

# Updated Experimental Rules for Ogre Rhinox Cavalry

Amongst the tribes who carve out a brutal existence upon the harsh upper slopes of the Mountains of Mourn there is a rite of passage undertaken by those Ogre Bulls who have survived to the age of Ogrehood. Each year the toughest and most powerful of them will gather to hunt out the most savage breed of Rhinox, the Mountain Grimhorn; a beast so ferocious that older Ogres avoid it, seeking lesser, more tractable specimens to pull their ramshackle war machines.

During their annual fights for territory, encounters between sparring Rhinox will usually result in the death of the loser, as even these bad-tempered hulks of muscle and matted hair will eventually succumb to their wounds. Afterwards the victorious Rhinox will be exhausted, and it is only then that a lone Ogre can hope to capture one alive, which it does by vaulting upon its back and holding on for dear life. Those Ogres that can ride out the bucking, bellowing frenzy that follows will break the beast's will. Those who lose their grip and fall during this violent rodeo will be gored and swiftly eaten by their quarry.

**GRIMHORN RHINOX RIDERS.....**105 points per model  
Grimhorn Rhinox Riders are purchased as a Special unit in an Ogre Kingdoms army.

	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Rhinox Rider	6	4	4	5	4	3	3	4	8	Monstrous Cavalry
Thunderlord	6	4	4	5	4	3	3	5	8	Monstrous Cavalry
Grimhorn Rhinox	7	3	0	5	5	4	2	4	5	

**Unit Size:** 1+

## Equipment

- Light armour and hand weapon

## Options

- The entire unit may be upgraded to wear heavy armour.... 5 points per model
- One Rhinox Rider may be upgraded to a Thunderlord .....10 points
  - The Thunderlord may be armed with a brace of Ogre pistols .....6 points
- One Rhinox Rider may be upgraded to a Musician or Bellower .....10 points
- One Rhinox Rider may be upgraded to a Standard Bearer .....10 points
  - The unit's Standard Bearer may carry a magic banner worth up to .....50 points
  - The standard bearer may take a Look-out Gnoblar.....5 points
- The entire unit may be armed with one of the following:
  - Ironfists .....5 points per model
  - Great weapons .....8 points per model
  - Additional hand weapon .....3 points per model

## SPECIAL RULES

**Fear, Frenzy, Impact Hits (D3+1), Monstrous Cavalry, Iron Skinned, Stubborn, Swiftstride, Broad Backed.**

**Iron Skinned:** A rider atop a Grimhorn Rhinox receives an armour save bonus of +3, rather than the usual +1 for cavalry mounts.

**Broad Backed:** The broad back of a Grimhorn Rhinox allows the Ogre mounted upon it to use an additional hand weapon at no penalty.