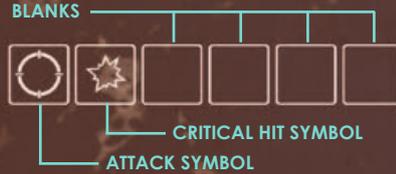




GENERALS

GAME COMPONENTS

2 RAID DICE



1 DECK BOARD GENERALS

GENERAL DECK
The GENERAL DECK contains all GENERAL cards in a face-down pile.



GENERAL DISCARD PILE
During the game your GENERALS may be destroyed and are then put face-up on the GENERAL DISCARD PILE.

4 PLAYER BOARDS HEADQUARTER

HEADQUARTER
All of a player's purchased GENERAL cards will be put face-up into the HEADQUARTER from where they allow the player to perform RAIDS.

RAID POOL
Put rolled DICE SYMBOLS of a player's RAID DICE in here to track a player's actions.



GENERAL FIELDS
Always contain 2 face-up GENERAL cards that are available for purchase.

48 GENERAL CARDS

32 ELITE SOLDIER CARDS

8 EVENT CARDS

ELITE BAR
Indicates that this card is an ELITE SOLDIER.



PARAGON COSTS



RESOURCE COSTS
Are represented in a red circle to indicate that this card is an ELITE SOLDIER.



OVERVIEW

The **GENERALS** expansion adds a whole new level of excitement and an additional **RAID** mechanic to the **XIBALBA** base game.

PLAYER BASES will be extended by a new **BOARD** that adds a **HEADQUARTERS FIELD** on which the players will be able to place their purchased **GENERAL CARDS**.

GENERAL CARDS will have their own unique effects and, once you purchased a **GENERAL**, you are eligible to use the **RAID DICE** and perform so called **RAIDS** against your opponents to steal **PARAGON** from them or even assassinate their **GENERAL**.

So called **ELITE SOLDIERS** are improved versions of your existing **SOLDIERS** from the **XIBALBA** base game. They can be used as normal soldiers but may also act as **BODYGUARDS** for your **GENERALS**.

Due to the new game mechanics that are added to **XIBALBA** it is also time for two new **EVENTS** that can alter the course of the game.



The **DECK BOARD** contains a **DECK FIELD** for the **GENERAL CARDS** which are stored on it as a face-down **GENERALS CARD DECK**. In addition it contains two **GENERAL FIELDS** on which you place the two **GENERAL CARDS** that are currently available for purchase and a **GENERAL DISCARD FIELD** on which you can place destroyed **GENERAL CARDS**.

GAME BOARDS

The **GENERALS** expansion comes with four double-sided **GENERAL PLAYER BOARDS** and a **GENERALS DECK BOARD**.



The **GENERAL PLAYER BOARDS** feature a new **FIELD** called **HEADQUARTERS** as well as their own **RAID POOL** in which you can store your **RAID DICE**. The **GENERAL PLAYER BOARDS** are double-sided featuring two color-matching **GENERAL PLAYER BOARDS** for two specific factions each.

CARDS

The new **EVENT** and **ELITE SOLDIER CARDS** are designed in the familiar layout and work just as described in the **XIBALBA** rulebook. Nevertheless, the **ELITE SOLDIER CARDS** have an additional red bar on their top edge that marks them as **ELITE SOLDIERS**. In addition, their resource costs are printed on a red instead of a yellow circle.



RESOURCE COSTS FOR ELITE SOLDIERS

The **GENERAL CARDS** are a new card type with the familiar design of the other cards. They have a **COST** value and a **CARD EFFECT** listed on them that triggers in the specific **PHASE** when the card is activated and/or used. Please note that the **COSTS** for each **GENERAL CARD** are marked within a green circle instead of a yellow one. This always refers to the amount of **PARAGON** a player needs to spend in order to purchase the specific card instead of listing the resources that need to be spent.



PARAGON COSTS FOR GENERALS

RAID DICE

The RAID DICE are the same as the ATTACK DICE of the XIBALBA base game but they are colored differently in order to distinguish them from the normal ATTACK DICE since you may only use them to perform RAIDS and not ATTACKS. They feature a normal HIT SYMBOL, one CRITICAL HIT SYMBOL and four BLANKS.



SETUP

When you set up a game of XIBALBA using the GENERALS expansion, attach one GENERAL PLAYER BOARD of the fitting faction color to the left side of each BASE, right next to its WARHOST.



The GENERALS DECK BOARD is attached next to the SOLDIER & CIVILIAN DECK BOARD at the center of the table. Then simply shuffle all GENERAL CARDS and place them as a face-down deck on top of the GENERAL DECK BOARD.



Take the ELITE SOLDIERS CARDS and shuffle them into the regular SOLDIER DECK. Proceed in the same manner with the additional EVENT CARDS contained in the GENERALS EXPANSION and shuffle them into the EVENT DECK.

ADDITIONAL RULES

PURCHASING GENERALS

Like with other CARDS, there are always two GENERAL CARDS placed face-up in front of the GENERAL DECK BOARD. They may be purchased by all players. As soon as a GENERAL CARD has been purchased, a new one is drawn from the GENERAL DECK and placed face-up in the vacant GENERAL FIELD.

NOTE: Purchasing GENERAL CARDS is not done by spending RESOURCES but by spending PARAGON instead.

As soon as a player purchases a GENERAL CARD, it is placed on top of their HEADQUARTERS field. As with all other CARDS, it is possible to form a pile of GENERAL CARDS while the top CARD within the HEADQUARTERS counts as the ACTIVE GENERAL.

A player may always use the CARD EFFECT of their ACTIVE GENERAL during the specific phase as explained in the XIBALBA rulebook (page 4).

RAIDING

The XIBALBA GENERALS EXPANSION introduces a new mechanism called RAID. Every player that possesses an ACTIVE GENERAL may perform one RAID in each of their turns.

The two RAID DICE are added to the six dice of a player's DICE POOL (RESOURCE & ATTACK DICE).

As part of the DICE POOL, the RAID DICE are affected by the re-roll limit of the player and may be re-rolled as often as the player is allowed to re-roll their DICE POOL. After each roll the player has to decide if they want to sort out one or more RAID DICE into their RAID ACTION POOL on their GENERAL PLAYER BOARD. Any RAID DICE that were sorted out cannot be re-rolled again this turn.

During the ACTION PHASE the sorted out RAID DICE may be spent and used to perform one single RAID. To do so, spend the RAID DICE results and perform a direct attack against any enemy base with your current ACTIVE SOLDIER. If the POWER of this ATTACK is equal to or higher than the attacked BASE's RESISTANCE value, the RAID is successful. If not, the RAID is unsuccessful and has no further consequences.

If the RAID is successful, immediately roll PARAGON dice equal to the attacking soldier's PARAGON VALUE. Reduce the attacked player's PARAGON by the rolled result and add the same amount of PARAGON to the attacking player's PARAGON TRACKER. An attacking player cannot gain more PARAGON than an attacked player has available.

NOTE: A RAID cannot be BLOCKED by an ACTIVE SOLDIER in the WARHOST.

If the PARAGON DICE roll of a successful RAID contains any blanks, you immediately ASSASSINATE the attacked player's GENERAL (if there is one). This means that the attacked player's GENERAL is immediately destroyed.

Then the RAID ends and the game continues normally.

NOTE: Each player may only perform one RAID per turn and only if they control a GENERAL. A RAID can be performed at any time during a player's respective action phase.

BODYGUARD

Your active ELITE SOLDIERS have a special common rule called BODYGUARD. If your GENERAL gets destroyed, you may remove your active ELITE SOLDIER instead at any time. This way you can save your GENERAL from being destroyed and you might still have it at the beginning of your turn and perform a RAID.

APOCALYPSE MODE

For those of you that prefer a more challenging game, you can use the XIBALBA APOCALYPSE MODE as explained in the XIBALBA rulebook (page 15). In order to do so, turn the GENERALS DECK BOARD onto its red APOCALYPSE side and start using it in the in the following way:

- There is only one GENERALS CARD FIELD, meaning that there is only ever one GENERAL at a time that can be purchased.
- GENERAL CARDS cannot be discarded.
- You will need to pay one additional PARAGON to purchase a GENERAL CARD.



RAID & ASSASSINATE

That is about all the rules you need to start your first game of XIBALBA employing the GENERALS expansion. Get yourself a GENERAL and raid on your opponents!



GENERALS

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