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## **GATES GORDON**

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*Dark Hunters: Umbra Sumus Games  
Workshop*

A doomed Space Marine Chapter confronts the alien tyrannids in a devastating battle for survival. Following the loss of their home world Sotha to the tyrannid Hive Fleet Kraken, the Scythes of the Emperor begin a new kind of war against the alien menace. Facing further humiliation and defeat after regrouping at the Giant's

Coffin on Miral Prime, recently appointed Chapter Master Thracian must find a way exploit his warriors' need for vengeance if their Space Marine Chapter is to have any hope of survival... This collection spans the greatest period of upheaval in the Scythes of the Emperor's history, and includes the novel Slaughter at Giant's Coffin along with five additional short stories.

*Codex Dark Eldar Games Workshop*  
The Sabbath World have been lost to the Imperium for many long centuries. Now, a crusade fights to reclaim them. In its midst are Colonel-Commissar Ibram Gaunt and

his "Ghosts", the brave men of the Tanith First-and-Only The Sabbath World have been lost to the Imperium for many long centuries. Now, a crusade fights to reclaim them. In its midst are Colonel-Commissar Ibram Gaunt and his "Ghosts", the brave men of the Tanith First-and-Only. As they survive battle after battle, Gaunt and his men uncover an insidious plot to unseat the crusade's warmaster, a move that threatens to destabilise the war effort and undo all the good work and sacrifice of millions of soldiers. With no one to trust and nowhere to turn, Gaunt must find a

way to expose the conspiracy and save his men from a needless death.

#### Path of the Dark Eldar Games Workshop

An action-packed adventure featuring Space Marines The Space Marines of the Dark Hunters, descendants of the White Scars and their savage primarch Jaghatai Khan, are called to battle on the world of Ras Hanem, a world they thought long since liberated from the grip of heresy and returned to Imperial rule. Many years ago, the Dark Hunters defeated the traitor warband known as the Punishers on that world, in a conflict that left deep wounds in the Chapter. But now the Punishers have returned, seeking vengeance upon their would-be destroyers. Captain Jonah Kerne of Mortai Company is sent to annihilate the traitors once for all, but the cost of victory may be too high for him to bear...

#### **Jain Zar** Games Workshop

Long has been the road of Nathaniel Garro. After escaping the treachery of Isstvan III aboard the Eisenstein, he was gifted with new purpose as the Agentia Primus of the Knights Errant - and yet, Garro has become listless as the full extent of Malcador the Sigillite's plans for

the future are revealed, questioning his place in the galaxy once more. Even as the armies of the Warmaster draw near, Garro strikes out into the wastes of holy Terra. The object of his search? None other than the Living Saint, Euphrati Keeler.

#### Tales of Heresy Games Workshop

We cannot look to the past to satisfy the spiritual needs of the moment. And we cannot revive past visions of the divine to satisfy the needs of our soul and stir our spiritual imaginations. Some of us need to re-create the divine in a recognizable image so that we can relate to the divine presence. And some of us are neither willing nor able to recognize divine providence in the fall of a sparrow. Some of us need cathedrals and spiraling towers, others respond to the barrel tones of thundering crescendos. And still others feel their souls come alive with sacred music, inspired words, inspiring teachings. Let the beauty we love be what we do, wrote the great Rumi. There are hundreds of ways to kneel and kiss the ground. We can all find our own way to kneel and kiss the ground. We can do it with our bodies if we like, in our minds with tender words, or

simply in our hearts with our most sensitive feelings. Any way that stirs the heart is the path to choose.

#### *Champions of Fenris* Black Library

Aeldari: Waning and scattered as they are, the sundered fragments of an empire that drowned in its own perversity and decadence. Yet woe betide those who think them weak. They are as shrewd as they are fickle, as disciplined as they are capricious. They read the skeins of fate as if they are letters on a page. They handle the blade as if they were born to do nothing else. They fight for their survival and see all other species as irrevocably inferior, or even as vermin. To underestimate them means death.

#### **Scythes of the Emperor** Games Workshop

In this second installment in the trilogy, Thirianna embarks upon the mysterious Path of the Seer, which leads her to the otherrealm of the warp where daemons are made flesh and nightmares manifest - and where she is free to unleash her psychic powers. Original.

#### *Star Wars* Games Workshop

The second book in the Phoenix Lords series, focusing on the fast and deadly

female warrior, Jain Zar, first exarch of the Howling Banshees. The enigmatic eldar are one of the many intelligent races that battle humankind for control of the stars. Though few in number, they are an ancient race, and their mode of war blends spirituality with a unique mastery of technology. In times of need, the entire eldar race will rouse to war led by terrifying, almost mythological figures – the phoenix lords. Each different in his or her own way, these immortal beings embody the warrior nature of the eldar. Jain Zar – the Storm of Silence – was the first phoenix lord to be recruited by Asurmen, and would prove a swift and deadly fighter, able to harness the rage of her scream to slaughter any who dare oppose her.

The Siege of Castellax Games Workshop  
The ambitious archon Yilithian and a twisted haemonculus attempt to revive a long-dead warrior in an effort to overthrow the tyrant Asdrubael Vect, who has ruled Commoragh for millennia, but their plot may cause a cataclysm.

*I Am Slaughter* Games Workshop  
Four novellas that focus on the events of the second Damocles Gulf Crusade Two

centuries ago, the Imperium of Man and the upstart Tau Empire fought to a standstill in the Damocles Gulf. Now, as the 41st millennium draws to a close, the tau have returned. As the world of Agrellan falls under attack, the White Scars and Raven Guard rush to its defence, but with the skilled Commander Shadowsun leading the alien forces, the Space Marines and their allies are hard pressed. Kor'sarro Khan, Huntmaster of the White Scars, swears that he will win the day in the most direct way possible – by taking Shadowsun's head.

**Codex** Independently Published  
Omnibus edition collecting together the Path of the Eldar trilogy The eldar of the craftworlds devote their lives to the pursuit of perfection, following a series of paths which will their actions and decide their fates. Three friends – Korlandril, Thirianna and Aradryan – part company to walk their chosen paths – Warrior, Seer and Outcast – little realising how the actions of one will affect the others, and indeed their world. As Aradryan's choices bring the wrath of the Imperium down upon Alaitoc, it falls to Korlandril and Thirianna to defend their home – if they

can avoid becoming stuck on their paths and being lost forever.

**Valedor** Games Workshop  
Compilation of novels and short stories featuring the very popular and much loved character Ciaphas Cain in a third Omnibus edition. In the grim darkness of the 41st millennium, mankind's mighty Imperium is threatened on all sides by its enemies – brutal orks, ravening tyranid hordes and the corrupt armies of Chaos. Many are the heroes who stand at the forefront of this endless fight against evil, but few names conjure up as much awe and respect as the legendary commissar Ciaphas Cain. When all seems lost, Cain, his trusty but malodorous aide Jurgen, and the Valhallan 597th, can always be relied upon to ride to the rescue and save the day! With their thrills and spills, and tongue in cheek humour, the Ciaphas Cain novels offer a unique vision of the Warhammer 40,000 universe. Saviour of the Imperium contains the novels The Emperor's Finest, The Last Ditch and The Greater Good, the novella Old Soldiers Never Die, along with a number of additional short stories.  
*U.S. Marine Close Combat Fighting Handbook* Games Workshop

Gripping sci-fi action in this premium Warhammer 40,000 novel Long ago defiled by the Imperium of Man, the eldar maiden world of Dûriel was once a glittering jewel in the crown of the Valedor System. As the tyranids of Hive Fleet Leviathan sweep through the sector consuming everything in their path, wayward Prince Yriel of Iyanden discovers that the farseers have inadvertently brought a greater threat to bear – a fragment of Hive Fleet Kraken, hurled into the warp in order to save the craftworld, has returned. The tyranid fleets cannot be allowed to combine, or their genetic legacies will merge into something even more terrible. Alongside allied forces from Craftworld Biel-Tan and even the dark eldar of Commorragh, Yriel has no choice but to fight on to the bitter end...

Warhammer 40,000 Skyhorse Publishing, Inc.

The ancient eldar are a mysterious race, each devoting their life to a chosen path which will guide their actions and decide their fate. Korlandril abandons peace for the Path of the Warrior. He becomes a Striking Scorpion, a deadly fighter skilled in the art of close-quarter combat. But the

further Korlandril travels down this path, the closer he gets to losing his identity and becoming an avatar of war.

**Shadow Players** Black Library

"The hunters have become the hunted. The Night Lords flee to the dark fringes of the Imperium to escape their relentless pursuers--the eldar of Craftworld Ulthwe. Their flight takes them to the carrion world of Tsagualsa, where their primarch died and their Legion was broken. There, history will repeat itself as a deadly assassin stalks the shadows, and the Night Lords are drawn into a battle they are destined to lose"--P. [4] of cover.

**Blood Gorgons** Games Workshop  
Science fiction-roman.

**Battle of the Fang** Games Workshop  
With tyranid hive fleets approaching, the Carcharodons make a stand on the world of Piety V. If they can stop the xenos here, they will be able to end the menace before it begins. The Carcharodons' remit is an unenviable one - this Chapter of Space Marines plies the dark areas of space, endlessly hunting down the enemies of mankind. Living on the edge, with no fixed base of operations, they are creatures shaped by their environment, renowned

for their ruthlessness and their brutality. With a fresh wave of tyranid hive fleets approaching the galactic plane, the Carcharodons decide to use the world of Piety V as a bulwark. If they can stop the xenos here, they will be able to end the menace before it begins. But as they mobilise the planet's defenders and fight the tyranids, the Carcharodons come to learn what the value of mankind truly is. *Ghost Warrior* Games Workshop  
Book ten in the New York Times bestselling series. This is a reissue of 9781849708180 It is the 31st millennium, and mankind has spread across the galaxy. When Horus the Warmaster rebelled against the Emperor, the ensuing civil war nearly destroyed the Imperium. War raged across galaxy, pitting Astartes against their battle-brothers in a struggle where death was the only victor. This collection features stories of heroism and tragedy set during this turbulent time, by star Horus Heresy authors Dan Abnett, Graham McNeill, James Swallow and more. Warriors of the Laughing God Games Workshop  
When the long-lost craftworld Ziasuthra reappears, Iyanna Arienal and Yvraine of

the Ynnari lead an expedition to it in hope of retrieving the last cronesword. Still reeling from the advent of the Great Rift and the ravages of the tyrannids, the aeldari inhabitants of Iyanden are shocked when they receive a message from a long-lost craftworld. Missing for millennia, the craftworld of Ziasuthra has suddenly reappeared from its sanctuary in the warp, and its denizens wish to make contact. Led by the Spiritseer Iyanna and Yvraine, the Emissary of Ynnead, a small force of craftworld aeldari head to Ziasuthra to open negotiations with their brethren. Behind their surface desire to help,

however, Iyanna and Yvraine have a stronger motive: they are seeking the final cronesword, which could lie hidden behind an ancient web portal on this craftworld. But how co-operative will the mysterious Ziasuthrans prove to be, or do they too have their own agenda?

[Citadel Miniatures Painting Guide](#) Black Library

Book three in Black Library's iconic Ultramarines series returns. The Ultramarines are the epitome of a Space Marine Chapter. Warriors without peer, their name is a byword for discipline and honour, and their heroic deeds are legendary. Exiled from the Ultramarines

Chapter, former captain Uriel Ventris and his battle-brother Pasanus embark upon a deadly quest into the heart of darkness – the daemon world of Medrengard. There, they must destroy a facility creating new warriors for the Traitor Legions – but Warsmith Honsou and his Iron Warriors stand in their way. Can the Ultramarines complete their mission and redeem their honour, or will they join the ranks of the lost and the damned? This edition also includes the prequel short story 'Consequences', in which Uriel and Pasanus face trial for their breaches of the Codex Astartes, with their lives on the line.