

# 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 be downloaded from BGG here:

<http://www.boardgamegeek.com/filepage/54828/group-combat-finale-variant>

## MISSIONS ONLY MODE

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

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.



I ARGALAD STARTING QUEST I

**Return to Valinor**  
Escort your beloved to her waiting ship.

- Explore **The Grey Havens**.

**Reward:** Receive 3 favour or discard 2 corruption cards. Then place Gandalf in **Rivendell** or receive a "Boat" item.

Then place **The Wisdom of Master Elrond** in play as Argalad's Advanced Quest.



I ARGALAD STARTING QUEST I

**The Brown Wizard**  
Search for Radagast the Brown, Istar of beasts and birds.

- Explore **Rhosgobel** and discard 1-5 hero cards showing forest symbols.

**Reward:** For each card you discard, you may remove 1 influence from any location in the **Misty Mountains** or **Mirkwood** (you may not reduce a location to zero influence in this way). If you discarded at least 3 cards showing forest symbols, also place Thranduil in **The Woodland Realm**.

Then randomly select one of Argalad's Advanced Quests to place in play.



I ARGALAD STARTING QUEST I

**Under the Dark Eaves of Mirkwood**  
Pursue an orc heading for Dol Guldur.

- While you are exploring the **South Eaves**, you may choose to combat an **Orc**.

Combat the Orc.

**Reward:** Receive training and place Aragorn in the **South Eaves**.

If you did not defeat the Orc, Sauron may immediately place a monster token at two different locations in **Mirkwood** (regardless of influence).

Then place **They Have Become Queer and Wild** in play as Argalad's Advanced Quest.



II ARGALAD ADVANCED QUEST II

**They Have Become Queer and Wild**  
Investigate a creeping gloom that has fallen over Fangorn.

- While you are exploring **Fangorn**, you may choose to combat a **Huorn**. Combat the Huorn.

**Reward:** Receive training and remove 1 influence from the Shadow Pool.

If you were not defeated by the Huorn, receive 1 level of strength and place Thranduil in **The Woodland Realm** or Aragorn in **Fangorn**.

Then place **Echoes of Bolg's Army** in play as Argalad's Final Quest.



II ARGALAD ADVANCED QUEST II

**The Wisdom of Master Elrond**  
Seek Lord Elrond's counsel.

- Explore **Rivendell** and pay 1 favour.

**Reward:** Gain 1 level of fortitude or wisdom, or an "Elven Cloak" item.

Then place **Echoes of Bolg's Army** in play as Argalad's Final Quest.



III ARGALAD FINAL QUEST III

**Echoes of Bolg's Army**  
Silence the drums of war emanating from Mount Gundabad.

- Combat **Gothmog of Gorgoroth**. If Gothmog of Gorgoroth is not in play, explore **Mount Gundabad** instead.

**Reward:** Force Sauron to discard 2 random Shadow cards or 1 random Plot card.

For the rest of the game all new monster tokens are played face up.

If you defeated Gothmog of Gorgoroth, turn all monster tokens currently on the board faceup and choose any one to be removed.



I BERAVOR STARTING QUEST I

**Spies in Mithlond**  
Protect Cirdan from the all-seeing eye of Sauron.

- While you are exploring **The Grey Havens**, you may choose to combat a **Crebain**.

Defeat the Crebain.

**Reward:** Receive training and remove 1 influence from the Shadow Pool. Then place Gandalf in **The Grey Havens**, or pay 1 favour to receive a "Boat" item.

Then randomly select one of Beravor's Advanced Quests to place in play.



I BERAVOR STARTING QUEST I

**Guarding the Dimril Stair**  
Guard the pass against goblins and orcs.

- Explore **The Redhorn Gate**.

**Reward:** Gain 2 favour and receive training. Then place Gandalf in **Bree**.

Then place **Wolves of the Misty Mountains** in play as Beravor's Advanced Quest.



I BERAVOR STARTING QUEST I

**Agents at the Greyflood**  
Disrupt passage of shadowy strangers at the crossing of the Greyflood.

- While you are exploring **Tharbad**, you may choose to combat an **Agent**. Defeat the Agent.

**Reward:** Remove 2 influence from the Shadow Pool and place Saruman in **Isengard**.

Then place **The Watch Over The Shire** in play as Beravor's Advanced Quest.



**II** **BERAVOR** **ADVANCED QUEST** **II**

**The Watch Over The Shire**  
*At your captain's bid, guard the borders of the land of the Perianath.*

- While you are exploring **The Old Forest**, you may choose to combat a **Barrow Wight**.  
 Defeat the Barrow Wight.

**Reward:** Gain 1 favour and receive training. Then place Aragorn in **Bree**.  
 Then place *Bones of a Darkness Past* in play as Beravor's Final Quest.



**II** **BERAVOR** **ADVANCED QUEST** **II**


**Wolves of the Misty Mountains**  
*Eradicate the wolves that have moved west from the Misty Mountains.*

- Explore **Eregion** and discard any number of hero cards (minimum 1).

**Reward:** Place Aragorn in **Eryn Mui**. Then gain favour dependant on the total attack strength of the cards you discarded:

1-4: 1 favour  
 5-7: 2 favours  
 8-10: 3 favours  
 11+: 4 favours

Then place *Bones of a Darkness Past* in play as Beravor's Final Quest.



**III** **BERAVOR** **FINAL QUEST** **III**

**Bones of a Darkness Past**  
*Quench the the continuing evil of Carn Dûm.*

- Explore the **Ruins of Angmar**.

**Reward:** Place Gandalf and Aragorn in **Bree**.  
 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.



**I** **ELEANOR** **STARTING QUEST** **I**


**The Keys of Orthanc**  
*Check on the recent ambiguous conduct of the warden of Isengard.*

- Explore **Isengard**.

**Reward:** Choose one reward:

- 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.

Then randomly select one of Eleanor's Advanced Quests to place in play.



**I** **ELEANOR** **STARTING QUEST** **I**


**The Gift of Cirion**  
*Honour Calenhadon with a diplomatic visit.*

- Explore **Edoras** and pay 2 favours.

**Reward:** Choose one reward:

- Gain 1 level of fortitude.
- Place Theoden in **Edoras**.
- Place Denethor in **Minas Tirith**.

Then place *The Halifirien, Highest of Beacons* in play as Eleanor's Advanced Quest.



**I** **ELEANOR** **STARTING QUEST** **I**

**An Appeal to Golasgil**  
*Appeal for support from Golasgil, Lord of Anfalas.*

- Explore **Anfalas**.

**Reward:** Gain 2 favour.  
 Then place *Where the Stars are Strange* in play as Eleanor's Advanced Quest.




**II** **ELEANOR** **ADVANCED QUEST** **II**

**The Halifirien, Highest of Beacons**  
*Investigate the sudden cessation of dispatches from the warning beacons.*

- While you are exploring **Dunharrow**, you may choose to combat an **Uruk-hai**.  
 Defeat the Uruk-hai.

**Reward:** Gain 1 favour and receive training. Then place Theoden in **Edoras** or Aragorn in **Dunharrow**.  
 Then place *Beyond the Ephel Duath* in play as Eleanor's Final Quest.



**II** **ELEANOR** **ADVANCED QUEST** **II**

**Where the Stars are Strange**  
*Act on ill news from Boromir.*

**Setup:** Place Boromir in **Near Harad**.

- Combat the **Black Serpent**. If the Black Serpent is not in play, explore **Near Harad** instead.

**Reward:** Gain 1 level of strength and train twice.  
 If you defeated the Black Serpent, place Denethor in **Minas Tirith**.  
 Then place *Beyond the Ephel Duath* in play as Eleanor's Final Quest.



**III** **ELEANOR** **FINAL QUEST** **III**


**Beyond the Ephel Duath**  
*Make the long journey to gather information on the Shadow arsenal.*

- Explore **Barad-dûr**.

**Reward:** Gain 1 level of agility or wisdom. Then choose one further reward:

- 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.



I **EOMETH**  
STARTING QUEST I

*A Message for the Wizard*  
Deliver a message to Saruman.

• While you are exploring **Isengard**, you may choose to combat an **Uruk-hai**.

Defeat the Uruk-hai.

**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**.

Gain 1 level of strength or train twice. Then Sauron must discard 2 random Shadow Cards or remove 2 influence from the Shadow Pool.

Then randomly select one of Eometh's Advanced Quests to place in play.

I **EOMETH**  
STARTING QUEST I

*The Oath of Eorl*

Extend the hand of friendship to Gondor.

• Explore **Minas Tirith** and pay 1 favour.

**Reward:** Train twice or place Denethor in **Minas Tirith**.

Then place *Lost Paths of the Druedain* in play as Eometh's Advanced Quest.

I **EOMETH**  
STARTING QUEST I

*Rage of the Dunlendings*

Bring the fight to the Dunlendings.

*Setup:* Until this quest is completed, all locations adjacent to the **Gap of Rohan** are considered *perilous*.

• While you are exploring the **Gap of Rohan**, you may choose to combat a **Dunlending**.

Defeat the Dunlending.

**Reward:** Gain 2 favour and place Saruman in **Isengard**.

Then place *Lair of the Wargs* in play as Eometh's Advanced Quest.

II **EOMETH**  
ADVANCED QUEST II

*Lair of the Wargs*

Uncover the wargs' breeding ground.

• While you are exploring **Dunland**, you may choose to combat a **Warg Rider**.

Defeat the Warg Rider.

**Reward:** Sauron may immediately play the "Saruman Falls to Corruption" Plot card from his hand, if able.

Gain 1 level of agility and 2 favours. Then place Saruman in **Isengard**.

Then place *The Shadow of Dol Guldur* in play as Eometh's Final Quest.

II **EOMETH**  
ADVANCED QUEST II

*Lost Paths of the Druedain*

Appeal to ancient allies for support in the coming darkness.

• Explore the **Mouth of the Greyflood** and discard hero cards showing 1-6 shields.

**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.

Then place *The Shadow of Dol Guldur* in play as Eometh's Final Quest.

III **EOMETH**  
FINAL QUEST III

*The Shadow of Dol Guldur*

Destroy the Lieutenant of Barad-Dûr.

• Defeat the **Mouth of Sauron**. If the Mouth of Sauron is not in play, explore **Dol Guldur** instead.

**Reward:** Gain 3 favour.

If you defeated the Mouth of Sauron, all Corruption cards cost 1 favour less to discard, to a minimum of 0.

I **THÁLIN**  
STARTING QUEST I

*The Glittering Caves*

Fulfil your desire to see the wondrous caves of Aglarond.

• Explore **Helm's Deep**.

**Reward:** Choose one reward:

- 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**.

Then randomly select one of Thálin's Advanced Quests to place in play.

I **THÁLIN**  
STARTING QUEST I

*Orcs from the North*

Follow your king to glorious battle.

• While you are exploring **The Northern Waste**, you may choose to combat a **Snaga**.

Defeat the Snaga.

**Reward:** Receive training and place Dain II in **The Northern Waste**.

Then place *Assault on the Iron Hills* in play as Thálin's Advanced Quest.

I **THÁLIN**  
STARTING QUEST I

*The Ered Luin*

Search for possessions of Thorin left behind in the Blue Mountains.

• Explore the **Blue Mountains**.

**Reward:** Gain 4 favour and 1 level of agility. Then place Dain II in **Erebor**.

Then place *Thrán's Heirloom* in play as Thálin's Advanced Quest.

**II** THÁLIN **II**  
ADVANCED QUEST

**Thráin's Heirloom**  
Retrieve one of the Seven from Dol Guldur.

- Explore **Dol Guldur**.

**Reward:** Place Gandalf in **Dol Guldur**.

Then place **Balin, son of Fundin, Lord of Khazad-dum** in play as Thálin's Final Quest.



**II** THÁLIN **II**  
ADVANCED QUEST

**Assault on the Iron Hills**  
Relieve your besieged kinsmen and repel the attacking Easterlings.

- Explore **The Iron Hills** and discard any number of hero cards (minimum 1).

**Reward:** Gain 2 favour.

Then gain a reward based on the total attack strength of the cards you discarded:

1-7: Receive training  
8-10: 1 level of strength  
11+: 1 level of fortitude

Then place **Balin, son of Fundin, Lord of Khazad-dum** in play as Thálin's Final Quest.



**III** THÁLIN **III**  
FINAL QUEST


**Balin, son of Fundin, Lord of Khazad-dum**  
Face Durin's Bane in the Halls of Moria.

- When you would perform the Combat or Peril step of your turn while at **Moria**, combat a **Balrog** instead.


Explore **Moria**.

**Reward:** Gain 2 favour and place Dain II in **Erebor**. Then either train twice or gain 1 level of strength.

If you defeated the Balrog, for the rest of the game, whenever Sauron draws Peril cards, he draws 1 fewer card.




WHERE THE SHADOWS LIE



Gain 1 bonus space for every space the red story marker moves based on your plots in play at the end of the game.

IN DARKNESS BIND THEM




Gain 1 bonus space for each corruption card held by the heroes at the end of the game.

TO RULE THEM ALL




Gain 1 bonus space for every space the black story marker moves based on your plots in play at the end of the game.

TO FIND THEM ALL



Gain 1 bonus space for every space the yellow story marker moves based on your plots in play at the end of the game.


HIS DARK THRONE



Gain 2 bonus spaces for each of the following that is true at the end of the game:


- Witch King is alive
- 3 plots in play
- 6 influence in The Shire

NOBLE BLOOD



Determine the hero that has completed the fewest of his/her personal quests. Gain 2 bonus spaces for each personal quest that hero has completed.

AGAINST THE SHADOW



Gain 1 bonus space for every 3 influence tokens held by the heroes at the end of the game (every 4 influence tokens in games with three heroes).

MINAS MORGUL KEPT AT BAY



Gain bonus spaces based on the minions and monster tokens the heroes have collected:

- 2 blank tokens = 1 space
- 1 non-blank token = 1 space
- 1 minion = 2 spaces

ISILDUR'S SECRET



Gain 1 bonus space for each favour held by the heroes at the end of the game.

THE SPEAR OF THE WEST



Gain 1 bonus space for each plot card held by the heroes at the end of the game.





