

Rhinox Cavalry

Rules and background for Ogre riding beasts

What's as big as a steam tank and has a temper like a Bloodthirster at a peace protest? Why, an Ogre riding a Bull Rhinox, of course. Phil Kelly reveals details on how to include these brutes in games of Warhammer, before Mike Anderson shows us how to build one.

There is a rite of OGREHOOD practised in the OGRE tribes 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 contest of strength 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

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Warhammer Chronicles
Games Workshop
Willow Road, Lenton
Nottingham
NG7 2WS, UK

Ogre Tyrant Gbark Ironskin ploughs through the frozen tundra on his Rhinox.



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 almost 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.

It is well-known that almost all the Rhinox riders abroad in the world hail from the Ironskin kingdom, populated by a tribe of Ogres who revere their mighty Tyrant almost as much as they revere iron itself.

Ghark Ironskin and the Ironskin tribe

Ghark Ironskin, the Tyrant of the Ironskin tribe, is very unusual. He was smashed over the head by his father for eating too slowly whilst still a whelp, and one of the nails of his father's iron-bound club broke off in Ghark's head where it rusts to this day. The longest serving of his Irongut bodyguard claim that this may be the reason for Ghark's obsession for metal, a passion that has spread throughout his tribe.

It is a mark of status for an Ironskin Ogre to cover himself with iron rather than mere trinkets such as gold. After all, gold is soft and beautiful, a woman's metal, whereas iron is tough, strong and ugly, like a Bull. The Ironskin tribe believes that where an Ogre can gain much in trade from gold, a stout iron club can cut out all that confusing haggling and get straight to the good stuff.

Ghark is famous in the Ogre kingdoms for another good reason – his tribe boasts a great number of Rhinox riders. The very first Ogre to batter a bull Rhinox into submission, Ghark tamed his one-time steed, Bladehorn, with an iron stanchion. To this day, Ironskin Bulls take pride in repeating the coming-of-age feat of their Tyrant, though it is a closely guarded secret of the Ironskin clan

that it is much easier to tame a wild Rhinox with iron than with wood.

Ghark's obsession with metal is undoubtedly the foundation of his long-standing alliance with his neighbours, the Chaos Dwarfs of Zharr Naggarond. Ghark has provided the Chaos Dwarfs with many hundreds of Gnoblar slaves over the years, and much of the gold that passes through his realm. This alliance proved invaluable when, after slaughtering his way through the majority of an army of Bretonnian Knights Errant, Ghark's Rhinox, Bladehorn, was spitted upon the lances of a unit of Grail Knights. Ghark never forgave them, even after he had them for dinner later that day, and fragments of their armour still adorn Ghark's own plate mail.

But it was the Chaos Dwarfs who are really responsible for Ghark's current infamy. They replaced their ally's Rhinox with a mechanical monstrosity of hissing pistons and rune-etched chains, a daemon-fuelled engine of destruction that obeys Ghark's every command (though he still bashes it over the head now and again, for old time's sake). None can doubt that Ghark Ironskin is amongst the mightiest of Tyrants, riding his unstoppable steed at the head of an iron-clad army of Bulls and Rhinox riders, the ground shaking at their tread.



USING GHARK IRONSKIN IN YOUR GAMES OF WARHAMMER

Ghark Ironskin

Points: 485

	M	WS	BS	S	T	W	I	ALd
Ghark Ironskin	6	6	3	5	5	5	3	59
The Iron Rhinox	7	4	0	6	5	5	2	5 9

The Iron Rhinox is a monstrous mount. It has a 3+ Armour Save. Its attacks count as magical. Ghark may never join units. Ghark and the Iron Rhinox have a Unit Strength of 8.

Weapons: Ghark is armed with a hand weapon and an ironfist.

Armour: Ghark wears the Ironskin Armour.

Special Rules: *Terror, Large Target, Steam attack, Bad Tempered, Thunderous Charge (see opposite), Ironskin Tribe.*

Steam Attack. The Iron Rhinox constantly snorts evil-smelling, sulphurous steam from its armoured snout. The Iron Rhinox has a S3 breath weapon that imposes a -2 Armour Save.

The Ironskin Tribe. The Ironskin tribe is unusual in several ways, and uses the army list organisation below:

MAGIC ITEMS

Ironskin Armour. The Ironskin Armour is a collection of thick plates of iron scavenged from the hundreds of foes that Ghark has killed over the years, and bears a potent protective rune bought at the cost of a small mountain of gold. The Ironskin Armour gives Ghark a 3+ Armour Save.

Choosing an Ironskin army

Core

Ironguts
Leadbelchers
Bulls

Special

Gnoblar Trappers
Gnoblar Fighters
Yhetees
Rhinox Riders

Rare

Gnoblar Scraplauncher
(loaded with gold
'scrap' instead of iron)
Maneaters
Slavegiant
Gorger



Dave Taylor's Ghark Ironskin conversion is based on a Juggernaut of Khorne, with extensive use of plasticard, Green Stuff and fine chain. Truly a monster amongst Tyrants!



RHINOX RIDER – GRAHAM DAVEY

Graham Davey: My model uses the Rhinox from the Gnoblar Scraplauncher kit. The rider was created from a normal plastic Ogre Bull. I cut off both the legs with clippers and then glued the remaining torso in position on the Rhinox. The legs were positioned on the sides of the beast using adhesive putty, with more blobs to roughly shape the thighs.

Once I was happy with how the legs looked, the putty was removed and I superglued the pieces in place. I then modelled in the thighs with Green Stuff – sculpting on Ogre models is never fiddly because they are nice and big. All that remained was to add the head and arms (a spare Leadbelcher arm gave the right pose), a jewellery chain for the reins and various bits of equipment.



SCRATCH-BUILT RHINOX RIDER – SCIBOR TELESZYNSKI

Scibor Teleszynski saw sketches of the Gnoblar Scraplauncher and knew that he had to sculpt a Rhinox with a rider. He made a few sketches and started to sculpt the monster shown below. It took him

only five days, despite the fact he was sculpting another eight figures at the same time. Scibor only started sculpting in 28mm a year ago, and says he still has lots of problems with Green Stuff!



Rhinox riders

Pts/model: 100

	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
Rhinox	7	3	-	5	*	*	2	3	5
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

Special Rules: *Cause Fear, Bad Tempered, Thunderous Charge, Single-minded, Bull Rhinoxen, Dogs of War*

Rhinox Riders are cavalry and wear light armour. Combined with the thick hide of the Rhinox, this gives them a 4+ Armour Save. Each Rhinox Rider has Unit Strength 4. Bull Rhinox Riders have a Unit Strength of 6. Rhinox Riders are based on a 50x50mm base, Bull Rhinoxen on a chariot base.

Options

- Any unit may be given ironfists (+10 pts/model).
- Ogre Rhinox Riders may benefit from the Armour Save granted by an ironfist in close combat as normal, but may not use it to gain +1 Attack.
- Any unit may upgrade their light armour to heavy armour (+6 pts/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.
- Any unit may have a magic banner of up to 50pts in value.
- Any Rhinox in the unit may be upgraded to a Bull Rhinox at +45 pts, however a Thunderlord's Rhinox must be upgraded first.

Special Rules

Cause fear. Rhinoxen are large and dangerous cave-beasts with horns as long as a full-grown man. They cause *fear*.

Bad Tempered. Even Rhinoxes that have been broken by their riders have a temper shorter than a pygmy'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 cave-beast 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 at the basic strength of the Rhinox or Bull Rhinox.

Single-Minded. Once a Rhinox has started to move it is difficult to get it to stop. This rarely interferes with the Rhinox Riders' strategy, 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 (they still get a 'free wheel' to align in combat to their enemy).

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* instead of *fear*, and are Large Targets. Enemies firing at units of Rhinoxen comprising of Rhinox and Bull Rhinox must nominate which they are firing at before resolving their shots.

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 non-Ironskin Ogre Kingdoms armies, taking up a Rare and a Special choice. A single unit may be included in non-Ogre Kingdoms armies too (this includes Dogs of War armies), but will take up two Rare choices instead.