



# WARHAMMER CHRONICLES

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 gigantic brutes in games of Warhammer.

## WHAT IS WARHAMMER CHRONICLES?

Warhammer Chronicles examines the Warhammer Fantasy Battle game; introduces new scenarios, rules, and army list entries of all types, frequently stolen from Army books in progress here at the Studio; and provides occasional Question and Answer forums. Warhammer Chronicles also acts as a forum for dedicated players of Warhammer Fantasy Battle who have produced inspired, well-thought-out, and just plain brilliant additions to the game. If you've got something good for Warhammer Chronicles, then write to us at the address given here.

Please don't include rules queries with your letters, as the volume of mail we receive prohibits us from sending individual replies.

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**T**here is a rite of OGREHOOD practiced in the Ogre tribes of the Mountains of Mourn. Aspiring Bulls will stalk and hunt an adolescent Rhinox while 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 hair can bleed to death. However, 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 that 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. Only when a Rhinox is in such a state could a lone Ogre hope to capture it alive. The Ogre aspirant sprints toward the wounded Rhinox and vaults onto its 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 and steer the beast with his club. With its walnut-sized brain addled by the repeated blows, the Rhinox 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 just about 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 on their mount, as there is more than enough room, and a broken Rhinox makes an excellent beast of burden. The riders 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 a well-known fact 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. As a whelp, he was smashed over the head by his father for eating too slowly, 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

early injury 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 neighbors, the Chaos Dwarfs of Zharr Naggarrond. 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 armor 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-fueled 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 among 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	A	Ld
Ghark Ironskin	6	6	3	5	5	5	3	5	9
The Iron Rhinox	7	4	0	6	5	5	2	5	9

The Iron Rhinox is a monstrous mount. It has a 3+ Armor 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.

**Armor:** Ghark wears the Ironskin Armor.

## 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 armored snout. The Iron Rhinox has a S3 breath weapon that imposes a -2 Armor Save Modifier.

**The Ironskin Tribe.** The Ironskin tribe is unusual in several ways and uses the army list organization described below.

## Magic Items

**Ironskin Armor.** The Ironskin Armor 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 Armor gives Ghark a 3+ Armor Save.

Dave Taylor's Ghark Ironskin conversion is based on a Juggernaut of Khorne and includes a lot of plasticard,



## 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



## Rhinox Rider – Graham Davey

**Graham Davey:** I used the Rhinox from the Gnoblar Scraplauncher kit for my model. For the rider, I started with a normal plastic Ogre Bull. I cut off both legs with clippers and then glued the remaining torso in position on the Rhinox. I positioned the rider's legs on the sides of the beast with Blu-Tac. Once I was happy with how the legs looked, I removed the putty and super glued them in place. I then sculpted

the thighs with green stuff. Sculpting on Ogre models is never too fiddly, because they are nice and big. I then added the head and arms (a spare Leadbelcher arm gave the right pose), a jewelry chain for the reins, and various bits of equipment. I made sure to arrange these bits to hide and distract from the worst of my sculpting!



## 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

that he was sculpting another eight figures at the same time! Scibor only started sculpting in 28 mm a year ago and says he still has lots of problems with green stuff. Sure you do, Scibor, sure you do...



### 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 Armor:** light armor, Ogre clubs.

Rhinox Riders are cavalry and wear light armor, which combined with the thick hide of the Rhinox, gives them a 4+ Armor Save. Each Rhinox Rider has Unit Strength 4. Bull Rhinox Riders have a Unit Strength of 6. Rhinox Riders are based on a 50 x 50-mm base. Bull Rhinoxen are based on a chariot base.

### Options

- Any unit may be given ironfists (+10 pts/model).
- Ogre Rhinox Riders may benefit from the Armor Save granted by an ironfist in close combat as normal, but may not use it to gain +1 Attack.
- Any unit may upgrade its light armor to heavy armor (+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 50 pts in value.
- Any Rhinox in the unit may be upgraded to a Bull Rhinox at +45 pts. If this upgrade is chosen and there is a Thunderlord in the unit, the Thunderlord's Rhinox must be upgraded first.

### Special Rules

*Cause Fear, Bad Tempered, Thunderous Charge, Single-Minded, Bull Rhinoxen, Dogs of War.*

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

**Bad Tempered.** Even Rhinoxen 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 its 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 problem 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 consisting of both Rhinox and Bull Rhinox must nominate which they are firing at before resolving shots.

**Dogs of War.** Though rarer even than the most far-traveled Maneaters, Rhinox Riders are mercenaries and sell-swords to a man. Units of Rhinox Riders may be included in non-Ironskin Ogre Kingdoms armies and take 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.