

## DCCD - DÚNADAN-LORD - DENETHOR - CAPTAINS OF GONDOR

At the end of the Third Age, enemies are closing in on Gondor from all sides. Corsairs and Wain-riders prepare for war in the east and south, Orcs roam freely on the banks of Anduin the Great, and fair Ithilien lies deserted. The once proud city of Osgiliath has been turned into a battlefield. Yet there are those who still venture into the perilous lands of Mordor. The captains of Gondor risk their lives to rescue unfortunate souls taken captive by the thralls of Sauron, set to work as slaves in his dungeons. In this they are aided by a mysterious ranger from the North. Yet saving his people is not the full part of Denethor's designs. Secretly he hopes to recover the lost Ithil-stone, so he can finally use both Palantiri without fear of being ensnared by Sauron's gaze.

**Starting company:** Thorongil (*Trusted Counsellor*), Faramir (*Captain of the Royal Rangers*), Anborn, Ioreth, Damrod (*Archer of Ithilien, Backpack*), Mablung (*Archer of Ithilien*),

**Starting stage:** *Captain of the Royal Rangers, Trusted Counsellor, The House of Mardil*

**Starting site:** Minas Tirith

**DC-level:** \*\* DC Graduate (dc intensity 37%, non-FF 27%)

1. Your starting company will go to dark places in Mordor, to learn about the enemy's movements (*War Preparations, Knowledge of the Enemy*), recover lost items, and *Rescue* a few *Prisoners, Escaped Slaves*, and the captured Noldo sage *Kheleglin*. Ioreth stays at Minas Tirith to tell *Marvels*.
2. Reserve Shelob's Lair, Minas Morgul, and Barad-dûr for special items (*Ungolcrist, Mace of Anárion*, and *The Ithil-stone*). Play the other items (*Orcrist, Glamdring*) and *Kheleglin* at Cirith Ungol, Nûrniag Camp, Barad-wath, or Urlurtsu Nurn. You can also go to Durthang, Cirith Gorgor, or Minas Durlith, but those are more dangerous. **Remember!:** standard rules only allow you to move into Gorgoroth from a site in Imlad Morgul, so plan your movement ahead. Chelkar (*Lugarlur*) and Khand (*Sturlurtsa*) are also in Mordor, but Dagorlad is not.
3. To find *The Ithil-stone* (sideboard) you require many scouts. Your *Recued Prisoners* can help, as they have been in the dungeons of Mordor. Place the unused characters from Pool (Boromir, Robin, Duilin) in the sideboard after the Draft (DC rule allows this). Denethor can tap to bring them into the discard pile, and *Lock nor Bar May Hinder* will let you play them from the discard pile quickly.
4. Tap Denethor 2x to get cards from sideboard into the discard pile (in order of importance): *Tower of Guard*, Boromir, *I'll Report You, Many Foes He Fought*, *Sworn to the Lord*, other command cards and characters. Denethor can quickly make a Lordhaven at Minas Tirith and play *Sworn to the Lord*. Otherwise, his role is increasing hand size, using the Palantír, and opportune side-boarding. When you play Boromir, sideboard *Captain of the Tower Guard* and/or *True-hearted Man*. If you have a Palantír, get *Eyes of the White Tower*.
5. Use *The House of Mardil* to get command cards to hand, for extra prowess and/or corruption bonus (*I'll Report You/Be At Your Heels*), a bigger company (*Captains of the West*), or boosting Denethor's survival skills (*Son of Ecthelion*), in case he wants to make a trip.





6. Use *Backpack* preferably to score a *Star-glass*, or otherwise *Cram* or *Herbs*, should the need arise. But your rangers have to return once or twice to Minas Tirith anyway, to heal, store *Rescue Prisoners*, *Stolen Knowledge*, *Escaped Slaves*, or pick up *Captains of the West*. Send one or two characters to fetch them using *Great-road* (one in deck, one in sideboard).
7. **Final tips:**
- *Escaped Slaves* is your only faction in play deck! If you don't manage to play it, nor to sideboard another faction, use a stored *War Preparations* to get a faction to hand directly.
  - Don't forget to sideboard *Legacy of Smiths*, or your items will be worth very little. Do it quickly.
  - You play Undead hazards, so plan your trip to Minas Morgul wisely.
  - Healing is also possible at Joghul's Shrine and The Hospice of Lost Faith.

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**Pool**

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**# Hero Character (8)**

1 Anborn (TW)  
 1 Boromir II (TW)  
 1 Damrod (TW)  
 1 Duilin (WR)  
 1 Faramir (TW)  
 1 Ioreth (TD)  
 1 Mablung (TW)  
 1 Robin Smallburrow (TW)

**# Grey Agent Character (1)**

1 Thorongil (WR)

**# Hero Resource (3)**

2 Archer of Ithilien (WR)  
 1 Backpack (RS)

**# Stage Resource (3)**

1 Captain of the Royal Rangers (WR)  
 1 The House of Mardil (WR)  
 1 Trusted Counsellor (FB)

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**Deck**

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**# Hazard (33)**

1 Ambusher (LE)  
 1 An Unexpected Outpost (DM)  
 1 Angmar Arises (DM)  
 2 Barrow-wight (TW)  
 1 Black Crows (FB)  
 3 Chill Douser (DM)  
 1 Dark Designs of Mordor (NE)  
 1 Darkness Ahead (TI)  
 1 Death of a Kinsman (WR)  
 1 Foolish Words (TD)  
 1 Fruitless Victory (NE)  
 1 Gandalf the White Rider (AS)  
 1 Ghosts (LE)  
 1 Haunted Place (TI)  
 2 Icy Touch (TD)  
 3 Mewlips (TI)  
 1 Out of Practice (DF)  
 3 Plague of Wights (LE)  
 1 Power Built by Waiting (AS)  
 1 Reaching Shadow (DM)  
 1 Sons of Kings (LE)  
 3 Stirring Bones (LE)  
 1 Twilight (LE)

**# Dúnadan-lord Character (4)**

4 Lord Denethor (WR)



## # Hero Character (5)

- 1 Beregond (TW)
- 1 Bergil (TW)
- 1 Forlong (TW)
- 1 Hirgon (WR)
- 1 Húrin the Tall (WR)

## # Dual Resource (1)

- 1 Mace of Anárion (WR)

## # Hero Resource (30)

- 1 Archer of Ithilien (WR)
- 2 Dark Quarrels (TW)
- 2 Dodge (TW)
- 1 Escape (TW)
- 1 Escaped Slaves (WR)
- 1 Glamdring (TW)
- 1 Great-road (TW)
- 1 Hidden Valour (TI)
- 2 Knowledge of the Enemy (DM)
- 2 Lock nor Bar May Hinder (DF)
- 1 Longbottom Leaf (BA)
- 2 Marvels Told (TD)
- 1 Orcrist (TW)
- 1 Palantír of Minas Tirith (TW)
- 3 Rescue Prisoners (TW)
- 1 Rumours of Danger (WR)
- 1 Safe from the Shadow (AS)
- 1 Smoke Rings (DM)
- 1 The Wind Is Turning (WR)
- 1 Ungolcrist (WR)
- 2 War Preparations (WR)
- 1 Withdrawn to Mordor (DM)

## # Stage Resource (2)

- 1 Kheleglin (FP)
- 1 Leaguer of Pelargir (WR)

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## Sideboard

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## # Hazard (9)

- 1 Corsairs of Umbar (TW)
- 1 Covetous Thoughts (LE)
- 1 Fear! Fire! Foes! (AS)
- 1 Many Burdens (NE)
- 1 Muster Disperses (LE)
- 1 Searching Eye (LE)
- 1 Slip Treacherously (AS)
- 1 Spells of the Barrow-wights (DM)
- 1 Too Much to Ask (WR)

## # Hero Resource (13)

- 1 Captains of the West (WR)
- 1 Cram (TD)
- 1 Great-road (TW)
- 1 Healing Herbs (TW)
- 1 Many Foes He Fought (TD)
- 1 Men of Lebennin (TW)
- 1 Noble Hound (DM)
- 1 Rangers of Ithilien (TW)
- 1 Smoke Rings (DM)
- 1 Steward of Gondor (WR)
- 1 Star-glass (TW)
- 1 The Ithil-stone (AS)
- 1 True Hearted Man (RS)

## # Minion Resource (2)

- 1 I'll Be At Your Heals (LE)
- 1 I'll Report You (LE)

## # Stage Resource (6)

- 1 Captain of the Tower Guard (WR)
- 1 Eyes of the White Tower (WR)
- 1 Legacy of Smiths (WH)
- 1 Son of Ecthelion (WR)
- 1 Sworn to the Lord (FB)
- 1 Tower of Guard (WR)



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Sites

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## # Hero Site (30)

- 1 Amrûn [H] (SL)
- 1 Barad-dûr [H] (TW)
- 1 Barad-wath [H] (NE)
- 1 Cair Andros [H] (WR)
- 1 Cirith Gorgor [H] (AS)
- 1 Cirith Ungol [H] (TW)
- 1 Dead Marshes [H] (TW)
- 1 Dol Guldur [H] (TW)
- 1 Druadan Forest [H] (TW)
- 1 Durthang [H] (NE)
- 1 Gobel Mírlond [H] (AS)
- 1 Henneth Annûn [H] (TW)
- 1 Iorag Camp [H] (GP)
- 1 Joghul's Shrine [H] (GP)
- 1 Lugarlur [H] (NE)
- 1 Minas Durlith [H] (NE)
- 1 Minas Morgul [H] (TW)
- 1 Minas Tirith [H] (TW)
- 1 Mount Doom [H] (TW)
- 1 Nûrniag Camp [H] (AS)
- 1 Osgiliath [H] (WR)
- 1 Pelargir [H] (TW)
- 1 Raider-hold [H] (AS)
- 1 Shelob's Lair [H] (TW)
- 1 Sturlurtsa [H] (GP)
- 1 The Hospice of Lost Faith [H] (SL)
- 1 Thuringwathost [H] (NE)
- 1 Tolfalas [H] (TW)
- 1 Urlurtsu Nurn [H] (DM)
- 1 Vale of Erech [H] (TW)



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