

Experimental Rules for Ogre Rhinox Cavalry

by Phil Kelly

There is a rite of OGREHOOD practised in the Ogre tribes who carve out a living from the harsh upper slopes of the Mountains of Mourn. Aspiring bulls will stalk and hunt an adolescent Rhinox whilst it performs its own violent rite of passage – a brutal leadership challenge that involves high-speed collisions and a lot of blood.

A protracted Rhinox leadership challenge will usually result in the death of the losing party, as even these bad-tempered hulks of muscle and matted hair can bleed to death. But the Rhinox, as with all species native to the Mountains of Mourn, is extremely resilient. Even when its brain has ceased to function it will continue to fight, slashing and biting in its death throes. It is at this point the hunting Ogre will launch his ambush.

The victor of a Rhinox leadership challenge will be exhausted and have lost a lot of blood as a result of its ordeal. This is about the only state in which a lone Ogre could expect to find a Rhinox and capture it alive. The Ogre aspirant sprints towards the wounded Rhinox and vaults on to his back. Those that ride out the bucking, bellowing frenzy that invariably follows will break the beast's will as it slows and eventually concedes that to continue would be to bleed to death. Those Ogres that fall off during this violent rodeo are gored and subsequently eaten by their quarry.

For the successful aspirants, there follows a period in which the would-be Rhinox rider must remain 'in the saddle' at all times, steering the beast with his club. The Rhinox, its walnut-sized brain addled by the repeated blows, slowly becomes accustomed to bearing a rider. In this way the Ogre wins the acceptance of the beast. Once a Rhinox has been broken in this manner, it is nearly possible to domesticate it.

Ogre Rhinox Riders return to their tribe with their prize, but not for long. There is a fortune to be made as a mercenary for a young Ogre with his own Rhinox, and every spring a few new Bulls from the upper slopes will join together and sell their services as the heaviest shock cavalry known to the Warhammer world.

Rhinox Riders typically carry all their worldly possessions upon their mount, as there is more than enough room, and a broken Rhinox makes an excellent beast of burden. They like to advertise their success as Dogs of War, and often wear precious metals to show their wealth. Although Rhinox Riders can usually secure the victory of any battle they are engaged in, these brutes and their gigantic steeds do not come cheap, and the paymasters of the victorious side have often noted a profound feeling of loss when the spoils of war are shared out.

BULL RHINOX RIDERS

PTS/MODEL: 145

	M	WS	BS	S	T	W	I	A	Ld
Rhinox Rider	6	3	2	4	5	5	2	3	7
Thunderlord	6	3	2	4	5	5	2	4	7
Bull Rhinox	7	4	-	6	*	*	2	4	5

*the Rhinoxen's Toughness and Wounds are included in the Rider's profile.

Unit Size: 1-3

Weapons and Armour: light armour, Ogre clubs

Rhinox Riders are cavalry and wear light armour. Combined with the thick shaggy hide of the Rhinox, this gives them a 4+ armour save. Bull Rhinox Riders have a Unit Strength of 6.

Options:

- Any unit may be given either additional hand weapons (+8 points/model) or hand weapons and ironfists (+10 points/model).
- Any unit may upgrade their light armour to heavy armour (+6 points/model).
- Any unit may upgrade one Rhinox Rider to a Thunderlord at +24 pts.
- Any unit may upgrade one Rhinox Rider to a Musician at +12 pts.
- Any unit may upgrade one Rhinox Rider to a Standard Bearer at +24 pts.
- The unit may carry a magic banner worth up to 50 points.

SPECIAL RULES:

Cause Terror, Bad Tempered, Thunderous Charge, Single-minded, Bull Rhinoxen, Dogs of War

Bull Rhinoxen: A full-grown Bull Rhinox is roughly the size of a steam tank and almost as difficult to stop. Bull Rhinoxen cause Terror and are Large Targets.

Bad Tempered: Even those Rhinoxes that have been broken by their Ogre riders have a temper shorter than a Gnoblar's thumb. If there is an enemy model that is an eligible target for the Rhinox Riders to charge during the Declare Charges part of the movement phase, it must immediately pass a Leadership test or declare a charge – if there is a choice of models to charge, then the controlling player may choose freely between them.

Thunderous Charge: Even a single Rhinox Rider in full charge is a terrifying sight, the ground itself trembling as the cavebeast thunders into the ranks of their foe. On any turn

when all models in a Rhinox Rider unit charge more than 7", each model causes D3 impact hits.

Single-Minded: Once a Rhinox has started to move it is quite difficult to get it to stop. This rarely interferes with the Rhinox Riders' strategy, however, which usually consists of 'head down and charge'.

A unit of Rhinox Riders may not change formation at all unless they spend their entire movement phase reforming. They may not wheel more than once in any given turn.

Dogs of War: Though rarer even than the most far-travelled Maneaters, Rhinox Riders are mercenaries and sell-swords to a man. Units of Rhinox Riders may be included in Ogre Kingdoms armies, taking up a Rare and a Special choice. A single unit be included in non-Ogre Kingdoms armies too, but will take up two Rare choices instead.