



The Invasion

Return of The Fire Salamander

The Fire Salamanders once wreaked havoc in the land of Carcassonne. The Devil's Dictionary claimed "Originally a reptile inhabiting fire; later, an anthropomorphous immortal, but still a pyrophile. Salamanders are now believed to be extinct, the last one of which we have an account having been seen in Carcassonne by the Abbe Belloc, who exorcised it with a bucket of holy water." Well it seems one has returned. This is evident in the building of the infamous smoke cities that smell of sulfur, have a charcoal color to them, and the attacks that emanate from within. Smoke cities can be your ally, for a cost. Will you risk this unholy partnership for a little gain or resist it?

Smoke Cities

The smoke cities count the same as standard cities for scoring purposes but they have a twist or two. When a player completes a smoke city it scores as normal, but the player may choose to leave their meeples in the city.

If a completed smoke city is connected to any other city by roads (blocking trees and farmhouses do not matter) the meeples of the smoke city can attack the other city when it is completed and give the smoke city owner the points (under normal majority meeple rules). The smoke city meeples would then return to the hand of their owner.

Dragons can fly over smoke cities, but cannot eat meeples that are in a smoke city. (A dragon and a meeple can be on the same tile if in a smoke city). Fairies cannot enter smoke cities. Towers can capture meeples from within a smoke city.

If you do not complete a smoke city you gain negative points at the end of play (equal to the number of positive points you would have gotten in a traditional city).

Farmers are afraid of what comes out of the smoke cities and will not enter one for any reason. Smoke cities that are 2 tiles do not count for farmers. Smoke Cities larger than 2 tiles count as -1 city for farming purposes.

This unofficial expansion contains:

- 16 Smoke City tiles
- 3 Smoke City tiles with shields

Carcassonne: The Invasion requires Carcassonne to play.