

# Updated Experimental Rules for Ogre Rhino 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 Rhino, 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 Rhino 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 Rhino 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.

Those Ogres who prove successful can then return to their tribe triumphant, becoming one of its most respected members. Veteran Ogres who prove strong enough to master their mounts will join together and sell their services as some of the heaviest shock cavalry known in the Old World, ranked with the most notorious Maneaters as mercenaries.

These Grimhorn Rhino Riders typically carry all their worldly possessions upon their mount - a broken Rhino also making for an excellent beast of burden. This also serves as a display of their success as mercenaries, showing off the vast wealth they have earned, as although Rhino Riders can usually secure the victory of any battle they are engaged in, these brutes and their gigantic steeds do not come cheap. Infact, many paymasters of the victorious side will often be found weeping at the sight of the extortionate share of the spoils of war they have to pay out to them.

## GRIMHORN RHINO RIDERS.....105 points per model

Grimhorn Rhino Riders are purchased as a Special unit in an Ogre Kingdoms army.

	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Rhino 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 Rhino	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 Rhino Rider may be upgraded to a Thunderlord .....10 points
  - The Thunderlord may be armed with a brace of Ogre pistols .....6 points
- One Rhino Rider may be upgraded to a Musician or Belloweer .....10 points
- One Rhino 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 Rhino receives an armour save bonus of +3, rather than the usual +1 for cavalry mounts.

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