



Carcassonne: *The Invaders*

By Tom Hill / Decar

‘The Invaders’ is a solo-mode variant for Carcassonne. Invaders are approaching the city of Carcassonne. During the game, the player prepares their defensive force and reduces the influence of the raiding parties.

It is assumed a player will be familiar with the basic rules of Carcassonne before attempting this variant. The aim of the game is to score as many points as possible.















Setup—Play ‘The Invaders’ with the 72-tile base game tiles of Carcassonne.

1. Place the start-tile
2. Shuffle the remaining 71-tiles.
3. ‘The Invaders’ does not use a supply, instead prepare a pyramid of meeple as follows:

In this document:

- **Black meeple** represent invaders, you need 29—mix colours from those that come with the base game. Place 1 meeple on the score track at zero.
- **Red meeple** represent your meeple you need 8. Place 1 meeple on the score track at zero.

Level	Invaders	Player meeple
7		
6		
5		
4		
3		
2		
1		

Important: In the pyramid the red-ghosts in the last 3 levels of the pyramid represent reinforcements. These are not available at the start of the game. For an explanation of reinforcements see: **Scoring a feature.**

The sequence of phases of play remain unchanged. There are modifications to the follow phases:

- **Placing a tile,**
- **Placing a meeple,**
- **Scoring a feature,**
- **End game scoring.**



Placing a tile—There are special rules when you draw a tile with a cloister—see: **Invading a cloister.**



Placing a meeple—After you place a tile, decide to place a meeple. The meeple you play must be the left most meeple from the highest level of the pyramid.

The first meeple you play is the invader from level 8. The second meeple you place is your meeple from level 8. Next is the first invader from the level 7. During the game, as you place more meeple, the pyramid reduces in height. The further down the pyramid you are, the more invaders you have to place before you can place one of your meeple. It becomes harder to claim valuable features.

Important: Placing any meeple is still optional, with one exception—see: **Invading a cloister.**

Placing your meeple to claim features is the same as base game Carcassonne. Placing an invader is different:

Placing an invader—You may only place an invader to claim field that has not already been claimed. Invaders cannot be played on cities or roads; they can claim cloisters in special cases:

Invading a cloister—When you draw a cloister, if the next meeple to play is an invader:

1. place the tile so the greatest number of tiles surround it; so, it can score the most points,
2. claim the cloister with the invader.

If there is more than one way to place the tile, the player may choose.

You do not have to claim the cloister, or set the location if the next meeple to play is yours.

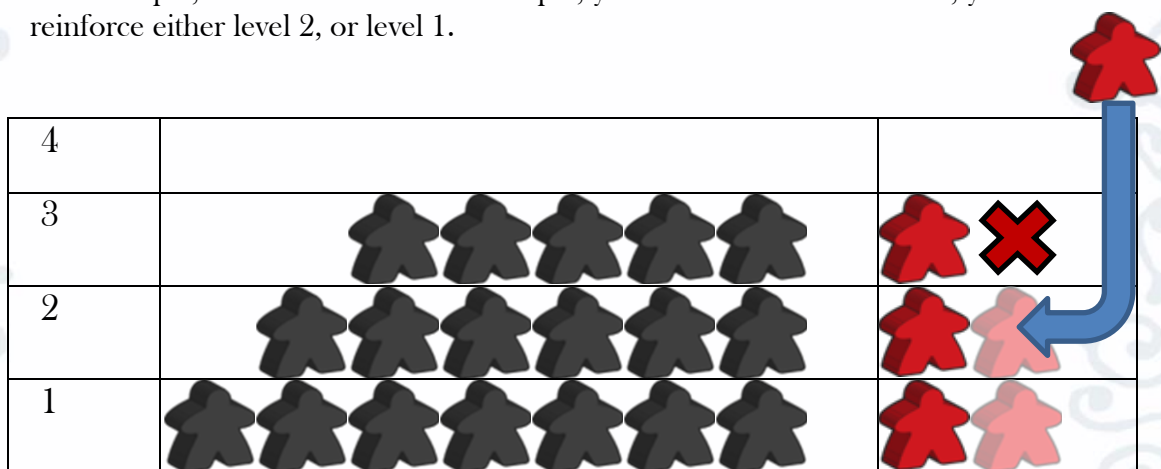
Scoring a feature—If you complete a feature, score the points as in regular Carcassonne.

Do not return your meeple to your supply. Instead, you may make the meeple a reinforcement, and add it to the next available reinforcement location on your pyramid.

You can only reinforce:

- Level 3, 2, or 1 of the pyramid.
- Any level ahead of the next meeple to place.

For example, if level 4 contains no meeple, you cannot reinforce level 3, you can reinforce either level 2, or level 1.



End game scoring—The game ends after you place the last tile. Although incomplete features score in the same way as Carcassonne, ‘The Invaders’ adds the follow penalties:

- Any meeple that remain in the pyramid penalize the player -10 points.
- Any player meeple that remain on the board penalize the player -20 points; including player’s farmers.
- For each field where the invader has majority:
 - Complete cities score 3 points to the invaders.
 - Incomplete cities score 2 points to the invaders.
- Add any cloisters claimed by the invaders to the invader’s score.

Calculate your final score = Your score - The invader’s score.

Suggested Rankings:

Compare your final score against this table to see how well you did!

Final Score	Ranking
Less than 50 Points	All is lost! You were not able to fortify Carcassonne fast enough. The invaders successfully annex your land. Better luck next time!
50-110 Points	Carcassonne is safe, but many neighbouring villages were destroyed by the invaders. The garrison inside the walled city is all that remains. Now begins the long siege!
More than 110 Points	The invasion is defeated easily. The surrounding country-side is thankful for your work. Your name is remembered for many generations; even by the invaders. Congratulations!

About the Author

Tom Hill (aka Decar) is a Global Moderator at Carcassonne Central a large global community dedicated to every aspect of the game of Carcassonne. You can find more about it at: www.carcassonnecentral.com along with other great fan expansions and regular tournaments.

Special Thanks

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