

## Andy's Ork Taktix

Broadly, I subscribe to the Green Wave theory of how to use Orks as described by Andy Kettlewell last issue (mass together and stay together to overwhelm the enemy with numbers). However I'm still refining my tactics and my army to suit my style of play. I'm trying to use quite small kults of speed (100-200 points) in conjunction with my warbands, and hold them back behind the front line before sallying out with them when the time is ripe to try and encircle an opponent or break up an incoming assault with a firefight. Hiding out behind the warbands stops the kults getting vapourised by enemy fire too early in the game and means they are still fresh when they get committed. I suspect I need to get more battlewagons carrying boyz to make this really work as the speed freeks I'm using at the moment can rarely make successfull assaults .

I have found (to my cost) that Gargants need the support of shooty warbands if they run up against enemy war engines like Warlord Titans. This is partly because the infantry can fire before the war engines and plonk a few blast markers on the enemy. More importantly if the infantry use overwatch orders they get to reroll misses - which is vitally important if you want to get hits on Armour 6 targets. All too often I've unleashed a storm of fire against a Warlord Titan and scored a miserable one or two hits on ten dice, but with rerolls this can easily become three or four hits and weaken their shields to a point where the Gargants can inflict some damage. Against opposing infantry or tanks the warbands can concentrate on moving up using assault orders while the Gargant's firepower and plethora of super heavy weapons pound the enemy into the dirt.

The warbands themselves are designed to be able to fight independently if need be because so many scenarios place parts of your army in reserve. This means they usually include some big guns and/or pulsa rokkits for support and some nobz, skarboyz, boarboyz or stormboyz for fighting in assaults. Whether this Jack-of-All-Trades approach is really worthwhile remains to be seen, but I think its a good idea as long as the warbands don't get too big and diverse trying to cover every eventuality. I'd like to expand the army to include another Great Gargant and some warbands mounted on battlewagons for extra mobility, and I want to try out a boyz/dreadnoughts/squiggoths warband at some point. My personal pet hates are Land Raiders and enemy barrage artillery.