

DCCD - MINION - AVATARLESS - A FEW TRUSTY LADS

Gorbag has had it with big bosses! So he decides to set up shop on his own. He looks for a good place to settle in the Misty Mountains, with a few trusty lads from Mordor and plenty of loot to be had. He teams up with Hurog, a nasty Uruk from the Dragon Gap, who has a score to settle with a few heroes in Wilderland. Together they search for swords, recruit a few Orc-bands, and breed a pack of wargs. Then, they are ready to attack.

Starting company: Gorbag, Hurog, Virsh, Radbug (*Orc-pouch*)

Starting events: *A Few Trusty Lads*, *Orc-endurance*

Starting site: Deep-cleft [or Dol Guldur]

DC-level: * DC Apprentice (DC intensity 40%)

1. This deck is not very complicated, and thus suited for a DC Apprentice. It centers on sites around (or under) the Misty Mountains - Northern Spur, mostly Shadow-holds. There are not really any tricks involved, just a few new cards that you should study well.
2. Initially the starting company stays together; *A Few Trusty Lads* allows 2 leaders. You can play more leaders, or move leaders away, but don't get more than 2 leaders together in the company or you'll lose *A Few Trusty Lads*!
3. Hurog will have to do most of the influencing, especially the tougher *Misty Mountain Wargs*, as he is the only diplomat and can use *Crooked Promptings*. He is also your only sage for *Voices of Malice*, until you play either Doeth or Urdrak, so use Hurog wisely.
4. The first few turns keep *Orc-pouch* around to play a few *Orc-draughts* and *Orc-liquors* from sideboard, using *Orc-endurance*. After that, tap Radbug and discard *Orc-pouch* to get a *Whip* and *Trophy-belt* from your sideboard, or if need be a *Flaming Torch* or *Foul-smelling Paste*. Be careful to whom you give *Trophy-belt*, because he might become a leader.
5. *A Few Trusty Lads* allows you to get resources from sideboard, don't forget to do this! You can also get cards into the discard pile; there are resources that can grab/recycle them. *Elf-skin War Drum* allows you to get command cards (*I'll Report You*, *I'll Be at Your Heals*). *Wolf-den* (sideboard) allows you to get wolf allies, such as the *Wolf-steed*.
6. Once you have a Wolf faction in play, get *Wolf-den* from sideboard, and get allies to hand from the discard at the site where you play an Orc faction. Use *Orc Garrison* to prevent Gundabad or Deep-cleft from discarding, or leave an Orc behind. If you can't go to either site for *Wolf-den*, get *Orcs of Moria* from sideboard as backup. If you miss *Misty Mountain Wargs*, get the *Wolves of Isengard* from sideboard as backup (sacrifice a smaller Orc to feed the Wolves!).
7. For faster movement to/from Under-deeps sites, *Flight Unmarked* is very useful, so try to keep your scouts and rangers alive. You can even move to/from Under-deeps this way using *Orc Garrison* as a site in Misty Mountains. Another option is bringing non-unique Orcs into play at The Iron-deeps and let them try to get *Anguirel* or *Dwarf-chopper* (at The Wind-deeps, The Under-vaults), but this is tricky.



8. Once you are prepared for war, with a few weapons, allies, a command card, and Wolf/Orc factions, get a mission from sideboard. You can *Slew the Great Warrior* (at e.g. Mathlaburg), or steal *Always the Black Horses* at a site in Rohan. With *Battle of Five Armies* you can try and discard your opponent's Dwarf, Man, or Elf faction. For experts: play *Old Enemies* (sideboard) on an opponent's faction and try to defeat it yourself.
9. **Final tips:**
- The hazards play Orcs. As you visit many Orc-holds, plan ahead when you are playing *Minions Stir*, and recycle your *Orc Quarrels*.
 - *Grey Mountain Goblins* can also be played at Deep Cleft. *Misty Mountain Wargs* can be played at Sonotor's Mound. *Anguirel* can be played at Steel Fall.
 - *Elf-skin War Drum* allows you to play Troll allies at Shadow-hold Orc-holds; there are two such allies in the sideboard.
 - To get full advantage of *Wolf-steed*, the *Wolves of Isengard* faction can reallocate the Wolves to your characters.

Pool
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Minion Character (10)

1 Doeth (Durthak) (WH)
1 Durba (NW)
1 Gorbag (LE)
1 Grishnákh (LE)
1 Hurog (NE)
1 Radbug (LE)
1 Shagrat (LE)
1 Ukôg the Lame (NE)
1 Urdrak (NW)
1 Virsh (NE)

Minion Resource (3)

1 A Few Trusty Lads (NE)
1 Orc-endurance (NE)
1 Orc-pouch (NE)

Deck
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Hazard (34)

2 An Unexpected Outpost (DM)
3 Doors of Night (TW)
2 Hobgoblins (TD)
3 Little Snuffler (DM)
3 Minions Stir (TW)
2 Orc Archers (DF)
1 Orc-lieutenant (TW)
3 Orc-raiders (TW)
1 Orc-tortured (DF)
3 Orc-warband (TW)
2 Orcish Marauders (DF)
2 Pierced by Many Wounds (DM)
1 Shadow of Mordor (TD)
1 Shut Yer Mouth (LE)
2 Soldiers of the Dark Lord (DF)
1 Taint of Glory (WR)
1 The Back Door (DF)
1 Twilight (TW)

Minion Character (6)

2 Orc Archer (NE)
3 Orc Grunt (NE)
1 Orc Tracker (LE)

Dual Resource (3)

- 1 Anguirel (NW)
- 2 Flight Unmarked (RS)

Minion Resource (31)

- 1 Blasting Fire (WH)
- 1 Crack in the Wall (LE)
- 2 Crooked Promptings (LE)
- 1 Dwarf-chopper (DF)
- 1 Elfhewer (GW)
- 2 Elf-skin War Drum (NE)
- 1 Great Bats (AS)
- 1 Grey Mountain Goblins (LE)
- 1 Hatred (NE)
- 1 Misty Mountain Wargs (LE)
- 1 No More Nonsense (LE)
- 2 Orc Garrison (NE)
- 2 Orc Quarrels (LE)
- 1 Orcs of Gundabad (LE)
- 2 Swift Strokes (LE)
- 1 The Ashdurbuk (NE)
- 2 The Goblins Are upon You! (NE)
- 2 Voices of Malice (LE)
- 3 War-wolf (LE)
- 2 Weigh All Things to a Nicety (LE)
- 1 Where There's a Whip (LE)

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Sideboard

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Dual Resource (1)

- 1 Battle of Five Armies (GW)

Hazard (7)

- 1 Long Winter (TW)
- 1 Many Burdens (RS)
- 1 Muster Disperses (TW)
- 1 Old Enemies (DF)
- 1 Politics (WR)
- 1 Siege of Gondor (WR)
- 1 Two or Three Tribes Present (DM)

Minion Resource (22)

- 1 "Two-headed" Troll (LE)
- 1 Always the Black Horses (TI)
- 1 Burning Rick, Cot, and Tree (LE)
- 1 Cave Troll (BA)
- 1 Fizzling Torch (NE)
- 1 Foul-smelling Paste (LE)
- 1 I'll Be At Your Heels (LE)
- 1 I'll Report You (LE)
- 2 Orc-draughts (LE)
- 2 Orc-liquor (LE)
- 1 Orcs of Moria (LE)
- 1 Slew the Great Warrior (TI)
- 1 Trophy-belt (NE)
- 1 Whip (LE)
- 2 Wolf-den (NE)
- 3 Wolf-steed (NW)
- 1 Wolves of Isengard (TI)



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Sites

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Dual Site (1)

1 The Wind-deeps [D] (DF)

Minion Site (32)

1 Amon Hen [M] (LE)

1 Bree [M] (LE)

1 Cameth Brin [M] (LE)

1 Carn Dûm [M] (LE)

1 Dale [M] (LE)

1 Deep Cleft [M] (GW)

1 Dimrill Dale [M] (LE)

1 Dol Guldur [M] (LE)

1 Dunharrow [M] (LE)

1 Eдорas [M] (LE)

1 Ettenmoors [M] (LE)

1 Glittering Caves [M] (LE)

1 Goblin-gate [M] (LE)

1 Gondmaeglom [M] (LE)

1 Isengard [M] (LE)

1 Kala Dulakurth [M] (NW)

1 Mathlaburg [M] (GW)

1 Moria [M] (LE)

1 Morkai [M] (KN)

1 Mount Gram [M] (LE)

1 Mount Gundabad [M] (LE)

1 Sarn Goriwing [M] (LE)

1 Sonotor's Mound [M] (GW)

1 Steel Fall [M] (GW)

1 The Carrock [M] (DF)

1 The Iron-deeps [M] (AS)

1 The Under-gates [M] (AS)

1 The Under-grottos [M] (AS)

1 The Under-leas [M] (AS)

1 The Under-vaults [M] (AS)

1 The Wind Throne [M] (LE)

1 Thranduil's Halls [M] (LE)



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