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The Astra Militarum army, also known as the Imperial Guard, is a beloved and enduring faction in Games Workshop's Warhammer 40k universe. With its rich history spanning over 10,000 years, this vast human force has been humanity's primary defence against the threats of the grimdark galaxy. The newest Astra Militarum models, released in 2025, include a special edition squad titled "Hell's Last" inspired by Minka Lesk and her comrades. This squad was first revealed on January 17, 2025, and went to pre-order on February 22, before being released on March 8, 2025. The Astra Militarum is the primary standing army of the Imperium of Man, composed of trillions of ordinary human soldiers drawn from planets across the galaxy. These regiments are supported by tanks, support vehicles, and aircraft, as well as psykers and Imperial Navy void-ships. With a history dating back to the late 30th Millennium, the Astra Militarum has played a significant role in the Horus Heresy civil war, fighting alongside Space Marine legions on both sides. The Imperium's army is relatable, consisting of ordinary humans who embody the emotions and experiences of the player. The Imperium faces numerous dangers in the 41st millennium, including Chaos Space Marines and Tyranid hive fleets. Despite their limitations, the Imperial Guard often emerges victorious with its meagre arsenal and determination. Playing the Astra Militarum offers a compelling experience for sci-fi wargamers, as it highlights the bravery and grit of humanity's defenders in the face of overwhelming odds.Astra Militarum army has its unique strengths and weaknesses, making it a great choice for players who enjoy strategic gameplay and long-range attacks, but not so much for those who prefer close combat or want a more complex storyline. It's worth noting that Astra Militarum is not for the faint of heart, as it requires a significant investment in models and paints to create a cohesive army. Additionally, players should be prepared to accept some losses, as Astra Militarum units are generally weak in melee combat. The 10th edition Astra Militarum codex was released on January 25, 2025, and includes new rules and detachments that allow for more varied gameplay. The core rule, Voice of Command, allows officers to issue orders to troops, granting bonuses and benefits in various situations. There are six available orders, each with its own unique effect: Move!, Fix Bayonets!, Take Aim!, First Rank, Fire! Second Rank, Fire!, Take Cover!, and Duty and Honor!. Lower-ranking officers can only issue one order per turn, while more powerful characters can hand out two or even three. The codex also includes five detachments that offer distinct playstyles and win conditions. Each detachment has its own unique Detachment Rule, which defines the army's core strategy by making them stronger in specific areas. Within each detachment, players have access to paid Enhancements and custom Stratagems that can be used to activate bonuses at critical moments during the game. The five detachments are: Combined Arms, Siege Regiment, Mechanized Regiment, Fortification Brigade, and Special Assault Battalion. Each detachment has its own unique playstyle, with some focusing on infantry, others on vehicles or artillery support.Astra Militarum Detachments Offer Varied Gameplay Experiences ========== The Death Korps of Krieg approach is supported by artillery, and the Best Enhancement: Stalwart's Honors stratagem gives a leading officer's unit the benefit of Take Cover! in addition to other orders. The Callous Sacrifice stratagem allows a Platoon unit in melee combat to ignore enemy unit restrictions, but every time an enemy unit is wounded, the nominated unit loses models for 4+. The Over Top stratagem enables one officer to issue Move! Move! Move! to every eligible Infantry unit, regardless of range. The Mechanized Assault Detachment Rule: Armored Fist adds one to wound rolls when a unit shoots after disembarking from a transport. The playstyle is aggressive and mobile, using transports for board and objective control. The Best Enhancement: Bold Leadership gives the bearer's unit 'sticky objectives,' which remain in control until the enemy takes them. The Clear and Secure stratagem allows an infantry unit to re-roll hits and wounds this shooting phase if it just disembarked from a transport. Rapid Dispersal enables an infantry unit that just disembarked to make a 6″ move immediately. The Hammer of the Emperor Detachment Rule: Iron Tread automatically advances Squadron units six inches instead of rolling, and can move through enemy engagement ranges. The playstyle is tank-focused. The Calm Under Fire enhancement allows a vehicle officer to issue orders to multiple Squadron units without needing to wait for the previous order to resolve. The Blazing Advance stratagem enables a Squadron unit that just advanced to still shoot despite advancing. The Furious Cannonade stratagem improves ranged attack's AP by one if the target is within 12″. The Recon Element Detachment Rule: Masters of Camouflage gives Walker and Regiment units the benefit of cover and an improved save when in cover. The Tripwires enhancement rolls a d6 when an enemy unit ends a normal move within 9″ of the bearer's unit. On a 4+, the enemy unit is stunned and takes -1 to all hit rolls until next turn. The Draw them out stratagem enables one Platoon unit to make an immediate reactive 6″ move when an enemy unit ends its normal move within 9″. The Tanglefoot Grenades stratagem affects enemy charges against a friendly Grenades unit, adding -2 to the charge roll. Each detachment is 'subfaction agnostic,' allowing it to be applied to any army list. This departure from previous editions enables players to mix and match units without restrictions.Kits. The price is $170 / £100 when buying directly from GW, but as usual you can find it for less at local game stores and via Amazon ($140 / £95). The current Astra Militarum Combat Patrol box includes 25 miniatures, composed of these units: Cadian Command Squad x 1 (five models), Rough Rider x 10, Kasrkin x 10. As a standalone force, it offers a more aggressive, high-risk gameplay compared to the previous version, which included regular infantry squads and a Field Ordnance Battery for ranged support. You need to deliver effective long-range fire with your elite Kasrkin squad, backed by orders and buffs from the Command Squad, while sending the Rough Rider cavalry charging up the board to capture objectives and neutralize threats. When played correctly, these units can deal significant damage each turn, with options for anti-tank weapons—but those vulnerable riders will perish quickly once in the thick of battle, and you'll lack any cannon fodder or armored units to absorb enemy fire. The box also lacks reliable long-range or indirect fire guns, a key strength of the Astra Militarum, and only includes one Officer character to issue orders, severely limiting your core army's effectiveness. So: consider upgrades for the Combat Patrol army, such as a Leman Russ battle tank—a cheap, tough, and powerful gun platform to protect your forces. Other options include transports for mobility and specialized weapons. The setting features several 'official' Imperial Guard regiments that have become legends, with specific rules and histories in the game. Here are some popular regiments, starting with the grim, gas-masked Death Korps of Krieg, who are now the most commonly seen due to Games Workshop's recent army set release. These warriors, known for their tragic backstory of a civil war on Krieg, are the most fatalistic and loyal in the Guard. They fight harder, suffer more, and push past fear in service of the Imperium. Though they never refuse duty, they have an unfounded reputation for seeking death, believing their lives belong to the Emperor. The Armageddon Steel Legion, from the hive world of Armageddon, specializes in keeping troops safe in transports, using orders like Mount Up! to retreat to safety. Cadian Shock Troopers, once guardians of the Eye of Terror, remain determined despite their planet's destruction. Their motto, "The planet broke before the guard did," reflects their unyielding resolve.The Imperium's finest regiments serve across the galaxy, bringing war to Chaos wherever they can. Catachan Jungle Fighters hail from a death world where everything wants to kill you, earning them a reputation for strength and brutality - "little Ogryns" is a nickname they don't take kindly to. These deadly foes are at the core of their regiment, with a culture that values toughness above all else. They have a history of clashing with Commissars assigned to their units, with mysterious accidents occurring far too frequently. This has earned them a fearsome reputation, one that's not easily forgotten. In contrast, the Mordian Iron Guard Regiment comes from a hive world where humans exist in hives on the dark side while the desert-covered light side faces the star. A world steeped in discipline and efficiency, Mordian has resisted repeated Chaos incursions and dispatched regiments throughout the galaxy to fight for the Emperor. However, with their home planet inaccessible due to the Great Rift, these soldiers now face an unsettling uncertainty - will they ever return to their world? Their reputation as ruthless and efficient warriors is well-deserved, forged in a history of resistance against Chaos. The Tallarn Desert Raiders are another force to be reckoned with. Their world was ravaged by the Iron Warriors during the Horus Heresy, and the aftermath shaped the face of Tallarn for millennia. Experts in both light infantry combat and armored warfare, they often use stealthy infantry forces to harass their enemies before unleashing a decisive armored assault. Valhallan Ice Warriors hail from a planet that was once verdant but is now a frozen wasteland after an iron meteorite collision and an Ork invasion drove its inhabitants to the brink of starvation. These winter warriors are adept at surviving in extreme conditions, a testament to their resilience against two terrible foes: hunger and the greenskin horde. The Vostroyan Firstborn Regiment has close ties with the Mechanicus on Mars, boasting well-maintained equipment that outperforms other Imperial Guard regiments under similar circumstances. However, this pride is tempered by a deep cultural shame - their world's refusal to raise regiments during the Horus Heresy led them to pledge their firstborn children to the Emperor as atonement. Lastly, there are the Tanith First and Only Regiment, heroes of Dan Abnett's Gaunt's Ghosts novel series. Born from the ashes of a planet wiped out by Chaos, they've become living legends among the Imperial Guard for their stealthy warfare and tragic backstory. Their thrilling exploits have been immortalized in 16 books, cementing their place as masters of reconnaissance and stealth.The Tanith First and Verghast Reinforcements: Unlocking the Potential of Astra Militarum Conversions ========== The Astra Militarum's versatility is one of its most compelling features, making it an ideal force for conversions. By combining historical accuracy with sci-fi elements, companies like Pig Iron Productions and Victoria Miniatures offer a wide range of models that can be used to create unique Imperial Guard armies. Several key factors make the Astra Militarum well-suited for conversions. Firstly, its design draws heavily from World War II and World War I armies, making it easy to incorporate third-party parts or models into your army. This flexibility allows you to create a visual appeal that is both authentic and unique. Moreover, modifying infantry models to ride on tanks or creating officers as Tank Commanders can add a touch of realism to your army. Companies like Anvil Industry provide conversion bits that cater to these needs, making it easier to customize your Astra Militarum forces. In addition, the availability of female model options from companies such as Bad Squiddo Games provides an excellent way to diversify your forces. With these resources, you can create an army that reflects your personal style and vision. The Astra Militarum's focus on discipline, firepower, and sheer numbers makes it an attractive force for players who enjoy a more methodical approach. By understanding the new codex rules and picking the right strategies, you can build and command an army that is both effective and visually stunning. Whether you're looking to create a historical accurate army or something entirely fictional, the Astra Militarum offers a wealth of possibilities. With its emphasis on everyday soldiers and sheer willpower, this force is sure to appeal to players who value realism and strategy.The Imperium's backbone is not just precision and skill, but sheer numbers and flexibility. The Astra Militarum employs Leman Russ tanks as their main artillery, crushing enemies with brute force while shrugging off damage. Infantry units may seem weak, but large numbers make them perfect for holding objectives. Baneblades and Shadowswords are also crucial, guaranteeing a bad day for the enemy. The Astra Militarum Codex 10th Edition: Unleashing Imperial Supremacy ========== Tanks and more tanks. The Iron Tread gives them a boost, making them advance faster and tear through enemies like a wrecking ball. Keep wounded tanks fighting with the Final Hour, ignoring penalties and keeping the pressure on. Vanguard Honours lets infantry get out quickly, creating absurd mobility plays. Hammer of the Emperor is all about tanks, but the Iron Tread makes them more formidable. Recon Element is great for board control. The Masters of Camouflage detachment helps infantry stay alive with Cover. Guerrilla Honours redeploy up to three units after setup, keeping opponents on their toes. Scare Gas Grenades throw a wrench into enemy plans, while Tripwires slow down movement. Bridgehead Strike focuses on Tempestus Scions, rewarding high mobility and elite infantry. The Astra Militarum Codex 10th Edition has units that flood the battlefield with bodies or roll over foes with unstoppable armor. There's something for everyone - waves of disciplined infantry, thundering tanks, or explosions to make Orks jealous. Krieg Engineers are sneaky saboteurs, dealing mortal wounds to nearby enemy vehicles. They're not the toughest but can be a nightmare for opponents. Death Korps of Krieg are hard-hitting and unbreakable, with solid melee and ranged options. They're versatile and can grind enemies into paste. Leman Russ Battle Tanks take a beating and keep on blasting. They're a must-have in any list, especially with Tank Commanders for better Ballistic Skill. Tank Commanders are the brains behind the armor. They issue Orders across the board, keeping Scions coordinated no matter where they land. The Astra Militarum Codex 10th Edition is stacked with units that can crush enemies or level sections of the board. Whether you prefer waves of infantry, tanks, or artillery, there's something here for everyone. ========== Tank Commanders are a game-changer in the battlefield, coordinating attacks and issuing Orders to make them indispensable in vehicle-heavy armies. The Rogal Dorn Tank Commander's Called Shots ability is particularly effective, allowing re-rolls on hits, wounds, and damage for precision devastation. Cavalry Units like Death Riders and Attilan Rough Riders bring high-speed melee mayhem to the battlefield, disrupting enemy formations with their reactive movement and high-impact charges. Pairing them with Lord Marshall Dreir can add extra utility and ensure devastating wounds are landed on charge. Artillery Units provide indirect firepower, keeping enemies ducking for cover even when they're nowhere near the front lines. Basilisks rain high-strength shells onto targets, while Manticores launch massive rockets that delete high-value units in a single volley. Field Ordnance Batteries don't just sit back and lob shells; they also hold objectives and lay down support fire for infantry. The Astra Militarum 10th Edition Codex PDF streamlines rules to keep the Imperial Guard versatile and relentless, with upgraded Orders, improved datasheets, and smarter stratagems. Orders are crucial in Astra Militum gameplay, granting key buffs like boosted movement or increased accuracy. Best practices include taking Aim at highest-damage units, using Move! Move! Move! for objectives, and keeping Officers mobile to maximize efficiency. Datasheets and weapon profiles have been improved, making infantry and vehicles more durable and deadly in combat. The plasma guns and melta guns have received better AP, making them even more formidable against elite infantry and vehicles. Building an Astra Militarum army is akin to constructing a finely tuned machine, where every squad, tank, and artillery piece serves a distinct purpose. Whether you're starting with a small Combat Patrol or diving into a full 2,000-point army, this guide offers insights into budget-friendly lists, essential units, and model collection without depleting your funds. The Astra Militarum Combat Patrol boxes are ideal for new players, providing a quick entry into the game. As you expand to 1,000 and 2,000 points, incorporate armor, artillery, and specialists to tackle various threats. Key units include the Leman Russ Battle Tank for its toughness and versatility, Death Korps of Krieg Infantry for their resilience, and the Manticore for its devastating barrages. For 2,000 points, consider adding a Baneblade super-heavy tank, Rough Riders or Death Riders for speed and melee power, and Tempestus Scions for deep-strike capabilities. When collecting Astra Militarum miniatures, explore retailers like Fabricators Forge, Bazooka Games, and Frontline Gaming for competitive prices. To build and paint your army efficiently, use the sub-assembly method, magnetize parts when possible, prime in grey or white, and apply a simple basecoat, wash, and highlight technique. Stay updated with the latest 10th Edition rules through Balance Dataslate updates and points changes. ==========Players are asking the big questions coming from the index: Are tanks still king? What units hit the hardest? How do they stack up against other factions? If you're looking to command the Emperor's finest with confidence, here's everything you need to know. Common Questions About the Astra Militarum Codex Are Imperial Guard Tanks Still Viable in the Codex? Oh, definitely. Tanks are still the main part of the Astra Militarum (Imperial Guard) codex and 10th Edition makes sure they hit like a freight train, just like in the index. Leman Russ Battle Tank – Tough, reliable, and packing a Battle Cannon that shreds infantry and light vehicles alike. Throw in an Order, and suddenly, it's even nastier. Rogal Dorn – The new heavy weight, built like a walking fortress with insane weapon flexibility and tanky defensive stats. Baneblade – The "no tricks, just power" choice. This behemoth still destroys whole squads and vehicles like it's an afternoon training exercise. So, whether you want precise tank shots or an entire battlefield erased in one go, Astra Militarum tanks still deliver from the index to codex. What Are the Most Effective Units in 10th Edition? Cadian Shock Troops – Reliable, objective-holding infantry that can pack plasma guns or grenade launchers for extra firepower. Death Korps of Krieg – Tougher infantry that keep fighting even when Battle-shocked, making them perfect for mid-board engagements. Manticores & Basilisks – Still the best artillery in the game. Manticores delete infantry blobs, while Basilisks harass anything that thinks it's safe in cover. Rough Riders – Fast-moving melee cavalry that hit hard and disrupts enemy backlines—a rare but deadly mobility option for Astra Militarum (and still works just as well from the index). Whether you want durability, raw firepower, or unexpected speed, these units bring serious value to your list. How Does the Astra Militarum Compare to Other Factions? Strengths and Weaknesses in the Meta Strengths: Board Control – Infantry swarm + tanks = map domination. Firepower – No one brings more guns to the fight. Orders System – Tactical flexibility that buffs units exactly when needed. Weaknesses: Mobility Issues – Infantry is slow, so positioning is everything. Melee Weakness – Guard doesn't like close combat, so screen key units with expendable squads. Against hyper-mobile armies like Eldar or Genestealer Cults, you'll need careful deployment and smart positioning to stay in control. Why Play Astra Militarum? The Astra Militarum (Imperial Guard) Codex 10th Edition and PDFs nail the identity and rules of the Imperial Guard—tanks that hit like a sledgehammer, infantry that never quits, and artillery that dictates the flow of battle and really do a good job of expanding the index. army is straightforward to play but packed with tactical depth. Whether you're here for the epic tanks, the massed ranks of infantry, or the absolute joy of rolling handfuls of dice, the Astra Militarum delivers. If you want to stand as the Emperor's shield, hold the line, and win through superior firepower, there's no better army for the job. New Astra Militarum Combat Patrol Pricing & Value! What do you think about the new Warhammer 40k Imperial Guard (Astra Militarum) Codex rules, PDFs, changes from the index, and our 10th Edition review and guide on how to play them? them?

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