

DWARF WARFARE

CHRIS PRAMAS



Author

Chris Pramas is an award-winning game designer, writer, and publisher. He is best known as the designer of the *Fantasy AGE* RPG, the *Dragon Age* RPG, and *Warhammer Fantasy Roleplay*, 2nd Edition, and as the founder and President of Green Ronin Publishing. He has been a creative director at Wizards of the Coast and Flying Lab Software and a lead writer at Vigil Games. Most recently he worked with Wil Wheaton on the *Titansgrave* web series from Geek & Sundry. Green Ronin continues to thrive under his leadership, publishing roleplaying games like *Mutants & Masterminds*, *DC Adventures*, and *A Song of Ice and Fire Roleplaying*.

Interior Illustrator

Hauke Kock was born 1965 in Northern Germany. As a child, he fell into a cask of ink and hasn't been able to stop drawing since then. After going to college to study graphic design, he worked as both an illustrator and an author. Hauke has worked on books on numerous different themes, such as dinosaurs, vampires, monsters, Romans, Vikings, knights, and many more. His rare leisure time is filled up with reading novels and comic books, watching films, painting, playing football with his sons, or running rapidly through the lovely landscape near Kiel, Germany.

Cover Illustrator

Born and raised in Malaysia, Darren Tan grew up drawing spaceships, dinosaurs and the stuff of his imagination, which was fuelled by movies and computer games. Inspired by these, he went on to study animation and later graduated as a Computer Animator from Sheridan College, Canada. After a brief stint in 3D animation, he decided to trade in polygons for a wacom tablet. Now he works as a digital concept artist at Imaginary Friends Studios and is enjoying getting paid for his hobby. Apart from his passion for art and all things Medieval he is also a big fan of *The Lord of the Rings* and *Star Wars* and enjoys delving into Church history. He now lives with his beautiful wife in sunny Singapore.

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INTRODUCTION

Humanity has been telling stories about dwarves for thousands of years. You'll find them in Norse and Germanic mythology and even in the earliest stories you'll recognize traits that have carried through to today. Dwarves have long been associated with crafting, mining, and mountains. In mythology they often have magical powers. Curiously, in fantasy dwarves are often portrayed as resistant to magic, but this is at odds with their origin. In Norse mythology the dwarves crafted many famous magical artifacts. The Sons of Ivaldi made Gungnir, the spear of Odin, and the goddess Sif's golden hair. The brothers Eitri and Brokkr crafted the golden ring Draupnir and one of the most recognizable magic weapons in the world, Thor's hammer Mjölknir.

The origin of today's fantasy dwarves is closer to hand. It was J.R.R. Tolkien who took the dwarves of the mythology he loved so deeply and transformed them into one of the core races of his Middle Earth. Tolkien, of course, looms large over the fantasy genre and his vision of dwarves has been an enormous influence. In *The Hobbit* and *The Lord of the Rings*, we see many traits that have carried through to the dwarves of other imaginary worlds: their love of axes, their fondness for treasure, and their adversarial relationship with dragons to name a few. The movies of those books have carried those ideas to an even larger audience.

Games too have been a great popularizer of the fantasy dwarf. They were a core race in the Dungeons & Dragons roleplaying game and have had an important role in all of the worlds it spawned. From there dwarves spread to innumerable other tabletop and computer RPGs. In these numerous games and worlds, dwarves were often re-interpreted – sometimes radically – but there remained a core to the dwarf identity that has remained remarkably consistent, whether they are steampunk inventors or socialist revolutionaries.

Dwarf Warfare is a sequel to Osprey's *Orc Warfare*, which gives this cornerstone race of fantasy the same treatment. The idea here is to provide a military and cultural analysis of dwarves that draws on the core identity of the dwarves as it has developed in the last 75 years. What are dwarves like? How do they organize their armies? How do they fight? These are the questions *Dwarf Warfare* seeks to answer. You can enjoy this as a work of fantasy in its own right, or apply these ideas to your own roleplaying or miniatures game campaigns. *Dwarf Warfare* is broken down into four chapters.

CHAPTER ONE: THE DWARVES

This chapter introduces the dwarf race. It discusses their origins, gods, and magic, and introduces some of their legendary relics. Chapter One also breaks down the dwarf military machine, dissecting the war host and its component parts. In addition, it discusses the various types of dwarf city-states and those dwarves who choose to live among other races.

CHAPTER TWO: DWARF TROOP TYPES

Dwarves can field a variety of troop types, from the ubiquitous heavy infantry to the rarely seen bear cavalry. This chapter looks at each in turn, discussing its battlefield role and typical arms and equipment. It includes not only dwarf troop types, but those of common allies like gnomes and humans.

CHAPTER THREE: DWARF STRATEGIES AND TACTICS

Dwarves have devoted millennia to the study of strategy and tactics. This chapter provides an overview of typical dwarf tactics, looking at how they have used their strengths and weaknesses to build winning strategies. Field battle, underground warfare, and siege tactics are treated in turn.

CHAPTER FOUR: DWARF VICTORIES

Theory and analysis are all well and good but at some point they must be tried in the heat of battle. This chapter describes five battles in detail, providing concrete examples of how dwarves fight and win. There are three field battles, one underground battle, and one siege. They illustrate the various troop types in action and show off tactics that have brought the dwarves victory.