

## DCCD - RINGWRAITH - DWAR - WILD WOLVES IN THE MARK

Dwar entrusts his most cunning follower, Gaurhir the were-wolf, with the gathering of a strong force of Orcs and wolves, while The Dog-lord himself tries to recruit an even mightier ally for Mordor's schemes. Gaurhir is protected by the evil Scara-hai (half Orc, half Wolf), while Dendra Dwar travels by obscure roads to the Fortress of Isen, to coerce Saruman into an alliance with the Necromancer. If this devious plan succeeds, Isengard will be sprouting with vicious Orcs and fierce Wolves, which will spell the doom for Rohan and allow Dwar's forces to run havoc in southern Eriador.

**Starting company:** Bulrakur (*Whip*), Gaurhir, Durba (*Orc-pouch*), Virsh, Orc Brawler

**Starting events:** *Dog-lord of Waw*

**Starting site:** Dol Guldur

**DC-level:** \*\* DC Graduate (dc intensity 34%, non-FF/NE 16%)

1. A pretty straight forward ally & faction gathering deck with an evil twist! Your main company should travel to gathering places of the Wargs in Eriador (Ost-in-Edhil, Weathertop, Ettenmoors). Occasionally they visit Orc holds to rouse goblins (Goblin-gate), or create them (*Hold Rebuilt*, *Deeper Shadow*) to score more *Wolf-steeds* and *Swarms of Bats*.
2. In between your forces shake off their battle rustiness by pillaging some local villages (Amon Lind, Mathlaburg, Cameth Brin, or Dunnish Clan-hold). There they will find weapons or Information, and burn these places to the ground. Sometimes the play of *Records Unread* is needed to tap the site even.
3. Dwar enters play at Isengard using *Dog-lord of Waw* (except if playing vs. Saruman). There he can recruit some Orcs, *Rebuild and Repaired the Hold*, and take possession of the *Palantir of Orthanc*, which is a needed requirement for *We Must Join with Him*. It is of prime importance that Isengard remains in play the entire game, so Dwar must squat until you move your other company there, bearing a *Records Unread* to untap the site. To quickly get either the Palantir or *Records*, let Gaurhir use *All Thought Bent upon It*, or bring home your *Precious Burden*.
4. Dwar should tap once to bring cards to the discard pile: *Orcs of Isengard*, *White Mountain Wolves*, *Wolves of Isengard*, *Wolf-steel* and *Poison*. The factions can be fetched from the discard with *Call to Arms* and are useful for *Wolf-Den* (sideboard). In case the whole Isengard action is not working out, *Misty Mountain Wolves* (also playable at Sonotor's Mount) is your back-up faction. Also get some help from Ûvatha (sideboard) quickly.
5. After playing the *Palantir* you'd want to untap the site, in order to later play *Orcs of Isengard*. This is done by *Records Unread*, so you should do it before turning the site into a Darkhaven (with *We Must Join with Him*). The *Wolves of Isengard* on the other hand can be played at a tapped site. Once made a Darkhaven, Dwar can go to bring in the *White Mountain Wolves*.
6. Hazard play: Wolf-Orc combo hazard portion, the key cards are *Where the Wargs Howl* and *Legacy of Carcaroth*. These allow you to get the *Wolves* you need, followed by a nasty *Orc-guard* or *Orc-watch* all keyed to Rohan! (or any other Border-land).





## 7. Final tips:

- Use your *Orc-pouch* to score *Liquor* or *Paste* and stay alive longer. But when facing Animal or Awakened Plant hazards, use it rather to get a *Fizzling Torch* from sideboard.
- Play *Wake of War* whenever you have one, and recycle it, to protect Gauhir as much as possible.
- Use Virsh to always have a *Poison* ready for Bulrakur, since he can use no weapons, but *Poison* on his claws still works.
- *Sharkû* requires the elimination of a non-avatar character, so best play him with Dwar. He is needed to bring in the *Orcs*, and even lets Dwar use a *Palantír*.
- Halve the hazard limit once opponent has his avatar in play to get Wolf creatures from sideboard to discard pile, there you can recycle them using *Legacy of Carcaroth*.

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Pool

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## # Minion Character (5)

- 1 Bulrakur (NE)
- 1 Durba (NW)
- 1 Gaurhir (NE)
- 1 Orc Brawler (LE)
- 1 Virsh (NE)

## # Minion Resource (3)

- 1 Dog-lord of Waw (NE)
- 1 Orc-pouch (NE)
- 1 Whip (LE)

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Deck

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## # Hazard (33)

- 2 An Unexpected Outpost (DM)
- 1 Caran-carach (NE)
- 2 Doors of Night (TW)
- 1 Doors of Night (LE)
- 1 Glutan (RS)
- 2 Hobgoblins (TD)
- 1 Hobgoblins (LE)
- 1 Host of Bats (TD)
- 2 Legacy of Carcaroth (NW)
- 1 Orc-guard (TW)
- 1 Orc-watch (TW)
- 1 Peril Returned (TD)
- 1 Pierced by Many Wounds (DM)
- 1 Slip Treacherously (AS)
- 1 The Pack at the Door (NW)
- 1 Twilight (LE)
- 1 Wake of War (TW)
- 2 Wake of War (LE)
- 1 War-wargs (NW)
- 1 War-wolves (NW)
- 1 Wargs (TW)
- 1 Wargs (LE)
- 1 Were-wolf (NE)
- 2 Where the Wargs Howl (NW)
- 1 Wolf-riders (TD)
- 2 Wolves (TW)





## # Ringwraith Character (4)

4 Dwar the Ringwraith (LE)

## # Minion Character (7)

1 Lugdush (WH)  
 1 Orc Archer (NE)  
 2 Orc Grunt (NE)  
 1 Orc Shaman (NE)  
 1 Orc Tracker (LE)  
 1 Uglúk (WH)

## # Dual Resource (1)

1 Essay on Ringcraft (FB)

## # Minion Resource (32)

1 All Thought Bent upon It (LE)  
 2 Burning Rick, Cot, and Tree (LE)  
 1 Call to Arms (NE)  
 1 Calm Song (GW)  
 1 Deeper Shadow (LE)  
 2 Driven as by a Madness (AS)  
 1 Goblins of Goblin-gate (LE)  
 1 Guardian Spirit (NW)  
 3 Hold Rebuilt and Repaired (AS)  
 1 I'll Report You (LE)  
 2 Mechanical Bow (WH)  
 1 Palantír of Orthanc [M] (LE)  
 1 Precious Burden (NE)  
 1 Records Unread (AS)  
 1 Sharkû (TI)  
 2 Swarm of Bats (LE)  
 1 The Warg-king (LE)  
 1 Voices of Malice (LE)  
 1 War-warg (LE)  
 2 War-wolf (LE)  
 1 We Must Join with Him (TI)  
 2 Weigh All Things to a Nicety (LE)  
 1 Wolf-steed (NW)  
 1 Yellow-fanged Guard (NE)

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## Sideboard

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## # Hazard (8)

1 Bolg, Son of Azog (DF)  
 1 Earth-tremors (DM)  
 1 Lost in Free-domains (TW)  
 1 Lure of Expedience (TW)  
 1 Muster Disperses (TW)  
 1 Nameless Thing (DM)  
 1 Uiendarlaif (GP)  
 1 White Wolves (NW)

## # Ringwraith Character (1)

1 Úvatha the Ringwraith (LE)

## # Minion Resource (21)

1 Abduction (NE)  
 1 Black Rider (LE)  
 1 Dwar Unleashed (LE)  
 1 Fizzling Torch (NE)  
 1 Foul-smelling Paste (LE)  
 1 Gifts as Given of Old (LE)  
 1 Magic Ring of Delusion (LE)  
 1 Minor Ring (LE)  
 1 Misty Mountain Wargs (LE)  
 1 Orcs of Isengard (TI)  
 1 Orc-liquor (LE)  
 1 Poison (LE)  
 1 Slew the Great Warrior (NE)  
 2 War-warg (LE)  
 1 War-wolf (LE)  
 1 White Mountain Wolves (LE)  
 1 Wolf-den (NE)  
 1 Wolf-steed (NW)  
 1 Wolves of Isengard (TI)  
 1 Wolves' Feed (KN)



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Sites

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## # Minion Site (32)

- 1 Amon Lhaw [M] (TI)
- 1 Amon Lind [M] (FB)
- 1 Bree [M] (LE)
- 1 Cameth Brin [M] (LE)
- 1 Carn Dûm [M] (LE)
- 1 Creb Durga [M] (KN)
- 1 Dimrill Dale [M] (LE)
- 2 Dol Guldur [M] (LE)
- 1 Dunharrow [M] (LE)
- 1 Dunnish Clan-hold [M] (LE)
- 1 Durthang [M] (NE)
- 1 Ettenmoors [M] (LE)
- 2 Geann a-Lisch [M] (LE)
- 1 Glittering Caves [M] (LE)
- 1 Goblin-gate [M] (LE)
- 1 Helm's Deep [M] (TI)
- 1 Isengard [M] (LE)
- 1 Mathlaburg [M] (NE)
- 1 Minas Morgul (LE)
- 1 Moria [M] (LE)
- 1 Morkai [M] (KN)
- 1 Mount Gundabad [M] (LE)
- 1 Ost-in-Edhil [M] (LE)
- 1 Ruined Signal Tower [M] (LE)
- 1 Sonotor's Mound [M] (GW)
- 1 Stone-circle [M] (LE)
- 1 Telpëmar [M] (FB)
- 1 Tharagrondost [M] (WR)
- 1 The White Towers [M] (LE)
- 1 Weathertop [M] (AS)



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