

## Orky Sound Bitez

Da Grand Warlord sez: Don't whatever you do forget to use the wargear you choose for your army. Its a waste of points! This is why I always try to keep it simple, and hardly use any. I'd rather buy more boyz with the points left over. The only wargear I really favour are things like Squig Hounds, kustom gunz and Riggas for my all vehicles.

Da Grand Warlord sez: If you are going to take fast attack choices, then make sure they are all the same choice: for example three trukkk mobs are far more effective than a mix of different vehicles. Ignore those who say this isn't characterful and remember what every good warboss swears by; 'Everything counts in Large Amounts!'

Da Grand Warlord sez: Big Shootas rule in every situation, but if you want Rokkit Launchas then take them in Tank Busta mobz. They cost more but have an extra point of AP. If you want Burnas take a mob of Burna Boyz lead by a Mekaniak. That's five Burnas in a mob! Also, always take all the same weapons in a mob. For instance with a Slugga mob a mix of weapons is no were near as effective as all big shootas or burnas.

Da Grand Warlord sez: Don't ignore Shoota boyz in favour of Slugga boyz. A mob of twenty (I always favour BIG mobs) can be a formidable sight and very effective when all guns are brought to bear. Don't be afraid to have them stand still and fire at 24" either. Orks DO value heavy fire power particularly when there are big shootas in the mob!

Da Grand Warlord sez: Everyone has their own favoured tactics, such as standing back and shooting (Really Boring!) but the one thing you must do when fighting with the Orks is... forget the lot! Orks fight a certain way, and any attempt at any other tactics simply will not work. Get in character, paint your skin green if you have to but fight like an ORK!

Da Grand Warlord sez: When mobs Mob Up they end up with all the original mob's good gunz and Nob. This gave me the idea for a great Orky tactic. To protect your specialist mobs of Orks such as Tank Bustas and Burna Boyz literaly hide or screen them inside larger mobs of Orks. These mobs tend to be small and benefit from the cover afforded by da bigger mob. The larger mobs benefit from the extra power in the form of Rokkits and Burnas from the smaller mobs inside them.

Da Grand Warlord sez: When dealing with tanks, particularly Imperial Guard Battle Tanks, remember, think Orky! Its almost pointless trying to shoot 'em up, (only the Rokkit Launchas in Tank busta mobs really have a chance at penetrating the armour, and that's their job anyway) so just remember wot Orks iz good at. Dreadnoughts with their power claws are superb at smashing up tanks in close combat. This is especially good as they have the best armour in the whole Ork army and can stand the extra attention they receive from the enemies heavy weapons. Another good option are the Nobs in Trukkk mobs, who can easily hunt down a tank at speed. Even though they are very strong, power claws are most effective on side and rear armour.