

MIDDLE-EARTH QUEST™

THE UNFINISHED TALES

This is an unofficial, fan-made expansion for *Middle-Earth Quest* that provides alternate quests and missions for each side, and also provides a set of alternate scoring rules for those that find the tie-breaker battle dissatisfying and/or occurring too often.

The Unfinished Tales can be used in three “modes”: Complete, Missions Only and Quests Only. Full rules are described below.

PREPARATION

Cut out all card fronts and backs and insert them into card sleeves. The expansion quests come with corresponding card backs (with gold card backs for the new “Final Quests”). For the missions, simply use the original mission cards as the card backs.

Cut out the hero Quest Tokens and extra Sauron Action Marker and attach them to sturdy cardboard. These components are not essential and may be left out; the Quest Tokens are simply to mark on the board where quests currently pertaining to each hero are located. The Sauron Action Marker is used in conjunction with Eleanor’s new Final Quest,

though the Sauron player may substitute a damage token in its place, if desired.

COMPLETE MODE

The game is set up as usual, with each side receiving one of the new missions from the expansion. Each hero receives all six of his/her personal quests and randomly selects one of the Starting Quests to place in play at the beginning of the game.

During the game, the hero players now collect certain items in their travels around Middle-Earth as figurative “trophies”. These are:

Plots

Whenever a hero disrupts one of Sauron’s plots, he takes the plot card and places it near his hero sheet as a trophy. Note that if the Sauron player chooses to voluntarily discard one of his plots during the Plot Step of his turn, the heroes do *not* get to claim this as a trophy.

Any plots the heroes have claimed as trophies are considered to be part of the Plot Deck discard pile. If ever the Sauron player is

allowed to retrieve a card from his Plot Deck discard pile, this card may come from the trophies the heroes have claimed and that card no longer counts as a trophy for the heroes.

Monster Tokens and Minions

After a hero combats a monster token – whether the monster was defeated or not, or even if the token was blank – he takes the token and places it near his hero sheet as a trophy. Note that heroes only collect monster tokens that they encounter in combat as trophies – they do not collect them if the monster token is removed from the board by some other method (such as Argalad's Final Quest).

Likewise, if ever a minion is defeated by a hero in combat, that minion is placed near the hero's sheet as a trophy. Such minions may be returned to play by any game effects that allow it, such as the "They Are Terrible" Shadow

Card or the Ringwraiths' special ability. Any minions returned to play in this way no longer count as trophies for the heroes.

Influence Tokens

Whenever influence tokens are removed from a hero's location during the Hero Rally Step, place those tokens near the player's hero sheet as trophies. Influence tokens that are removed from other locations as a consequence of this are *not* claimed as trophies, nor are influence tokens that are removed from the board by any other method.

If ever the Sauron player may place influence tokens and there are none remaining in his supply (however unlikely this might be), he may take the tokens he requires from those being held by the heroes as trophies.

COMPLETING QUESTS

Unlike the original quests which can be completed at any time, quests from *The Unfinished Tales* can only be completed at certain stages of the game, as indicated by the banner at the top of the Quest card:

Starting Quests may be completed during any stage of the game.

Advanced Quests may only be completed during stages II and III of the game.

Final Quests may only be completed during stage III of the game.

When a quest is completed, the next quest is placed in play immediately (as instructed by the text on the Quest card). However, it may not be attempted until the relevant stage of the game has been reached.



“Combat” vs. “Defeat”

Some quests require heroes to “combat” a particular monster or minion, while other quests require heroes to “defeat” a particular monster or minion. These two terms are distinct and must be strictly followed according to the quest.

Combating/Defeating Minions

If a quest requires that a hero combat or defeat a minion, then this must be done at the time that the quest is completed in order to fulfil the condition on the Quest card. The player may not retroactively fulfil the conditions of the quest by having defeated the minion earlier in the game.

Example: *Eometh’s Final Quest states that if he defeats the Mouth of Sauron, then all Corruption cards cost 1 fewer favour to discard from that point on. For this condition to be met, Eometh must defeat the Mouth of Sauron during stage III of the game while his Final Quest is in play. If Eometh had defeated the Mouth of Sauron earlier in the game, this would not count towards activating the Corruption card bonus from his Final Quest.*

OTHER RULES

There are a few additional rule changes when playing with this expansion:

Advanced Dominance / High Stakes Stage III

When using this expansion, both of these rules must be used (as detailed at the end of the original rulebook).

Explore Step

The Explore Step of a hero’s turn now contains one additional option:

- **Initiate Combat**

While exploring, if there is a monster or minion in the same location as the hero, then the hero may initiate a combat against that monster/minion. If there are multiple such targets the choose from, the hero may pick and choose among the available targets in whichever order he wishes (as the “Initiate Combat” option can be chosen as many times as a hero likes during a single Explore Step). There is nothing the Sauron player can do to prevent this.

Character Movement

When a character is instructed to be placed on the board, either by an Event card or by a Quest card, if that character is already on the board, then it is moved to the new location. This is a reversal of the original rule that states characters already on the board are never moved by Event cards or quests.

“Execute” Skill Card

If ever the “Execute” Skill card is successfully used to kill a monster or minion in combat (due to its special ability text, not its attack value), the card is removed from the game at the end of that combat.

THE FINALE

As in the original rules, the game proper ends once any Story Marker reaches the “Finale” space, or all three Shadow markers reach or pass “The Shadow Falls” space on the Story Track.

If the game ends due to “The Shadow Falls”, immediately move any one of Sauron’s Story

Markers to the “Finale” space and remove his other two markers from the Story Track (which marker is placed on the “Finale” space is not important).

Each side then reveals their Mission card and gains “bonus spaces” based on their mission. Each bonus space moves one of the respective side’s Story Markers one further space along the Story Track. These bonus spaces may take either story marker beyond the end of the Story Track; this is quite permissible – simply use “imaginary” Story Track spaces to keep track of the Story Markers’ relative positions.

Note that these “imaginary” Story Track spaces are only usable by Story Marker movement granted by bonus spaces, not by normal Story Marker movement. Any Story Markers that reach it will stop dead at the “Finale” space until missions are revealed and bonus spaces granted.

In all cases, **a maximum of 6 bonus spaces can be gained from a Mission card**, regardless of how well the respective team has fulfilled the conditions of the mission.

The side whose Story Marker is furthest along the Story Track after bonus spaces are granted wins the game. If both Story Markers are equally far along, the side that received the most bonus spaces from their Mission card wins the game. If there is still a tie, resolve the tie either using the original game’s Final Battle tiebreaker rules, or (preferably when playing using *The Unfinished Tales*) using Eric Engstrom’s (“bungeeboy”) group combat variant which can downloaded from BGG here:

[http://www.boardgamegeek.com/
filepage/54828/group-combat-finale-variant](http://www.boardgamegeek.com/filepage/54828/group-combat-finale-variant)

original Quest cards. The only a few simple rule changes are required on the original quests:

As with the new quests, a hero’s Starting Quest can be completed during any stage of the game, and his/her Advanced Quest can only be completed during stages II and III of the game.

For the heroes’ Final Quests, use the Starting Quests that were unselected at the beginning of the game. Again, this quest can only be completed during stage III of the game.

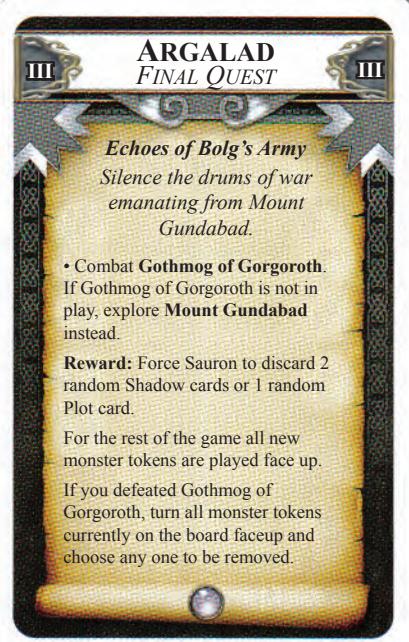
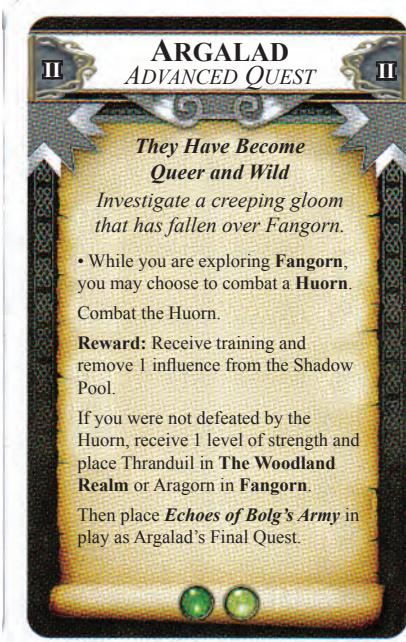
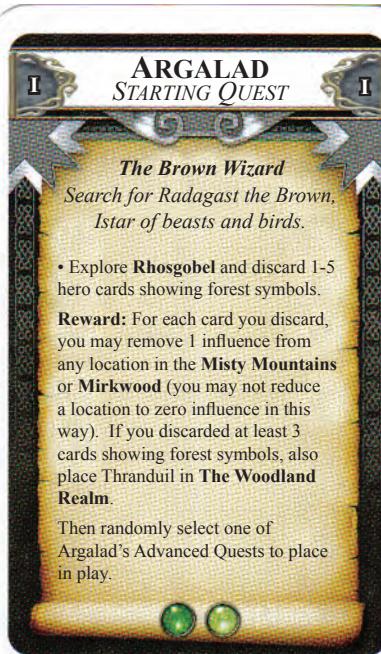
QUESTS ONLY MODE

The new Quest cards can be used as simple replacements for the quests from the original game. However, the stage restrictions must still be observed.



MISSIONS ONLY MODE

The new Mission cards from *The Unfinished Tales* can be used in conjunction with the



BERAVOR ADVANCED QUEST		BERAVOR ADVANCED QUEST		BERAVOR FINAL QUEST	
The Watch Over The Shire	Wolves of the Misty Mountains	Bones of a Darkness Past			
<p>At your captain's bid, guard the borders of the land of the Periannath.</p> <ul style="list-style-type: none"> While you are exploring The Old Forest, you may choose to combat a Barrow Wight. <p>Defeat the Barrow Wight.</p> <p>Reward: Gain 1 favour and receive training. Then place Aragorn in Bree.</p> <p>Then place Bones of a Darkness Past in play as Beravor's Final Quest.</p>	<p>Eradicate the wolves that have moved west from the Misty Mountains.</p> <ul style="list-style-type: none"> Explore Eregion and discard any number of hero cards (minimum 1). <p>Reward: Place Aragorn in Emyn Muil. Then gain favour dependant on the total attack strength of the cards you discarded:</p> <p>1-4: 1 favour 5-7: 2 favours 8-10: 3 favours 11+: 4 favours</p> <p>Then place Bones of a Darkness Past in play as Beravor's Final Quest.</p>	<p>Quench the continuing evil of Carn Dûm.</p> <ul style="list-style-type: none"> Explore the Ruins of Angmar. <p>Reward: Place Gandalf and Aragorn in Bree.</p> <p>For the rest of the game, Sauron may not place more than 1 influence in the Shadow Pool per influence action, or more than 2 influence in each location per influence action.</p>			
ELEANOR STARTING QUEST	ELEANOR STARTING QUEST	ELEANOR STARTING QUEST			
The Keys of Orthanc	The Gift of Cirion	An Appeal to Golasgil			
<p>Check on the recent ambiguous conduct of the warden of Isengard.</p> <ul style="list-style-type: none"> Explore Isengard. <p>Reward: Choose <u>one</u> reward:</p> <ul style="list-style-type: none"> - Look at Sauron's hand of Plot cards. - Look at Sauron's hand of Shadow cards and choose 1 to discard. - Look at the next 3 event cards of any event deck. Place them on the top or bottom of that deck as you wish. <p>Then randomly select one of Eleanor's Advanced Quests to place in play.</p>	<p>Honour Calenhardon with a diplomatic visit.</p> <ul style="list-style-type: none"> Explore Edoras and pay 2 favours. <p>Reward: Choose <u>one</u> reward:</p> <ul style="list-style-type: none"> - Gain 1 level of fortitude. - Place Theoden in Edoras. - Place Denethor in Minas Tirith. <p>Then place The Halifirien, Highest of Beacons in play as Eleanor's Advanced Quest.</p>	<p>Appeal for support from Golasgil, Lord of Anfalas.</p> <ul style="list-style-type: none"> Explore Anfalas. <p>Reward: Gain 2 favour.</p> <p>Then place Where the Stars are Strange in play as Eleanor's Advanced Quest.</p>			
ELEANOR ADVANCED QUEST	ELEANOR ADVANCED QUEST	ELEANOR FINAL QUEST			
The Halifirien, Highest of Beacons	Where the Stars are Strange	Beyond the Ephel Duath			
<p>Investigate the sudden cessation of dispatches from the warning beacons.</p> <ul style="list-style-type: none"> While you are exploring Dunharro, you may choose to combat an Uruk-hai. <p>Defeat the Uruk-hai.</p> <p>Reward: Gain 1 favour and receive training. Then place Theoden in Edoras or Aragorn in Dunharro.</p> <p>Then place Beyond the Ephel Duath in play as Eleanor's Final Quest.</p>	<p>Act on ill news from Boromir.</p> <p>Setup: Place Boromir in Near Harad.</p> <ul style="list-style-type: none"> Combat the Black Serpent. If the Black Serpent is not in play, explore Near Harad instead. <p>Reward: Gain 1 level of strength and train twice.</p> <p>If you defeated the Black Serpent, place Denethor in Minas Tirith.</p> <p>Then place Beyond the Ephel Duath in play as Eleanor's Final Quest.</p>	<p>Make the long journey to gather information on the Shadow arsenal.</p> <ul style="list-style-type: none"> Explore Barad-dûr. <p>Reward: Gain 1 level of agility or wisdom. Then choose <u>one</u> further reward:</p> <ul style="list-style-type: none"> - Remove 3 influence from the Shadow Pool. - Remove 2 influence from Barad-dûr. - Sauron gains an extra action marker. Sauron recovers 4 action markers when he places his 5th marker. 			

EOMETH STARTING QUEST		EOMETH STARTING QUEST		EOMETH STARTING QUEST	
<p><i>A Message for the Wizard</i> Deliver a message to Saruman.</p> <ul style="list-style-type: none"> While you are exploring Isengard, you may choose to combat an Uruk-hai. <p>Defeat the Uruk-hai.</p> <p>Reward: Sauron may search through his Plot deck or discard pile for the "Saruman Falls to Corruption" card and place it in his hand. Then place Saruman in Isengard.</p> <p>Gain 1 level of strength or train twice. Then Sauron must discard 2 random Shadow Cards or remove 2 influence from the Shadow Pool.</p> <p>Then randomly select one of Eometh's Advanced Quests to place in play.</p>		<p><i>The Oath of Eorl</i> Extend the hand of friendship to Gondor.</p> <ul style="list-style-type: none"> Explore Minas Tirith and pay 1 favour. <p>Reward: Train twice or place Denethor in Minas Tirith. Then place <i>Lost Paths of the Druedain</i> in play as Eometh's Advanced Quest.</p>		<p><i>Rage of the Dunlendings</i> Bring the fight to the Dunlendings.</p> <p>Setup: Until this quest is completed, all locations adjacent to the Gap of Rohan are considered <i>perilous</i>.</p> <ul style="list-style-type: none"> While you are exploring the Gap of Rohan, you may choose to combat a Dunlending. <p>Defeat the Dunlending.</p> <p>Reward: Gain 2 favour and place Saruman in Isengard. Then place <i>Lair of the Wargs</i> in play as Eometh's Advanced Quest.</p>	
EOMETH ADVANCED QUEST		EOMETH ADVANCED QUEST		EOMETH FINAL QUEST	
<p><i>Lair of the Wargs</i> Uncover the wargs' breeding ground.</p> <ul style="list-style-type: none"> While you are exploring Dunland, you may choose to combat a Warg Rider. <p>Defeat the Warg Rider.</p> <p>Reward: Sauron may immediately play the "Saruman Falls to Corruption" Plot card from his hand, if able.</p> <p>Gain 1 level of agility and 2 favours. Then place Saruman in Isengard.</p> <p>Then place <i>The Shadow of Dol Guldur</i> in play as Eometh's Final Quest.</p>		<p><i>Lost Paths of the Druedain</i> Appeal to ancient allies for support in the coming darkness.</p> <ul style="list-style-type: none"> Explore the Mouth of the Greyflood and discard hero cards showing 1-6 shields. <p>Reward: Gain 1 favour for every 2 shields discarded. You may then spend 2 favour to gain 1 level of wisdom, or 3 favour to gain 1 level of fortitude.</p> <p>Then place <i>The Shadow of Dol Guldur</i> in play as Eometh's Final Quest.</p>		<p><i>The Shadow of Dol Guldur</i> Destroy the Lieutenant of Barad-Dûr.</p> <ul style="list-style-type: none"> Defeat the Mouth of Sauron. If the Mouth of Sauron is not in play, explore Dol Guldur instead. <p>Reward: Gain 3 favour.</p> <p>If you defeated the Mouth of Sauron, all Corruption cards cost 1 favour less to discard, to a minimum of 0.</p>	
THÁLIN STARTING QUEST		THÁLIN STARTING QUEST		THÁLIN STARTING QUEST	
<p><i>The Glittering Caves</i> Fulfil your desire to see the wonderous caves of Aglarond.</p> <ul style="list-style-type: none"> Explore Helm's Deep. <p>Reward: Choose <u>one</u> reward:</p> <ul style="list-style-type: none"> - Pay 1 favour to gain 1 level of wisdom. - Draw a Corruption card to gain 3 favour and place Dain II in Erebor. - Place Theoden in Edoras. <p>Then randomly select one of Thálin's Advanced Quests to place in play.</p>		<p><i>Orcs from the North</i> Follow your king to glorious battle.</p> <ul style="list-style-type: none"> While you are exploring The Northern Waste, you may choose to combat a Snaga. <p>Defeat the Snaga.</p> <p>Reward: Receive training and place Dain II in The Northern Waste. Then place <i>Assault on the Iron Hills</i> in play as Thálin's Advanced Quest.</p>		<p><i>The Ered Luin</i> Search for possessions of Thorin left behind in the Blue Mountains.</p> <ul style="list-style-type: none"> Explore the Blue Mountains. <p>Reward: Gain 4 favour and 1 level of agility. Then place Dain II in Erebor.</p> <p>Then place <i>Thráin's Heirloom</i> in play as Thálin's Advanced Quest.</p>	

