

DCCD - MINION - AVATARLESS - A FEW TRUSTY LADS

Gorbag has had it with big bosses! So he decides to set up shop on his own. The shrewd Uruk-captain 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 some 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, Radbug (*Orc-pouch*), Virsh

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

Starting site: Mount Gundabad

DC-level: * DC Apprentice (dc intensity 39%, non-FF/NE 7%)

1. This deck centers on sites around the Misty Mountains, mostly Shadow-holds. Initially the starting company stays together; *A Few Trusty Lads* allows for 2 Orc leaders. You can play more leaders, or move leaders away, but don't get more than 2 leaders together or you'll lose *A Few Trusty Lads*!
2. Hurog will have to do most of the influencing, especially the tougher Wolf factions, as he is the only diplomat to use *Crooked Promptings*. He is also your only sage until you play Doeth or Urdrak, so keep Hurog alive.
3. The first turns keep *Orc-pouch* around to play more *Orc-draughts* and *Orc-liquors* from sideboard, using *Orc-endurance*. Then tap Radbug and use *Orc-pouch* to get a *Whip* and *Trophy-belt* from sideboard, or if need be a *Fizzling Torch* or *Foul-smelling Paste*. Be careful to whom you give *Trophy-belt*, as he might get cocky and fancy himself a leader.
4. *A Few Trusty Lads* allows you to get resources from sideboard to the play deck or discard pile. Don't forget to do this! Get command cards (*I'll Report You*, *Smart and Secret*), and Wolf allies into the discard pile. These can be grabbed with *Elf-skin War Drum* and *Wolf-den*.
5. Use *Orc-garrison* to prevent Orc-holds (Mount Gundabad, Deep-cleft, Goblin-gate) from discarding, and later play *Wolf-den* there, or descend into the Under-deeps for *Dwarf-chopper*. Once you have a Wolf faction, get *Wolf-den* from sideboard to start breeding Wolf allies. *Wolves of Isengard* is a tough faction, but feed the wolves a smaller Orc and they'll follow you like puppies. Isengard is a bit out of the way, so consider discarding *Orc-draught* (using *Orc-endurance*) for extra movement.
6. Once you are prepared for war, with weapons and command cards, get a mission from sideboard. You can *Slew the Great Warrior* (at e.g. Mathlaburg or Amon Lind), *Burn Rick, Cot, and Tree*, or steal *Always the Black Horses* in Rohan. This is important, as in DC games Miscellaneous MP points can also double as a category. For experts: play *Old Enemies* (sideboard) on an opponent's faction and try to defeat it yourself.
7. **Final tips:**
 - The hazards play Orcs. As you visit many Orc-holds, plan ahead when playing *Minions Stir*, and/or recycle your *Orc Quarrels*. Some characters can cancel automatics at their home site.



- As per DC rule, cards from Pool that are not used in the Draft may go to play deck or sideboard. You do not need all the characters, place some in sideboard (e.g. Ukôg); with *A Few Trusty Lads* you can get them easily to deck should you need them.
- *Grey Mountain Goblins* can also be played at Deep Cleft. *Misty Mountain Wargs* can be played at Sonotor's Mound. Major items best at Sarn Goriwing, Kala Dulakurth, or Dead Marshes.
- *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 your *Wolf-steeds*, the *Wolves of Isengard* faction can reallocate the Wolves to your characters.

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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 (NE)
- 1 Urdrak (NW)
- 1 Virsh (NE)

Minion Resource (3)

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



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Deck

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Hazard (34)

- 2 An Unexpected Outpost (DM)
- 2 Doors of Night (TW)
- 1 Fruitless Victory (NE)
- 2 Hobgoblins (TD)
- 3 Little Snuffler (DM)
- 3 Minions Stir (TW)
- 2 Orc Archers (DF)
- 1 Orc-battalion (NE)
- 2 Orc-lieutenant (TW)
- 2 Orc-raiders (TW)
- 1 Orc-tortured (DF)
- 2 Orc-warband (TW)
- 1 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 The Back Door (DF)
- 1 Twilight (TW)
- 2 Wolf-riders (TD)

Minion Character (6)

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

Minion Resource (34)

- 2 Blasting Fire (WH)
- 1 Crack in the Wall (LE)
- 3 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)
- 3 Orc Quarrels (LE)
- 3 Orc-garrison (NE)
- 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)
- 1 War-wolf (LE)
- 2 Weigh All Things to a Nicety (LE)
- 1 Where There's a Whip (LE)
- 1 Wolves of Isengard (TI)

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Sideboard

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Hazard (8)

- 1 Lure of Expedience (TW)
- 1 Many Burdens (NE)
- 1 Nameless Thing (DM)
- 1 Old Enemies (DF)
- 1 Politics (NE)
- 1 Too Much to Ask (TI)
- 1 Trouble on All Borders (AS)
- 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 Report You (LE)
- 2 Orc-draughts (LE)
- 2 Orc-liquor (LE)
- 1 Orcs of Moria (LE)
- 1 Slew the Great Warrior (NE)
- 1 Smart and Secret (LE)
- 1 Trophy-belt (NE)
- 2 War-wolf (LE)
- 1 Whip (LE)
- 2 Wolf-den (NE)
- 2 Wolf-steed (NW)



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Sites

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Minion Site (33)

- 1 Amon Hen [M] (LE)
- 1 Amon Lind [M] (FB)
- 1 Bree [M] (LE)
- 1 Cameth Brin [M] (LE)
- 1 Carn Dûm [M] (LE)
- 1 Dead Marshes [M] (LE)
- 1 Deep Cleft [M] (GW)
- 1 Dol Guldur [M] (LE)
- 1 Dunharrow [M] (LE)
- 1 Edoras [M] (LE)
- 1 Ettenmoors [M] (LE)
- 1 Geann a-Lish [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] (NE)
- 1 Minas Morgul [M] (LE)
- 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 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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