

ARENA WARHAMMER 40,000 OF DEATH

Welcome battle-fans to the 40K Arena of Death! I'm Nick Davis, your commentator for this brutal clash of giants, with unparalleled Ork Warlord Ghazghkull Mag Uruk Thraka facing his most hated foe, Commissar Yarrick. This pair have a long history of hatred and grudging respect for each other, and will be going head-to-head to see who's 'best'.

Let battle commence!



Ghazghkull's Manager & PA - Nick Davis

As we were putting together the first few Codex Armageddon articles, Matt Hutson and I were discussing what would happen if Ghazghkull and Commissar Yarrick actually fought one-on-one on the field of battle. History makes no mention of the two actually having met but I was certain that Ghazghkull would thrash the impudent human, while Matt was adamant that Yarrick could beat the Ork Warlord. Once the heated argument died down, Fat Bloke decreed that there was only one way to settle it - an Arena of Death bout! The original Arena of Death (see WD221) pitted several Warhammer special characters against each other in a 'just for laughs' knockout competition...



Yarrick's personal trainer - Matt Hutson

THE RULES

Each participant rolls a dice to decide who sets up first.

Models cannot be placed closer than 12".

Each participant rolls to see who wins the first turn.

Play as a normal game of Warhammer 40,000 until only one opponent is left standing.

In the green corner - 'The Hand of Gork & Mork', Ghazghkull Mag Uruk Thraka!
In the red corner - Commissar 'Saviour of Hades Hive' Yarrick!

FIGHT ONE

Winning the deployment dice-off, I forced Matt to place Yarrick first, and he chose the cover of a ruined building. Determined to get stuck in, I placed Ghazghkull in a direct line with his foe. I was going to end this as quickly as I could (Yarrick was an old man, best not make him run around too much - it wouldn't be good for his health...).

Turn one

I won the dice roll for the first turn too and decided to go first. I charged Ghazghkull directly at Yarrick and let fly with his kustom shoota, managing to cause a wound - even though Yarrick's D6 Strength reducing force field had lessened the effectiveness of the shot. First blood to me. Unfortunately, I rolled low for Ghazghkull's mega-armour movement and was just out of assault range. I'd definitely be having a word or two with that unreliable Mekboy git.

Matt surprised me by moving Yarrick directly towards Ghazghkull and firing his storm bolter. The Hero of the Imperium managed to hit Ghazghkull and wound him (although his tough mega armour saved the shot!). Yarrick then charged, his Bale Eye blazing, though it had no effect on the Ork Warlord - so it came down to simultaneous combat with their power claws. Yarrick wounded Ghazghkull and, although three of Ghazghkull's attacks hit, Matt managed to roll a pair of fives for Yarrick's force field! Reducing the Strength of the attack to 4, they failed to wound, but the final attack did - Ghazghkull seemed to have the upper hand...

Turn two

Commissar Yarrick hit only once and failed to wound. With the immortal words 'I have you now!' I rolled to hit, wounding the Commissar twice and knocking him to the ground. It was all down to his Iron Will and surely there was no way Matt was going to make that roll. Victory was in my grasp...

To my horror, Matt rolled the dice and Yarrick passed his test, bouncing back to his feet to strike at Ghazghkull! This only served to anger the Ork Warlord as Ghazghkull's blows all connected but failed to wound as Yarrick's force field absorbed the strength of the hits. Yarrick struck back, hitting Ghazghkull twice, knocking him down and winning the match - first win to the Imperial Commissar!

I couldn't believe it! Surely it was a fluke? This called for a rematch...



'Here, take a closer look!... Thwack!'

ORK WARLORD GHAZGHKULL MAG URUK THRKA vs COMMISSAR YARRICK

FIGHT TWO

This time I lost the deployment roll and, a little more wary of the Commissar, I set up Ghazghkull in the ruined building. Filled with confidence, Matt placed Yarrick on a direct charge line with Ghazghkull.

Turn one

I won the roll off for the first turn and elected to go first, charging at the impudent Commissar. There was no way I was going to let a mere 'umie succeed against the greatest Ork Warlord in the galaxy! I fired his kustom shoota but missed with both shots and despite having the mega boost re-roll, Ghazghkull fell short by an inch as he attempted to take out the old man in close combat!

It was Yarrick's turn and Matt moved him towards Ghazghkull whilst firing his storm bolter, the shots hitting home, but the Ork's thick armour saving him from harm. Then Yarrick charged. Determined not to lose to him the same way as last time, I call down the *Power of the Waaagh!* - giving Ghazghkull an invulnerable saving throw for this and the next round's combat. Yarrick's Bale Eye was ineffective and, even

though his power claw hit home three times, they were all deflected by the *Power of the Waaagh!* Ghazghkull struck back and although only one blow hit the Commissar, it managed to wound even though Matt rolled a five for his force field.

Turn two

Again the Bale Eye had no effect and it was down to the combatants' power claws. Yarrick's blows hit home but the Ork Warlord was saved by the *Power of the Waaagh!* yet again. I rolled for Ghazghkull's attacks, hitting 3 times and, despite the Commissar's increasingly annoying force field, two of the wounds were strong enough for instant kills. With Yarrick on the ground it was down to his Iron Will to save him. This time Matt failed the test - *Waaagh!* Ghazghkull!

'Okay,' says Matt, 'Now, try that without your gods' help. Ghazghkull didn't kill Yarrick - Gork and Mork did.' I couldn't turn down the challenge so we set up again (is it me or have Nick and Matt hit on a sneaky way of playing games all afternoon and thus avoiding any real work? - Fat Bloke).

FIGHT THREE - the decider!

Determined to show that Ghazghkull didn't need the *Power of the Waaagh!* to defeat Yarrick, we set up one last time. I won the deployment dice roll and let Matt place the good Commissar down first. This time he placed him on the far side of the ruined building. Going for the Orky approach I placed Ghazghkull on the other side of the ruin, directly facing Yarrick. It was time to end this...

Turn one

I won the turn dice off and elected to move Ghazghkull first - there really was nothing else for me to do except charge straight at Yarrick. Ghazghkull fired his kustom shoota and both shots hit, but the Commissar's force field reduced the Strength of the gun down to zero - Matt just wouldn't stop rolling sixes! Again Ghazghkull's mega boost let him down and he fell short of the Commissar in the assault phase. Chewing my lip with frustration, I let an optimistic Matt have his turn.

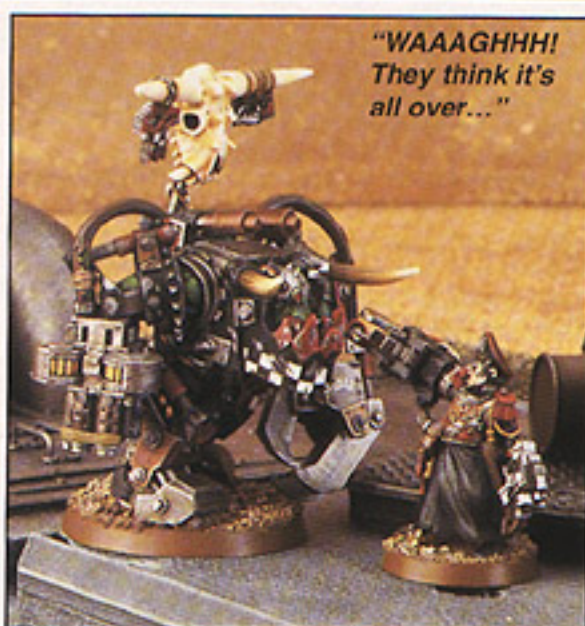
Wasting no time, Matt moved Yarrick towards Ghazghkull, fully confident that I would not call down the *Power of the Waaagh!* to assist me this time. Yarrick hit with both of his storm bolter shots but they rebounded harmlessly off Ghazghkull's metal body. For Commissar Yarrick there was only the charge...

With his Bale Eye blazing, the Commissar crashed into the Ork Warlord. Again the Eye was ineffective - Matt had managed to roll ones every time he used it which went some way to counter the number of sixes he'd also managed to roll! Yarrick struck at the Ork Warlord with his power claw, causing a single wound. Ghazghkull's reply was more impressive as he hit Yarrick three times and, even with the force field, I got an instant kill, forcing the brave Commissar to the ground.

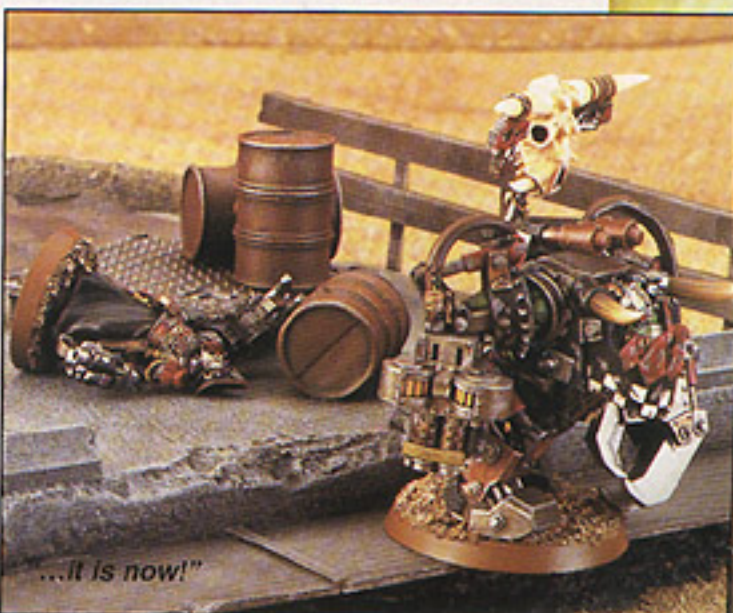
Turn two

With Yarrick on the ground, Ghazghkull sauntered off after giving the Humie a good kicking. I watched as Matt rolled the dice and failed the crucial Iron Will test, leaving Yarrick lying in the dirt of the arena.

I cheered - Ghazghkull had won, beating his arch-nemesis two games to one. Matt then suggested a handicap match as Ghazghkull cost 226 points whilst his Imperial counterpart cost only 171...



'WAAAGHHH! They think it's all over...'



'...it is now!'



'See this shiny Ork power claw, Thraka?'

The one-on-one results were really pretty much as we expected, despite Matt's protests to the contrary. However, we weren't finished yet with this dastardly duo. Matt argued that with the help of the brave men of the Imperial Guard, Yarrick would always beat Ghazghkull. So I agreed to a handicap match where Matt could bring along a Steel Legion squad to even things up a little bit.

THE HANDICAP MATCH!

Matt brought along ten Armageddon Steel Legion troopers to try to take down the lone, yet fearsome, figure of Ghazghkull Mag Uruk Thraka. Outnumbered and outpointed, I was still confident that the Ork Warlord would win the day.

The rules for the Arena of Death match stayed the same; whoever was left standing at the end was the winner. We rolled off for deployment and for the third time Matt lost. This time, he chose to set up his troops on top of the ruined building. Keeping with the no-nonsense Ork tactics that had served me well so far, I set up in front of the squad – after all, the Humies' puny lasguns wouldn't hurt the Ork Warlord...

Turn one

Matt won the dice roll for the first turn. Staying put and taking careful aim, the Guardsmen fired. The lasgun shots bounced off Ghazghkull's thick armoured hide, while the heavy bolter and grenade launcher shots wounded but were saved by his armour. Yarrick added to this firestorm with his storm bolter and he managed to hit the hulking Ork Warlord, but yet again the shots were saved by his armour. Waiting to see what the Warlord would do next, Matt sat back nervously and watched.

Not wanting to be in front of the guns of the Steel Legion for long, Ghazghkull opted for the same old direct attack approach and charged Ghazghkull straight towards the guns. I fired off his kustom shoota and one of the shots hit and killed

a Guardsman. Again using the mega boost built into Ghazghkull's armour, I actually got into assault range (at last) and charged in. The Warlord's head butt attack killed a guardsman whilst their replies with lasgun butts and bayonets had no effect on the colossal Ork. Swooping around with his power claw, Ghazghkull hit and killed two more Guardsmen. Unfortunately Yarrick's inspirational presence meant that the squad didn't need to take a Leadership test and they closed in around Ghazghkull as he went head-to-head with the Imperial Commissar.

Turn two

With no shooting, we went straight into the assault phase. The Guardsmen actually had the temerity to cause a wound on the Ork Warlord but he managed to save it with his armour. It was time for Yarrick and Ghazghkull to fight, again simultaneously. Yarrick punched with his power claw hitting and wounding the Ork Warlord once whilst Ghazghkull replied with three hits on the Imperial hero. This time Yarrick's force field was only able to reduce one of the blows below instant kill Strength and for the third time Yarrick fell to the ground. Matt again had to rely on making that all important Iron Will test. The Guardsmen in combat, determined to defend their beloved Commissar, closed in around the Ork Warlord. All they had to do was wound Ghazghkull once and Matt would win this fight.

Turn three

Matt failed his Iron Will test again and the incapacitated Commissar was removed from the Arena. The Guardsmen lashed out with gun butts and bayonets, hitting and wounding the Ork Warlord twice. Luckily for Ghazghkull his saving throw succeeded – it would have been very embarrassing to die to mere Guardsmen! I threw the attack dice for Ghazghkull; he hit and killed with three of his attacks. The Guardsmen had finally had enough and without Yarrick's leadership, ran (or as Matt said 'fought a valiant tactical withdrawal') with Ghazghkull in hot pursuit. He caught and dispatched them at the base of the ruins, winning in grand style.

"I don't like you. My friends don't like you..."



"Paste the Greenskin!"



"Paste da Humies!"

ORK WARLORD GHAZGHKULL MAG URUK THRACA vs COMMISSAR YARRICK

Well, Ghazghkull had managed to best ten Imperial Guardsmen and Commissar Yarrick; surely there was nothing left to prove. However Matt wasn't about to give up that easily...

"Bet you won't be so lucky against a tank," he ventured.

"Bet you I will," I replied foolishly, heady from my wins in the last three matches.

"Okay: Ghazghkull versus Yarrick and a Leman Russ."

This would be interesting – almost a full 100 points over Ghazghkull's cost, but if I could pull this one off, there would be no argument as to just how 'ard the gargantuan Ork really is.



"Thank you. Thank you very much!"



"Come and have a go if you think you're hard enough!"



"Mr Thraka, meet my associate Mr Russ – the battle tank."

THE FINAL CONFLICT

This was going to be difficult. To kill the Leman Russ I had to assault it or shoot its weaker rear armour. Matt lost the deployment roll and placed the tank and Yarrick into the Arena first. Conscious of the Leman Russ's guns, I placed Ghazghkull in cover to the side of the tank and hoped to close the gap quickly.

Turn one

Winning the roll to see who went first, I moved Ghazghkull towards the tank. Yarrick was skulking around the other side of the Leman Russ so I had nothing to shoot at. Predictably I failed to get close enough to the Leman Russ in the assault phase.

Unsurprisingly, Matt reversed the tank, turning it to face the Ork Warlord. He then moved Yarrick up alongside the tank and fired the tank's lascannon. I closed my eyes and prayed to Gork and Mork for the usual Imperial Guard inaccuracy, but to no avail as it hit and wounded Ghazghkull.

Turn two

With nothing to do but head towards the battle tank I gritted my teeth and waited for Matt's next move.

Matt again reversed the Leman Russ and moved Yarrick a little further forward of the Leman Russ. As Matt prepared to fire the lascannon I declared the *Power of the Waaagh!* and the invulnerable save protected the Ork Warlord from the lascannon this turn.

Turn three

With the tank in my sights I only needed to roll a 6 to get into contact with it, but again I fell short. I contented myself by firing Ghazghkull's kustom shoota at Yarrick, wounding the Commissar. With one wound each suffered I felt a little better.

With the *Power of the Waaagh!* dissipated, Matt chose to leave the Leman Russ stationary and moved the Commissar into assault range. The tank's lascannon and heavy bolters fired. The lascannon missed but the heavy bolters found their mark, wounding Ghazghkull.

This was the moment that Matt had been waiting for and he charged Yarrick into the Ork Warlord. The Commissar was hit twice by the Ork's huge power claw and Yarrick's force field saved one wound but another got through. Yarrick returned the compliment and wounded the Ork. With his last Wound gone, the Ork Warlord hit the ground with a thud, leaving Commissar Yarrick triumphant!

It was all over! We played five games using these two very special characters. Although in the last match the Commissar did have the odds tipped in his favour when he brought along the Leman Russ, it proved that if these two did actually meet on the battlefield, there would be only one victor – the mighty Ghazghkull Mag Uruk Thraka!



Arena of Death champion:
Ork Warlord Ghazghkull
Mag Uruk Thraka