlike other units, must be placed on a river area. This does not have to be a Major or Minor reinforcement area, simply on a river, but it must be in an area currently under friendly control.

15.2 Gunboat Use

Gunboats add +1 strength to an attack (or defense). Further, the gunboat will be the first units lost (on both sides) when satisfying losses for a battle. One Gunboat point may be stacked in an area in addition to other units. Finally, Gunboat points may never move via railroad or road connections to other areas: they must always stay in river areas. They can be stacked with other units that are attacking in such a direction, but do not add to the attack (and obviously cannot advance after combat to a non-river area either).

Gunboats by themselves do not provide "control" of an area, even if it were the last unit to enter or move through an area.

Gunboats must trace supply like any other unit.

16.0 NEUTRAL STATES ENTRY INTO THE WAR

Neutral states enter the conflict in several ways:

1. Kentucky enters automatically on the Union side via card play in 1862. However, it may enter sooner if the Confederates enter any of their split-colored areas it prior to this. The CSA unit in Columbus, Kentucky does not trigger Kentucky entry into the war unless it moves into a split-colored area (other than advance after combat). The Union unit in Cairo may defend, but may not attack into Kentucky until Kentucky has joined the Union. Kentucky may be moved into or through before they have entered the war by the CSA, but this brings Kentucky into the war immediately if this was in one of the split-colored ("neutral") areas. Union units may not move into or through Kentucky until it joins the Union. If the Confederacy activates Kentucky before card play brings it into the Union, the CSA loses a Political Point (move the track marker one box to the right.)
2. West Virginia automatically enters the Union at the end of the first card play in 1863. West Virginia may be entered or moved through by either side before then without effect, but regardless, they still join the Union in 1863.

copyright ©2023, Compass Games, LLC

3. Although technically a slave state and initially "in the Union but neutral", Missouri begins the game on the Union side.

Historical note: Missouri's loyalties were split, and it provided troops for both sides (over 100,000 Union and roughly 30,000 Confederate.) Still, the Union side of things was strong enough to warrant calling it a "Union State" at the beginning of the game for game purposes.

17.0 COUNTRY SURRENDER

The South surrenders (granting a decisive victory to the Union) at the end of the year in which Richmond, Atlanta, Montgomery, and Charleston, SC are all occupied by the Union.

The North does not surrender per se, but negotiates peace with the Confederacy (granting a decisive victory to the Confederates) at the end of the year in which the Confederates occupy Washington, Philadelphia, and New York (good luck with that). They may also sue for peace if the Political Track reaches +5 prior to 1864 (see 13.4).

18.0 THE SOLITAIRE PLAY AID

The Solitaire Play Aid, charts S1-S6, is intended to assist players while playing the game solitaire. It is not intended to provide a lock-step, rigid sequence of play, attacks, and moves for the non-player side. Rather, it is intended to give general guidance and objectives to the player as he operates the non-player side in a solitaire setting. He should still attempt to play the best game possible for the "bot" team while generally trying to achieve the bot's objectives for the year. Certain cards, when played, will trigger certain responses and/or objectives for the bot.

It does, however, give specific guidance on which card the bot will play. All the cards in the game are marked with either an "A" "B" or a "D" in the lower center. These stand for Aggressive Balanced and Defensive respectively. This letter grading is only applicable in solitaire play. In general, the Aggressive bot will play cards marked "A" first, depending on the draw.

Players should first roll for the type of bot player he is facing. This may change as the war progresses. Alternately, he may choose the "Historical" bot, which is Aggressive for the CP player and Defensive for the AP player.

In 1861, all cards for the bot player are placed face up, and the priority of play applies depending on the type of bot. Starting in 1862, normal card rules apply, insomuch as the total card pool is shuffled face down, then divided in half for the player. However, bot cards are left in a large stack, and are flipped up three at a time, and one is chosen for play. The other two cards are set aside until the bot runs out of cards. Then the set-aside cards are re-shuffled and the process repeats until the bot runs out of cards for the year. The bot will not "sandbag" any cards – he plays his cards out completely. Notice also that bots will eventually play all cards . . . the Defensive bot, for example, will play the "A" cards. Generally speaking, though, he'll end up playing the "D" cards first, given a choice.

The different bot strategies will have different yearly objectives. If these have already been achieved, then the player should try to achieve the next year's objectives, or make the best move possible for the bot. For example, the aggressive bot may have the objective to take a specific area. If he already owns this area, he should attempt to capture something else.

It is also recommended to handicap the bot by allowing an extra build point for the bot side, each year, starting with 1862.

19.0 EXAMPLE OF PLAY THE FIRST YEAR

After setup, the players draw their starting leaders from the chit cups. The USA gets Hooker who is placed in Washington D.C. The CSA then draws Longstreet and Bragg. He places Bragg in Columbus KY since he wants his better leader, Longstreet, in Manassas.

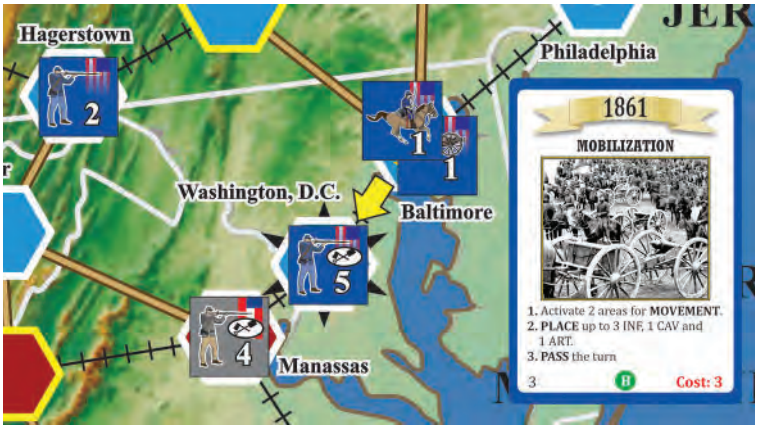


copyright ©2023, Compass Games, LLC

Turn 1: The CSA player, "Bob Lee", starts the game with card #1, "Fort Sumter" as required by the rules. He activates Shenandoah Valley and moves both INF points to Manassas for his move action. He is now allowed to play a second card or pass the turn, but naturally he chooses to play again. He plays card #16, "Excess Caution", which gives him two movement actions. With the first he entrenches Manassas (by flipping his 4 INF there to the entrenched side) and with the second he moves the forces at Memphis up to Columbus, KY. He now passes the turn.



The USA player, "Ryan Reynolds" is unhappy with both fronts, and decides he needs two moves to fix things. Ryan plays card #3, "Mobilization". He activates Baltimore and sends both INF to Washington, making that a 5 INF unit (The two joining INF gain entrenched status when absorbed by the 3 INF that is already there and entrenched.)



In the West, Ryan moves the 1 INF in Evansville down to Cairo. This gives him 2 INF there, roughly parity. He now places forces, placing the CAV and the ART points in Baltimore (which is the limit of two points worth of units). He places 2 INF in Indianapolis (again, the limit) and the final INF goes to Springfield. He passes the turn.

Bob decides the time to attack Cairo is now, so he plays card #4, "Artillery Builds" which has an ATTACK option on it. His strength is three, but he gets one for the leader, for a total of four. The USA only has a 2 INF unit in Cairo, so this might hurt. Both players roll 2d6. Unfortunately for the CSA, Bob rolls a "4" which results in only one loss to the USA. Ryan, on the other hand, rolls a more normal "7" which also results in 1 loss. As the attacker did not inflict more losses than the defender, no retreat is required.



Bob then uses his movement action to entrench the 1 INF in New Orleans, as he doesn't want to get caught unprepared when Farragut arrives in 1862. He places 1 ART in Richmond, then passes the turn.

Ryan decided Cairo needs help badly, so instead of playing a card, he uses both of his Resource Points to increase the last INF in Cairo up a 3 INF. He then passes the turn.

The CSA needs forces, so Bob plays his card #2, "Mobilization." He uses his movement action to entrench Bragg at Columbus KY, then place a CAV in Richmond, an ART and an INF in Jackson, and an INF in Little Rock and New Orleans. He passes the turn.

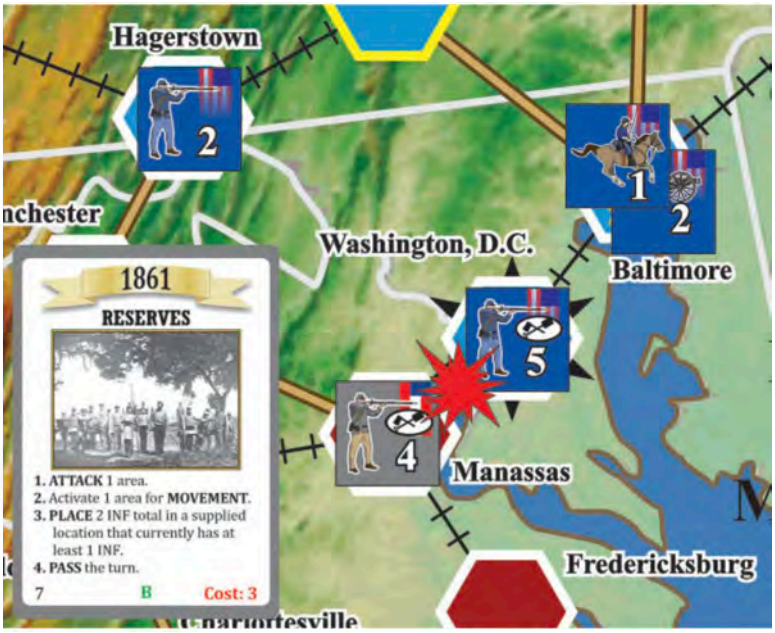
Ryan plays card #4, "Arty Builds" but skips the attack portion, as he has none he wishes to do. He uses the Movement action to entrench Baltimore, then places the 1 ART there.

Worried about Columbus, Bob gives Bragg 2 Resource Points, pumping the lone INF there to a 3 INF. However, the CSA is now out of resources. This counts as his card play. He passes the turn.

Responding to Bob's last move, Ryan plays "Missed Opportunity" which sits on the table until used. However, importantly, it gives him two movement actions. Ryan skips the first movement action, and uses the other to bring in the INF point at St. Louis. and now has an entrenched 4 INF unit in Cairo.

copyright ©2023, Compass Games, LLC

Bob decides to attack again, but this time in Washington, as he is concerned about the CAV /ART units back in Baltimore. He uses his card #7, "Reserves" before Ryan can beef up Washington. Unfortunately, this is a 3 versus 5 attack (4 INF gets a shift due to the Union entrenchments.) There are no leader bonuses as there is only a 1 Command Rating differential. He rolls a "9" which is two losses, and the USA rolls a "2" (snake eyes) which is only one loss, necessitating a Union retreat.



The USA pulls back to Baltimore. Ryan decides this is the right time to use "Missed Opportunity" and discards it, causing the CSA to be unable to advance, even ifthey passed their leadership check. Bob now using the movement action to bring up the CAV and ART from Richmond, leaving the one INF point behind. Finally, the card now allows 2 INF points to be placed on a unit, which brings the CSA back up to a 4 INF strength in Manassas. He passes the turn.



Ryan plays Union card #9, "Volunteers." He moves the entire Baltimore stack back into Washington, move the 1 INF in Springfield to Cairo (2 area move allowed due to the river) and finally, places 2 INF in Baltimore. He passes the tum.

Bob plays CSA card #9, "The Trent Affair" which moves the Political Track one box to the right. First, however, he gets one movement action and he brings the 2 INF up from Little Rock to Pea Ridge, in preparation for some 1862 action there.

The USA uses card #7, "Reserves" for the final attack ofhe tum. He attacks Manassas. There is no leader advantage, both sides have six strength points, and both sides have combined arms, which means both start on the six column with a+ 1drm. However, the CSA is entrenched, so the attack is rolled on the 5 column for the USA and the 6 column for the CSA Both sides roll an "8" which modifies to a "9" each, and is three losses for each. Ryan loses 2 INF and an ART (keeping 1 INF in the stack, which is important.) Bob loses 3 INF for the CSA No retreats are required. Ryan skips the movement action, and now, since he still has one INF in Washington, he places two more there with the reserves action on the card. He passes the tum.

Bob has nothing he really wants to entrench, so he decides he'll just keep the "Breastworks" card for next year. He passes the tum. Ryan makes the same decision with his "Breastworks" card, and passes the tum. Since both players passed the tum without playing a card (or spending a Resource Point) the year has ended. It is now 1862.

20.0 OPTIONAL RULES

20.1 Historical Starting Leaders

The game utilizes a random chit cup draw for leaders. Although not historical, this system works to provide variable play and a random element to the start of the game. Players, may, however, agree to start with the historical leaders of 1861 instead of drawing for them randomly.

For the USA, McClellan. For the CSA, Johnston J and Beauregard.

20.2 Historical Restriction on Robert E. Lee

If players agree to this optional rule, when R.E. Lee arrives via card play he must be placed in an area ofVirginia.

20.3 Capture of Fort Sumter

If players agree to this optional rule, do not place a "Destroyed Fort" marker on Charleston when called for by the "Fort Sumter" opening card play. **Note:** This is not a "true" capture and does not cause the "one time" Political point move noted in 13.2.

copyright ©2023, Compass Games, LLC

DESIGNER'S NOTES

When Mitch Ledford created this innovative annual purchase system for card play, I was really impressed by it, and knew it could be applied to other strategic games.

Hence the concept for Pacific Tide was born. Pacific Tide is an unusual game in that it is a sequel to *Ost Krieg*, Mitch's Eastern Front game – but because of scheduling got published first.

Most players seemed to enjoy *Pacific Tide*, especially the fact it is a small footprint game that can be completed in an evening but still gives the feel of the whole Pacifi c war. I thought, "Hey, this system works pretty nice, what other five-year conflicts would it fit?" World War I immediately came to mind and hence was born *Imperial Tide*, which turned out to be a CSR Nominee.

Several fans then requested a Civil War version of the game, and initially I balked at the project. It seemed to be a "no-win" scenario for me – Civil War enthusiasts are extremely passionate about the topic, and I could foresee being nitpicked on every single detail of the game. Wouldn't matter if it was a good game or not – people would be upset that something wasn't included, or was included, or why did the game not cover x, y, and z battles in which their great-great grandfathers participated, etc. However, I think there is a place for a Civil War game that covers the entire conflict, resembles the conflict, and yet is playable in an evening. This was my design objective. Quite obviously, this would require a lot of abstraction, and to a degree, streamlining.

At one point in development, I had a lot of naval units running around and not really doing much other than wasting a player's time, so that was an area I just mainly abstracted except for the Gun Boats. Obviously, I took the same approach with the far West and the naval blockade in general.

One thing I did want to include, despite the strategic scale, was leaders. They were just too important of a factor in many operations, to include advancing and taking advantage (or not taking advantage) of victories. So, they were included. I'm sure I'll get some grief from some players on the random draw, not to mention the ratings, but the draw system worked great in testing and was, to be honest, fun.

Cavalry was another important part of the war, and definitely needed to be present with some abilities that made sense. Their ability to conduct raids (and potentially remove Resource Points) gives the opposing player a reason to worry about them and made good historical sense.

It was challenging to design the card set from the standpoint that I wanted the entire war to be covered with just 24 cards per side. This implied that cards had to have several purposes, and following the tradition of *Ost Krieg* (the first game in this series) most cards allow one or more moves along with either attacks or production. The relative cost of the cards was also difficult to balance; after much testing, they were (usually) adjusted in price up or down a point until they finally made sense. This was extremely important to do. If they are too cheap or too expensive, there's no decision to be made: you either always buy them back, or you never buy them back. What makes for a more compelling game experience is if the player has to agonize over what cards to buy back – and hopefully he'll always be one build point short of what he wants to do.

The intent was to create a very playable system that also included many choices and decisions, and I think we've achieved that.

Selected Bibliography

Bell et al. "American Military History." Center of Military History, US Government, 1969. The chapter on the Civil War has a Good overall at operations and events.

Catton, Bruce. "The Civil War." American Heritage Books, 2004. Recognized as one of the best all-around scholars of the war, this looks at the strategic and operational events. Excellent chronology in the back, lots of maps. Highly recommended for an overall picture.

Catton, Bruce. "This Hallowed Ground." Castle Books, 2002.

copyright ©2023, Compass Games, LLC

Foote, Shelby. "The Civil War: A Narrative" (in three volumes.) Vintage Books, 1986. Considered by some as the gold standard accounting of the war, along with Catton's 3 volume set.

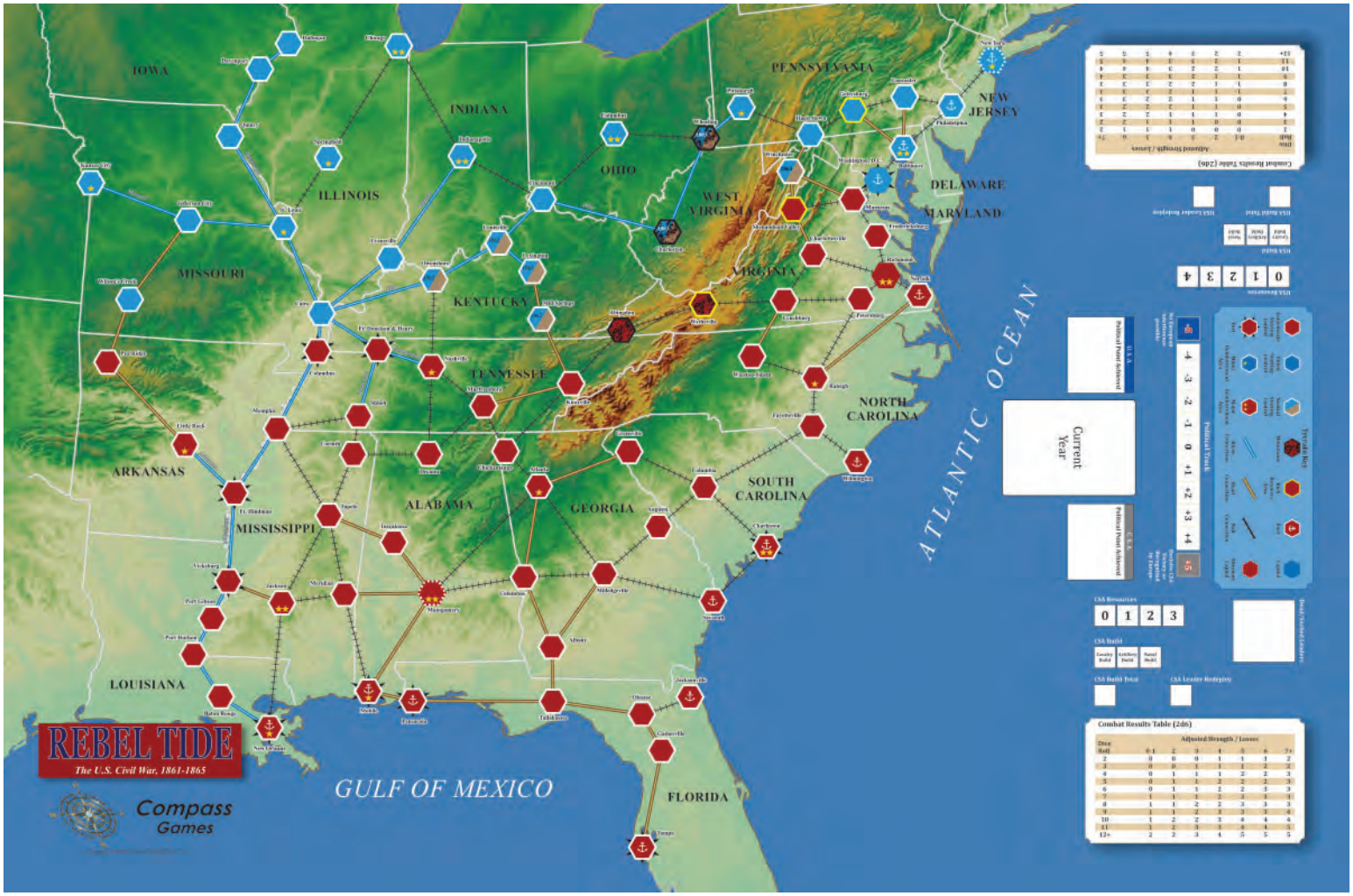
Freeman, Douglas S. "Lee's Lieutenants: A Study in Command." Simon & Schuster, 1988. An operational account of the major actions with a focus on the Confederate leaders.

Griffith, Paddy. "Battle Tactics of the Civil War." Yale University Press, 1989. Great information on infantry fighting, artillery support and tactics, and command and control.

Katcher, Philip. "The Civil War Source Book." Facts on File Inc., 1992. Sort of a "buffet" of information, ranging from medical services, weapons, uniforms, navies, military life, and other topics. Interesting read.

Keegan, John. "The American Civil War." Vintage Books, 2009. Another all-around history written by yet another renowned historian. A few maps.

Pullen, John J. "The Twentieth Maine." Morningside House, Inc. 1984. Obviously just focused on just one Union regiment (of fame at Little Round Top) it's still a fascinating read



copyright ©2023, Compass Games, LLC