

## DCCD - WAR-LORD - ARDAGOR – TERROR OF CARDOLAN

Ages have passed since Ardagor was sent to Cardolan on the Witch-king's orders. The times have changed, but the great Warlord and Terror of Cardolan still lingers, and observes his time might be now! His vile nature allows him to control a massive Troll army, while his cunning mind helps him convince the Clans of Dunland to do his bidding. Roaming through Eriador, defiling the graves of Dúnanan and Elves, Ardagor gathers his forces to overrun whatever is left of the old Kingdom of the North, once and for all.

**Starting company:** Ognor (*Foul-smelling Paste*), Perchen, Uchel, Forest-troll (*Fizzling Torch*), Old Troll

**Starting events:** *Terror of Cardolan*

**Starting site:** Creb Durga

**DC-level:** \*\* DC Graduate (dc intensity 35%, non-FF/NE 15%)

- 1) This deck involves a bit more squatting than normal in a DCCD, but also without much protection. Your Men should move to Dunnish Clan-hold. Ognor, Forest-troll & Old Troll are hopefully joined by Ardagor; with or without him head to the Barrow-downs or The Willow Dingle depending on your first hand (if in doubt take The Willow Dingle).
- 2) When Ardagor enters play, tap him to bring *Brutal Retinue*, *Troll Henchman* (see 7), *Cave-trolls*, *Stone Trolls*, and *War-lord's Lair* from your sideboard to the discard pile; you can get characters and factions to hand using *Breeder's Stock* and *Call to Arms*, and Ardagor can tap to grab *War-lord's Lair*.
- 3) Travel between Barrow-downs, Ettenmoors, and Cameth Brin; or between The Willow Dingle and Turukulon's Lair. You should be able to play most of your resources at these sites, as well as getting the 3 Troll stooges (Bûrat, Tûma & Wûluag) to join you. It could be hard influence-wise, but *High Helm* and *Helm of Illusions* will help out; be sure you bring in *Cave-trolls* and/or *Stone-trolls* to be able to control Ognor with Ardagor basically for free. *Awaiting the Call* is best placed on Perchen and Freca for more free GI.
- 4) Be aware of the *Hoard Well Searched* trick: tapping a scout (Ognor or Wûluag) at Turukulon's Lair to play a hoard major item. To tap the site first, play *Regiment of Crows* or even a *Records Unread*. If you did not manage the trick, you have to move to a tougher Dragon's lair for the hoard items (Gondring's Lair, Zarak Dûm) or The Willow Dingle. Be sure to bring *Records Unread* when going to Moria to play *Bone-basher*, so you can later play *Orcs of Moria* (sideboard) there as well.
- 5) There's *Regiment of Crows* in deck, but more allies must come from the sideboard. *Fear from the Deep*s lets you play a *Cave Troll* at surface sites. Same for your miscellaneous MP cards; if you got no Troll faction for *Slew the Great Warrior*, just go to Amon Lind. Otherwise score a *Long Grievous Siege*.
- 6) Your hazards go along with the theme of the deck: Trolls and even more Trolls. Make them more playable with *Buthrakaur/Umagaur*, *Choking Shadows*, or *Gloom*. To cover the Coastal Seas blind spot, *Echoes of Númenor's Call* can help. Once you got it, half the hazard limit to bring *Ninevet*, *Raindrake*, and *Drowning Seas* from your sideboard to your discard pile to be able to grab them from there.
- 7) **Final tips:**
  - Place *Hatred* on Perchen so he can stay untapped against the AA at Dunnish Clan-hold.





- By DC rule, unused cards from Pool may go to the sideboard after the Draft. Place Henchman and Retinue in sideboard, as you need a Troll leader or Warlord first to play them.
- If you have influence problems, attach some minor items to the *Olga-wama*, especially Morvan can be a real spark with his shiny belt. Do not pile Ardagor with items, since he is your spirit-magic user and sage.
- After you've brought the *Dunlendings* to your side, try also to convince *The Dunmen's Dogs* (sideboard); the dogs can help you with ally-play, when facing Wolf hazards.
- For some direct harassment of your opponent (either hero or minion), there's *Grond*, *Deep Is the Abyss*, *Sack over the Head*, *Prone to Violence*, and *Eddy in Fate's Tide* in sideboard.
- Try to get a Man or Dúnadan trophy to be able to play *Grishmoigh* (sideboard), or trophies for your big fighter (Wuluag using *Bloodspike*), so that with *Trophy-belt* he can really shine.

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**Pool**

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**# Minion Character (7)**

- 1 Brutal Retinue (KN)
- 1 Forest-troll (KN)
- 1 Ognor (KN)
- 1 Old Troll (LE)
- 1 Perchen (AS)
- 1 Troll Henchman (KN)
- 1 Uchel (LE)

**# Minion Resource (3)**

- 1 Fizzling Torch (NE)
- 1 Foul-smelling Paste (LE)
- 1 Terror of Cardolan (KN)

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**Deck**

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**# Hazard (33)**

- 2 An Unexpected Outpost (DM)
- 1 Arda Marred (NE)
- 1 Black Crows (FB)
- 1 Búthrakaur the Green (DM)
- 1 Choking Shadows (TW)
- 3 Doors of Night (TW)
- 1 Echoes of Númenor's Fall (SL)
- 1 Gloom (TW)
- 1 Gorfaur the Lamé (NE)
- 1 Greed (TW)
- 1 Half-trolls of Far Harad (TW)
- 2 Hermit Troll (DF)
- 1 Hibernating Troll (NW)
- 2 Minions Stir (LE)
- 1 No Good Roasting 'Em Now (KN)
- 1 Old Man Willow (TW)
- 1 Olog Warlords (BA)
- 1 Out of Practice (DF)
- 1 Rats! (LE)
- 1 Reaching Shadow (DM)
- 1 Searching Eye (TD)
- 2 Trolls from the Mountains (AS)
- 2 Twilight (TW)
- 1 Umagaur the Pale (DM)
- 2 Wild Trolls (LE)
- 1 Wound of Long Burden (DM)

**# War-lord (4)**

- 4 Ardagor [W] (KN)





## # Dual Character (1)

1 Morvran (NW)

## # Minion Character (7)

1 Bûrat (AS)

1 Freca (TI)

1 Hill-troll (BA)

1 Ice-troll (NW)

1 Tûma (AS)

1 Wolf (TI)

1 Wûluag (AS)

## # Dual Resource (1)

1 Olga-wama (KN)

## # Minion Resource (32)

1 A Nice Place to Hide (LE)

2 Awaiting the Call (LE)

1 Bloodspike (NE)

1 Bone-basher (NE)

1 Bone-hilted Broadsword (GW)

1 Breeder's Stock (NE)

1 Burning Rick, Cot, and Tree (LE)

1 Call to Arms (NE)

1 Crept Along Cleverly (WH)

1 Driven as by a Madness (AS)

1 Dunlendings [M] (LE)

1 Fear from the Deep (ML)

2 Gifts as Given of Old (LE)

1 Hatred (NE)

1 Helm of Illusions (KN)

1 Hidden Ways (LE)

1 Hide in Dark Places (LE)

1 High Helm (LE)

1 Hoard Well-searched (AS)

1 Not Slay Needlessly (LE)

1 Orc Quarrels (LE)

1 Poison of his Voice (WH)

1 Records Unread (AS)

1 Regiment of Black Crows (AS)

1 Slew the Great Warrior (NE)

1 Spying out the Land

1 Under His Blow (LE)

1 Voices of Malice (LE)

2 Weigh All Things to a Nicety (LE)

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## Sideboard

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## # Dual Resource (2)

1 Mace-master (WR)

1 The Dunmen's Dogs (KN)

## # Hazard (10)

1 Angmar Arises (DM)

1 Bloodeye Ravish (KN)

1 Drowning Seas (TW)

1 Lost in Free-domains (TW)

1 Lure of the Senses (TW)

1 Many Burdens (NE)

1 Muster Disperses (TW)

1 Ninevet (DF)

1 Politics (NE)

1 Rain-drake (TD)

## # Minion Resource (18)

1 Cave Troll (BA)

1 Cave-trolls (KN)

1 Deep Is the Abyss (ML)

1 Eddy in Fate's Tide (BA)

1 Forged Below (ML)

1 Great Troll (BA)

1 Grishmoigh (KN)

1 Grond (BA)

1 Long Grievous Siege (BA)

1 Orcs of Moria (LE)

1 Prone to Violence (BA)

1 Sack over the Head (AS)

1 Stone Trolls (LE)

1 Trophy-belt (NE)

1 Voices of Malice (LE)

2 War-wolf (LE)

1 Warlord's Lair (KN)



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Sites

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## # Balrog Site (1)

1 Carn Dûm [B] (BA)

## # Minion Site (29)

1 Amon Lind [M] (FB)

1 Barrow-downs [M] (LE)

1 Bernastath [M] (NW)

1 Bree [M] (LE)

1 Cameth Brin [M] (LE)

1 Creb Durga [M] (KN)

1 Dunnish Clan-hold [M] (LE)

1 Ettenmoors [M] (LE)

1 Glittering Caves [M] (LE)

1 Goblin-gate [M] (LE)

1 Gondring's Lair [M] (NW)

1 Helm's Deep [M] (TI)

1 Isengard [M] (LE)

1 Lond Daer [M] (KN)

1 Michel Delving [M] (RS)

1 Moria [M] (LE)

1 Ost-in-Edhîl [M] (LE)

1 Ruined Signal Tower [M] (LE)

1 Telpëmar [M] (FB)

1 Tharbad [M] (LE)

1 The Gem-deeps [M] (AS)

1 The Under-Caves [M] (KN)

1 The Under-gates [M] (AS)

1 The Under-vaults [M] (AS)

1 The White Towers [M] (LE)

1 The Willow Dingle [M] (RS)

1 Turukulon's Lair [M] (TI)

1 Weathertop [M] (AS)

1 Zarak Dûm [M] (LE)



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