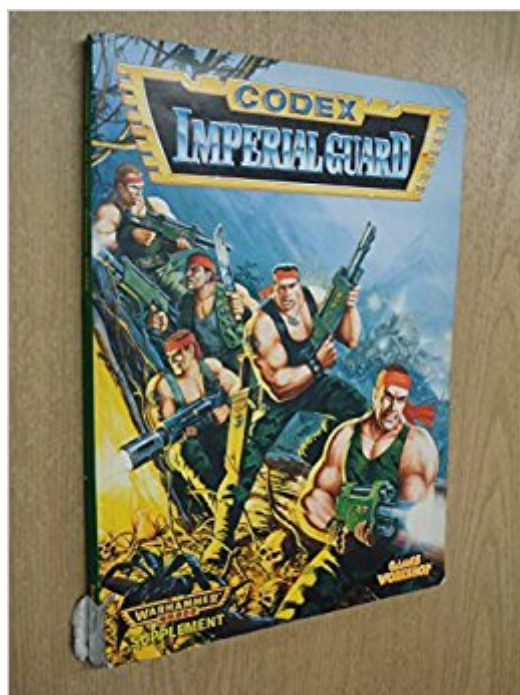


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# Codex - Warhammer 40,000 Imperial Guard



## Synopsis

Book by Priestley, R.

## Book Information

Paperback: 112 pages

Publisher: Games Workshop (November 1995)

Language: English

ISBN-10: 1872372929

ISBN-13: 978-1872372921

Product Dimensions: 10.8 x 7.8 x 0.3 inches

Shipping Weight: 1 pounds

Average Customer Review: 4.3 out of 5 stars [See all reviews](#) (3 customer reviews)

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## Customer Reviews

This is the codex in which all those different themed troops (Cadians, Catachan Jungle Fighters, Mordian Iron Guard etc were first seen in all their glory, and in which the "loader, gunner" mechanic for the field pieces was first introduced (it's gone again now) which made the IG field gun crews, bazooka teams and mortar teams a bit more long-lived. You'll see many of the ranges that were available painted to expert levels in these pages (of course). This is also where the idea of the force composition we use today was shown in guard terms (HQ, Troops, HW etc) and where the first iteration of the Leman Russ and Chimera AFVs can be seen in glorious color. Psychic battles were also a big feature of second edition, so everyone brought a psyker or five to the game in case there were Eldar to be dealt with. The book suffered from a poor binding which would fail in heavy use. Mine had the spine removed and the pages were placed in clear plastic document pockets in a three ring binder. I ended up doing this to all my second edition books so they have no collector value now (but boy were they useful and drool-proof in their day). You might want to check with the vendor to confirm all pages present and glued in. There is perhaps less hysterical (in both senses of the word) fluff in this codex than in modern ones, but that means there were more pages for rules you'd use In The Day and pictures you'll still salivate over. There is also a section on Guard army tactics for the tabletop in the back. This book is the one that inspired me to start a guard army,

something I'd always had a "meh" reaction too in the days of the "Crash Helmets and Commissars" post Rogue Trader (though I have some old plastic guard minis doing duty as mind-slaves for Advanced Space Crusade). I'm still painting it, but that's the GW hobby in a nutshell.

First the caveat, this is a Warhammer 40k rule book from 1995, 3 or 4 editions of the game have gone by since then so the rules will not do you any good. You'd only be reading this as an art book or as a look back at the way the rules were 15 years ago. And obviously if you're not into Warhammer 40k don't bother buying it. The art and the fluff are nice to read through, as well as seeing some of the classic metal models, so if you're an IG fan this is probably worth \$5 or so, but don't pay more.

The first Imperial Guard Codex! Very interesting look at history and what has changed and what hasn't for the Guard. Introduces a lot of special characters you'll still see today,

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