

# The Gonnies of Nava Rûn



A scenario for The Filthy Dozen by Matt Machell

# The Gones of Nava Rûn

This is an introductory scenario for **The Filthy Dozen**. It provides a bit more detail than the scenarios in the rulebook, to guide you through the game if you're new to it.

It's set up for 6 goblins. If you have fewer in your group, reduce a feature in each encounter by one for each missing goblin.

## Beginning

Hand out character sheets and guide the group through character creation. This is largely just ticking boxes and making a few decisions about whether to have **Violence** or **Other Stuff**, so shouldn't take too long.

Explain what each bit of the sheet means. Highlight the other goblins and the flashbacks, as their use is probably less obvious to new players than skills and equipment.

It's worth making sure one player chooses the leadership skill to set up the rank conflicts if this is a one-off game.

## This here army

Take a bit of time to introduce the Twilight Lord's army. This is an army on the move, full of a mix of feudal levy, professional soldiers and monstrous things. Describe the camp, the chatter, the sights and sounds and the goblin's position on the edge and slightly downwind. Make a note of the fact that they are the last of the unit.

## Briefing

Colonel Von Stern (Deceased) is not a happy man. He has to get the Twilight Lord's third army through the pass before spring. Otherwise the cold weather makes it tricky for the more, awkwardly living, soldiers.

So, what's left of the 23rd Rifles have been summoned.

Von Stern and his overweight ogre attendant, Hipplewhite usher the group into the command tent and explain the problem: The cannon emplacement in the old dwarf fortress of Nava Rûn. A combined force of the Emperor's Golden Legion and Dwarf Artisans of the Holy Script.

## The Plan

Von Stern will explain the mission to the group in a slightly condescending way. Hipplewhite will interrupt with minutiae and offer tea. Von Stern just wants the job done and while he's happy with some questions, will leave exact details to the goblins. He will tend to address only the ranking goblin directly and seems slightly impatient to get them out of his presence.

Step 1 : Get across the river Hwy.

*There's a bridge or a ford, both are options.*

Step 2 : Reconnoitre with the local spy, Jacquard a Hobgoblin Partisan in a barn on the outskirts of the village of Munton.

*There's likely to be enemy troops about, so stay sharp.*

Step 3 : Get into the Dwarf fortress through a suitable route.

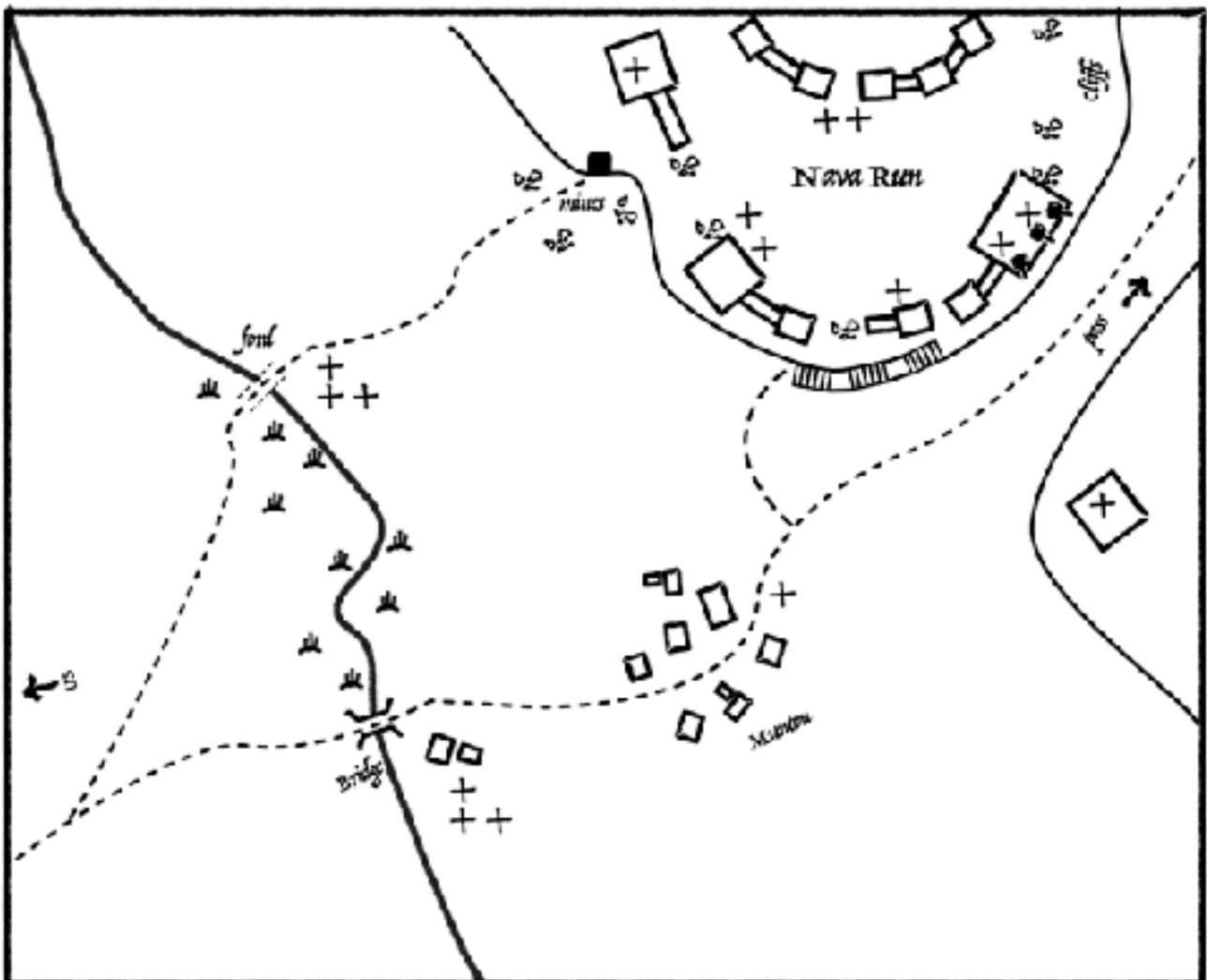
*There are several options, through the mines, over the ruined walls, up the cliffs.*

Step 4 : Disable the cannon emplacement in the old bastion by any means necessary.

Optional : Escape.

*We expect a full report by midnight tomorrow though.*

The Colonel provides a map too. It's not that great:



## Encounters

### 1. Emperor Auxiliaries guarding the bridge over the river Hwy or patrolling the ford.

This is a simple intro encounter. Frame the scene of the swampy areas around the river and the narrow approach via road. The auxiliaries don't look too happy to be there and are huddled around makeshift fires. Set the initial range to Long, give the players a chance to play with manoeuvring into position.

Camped or picketed : 3      Narrow Approach: 3      High morale: 3

### 2. The meeting with the local spy is ambushed. Dwarf crossbowmen with religious pamphlets.

Let them talk to the Hobgoblin for a bit and then spring the trap. Set range to close and have the dwarfs pop up from behind rocks. Let the player's change the range in inventive ways. After the battle, play Jacquard as suspiciously as possible.

In cover: 3      Fanatics : 4      Ambush! 6

### 3.a. Dwarf tunnel fighters in flooded tunnels. Led by a one-legged dwarf ale-swilling rune eater.

If the players decide to sneak in via the tunnels then they encounter this group of reprobates. It should probably be noted that grenades may cause all kinds of situations underground... The dwarfs are led by Bron, who may survive to defect.

Wily Leaders: 5      Tunnels: 4      Well Armed: 5

### 3.b. Pickets of emperor legion troops guarding the decaying walls of the fortress.

The walls of the old fortress are full of holes, and so the Legion has pickets set up all about. The goblins may be able to sneak up and knife a few without them noticing...

Well prepared: 5      Fortified: 5      Well Armed: 5

### 3.c Nesting Gryphons protecting their young.

The final option is up the cliffs. There are wild Gryphons nesting here and as well as unpleasant stench of guano, the adults see the goblins as a threat to their eggs...

Guarding something: 4      Higher Ground: 6      Monstrous Creatures: 6

#### 4. Legion Elite's guarding the main keep.

Captain Volsorg with his officious, stuffy and generally objectionable Legion troops. Dwarf support crew are being mis-treated and generally unhappy with being there. Set range to long and use the positioning rolls to handle approach through the abandoned fortress.

Well prepared: 5

Fortified: 5

Elites: 6

#### Optional Encounters

The main encounters nominally follow the briefing by the powers that be. However, things never go quite according to plan. The following situations are optional, they may occur depending on player's actions or to throw a wrinkle into the otherwise fairly straightforward situation.

##### **Hobgoblin Partisans need help rescuing their comrades from the Legion's prison wagons.**

Will not help unless the dozen do. The goblins can either help, or persuade Jacquard it isn't necessary right now. The hobgoblins are held in cages in the middle of Munton. If they decide to rescue the goblins, then set up the encounter with:

Guarding something: 4

Arguing among themselves: 2

Support crew: 2

**Rune Eater Captain Bron wants to defect.** Defeated and demoralised, but surprisingly still alive. The goblins can find him when they scavenge the battlefield. He's wounded and fed up of giving his all for zealots who have cast him away, he will happily join the Twilight Lord's army. He may also know a secret way into the main keep via the old aquifers, if they let him tag along. Jacquard hates this idea. Bron seems to have history with him.

**Suspicious behavior.** When the final battle is over, Jacquard the hobgoblin seems to be messing with the cannons. If questioned, he seems to have acquired a large amount of black powder for "personal reasons". He plans to try and blow up the Twilight Lord's entourage, not that he is going to tell the goblins that. But if the goblins are rebellious, maybe they will help him? Does he trust them, or visa versa?

#### Dramatis Personae

**Von Stern** — vampire colonel. Drinks wine. Barely concealed contempt for goblins.

**Hipplewhite** — ogre batman. Knows which fork to use. Owns a bat.

**Jacquard** — hobgoblin partisan. May have important knowledge. May be a traitor, certainly cares more about his own neck than the mission. Definitely has his own agenda.

**Rune Eater Captain Bron** — ale guzzling mine captain and sapper, redeployed by those higher up for his failure to adhere to the principles of objectivist life.

**Legion Captain Volsorg** — despiser of all things green and unnatural. Likes polishing his armour, shouting and being important.

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## **Credits**

For The Filthy Dozen, <https://realms.co.uk/the-filthy-dozen/>

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