



CODEx: THYRRUS



A Homebrew Codex for Warhammer 40000

.....001001001 // da001.....
Version 2.0

The Codex: Thyrrus is completely unofficial and in no way endorsed by Games Workshop Limited.

Welcome to the Codex: Thyrrus v2.0.

This is the result of a thread opened on *Dakka-Dakka*, proposing rules for the Thyrrus, filthy xenos from the outer space. This is the original thread, started by *Marquis Vaulkhere*:

<http://www.dakkadakka.com/dakkaforum/posts/list/334014.page>

The current version includes 2 HQ, 3 Elites, 1 Troop, 2 Fast Attack and 2 Heavy Support options. Lots of background, pictures and ideas for you to bring to the battle a colorful army never seen before. It has been a lot of work, and it is not finished. More testing is needed. Feedback is needed. Do you like this army? Can you spot a mistake? Your help and patience are badly needed.

Feedback is welcomed.

COPYRIGHT ISSUES:

This material is completely unofficial and in no way endorsed by Games Workshop Ltd.

40k, Adeptus Astartes, Adeptus Mechanicus, Blood Angels, Bloodquest, Cadian, Catachan, Chaos, the Chaos device, the Chaos logo, Citadel, Citadel Device, Cityfight, Codex Daemonhunters, Dark Angels, Dark Eldar, Dawn of War, 'Eavy Metal, Eldar, Eldar symbol devices, Eye of Terror, Fire Warrior, the Fire Warrior logo, Forge World, Games Workshop, Games Workshop logo, Genestealer, Golden Demon, Gorkamorka, Great Unclean One, GW, GWI, the GWI logo, Inquisitor, the Inquisitor logo, the Inquisitor device, Inquisitor:Conspiracies, Keeper of Secrets, Khorne, the Khorne device, Kroot, Lord of Change, Necron, Nurgle, the Nurgle device, Ork, Ork skull devices, Sisters of Battle, Slaanesh, the Slaanesh device, Space Hulk, Space Marine, Space Marine chapters, Space Marine chapter logos, Tau, the Tau caste designations, Tyranid, Tyrannid, Tzeentch, the Tzeentch device, Ultramarines, Warhammer, Warhammer 40k Device, White Dwarf, the White Dwarf logo, and all associated marks, names, races, race insignia, characters, vehicles, locations, units, illustrations and images from the Warhammer 40,000 universe are either ®, TM and/or © Games Workshop Ltd 2000-2010, variably registered in the UK and other countries around the world.

Used without permission. No challenge to their status intended. All Rights Reserved to their respective owners.

In addition to this, there are influences from many sources. Herbert George Wells' *War of the Worlds* is the most obvious one. But there are many others. Lots of copyrighted material is being used without permission. All Rights Reserved to their respective owners. I have created nothing here. I just linked some stuff. This is a No-Profit project. Do not punish me!.

CONTENTS

Part I: First Sight.....	5
I: Official Sources.....	5
II: HG Wells. Squids = Squids.....	8
III: Why collect Thyrrus?.....	9
Part II: Meet The Crew.....	10
I: Giving names to the Thyrrus.....	10
II: Thyrrus Society. Solipsism.....	11
II: Thyrrus Background.....	16
I: Special Rules.....	18
II: Forces of the Thyrrus.....	18
Director.....	19
Propmaster.....	20
Leading Ones.....	22
Soliloquin.....	24
Thespians.....	25
Thyrrus Warrior Squad.....	26
Soubrettes.....	27
Aoristes.....	28
The Luminous War-Machines (LWM).....	29
Overactor.....	30
The Drop Pod.....	32
Part IV: The Gallery.....	33
Part V: The Atrezzo.....	38
Armor.....	38
Gear.....	38
Ranged Weapons.....	38
Close Combat Weapons.....	40
Vehicle Armoury.....	40
Psychic Powers.....	41
Part VI: Thyrrus Army List.....	43
Director.....	43
Propmaster.....	44
Leading Ones Squad.....	44
Soliloquin.....	46
Thespian Squad.....	47
Thyrrus Warriors Squad.....	47
Soubrette Squad.....	48
Aoristes Squad.....	48
Luminous War-Machines Squadron.....	50
Overactor.....	50
Drop Pods.....	51
Part VII: Experimental Rules.....	53
The Reasons.....	53
Extra Troop.....	55
Cryscripter.....	56
Dropship.....	57
Director Soo'Faa Cop'Laah.....	59
Director Mii'Heel Bayy.....	60

<u>Master Director Wi'Aam Shapeer.....</u>	<u>61</u>
<u>More Directors to come.</u>	<u>62</u>
<u>Propmaster Than'Shll.....</u>	<u>63</u>
<u>Leading Star Chk N'Rris.....</u>	<u>65</u>
<u>Part IX: Summary.....</u>	<u>72</u>

Part I:First Sight.

Thyrrus? Never heard of them.

I: Official Sources.

There is only one official source: the background book *Xenology*, by Simon Spurrier. You can read about it in Lexicanum:

<http://wh40k.lexicanum.com/wiki/Thyrrus>

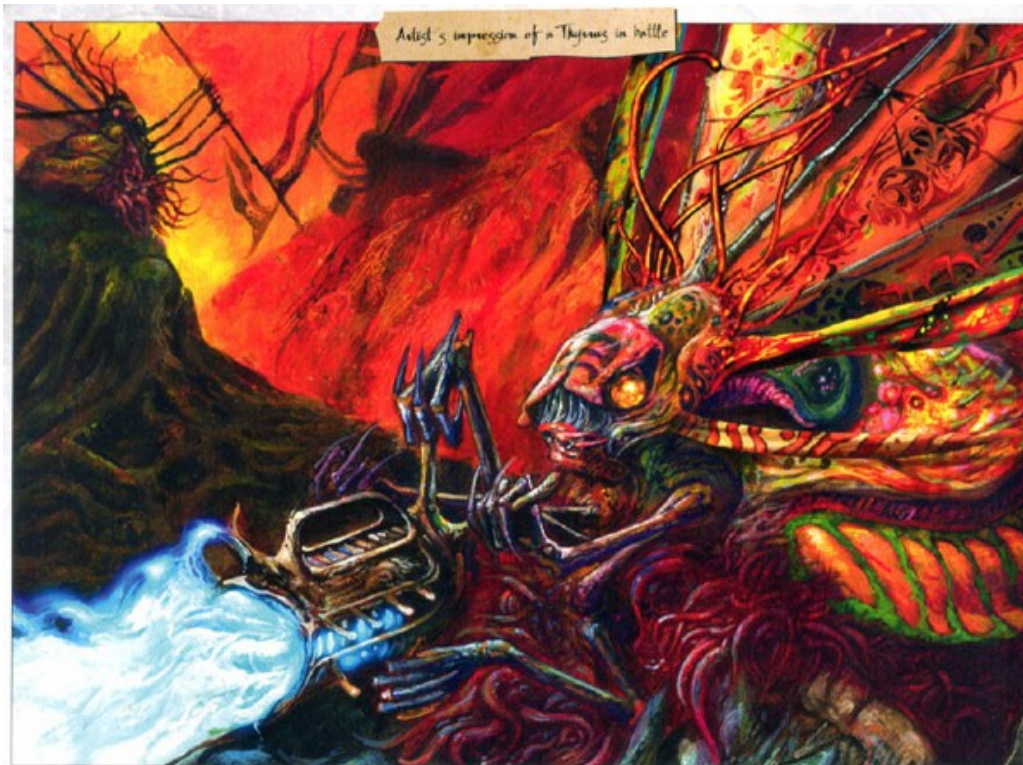
There are many different xeno species out there. And there are many little empires, powerful enough for the Imperium of Man to stay away. The Tau are well known by any player, but just a few years ago they were not more famous than the Q'Orl, the Barghesi, the Scythians, the Thexian, the Fra'al, the Vassalian, the Borkan or the Demiurg. They may be not as powerful in this galaxy as the Orks, the Human or the Hrud, but they are strong and worthy of attention. They add color to the background of this game we love.

The Thyrrus (*Histrion Tragoedus*) are a race of beings from the Segmentus Pacificus. Powerful and aggressive, the Imperium of Man has no interest in a war against them. In 2.306.784.M41 they invaded the human colonies in Quadrus Glabora, for no apparent reason. After a long campaign they were victorious, in spite of an absolute contempt for anything related with tactics. Human generals explained the defeat by talking about a “damnable luck”.

The extremes of overkill and understimulation the Thyrrus reached were absurd, their manouvres bordering on the surreal. Inexplicability dominated the campaign, and humanity suffered a crushing defeat after another from the beginning to the end of the war. No discernible motives for the assault, no reason for such an utter defeat.

Quadrus Glabora now belongs to the Thyrrus, and they are a new threat the Imperium of Man must face.

Apart from a propaganda pamphlet and a dissection report, these are the “official” pictures of Thyrrus living specimens:



1: Thyrrus Warrior. Please note the guy with the staff behind.



2: Soliloquin.

We know the name of another unit: Propmaster (the guy with the staff?).

After a proper research involving the Adeptus Mechanicus and the Ordo Xenos, an explanation for Thyrrus behaviour is given. They do not care about life or death, about victory, glory or honor. They are following some form of pantomime, of spectacle.

From their point of view, life is just a Show. Captured Thyrrus do not communicate, attempt to scape or look concerned. They do not believe in reality.

They look loosely like big squids. Imperial propaganda nicknamed them “Squiddies”. A snail comes to my mind too. They have many lower tentacles supporting an ever changing torax, with four arms and an insectoid head with 4 eyes (high vissual spectre). They can swell themselves or change their form. They are fully coloured and can change the colors displayed by will, and do it constantly. They can feed on anything, sucking the nutrients they need by osmosis. They seem gifted in adaptation. Lacking a skeleton, they are supported by a cartilaginous central column. Almost devoid of distinct organs, they are mostly muscle, massively strong and dexter. Most of this is from the dissection report of a Thyrrus Warrior, so the lack of organs may be artificial. There are many organic improvements that suggest this is not a “normal” Thyrrus.

There are big war machines, described as Luminous War-Machines. Serious business. Their heavy support is really heavy. Soldiers are armored infantry. They use what looks as template-plasma weaponry full of useless colours and sounds. They do not hide from close combat.

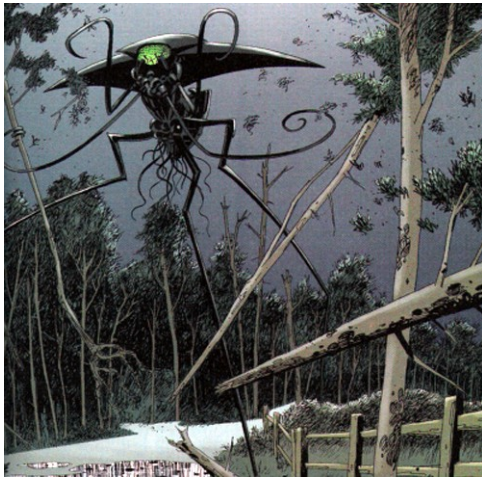
Their tactics and general behaviour make no sense. Geometrical, nonsensical or artistical patterns are used instead of any form of tactical approach to warfare. They flee for no apparent reason, they charge senselessly, they attack when there is nothing to win. In spite of this, they win. It was this “luck” that got my attention. Do the gods (?) help them if they perform properly in the scenario? Imperial generals talked about senseless charges of nigh unarmed infantry against tanks. A sacrifice? They strike “under circumstances sure to accrue the heaviest casualties... to both sides”. Blood for the audience, no matter the source?. I play Chaos. Does this sound like Chaos to you too? The few pages we got on the Thyrrus give us far more questions than answers, but I think Chaos is one of the answers.

There was NOT enough fluff for a Codex. So something else was added to the mix.



II: HG Wells. Squids = Squids.

Thyrrus remind me of HG Wells' War of the Worlds martians: the "Squids". So I added the martians in the mix. All of a sudden there were many good looking units, thousands of pages of background and models to play with. And then we have Killraven (Marvel Comics) or The League of Extraordinary Gentlemen (Alan Moore), based upon H. G. Wells' masterpiece, to give us plenty of visual ideas. Killraven martian squids really looks like Thyrrus.



Heavy Support (an Overactor with Lots of Tentacles) and some pretty ugly Thyrrus Warriors.

Suddenly there were thousands of pictures and videos showing "Thyrrus units" on the Internet. Quite useful for a homebrew Codex. Then some models and creatures were added, just for looking loosely as a Thyrrus unit should look, and eventually any thing looking as a squid or a snail became a potential Thyrrus unit.



Three main elements: *Xenology, War of the Worlds, Theater slang.*
One Deux Ex Machine: *Chaos.*
One distinctive theme flowing throughout the Codex: *Insanity.*

With this in mind, the *Codex: Thyrrus* was born.

III: Why collect Thyrrus?

Why not? why did you download this Codex? What were you looking for in the “Proposed Rules” section?

There are many official Codex out there... but they look more or less the same. Astartes and more Astartes. Human-looking aliens acting like humans. Perhaps you were looking for something different.



*This picture is from devianART, a masterpiece by Craig Stiff.
An Overactor, armed with two Noli Me Tangere, showing its flexibility.*

Thyrrus are completely different from any other army out there. Their background, their rules, their models. Their behaviour on the battlefield is unique. They are fun to play, easy to model/paint and colorful. They combine many different influences, which grants them a deep background and lots of great stuff to work with. The only reason not to play them is the need to find someone willing to play with a fandex, or being too busy with another homebrew codex.

Part II: Meet The Crew.

Know its name, make it yours.

I: Giving names to the Thyrrus.

There are three official Thyrrus units, called the Thyrrus Warrior, the Soliloquin and the Propmaster. The last two are terms from theaters. It is slang. The official name of the Thyrrus is *Histrion Tragoedus*, the tragic actor.

A “Soliloquy” is the act of speaking alone or to oneself, esp as a theatrical device. It is not a monologue, for the speaker is talking to himself or herself, ...and to the Gods. The Gods is slang for the Gallery, the Audience ratings if we are talking about TV. Only the Gods hear what the Soliloquin is saying.

Propmaster is the prop master. In theaters, the prop master is the master of the prop. Prop (also *Atrezzo*, from Italian) is short for Property, and Property is any movable object used on the set of a stage play or film. The difference between a set decoration and a prop is use. If the item is not touched by a performer for any reason it is simply a set decoration. If it is touched by the actor in accordance to script requirements or as deemed by the director, it is a prop. And the item is there because the Propmaster put it there in advance. A sentence from “thefreedictionary.com” gave me the main HQ unit: *“Before rehearsals begin, the director and the prop master go through the script and make a list of what is required for the production.”*

This could not be a coincidence. Games Workshop is well known for giving “clues” in the background, “keys” to understand it. And the key was *theater*. So we needed slang from theatre. Prompter, cue, drop the curtain.... Concepts and names used in theaters have been used throughout this Codex. Some of them sounds odd, so it is something opened to debate. However, the theater is part of the Thyrrus background, a key to understand their society.

Now, a little bit of insanity. Look again at the (official GW) picture of the Thyrrus Warrior, the one used in the cover of this Codex. Look at its weapon. Look closer. Now look at this:



It is a Spotlight!

***Beware the Thyrrus!
They hit you with their
Spotlights!!***

As a side note: “Thyrus” or “Thysus” is the name of the staff the god Dionysos used to kill a giant in the Gigantomachy. A coincidence? Maybe or maybe not.

II: Thyrrus Society. Solipsism.

Read the part about the names before this. Hollywood. Broadway. Bollywood. With xenos. The Academy Awards, the Board of Governors, the Scripts. Everyone want to be a star, nobody cares about life and death. Life is a Show, and the Gods, from the Gallery, laugh and cry and express their satisfaction or their anger.

I am tired, *really tired*, of human-looking xenos in W40k, that to make things worse think and feel like humans. I have tried to create something unique with the Thyrrus society, or at last something different from what you have grown to expect in this universe. As nobody can really depicts an alien mind, I have used a device, a mental disorder, a philosophical term, a human reference: *solipsism*.

Solipsists believe they are the only real thing around. Life is a dream, a nightmare, a Show, where they are the main character and the rest of us are... dispensable, trivial, unreal, a fantasy. Autists are (to a degree) solipsists. Many other mental deseases include some form of this way of thinking. Actually, solipsism is inherent to the human man: everyone has felt that life is a dream, or a bad-scripted movie. If this way of thinking takes hold of you, you can lose the ability to distinguish between reality and your dreams. Then you are taken apart from society, secluded into an asylum, to avoid the possibility of you hurting someone, and to help you come back to reality. Thyrrus are solipsists. All of them, or most of them. It is a strange society, an unbelievable one. A society like that can not hold. We need to add something to the mix.

The first key is *Chaos*. According to the official sources, the Thyrrus acts insanely, and search for blood no matter the source. Solipsists hear voices from their dreams, see things that are not there. They hear voices inside their heads telling them what they think about their performance in The Show.



Madness!

Chaos, Chaos is the obvious solution to me.

Their utterly insane behaviour is just the behaviour of an intelligent creature trying to make sense of the voices it is hearing. The game rule *The Show* try to depicts the way an army, in raw contact with chaos, fight.

This is a description of the Warp, taken from *The First Heretic*, a masterpiece by **Aaron Dembski-Bowden**: “*A thousand shades of violet, a thousand shades of red. Colours humanity had never catalogued, and no living beings have seen before*”. The colored Thyrrus have seen them. All of them. They still see them, and that drives them insane.

Someone sane was needed to take hold of the society, and there should be an origin for the Thyrrus technology and the orders they are following. This is a first drawing of the Thyrrus Society. A who is who among them.

1: Scriptwriters.

Full solipsism. Completely insane. 100%. They do not communicate with anyone. They are all psykers, unable to take hold on their skills, lost in the maelstrom of their madness. Leading stars of a particularly disgusting and senseless movie, their live is a neverending scream of suffering, a living nightmare of Chaos. Reduced to a nervous system, put into jars and connected to machines both enhancing and modulating their psychic scream, they generate the energy the Thyrrus society needs, and *flood* this society with a sanity-breaking psychic chore. The rest of the Thyrrus, most of them at least, hear this insane gibberish screaming in their minds, and try to get information from it. This information is the whim of the gods, and it is called ***The Script***.



Imagine your mind wide open to the voices of Chaos, all of them. A thousand screams of anguish and fear you can not take out of your head. Scriptwriters try to make sense of it, as dreamers try to make sense of a dream after waking up. And they broadcast it.



There are many, *local*, scripts, though all of them are part of a single Script.

There are many of these machines, some with only one Scriptwriter, some with hundreds, thousands of them. Some are just power generators, others serve as references for warp-travel. Some local scripts are used to mate, some are used to create higher forms of art, some are used for war.

The pictures displayed above are Eldar Brains from D&D. Unfluffy. For some reason I can't fathom it is hard to get a picture of a giant machine with thousands of sockets filled with alien brains from which energy is extracted. Any help will be appreciated in this regard.

2: Directors.

50% solipsism. They hear this storm of madness and give an interpretation, acting as leaders in battle. They are quite insane too. Powerful psykers, they can focus on reality and make another Thyrrus focus on it too.

Imagine again a million Chaos entities screaming inside your head. Thyrrus Warriors hear it, translate it into a single order, and blindly obey. A Director can create a more proper translation, better adapted to reality, and make others follow its orders. This allows them to create a Spectacle, a perfect battle (or whatever the gods demand), offered to the Audience for their amusement.

Directors see themselves as leaders in Thyrrus society, which is not exactly true. But in the Stage, their authority is unquestionable.



Director in a Director Chair

This allow you to actually do something useful with your units. Directors are weak, fragile, delicate supporting units that must be near the heart of the battle to be effective. They are powerful psykers too.

Any Director is obsessed with their work. They respect the work of other Directors, and even admire some of them. But they compete against each other. Ambition and pride are emotions they know well.

As you can see in the Army List, there are many ways a Thyrrus can become a Director. It is a question of talent and merit, though a certain amount of corruption is needed in this society to be believable.

3: Producers.

20% solipsism. Let's say this is the level of human insanity. Perhaps it is the level of a human day-dreamer, which dedicate most of his/her spare time to muse about an imaginary universe, but who is able to completely focus on reality for long periods of time, if needed. Sounds to me like the average warhammer player. From my human (perhaps even sane) point of view, these Thyrrus are needed to create any form of civilization and take care of it. They are insane, but their insanity is tempered with wish, pride and all that funny emotions humans have.

Directors see themselves as the leaders of Thyrrus society, and most Thyrrus would agree to that. But their insanity and their inability to stay focused for long periods of time, boosted by the endless gibberish they hear and their obsession with the possibility of a proper translation of the Script, makes them easy to manipulate. Producers find it easy to control the society, at least against the average Director. They have the money, they have a realistic approach to life and death. Low powered psykers, the Script gives them nightmares and day-dreams, but they can close their minds to it.

In battle (I mean, in the Stage), the ability of the Directors is instrumental to get the job done. The Script is perceived as a single order that must be followed by all units. There is no way you can win the battle and satisfy the gods with such a simple approach to the Audience's will. But the Directors know better. If the order for the whole army is "to attack", it does not necessarily apply to any single unit. Some units may better flee, or hide, or try to outflank. If the Director is near, the actors can ignore the Script.

You will not see producers in battle. Life is a movie for them, but they are able to distinguish between a porn movie and a snuff movie. And they know what they want to play.



Producers and Directors constitute most of the Thyrrus government. I have used real life terms for their ranges, taken from theaters / cinema. The Thyrrus society is now united under the command of a single creature, but they know civil war.

4: Normal Thyrrus. Thyrrus Warriors.

80 % solipsism. They are too insane to take wise decisions, but they are able to obey orders. They are lost in their inner worlds, unless a Director is around. Those who see themselves as warriors in their inner fantasies are eventually detected and trained as warriors. Others are used for breeding. Others are workers.

The training of a Thyrrus Warrior involve extreme physical changes. Radical surgery extracts any single organ that may become a liability in combat. Muscle is added and strength and dexterity massively enhanced. Microscopic massed fibres of spongy tissue are added to serve as a ingestion/respiratory filter, allowing them to breath the air of alien worlds, to feed on whatever organic matter is around and to completely ignore poison or death by asphyxiation attempts. Stingers filled with toxins are added (through this have still no effect gamewise) through the dorsal dermis. Nodules of highly complicated musculature are distributed, for unknown reasons. And more. Many of this stuff is yet to be explained. It is a part of the background (the Dissection Report) I am hesitant to explain, because perhaps GW will give us some kind of info. I'd rather focus on the cultural stuff.

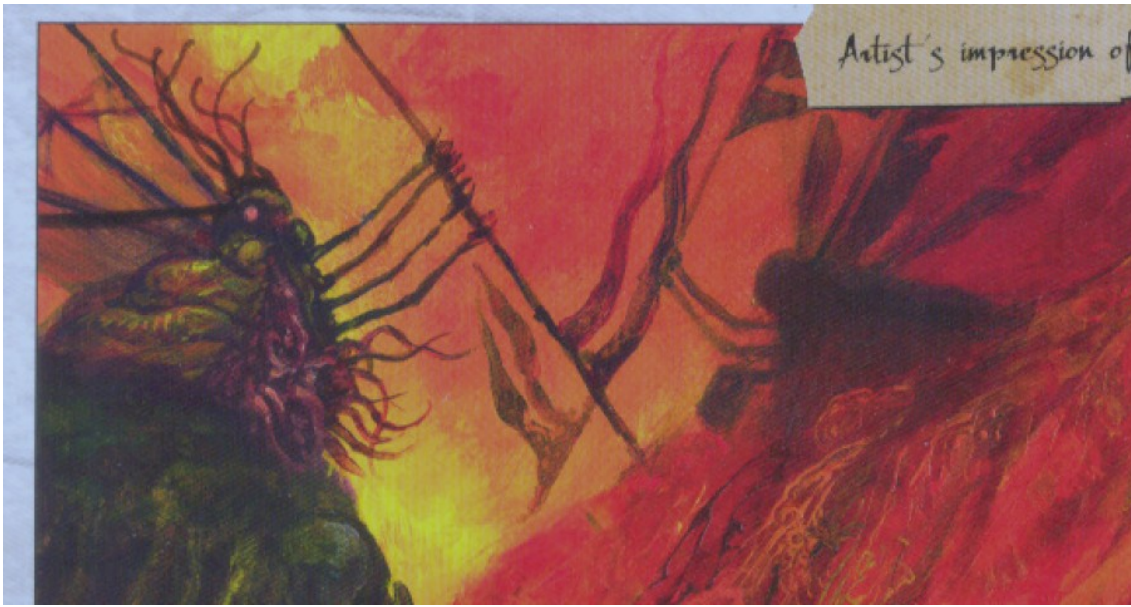
There are at least three Adeptus Astartes ' implants equivalent to the changes Thyrrus Warriors endure: Betcher's Gland (acid instead of poison), Preomnor (allowing them to eat anything) and Mucranoid (resistance against environment), while some other implants are a possibility.



The mental training would be probably at the same level of complexity. Captured Thyrrus, separated from their masters, do not do anything. They are killing machines.

5: Propmasters.

No idea of what this guys are. Weird creatures. Powerful psykers, able to foresee what is gonna be needed hundreds of years before, and warp reality accordingly. A master of the prop know in advance what is needed in the battle. And they do care. In this Codex, they follow The Show: reality is a Show, but they know than many rules are to be obeyed, and much work is to be done, for the Show to be enacted. *“Before rehearsals begin, the director and the prop master go through the script and make a list of what is required for the production.”*

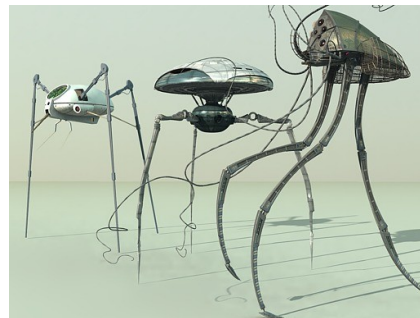


Now let's quote Xenology: *“When the Thyrrus propmasters break the walls of the city my agents shall be waiting”*. This “break the walls” confused me. Then I made a guess: the walls are props: objects to be used in the Show. And the Propmasters are masters of the Prop. Of course they can break a prop than should not be there. Thus they became a mix between a Librarian and a Techmarine.

6: Others.

In addition to this, I have added the martian's elite warriors. The **Overactors** are the beautiful, impressive giant tripods from WotW. They are big enough to be driven by a full Thyrrus, without extensive surgery involved. Some form of aristocracy.

Leading Ones are veteran Thyrrus Warriors *and* some form of aristocracy. With most of the muscle and organs extracted, they are reduced to a neural system, connected to a dreadnought equivalent. High quality units like Soubrettes or The Luminous War-Machines are made this way too. There are many ways to create art.



II: Thyrrus Background.

Religion.

What are the voices solipsists hear? Chaos. The Audience is Chaos. Their vision (or interpretation) of Chaos is different from the humans', but that is just the way Chaos is. I am tired too of seeing Chaos reduced to K/N/S/T. Chaos is endless and ever changing. You will not see in this Codex marks of K/N/S/T. I will try to avoid any reference to conventional, "ordered", "institutional" W40K Chaos here. A far better reference is the Ork religion. They are connected to the Warp, all of them. But they do not see the warp as humans do.



Do Thyrrus have a God?

However, the Thyrrus do not *worship* the Audience. Powerful Directors shooting "indie" movies are highly respected. It is not that simple. Thyrrus lack the concept of *faith* regarding the Audience, which is instrumental to the concept of *religion*. Faith is to believe in something you do not see, and they keep hearing the Audience all their lives, screaming inside their brains. But they have *rituals* and a *cosmogony*, explaining where they came from. They do believe in *immortality of the soul*, for Death is just the end of a chapter, the time for your soul to get snacks and take a pee. Religion is still an open issue, and an interesting one.

Sex.

Not sure. In order to mate, you do need a minimal amount of interest on the significant other, which is contrary to solipsism. So they could be an asexual species, reproducing by spores. It will be needed something else to explain the high adaptability, usually linked with sexual reproduction. Of course the answer is Chaos, or the Warp, and Orks are an obvious reference. Then I thought that you do not need to believe in the other one to desire her/him, and imagined Directors shooting movies for breeding. Porn movies. What do you think?

Money.

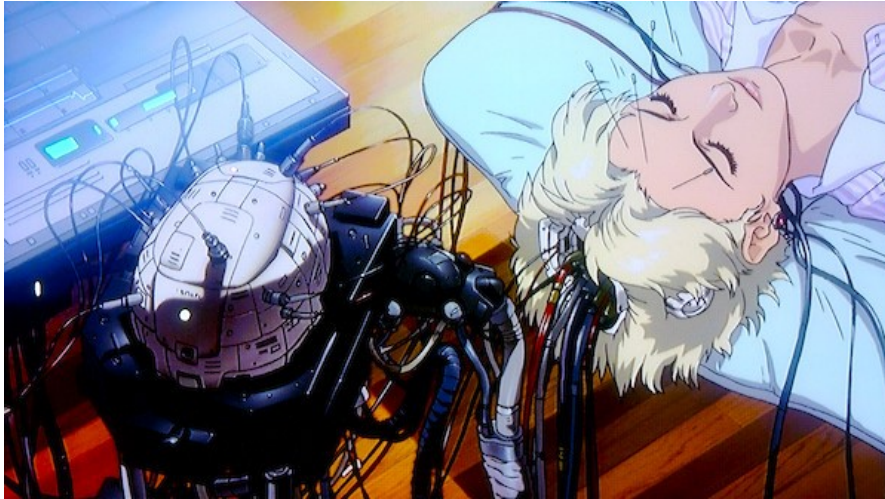
Producers are focused on it. Directors and Propmasters despise it but need it. The rest of the society do not use it, or use it in abnormal ways.

Family.

It is needed. There are families of actors out there to use. However a caste system is to be completely discarded. We will need it for our *Codex: Q'Orl*.

Technology.

Already addressed: same as Orks. They do not fully understand their own technology. Someone somewhere is able to get from the Warp the same stuff Orks do. The main source of energy is the psychic storm generated by the Scripwriters. The way their machines work is nigh absurd and clearly violates the laws of science. We know they have a thing for the plasma-equivalent weaponry. But they combine science and magic / sorcery / warping in some weapons, which works denying the existence of the target.



Investigating the Xenos is just another way to learn (art from Ghost in the Shell).

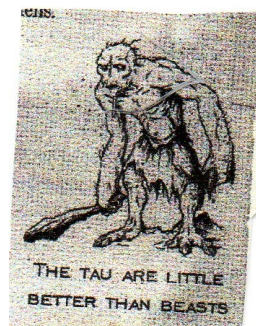
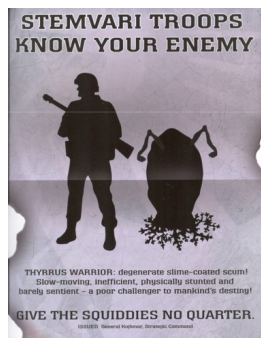
We can talk about “Special Effects Departments”. They are traditionally divided into the categories of “Color Effects” and “Mechanical Effects”.

“**Color Effects**” look like sorcery to other species, and are based upon reality-warping. Some of the techniques are the time-warping (Multiple Exposure) and the combination of different realities to create another one (Mattes).

“**Mechanical Effects**” will be the equivalent of conventional technology. It includes techniques such as Prosthetics, Mechanized Props, Scenery, Scale Models and Pyrotechnics.

Pain.

In order to true solipsism to appear, the ability of feeling pain should be taken out. Pain is the way humans know reality is real. Thyrrus do not have such thing. No, I am not going to give them “*Feel No Pain*”. It is a philosophical issue, not something allowing them to ignore physical wounds. However, this is an open subject.



Propaganda about the Thyrrus, competing with the Propaganda about the Tau.

Part III: Dramatis Personae.

Forces of the Thyrrus

I: Special Rules.

Fearless: some Thyrrus units are Fearless. They do not believe in the battle they are fighting. They do not care about victory or an ideal. They do not feel pain, they do not fear shame, victory, death, they are both committed and insane. They just don't care.

Lights and Camera: the Thyrrus (and the enemy fighting them) are not affected at all by the Night Fighting Special Rule. They shine, they fight with powerful spotlights,....

Slow and Purposeful: these giant snails ignore difficult terrain but are sluggish.

And, at last but not at least, *the Rule:*

The Show: the tactical madness regarding Thyrrus behaviour is caused by the need to follow the unending psychic scream called The Script. This battle is scripted. All battles are scripted. Unable to properly translate the whims of the Audience, most Thyrrus will blindly follow a simple, random-looking order from the gods.

Every turn, at the beginning of his own movement phase the thyrrus player roll a single D6. By consulting the following chart, the player will find out the next twist in the Script ruling this Show. The effect lasts the player turn unless stated otherwise. It affects all units on the board. This rule is ignored in the phase a unit arrives from Reserve.

1. **Flee (Yellow).** All units Fall Back. Vehicles fall back too, moving at full speed. If a unit is Trapped or moves into contact with a table edge, instead of being retired as a casualty it just stops there. Units engaged in close combat may suffer a Sweeping Advance. All units regroup at the end of the turn.
2. **Heal (Blue).** Any non-vehicle unit not engaged in close combat gains Feel No Pain on this turn and your opponent's next turn. All units, including vehicles, are unable to move by themselves during all phases of the turn.
3. **Hide (Purple).** All units are unable to shoot this turn._
4. **Attack (Red).** All units gain the Special Rule Rage.
5. **Shoot (Green).** When rolling To Hit during their shooting phase, Thyrrus units rerolls on a 1. All units are unable to assault this turn._
6. **(-silence-) (Orange):** express yourself. A precious moment of oblivion, the Script is forgotten and you are free to do what you want.

This rule is here to describe the fluff. It does not give you any advantage. If you play with a Thyrrus army, you will learn to fear this roll. Some units, able to resist the urge to follow the Script, can ignore the Show. Some units are able to make other units obey tactical orders against the order of the Script. You should take care of them, they are usually expensive and fragile.

This rule is instrumental to the Thyrrus army & background but it is still being tested. *It does not work gamewise, making the game too random.* However it is working *fluffwise.* Thyrrus armies flee when they should attack, expensive units die moronically for no apparent reason... just the way it should be.

II: Forces of the Thyrrus.

The Force Organisation Chart works as usual.

HQ

Director.

They rule the Show here. Its orders allow the Crew to properly enact what the gods want. Imagine a million Chaos entities screaming inside your head. This is the Script. Thyrrus Warriors hear it, translate it into a single order, and blindly obey. There is no way you can win the battle with such a simple approach to the Audience's will. A Director can create a more accurate translation, better adapted to reality, and make others follow its orders. This allows them to create a Spectacle, a perfect battle (or whatever the gods demand), offered to the Audience for their amusement. If the Director is near, the actors can ignore the Script.

Name	WS	BS	S	T	W	I	A	Ld	Sv
Director	2	3	3	3	2	3	2	10	4+
Director with Director Chair	3	3	4	4	2	3	3	10	3+/5+
Soubrette Director	4	4	3	3	2	4	2	10	5+
Leading One Director	4	4	4	4	2	3	2	10	3+/5+
Soliloquin Director	4	4	4	4	2	4	2	10	4+

Directors see themselves as leaders in Thyrrus society. This is not exactly the truth, but in the Stage, in battle, their authority is unquestionable. They are completely different from one another, being the most complicated and customizable unit in the army. Directors are from many different origins, and some of them are Soliloquins, Leading Ones or Soubrettes too.

Special Rules: *all of them:* Lights and Camera, Extemporize, Psyker, Supreme Ruler.

Director: The Show, Independent Character, Slow and Purposeful.

Director with Director Chair: The Show, Independent Character.

- **Supreme Ruler:** unless stated otherwise, only one Director can be taken.
- **Extemporize:** any unit within 12" from the Director (including itself) at the beginning of the player turn may ignore the Script.

Soubrette Director: The Show, Independent Character, My Choice.

Leading One Director: The Show, Independent Character, Fearless, My Choice.

Soliloquin Director: I Write My Own Script (*see Soliloquin entry in this codex*), Slow and Purposeful, My Choice.

- **My Choice:** a Director belonging to one of these types may take units from its own type as Troops. For instance, Soliloquins count as Troops if a Soliloquin Director is leading the army.

All of them are psykers, but just a few are powerful and strong-willed enough to use their power in combat, while coordinating the Spectacle.

Three "Special Character: Directors" are proposed in the "*Experimental Rules*" section.

HQ

Propmaster.

Propmasters are the masters of the prop. They make sure you got your Atrezzo, and repair it if needed. They also help the Crew during the performance. Propmasters are helped by Stagehands. A Propmaster and its Stagehands count as a single HQ choice.

Name	WS	BS	S	T	W	I	A	Ld	Sv
Propmaster	2	3	3	3	2	3	2	10	4+
Stagehand	2	3	3	3	2	3	1	10	4+

They are powerful psykers, able to foresee what is gonna be needed hundreds of years before, and warp reality accordingly. A master of the prop know in advance what is needed in the battle. And they do care. In this Codex, they follow The Show: reality is a Show, but they know that many rules are to be obeyed, and much work is to be done, for the Show to be enacted. Propmasters are instrumental to the Thyrrus army, providing support and giving an edge to all warriors around. Their ability to repair or destroy the props is something to be considered too.

In order to become a Propmaster, any Thyrrus must first work as a Stagehand. Hidden from the view, they follow the actors and provide support.

This a model from RAFM miniatures ("servitor of the outer gods"), providing a loose reference about how Propmasters look like. →



Special Rules (Propmaster): The Show, Lights and Camera, Independent Character, Slow and Purposeful, Psyker, That's Your Cue, Fall Guy, Scenery Shifting.

- **That's Your Cue:** if a Propmaster is in the battefield, you may reroll the dice you are rolling for reserves. You must accept the second result.
- **Fall Guy:** in any phase of the game, if the Propmaster is attached to a unit including Stagehands, and the Propmaster gets an unsaved wound for any reason, he can give one single unsaved wound to the Stagehand. Does not work against weapons causing Instant Death.
- **Scenery Shifting:** at the beginning of any player turn, a model with this Special Rule may select a single friendly model within 12" (including itself) and warp reality to help it. The model may re-roll all To Wound failed rolls for the rest of the player turn. You must declare which model is helped by who at the beginning of the turn.

Special Rules (Stagehand): The Show, Lights and Camera, Independent Character, Slow and Purposeful, Infiltrate, Scenery Shifting.

Again, all of them are psykers, but just a few are powerful and strong-willed enough to use their power in the battlefield, while doing their work.

One “Special Character: Propmaster” is proposed in the “*Experimental Rules*” section.

ELITES

Leading Ones.

Veteran of countless shows, consummated actors able of both comedy and tragedy, the Leading Ones are the elite soldiers of the Thyrrus. Utterly compromised with the art they are creating, Leading Ones are Thyrrus Warriors that left behind their carnality, becoming impressive figures standing out from the sluggish average actor. Deprived of most of their flesh, insane brains connected to metal bodies, the Leading Ones will lead Thyrrus to victory.

The giant stilts have *nothing* to do with this. It is their consummate skill as actors, their strong-as-iron will and the wisdom only real-stage experience can give which make them stand out.



Name	WS	BS	S	T	W	I	A	Ld	Sv
Leading One	4	4	4	4	2	3	2	10	3+/5+

Special Rules: Lights and Camera, The Show, Fearless.

OK, the Leading Ones came from World of the Wars background. They are little tripods, far less impressive than the big ones (Overactors in this Codex) but useful as an elite choice. This Codex asimilates many influences from many points, but I like it this way. We have thousands of pictures of Leading Ones, many models already done, and even videos! Just to give 2 examples:

0:11 <http://www.youtube.com/watch?v=N6EnJzPOMK0&feature=related>

0:08 http://www.youtube.com/watch?v=Mfd95Lo_Ni4&feature=related

This is something odd in a homebrew codex, I know, but I like it. It allows you to actually play the codex without the need to convert anything and without countless “count as”. Here you have two proposed models, from Monolith and Monsterpocalypse.



One “Special Character: Leading One” is proposed in the “*Experimental Rules*” section.

ELITES

Soliloquin.

Those who speak to themselves. A soliloquy is not a monologue. The soliloquy is a private communication between the Soliloquin and the Audience. The gods express their wishes and the Soliloquin answer back.

Name	WS	BS	S	T	W	I	A	Ld	Sv
Soliloquin	4	4	4	4	2	4	2	10	4+

Coming directly from the official sources, the Soliloquin is a fluffy problem to solve. They communicate with the gods. They are the anointed, the chosen ones, taken apart from Thyrrus society to act as enactors of the true will of the Audience. Perhaps they were Thyrrus Warriors before, perhaps they are some form of religious order, but they are different. They look different, and they follow their own rules.



Instead of the generic storm of madness any Thyrrus hear, Soliloquin clearly hear the voices from the gods, and are free to choose the better way to please them. Their link with the Warp is crystal clear. They do not follow the rule The Show. They are highly customizable elite warriors that can operate far from the Directors, who highly respect the voices of the Soliloquins, whenever they feel appropriate to communicate with other being. Producers see them as mad Thyrrus, relics from older ages.

Special Rules: Fearless, Lights and Camera, Slow and Purposeful, I Write my Own Script. *This unit DO NOT have the special rule The Show.*

- ***I Write My Own Script:*** Independent Characters may not join a Soliloquin. If the Soliloquin is using a transport, it is transported alone.

Up to three Soliloquin count as a single option (Elite unless stated otherwise) in the Force Organization Chart.

ELITES

Thespians.

They are behind you, but only the gods see them. Thespians (aka Pigmenters, aka Histrions) are Thyrrus Warriors willing to use their skill to modify their color to their advantage. According to Xenology, all Thyrrus are quite able to do so, but they do not infiltrate, just because they *relish* on taking your attention. Taking this as a generic sentence, that could be applied to Orks too, and thinking about the many ways “infiltrate” apply to movies and plays, the Thespians are the infiltration unit of the Thyrrus army. Their armors and organic enhancements are specifically oriented to increase their ability to quickly change the coloration of their skin.

Name	WS	BS	S	T	W	I	A	Ld	Sv
Thespi an	2	3	3	4	1	3	1	10	5+
Prompt er	3	3	3	4	1	3	1	10	5+

Special Rules: Fearless, The Show, Lights and Camera, Slow and Purposeful, Scout, Infiltrate, Stealth, Prompt (only the Prompter).

- **Prompt:** a wise, highly trained professional actor, the Prompter is able to adapt itself to the flow of the Script, in accordance to the generic orders the Director gave him beforehand. The Prompter and the unit it leads may ignore the result of the roll on The Show, if deemed appropriate.

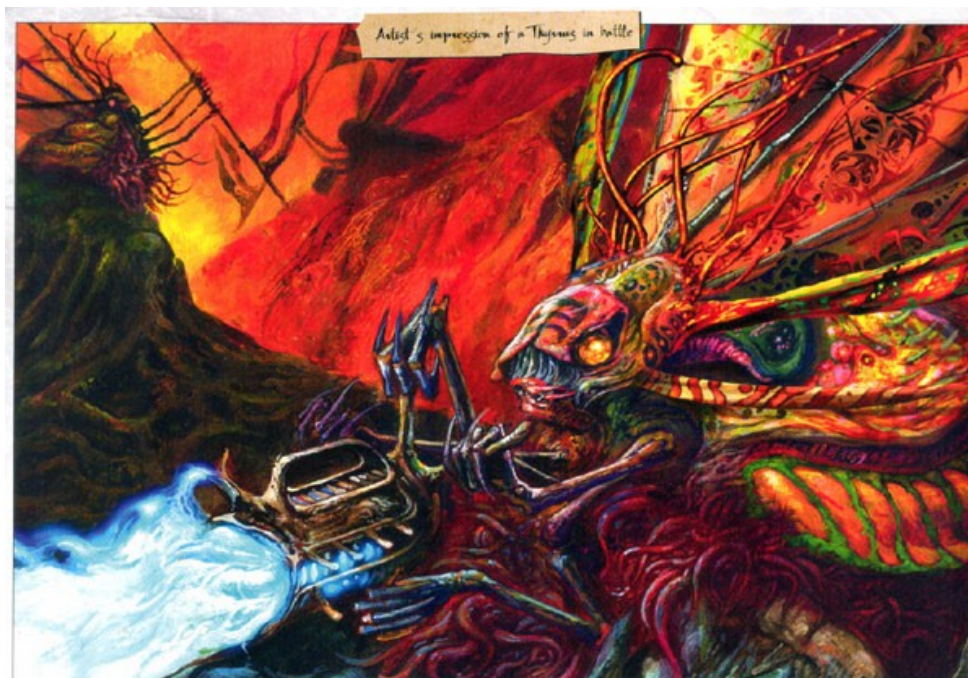


Warning! There are 336 Thespians hidden in this picture (a masterpiece by Craig Stiff, taken from devianART), outflanking the enemy while the stupid humans distracts with the performance of the Overactor.

TROOPS

Thyrrus Warrior Squad.

The basic unit, perhaps the most important one. Hardened, highly trained warriors lead by a Prompter, able to ignore the call of the Script. They will probably not be remembered when the Show ends, but they should be.



Name	WS	BS	S	T	W	I	A	Ld	Sv
Warrior	2	3	3	4	1	3	1	10	5+
Prompter	3	3	3	4	1	3	1	10	5+

Special Rules: Fearless, The Show, Lights and Camera, Slow and Purposeful, Prompt (only the Prompter).

- **Prompt:** a wise, highly trained professional actor, the Prompter is able to adapt itself to the flow of the Script, in accordance to the generic orders the Director gave him beforehand. The Prompter and the unit it leads may ignore the result of the roll on The Show, if deemed appropriate.

Thyrrus Warriors are explained in “*the Thyrrus Society*” entry in this Codex. There are far too many things to say and discuss about this little guy to write them all here. The “Thyrrus Warrior” is the true heart of this Codex, born to give rules and background for the “Thyrrus at war”. Bad in close combat and lacking long range weaponry, they are a one-strike unit, needing micro-management to get near the enemy and able to destroy it in a single strike. In addition, they are awful at close combat, and cause few hits, but if they cause you wounds, you are probably dead, your armor and flesh melted under a deadly combination of plasma and warp technology. This turns inside out the conventions on warfare, for they are extremely effective against heavy armored units and useless against lightly armored ones.

Another Troop option is proposed in the “*Experimental Rules*” section.

FAST ATTACK

Soubrettes

Another elite strike force, Soubrettes are fast response units able to move at amazing speed on the Stage, taking art or fire support where needed. These wannabe stars, aiming to stand out from the average actors without the help of giant stilts, leave behind most of their flesh to become deadly warriors. Instead of heavy armor and heavy weapons, they take anti-grav systems and jet-packs equivalent, as well as long ranged weaponry. They are fragile, however.

Name	WS	BS	S	T	W	I	A	Ld	Sv
Soubrette	4	4	3	3	1	4	2	10	5+

This unit was born while searching for inspiration for Thyrrus conversions. Amongst the models that looked Thyrrus-like, this beauty was found: the Drone Remotes used by the Combined Army of the wargame Infinity.



When the search for a single unit became a Codex, this model was proposed as a unit. A certain amount of conversion is still needed, but the model does help a lot to visualize how a fast attack Thyrrus unit may look. The name Soubrette comes “from Provençal *soubreto*, from *soubret* conceited, from *soubra* to exceed, from Latin *superāre* to surmount, from *super* above,” and is used in theaters as slang for a secondary female role, usually a young sexy woman. There are two models in the box, with different weapons. The weapon “Flirt” was made thinking of the model with the multi-barreled weapon, while the cannon-like weapon became a “Soubra Cannon”. More complicated options will require conversions and, of course, they still have the wrong number of arms.

But the number of tentacles is OK.

Unit Type: Jump Infantry (jet packs).

Special Rules: The Show, Lights and Camera.

FAST ATTACK

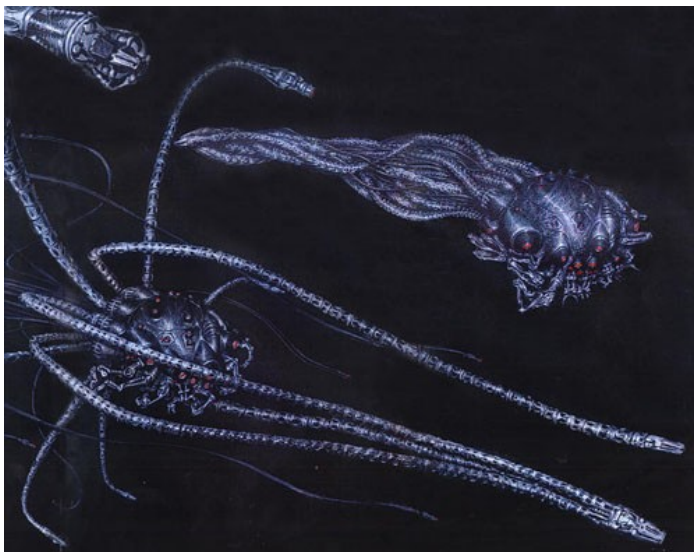
Aoristes

The Indefinite. Beasts bred for war. Found by the Thyrrus in a planet which canals remembered them of their homeworld, their acute senses made them highly appreciated as hounds and watchers. In war-stages, heavily armored and armed versions get anti-grav devices and serve as fast close range attack units.

Name	WS	BS	S	T	W	I	A	Ld	Sv
Aoriste	4	-	3	3	1	4	4	6	5+
Alpha Aoriste	4	-	4	4	2	4	4	10	5+

In spite of their efficiency as warriors, they do not follow the Show by themselves, sadly deprived of any connexion to the Warp. Therefore an organic device is implanted, in order to link their will to the Directors' and forcing them to hear the Script.

Another problem came from their instinctive behaviour, which can easily turn into lack of compromise on the Show. The existence of natural alpha-leaders among the Aoristes solved this problem: some useless Thyrrus get their brain matter retired and mixed with that of the alpha Aoristes, and the result is a natural leader, mix of Thyrrus, machine and animal, insane enough to be a true follower of the Script.



Special Rules: Lights and Camera, Basic Instinct, The Show Must Go On.

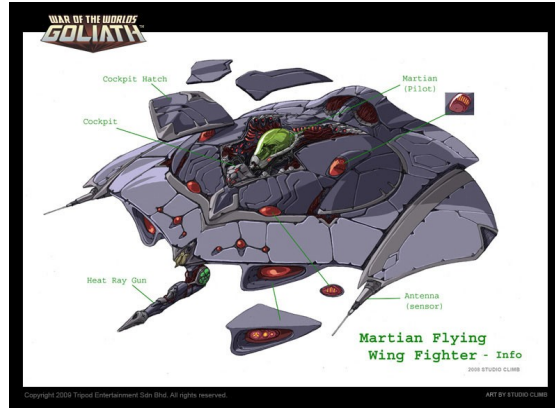
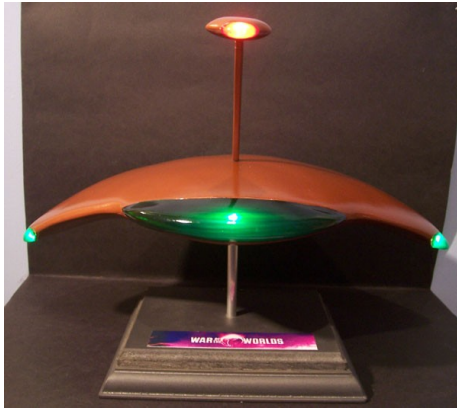
- **Basic Instinct:** Units of Aoristes never count as scoring units. If there is not a Director on the battlefield, the unit will fall back without any chance of regrouping. They cannot go to ground, voluntarily or otherwise.
- **The Show Must Go On:** If an Alpha Aoristes is leading the unit, the Aoristes gain the Special Rule Fearless.

These cute creatures are from Matrix, of course, though there are many references to this kind of beings in SciFi. Everything with tentacles has a chance to enter this Codex.

HEAVY SUPPORT

The Luminous War-Machines (LWM)

Anti-grav vehicles. Perhaps the most charismatic unit in the Thyrrus army, and a useful device in any Show. There are many kinds of LWM, from those big enough to be driven by a full fleshed Thyrrus to those with just the brain of a veteran.



A LWM with Noli Me Tangere from Frontier Models, and a LWM with Heat Cannon from the animated series Goliath.

Name	BS	F	S	R
LWM	4	12	12	11

Special Rules: The

Show, Lights and Camera, Deep Strike.

It is hard to write a Codex including stuff from War of the Worlds without including the flying sources. Martians are known to love this units (it is obvious they have issues with the crawling-as-snail thing), and it is easy to make conversions. There are hundreds of different models out there for inspiration, from the classical stuff to the modern versions.

This unit is heavily armed, but belongs to Fast Attack and will eventually be moved there.



HEAVY SUPPORT

Overactor.

By far the most impressive masterpiece of Thyrrus technology, the Overactor is an unstoppable machine of destruction. Only the most successful and wealthy actors can afford to enter the Stage in such a guise.



Overactors with Simmer Beams and Lots of Tentacles.

There is a neverending argument about Overactors and Leading Stars. The latter accuse the former of being ham actors with money and special effects taking place of real talent, while the former accuse the latter of being envious losers. Directors must maintain a delicate equilibrium when working with both.

Nam e	WS	BS	S	F	S	R	I	A
Over actor	4	4	6	13	12	12	3	2

Special Rules: The Show, Lights and Camera, Deep Strike, Scene Stealer.

- **Scene Stealer:** due to the amazing flexibility of this thing, when shooting a template weapon place the template so that its narrow end is within 4" of the modelled weapon.

<http://www.youtube.com/watch?v=fIgs8ySUPLg&feature=related>

Overactors are simply impressive. It is hard for me to see this things and not think about a battle against the Astartes.

Another Heavy Support option is proposed in the “*Experimental Rules*” section.

DEDICATED TRANSPORTS

The Drop Pod.

Martians from War of the Worlds **invented** the drop pods. Seriously, I think it was the first time in SciFi drop pods appeared. If we use H. G. Wells stuff, this should not be ignored.

It is a transport, a cylinder-shaped little thing. It buries itself beneath the ground and for a while nothing else happen. The unit is searching for the prop the Propmaster left somewhere, a long time ago. The capacity of the drop pod is enough to transport the unit it is assigned to, including the special characters you want attached. The Propmaster knew from the very beginning which should be the size of this thing.

Special Rules: Bang!, Just Drop it There, Not a Missile.

- **Bang!:** Thyrrus drop pods do not “land”. They crush against the floor and bury themselves deep. It takes a while for the transported unit to get out. The drop pod has neither weapons nor stats. It hasn’t even got a model. Use a mark to know where it hit the ground.

In the turn of its arrival, the new unit do nothing, but it can not be attacked. In the next turn, select a point within 3” of the drop pod and your new unit will appear there. Two conditions: there can not be a unit within 1” and it can not be impassable terrain. From there on, you can move, shoot, assault and everything. If there is not enough room to place the model, the model is destroyed.

You can select Difficult Terrain to strike with no consequence, but you can not select a place already taken by another unit. If you fall out of the table or in impassable terrain, the drop pod and the unit inside are destroyed. If you hit a unit, you just made a *Tank Shock*, without the possibility of a *Death or Glory!* strike. If you hit a vehicle, the drop pod and the unit inside are destroyed, and the vehicle suffers a S10 impact in its side armor.

- **Just Drop it There:** if a Propmaster is on the battlefield the Drop Pod does not scatter.
- **Not a Missile:** a drop pod assigned to a unit must enter the battlefield with that unit inside. You can not use “empty” drop pods. You can not use a drop pod to carry any other thing but the unit it is assigned to and, maybe, some Special Characters attached.

--These rules have not been tested--

Another Dedicated Transport option is proposed in the “*Experimental Rules*” section.

Part IV: The Gallery.

This is Just the Beginning

OK, this Part IV is a showcase for the Thyrrus army. Pictures and conversions will go here. All the stuff now displayed is just for inspirational purposes. There are not conversions yet. So much work to do...

Infinity Soubrette. This one got its arms removed.



Some stuff from Starcraft 2. If a model is ever done, will serve us well →



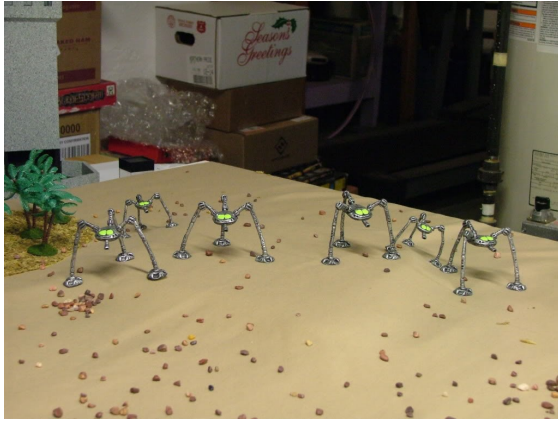
LWMs do not need to look retro.



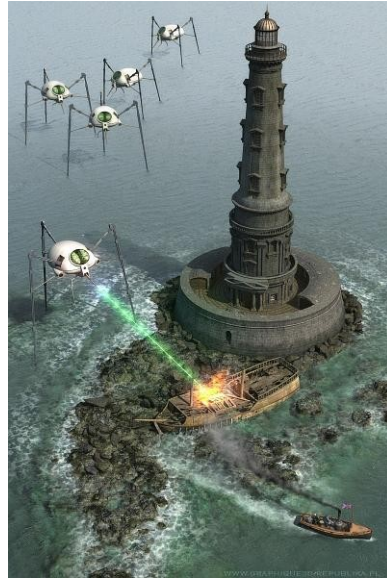
This was actually a real Greenpeace project (I mean the picture above, not the one behind).



Overactors with dual Noli Me Tangere and Lots of Tentacles.



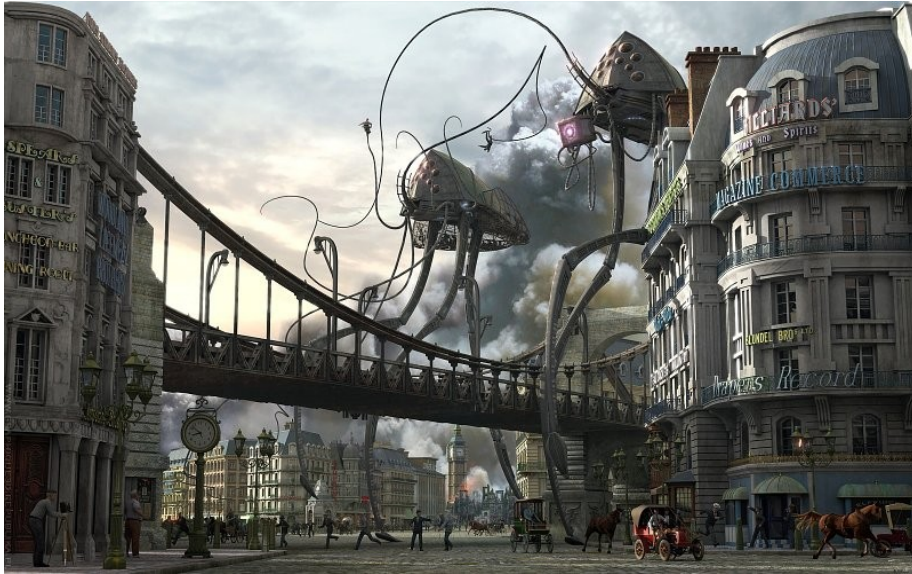
Leading Ones, too small to be Overactors.



Overactor with Glorymaker.



Warping reality



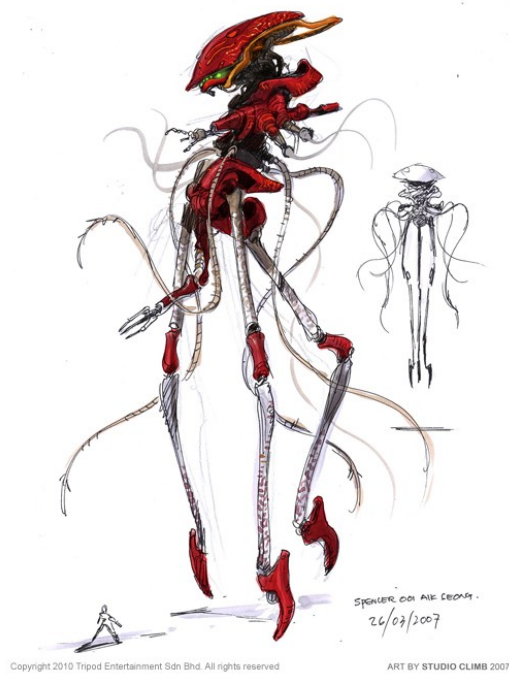
Impressive models for Overactors with Noli Me tangere and Lots of Tentacles



Overactor: Noli Me Tangere and Lots of Tentacles, art by Peter Ainsworth.



Noli Me Tangere (looks like a Warplight) and Glorymaker



An excellent model for an Overactor, or a Special Character, from Studio Climb.
Overactors destroying a city (from The Rolls3D Project).

A really good model already done
<http://www.modelermagic.com/?p=13551>
Only 300€!!

Aoristes are from Matrix, but Crysis served as a reference too.



Part V: The Atrezzo.

Wargear of the Thyrrus army

Armor

- ***Nepenthe Armor:*** provides 4+ armor save and Defensive Grenades (page 36 Rulebook).
- ***Mirror Armor:*** provides 5+ armor save and Defensive Grenades (page 36 Rulebook).
- ***Star Armor:*** provides 3+ armor save, 5+ invulnerable save and Defensive Grenades (page 36 Rulebook). A model inside a Star Armor counts as two models inside a transport or a building.

Gear

- ***Directors Chair:*** provides a Noli Me Tangere (weapon), +1 WS, +1 Attack, +1 Strength, +1 Toughness and a 3+/5+ save. A highly advanced life support system able to provide a Director the desired smart appearance in the Stage. Counts as two models inside a transport or a building.
- ***Lux Occulta Field:*** 4+ invulnerable save. A warp-fuelled personal force field.
- ***Lux Divina Field:*** 3+ invulnerable save. Enhanced personal force field.
- ***Assault Glare:*** a set of luminous devices working as Assault Grenades (page 36 Rulebook).
- ***Link:*** organic enhancement providing a psychic link with a Director. Any model with a link implanted will count as being within the range of the ***Extemporize*** rule as long as a Director is on the Stage (the board).
- ***Vox Amplifier:*** this item enhances the ***Extemporize*** Special Rule. Its range reaches 18".

Ranged Weapons

- ***Flirt:*** S3 AP5 Range 24" Assault 3. A multiple barrelled weapon shooting what looks like a rain of multicolored plasma projectiles.
- ***Glorymaker:*** S10, AP3, Range 48". Heavy 1, twin-linked. A needle of light made of intertwined colors connects itself to the target and conducts pulse after pulse of warp energy, able to penetrate even the strongest armor. When the Glorymaker is used to destroy a worthy enemy, the Audience shows its approval throwing rose petals and droplets of blood to the Stage.
- ***Heat Gun:*** a long range ballistic weapon shooting superheated plasma, perhaps the most conventional weapon in Thyrrus' arsenal. S5 AP5 24". Rapid Fire.
- ***Heat Cannon:*** a bigger version of the Heat Gun. S6 AP3 24". Heavy 3.
- ***Noli Me Tangere:*** S5, AP(1d6), Template. Assault 1. Counts as an Power Weapon in close combat. The second most famous Thyrrus weapon, the Noli Me Tangere looks like an eye, projecting some form of warp cloud with radical effects in anything it touches. Actually it is an eye, with the slightest amount of neural matter. Scriptwriters too powerful to manipulate are reduced to this. When the weapon is deactivated, the eye sees nothing and rests in its nightmarish life. When activated, the eye sees the enemy and denies its existence, using the Script as a weapon to warp reality. Effects are difficult to

foresee: the enemy and the environment can burn, freeze, be twisted... However, it causes heavy damage. It is listed as a philosophical weapon in Thyrrus' arsenal.

- **Overflirt:** S4 AP4 Range 36" Heavy 7. Big sized, long ranged weapon similar to the Flirt. Used by war machines to downpour plasma on the enemy.
- **Shimmer Beam:** S5, AP3, Range 48". Heavy 1 Area. This weapon floods the enemies with psychic energies, twisting reality around them and shattering their sanity with the endless scream and the mesmerizing colors of the Warp. **Special Rule: Blinded:** if a Shimmer Beam causes one or more unsaved wounds to an enemy unit they must immediately take a Morale Check, suffering a -1 Ld modifier for each unsaved wound suffered. If they fail that unit can not shoot nor run in their following turn as they are temporarily disoriented.
- **Soubra Cannon:** S8 AP1 Range 12" Assault 1 Melta. Shoots a single, big, high complexity missile that sticks to the enemy and create a random warp teleportation field. Causes massive damage by displacing matter both in space and time.
- **Warplight:** S4, AP5, Template. Assault 1. Counts as a Power Weapon in close combat. It opens a channel between the breach to chaos inside the Thyrrus brain and the surrounding reality, twisting it. The effects are difficult to foresee, but they are usually deadly. It also confuse the minds of any not-Thyrrus being around. A less powerful version of the Noli Me Tangere.
- **Ex Nihilo:** S6, AP2, Template. Assault 1, twin-linked. Counts as an Power Weapon in close combat. An even more dangerous version of the Noli Me Tangere.



*Overactors with dual Noli Me Tangere and Lots of Tentacles.
Burn, human! Burn!*

Close Combat Weapons

- **Lots of Tentacles:** self-explaining. A model with Lots of Tentacles gains +2 Attacks in close combat.
- **Thyrus:** a 2 handed Power Weapon weapon adding +2 to the strength. It works as a Force Weapon if the wielder is a Psyker. A sign of leadership, it is a loose term making reference to many different close combat weapons. Highly adorned, serves as a banner too.
- **Sharp Tongue:** a 4 handed close combat weapon which adds +4 to the Strength and, of course, is an Power Weapon. Again, a loose term for many different weapons. It works as a Force Weapon if the wielder is a Psyker.

Vehicle Armoury

- **The Curtain:** a force field for vehicles. At the beginning of your movement phase, you can activate or deactivate The Curtain. When activated, consider the vehicle “obscured”. The vehicle can not move (in any phase) when The Curtain is activated. It does not protect against close combat attacks.
- **Stage Whisper:** a sonic weapon allowing the vehicle to make a sound intended to reach the gods (the gallery of the theater). It is fired as a weapon. When activated, all models, friend or foe, within 6” of the walker, suffer a S3 AP6 Pinning hit. The Stage Whisper can be used even engaged in close combat, and affects units in close combat too. **Special Rule: Swan Song:** the Stage Whisper can be shot using this profile: S6 AP4 Pinning. The unit shooting it will then suffer 1d6 penetrating hits to be resolved immediately. Will its death help the gods to hear its whisper?
- **Tattered Sanity:** after so many Shows, a gravely wounded Thyrrus can be connected to a vehicle. Their insanity go beyond the average. The vehicle ignores the Shaken and Stunned results altogether, but its BS is reduced to 3.



Psychic Powers

Unless stated otherwise, a Thyrrus psyker can use one psychic power per game turn.

Powers of the Thyrrus Directors.

- ***Get Out of My Stage.*** If the Show is in danger, a Director may select a single actor and blink it out of existence. It counts as a shooting attack, do not rolls to hit and may target a single enemy model within 12", even if the target is engaged in close combat or attached to a squad. Line of Sight is needed. If the Director passes its Psychic test, both players roll a dice. If the Thyrrus player gets a higher number, the model just dissappear out of reality. No armor saves are allowed, no wounds are taken.
- ***Ok, You are Getting a Line.*** A single model from a troop unit, which may be an enemy unit, gets suddenly important in the Script just because the Director wants so. If a Troop unit, friend or foe, within 12" of the Director, is completely destroyed, no matter the reason, the Director may select one single model of this unit and warp the reality around. If the Psychic test is passed, the model comes back to live immediately, all wounds healed, its ammunition replenished, exactly in the same place, and keep fighting. The model may not die, be transported, move, attack or be attacked for the rest of the phase. Line of Sight is needed.
- ***Play it Again!.*** Sometimes one take is all you need to reach perfection, but there are times when people is not doing their part and the scene must be taken from the beginning again. During a shooting phase or an asault phase, if a model, friend or foe, is rolling to hit or wound within 12" of the Director, it may consider that the results do not match the script and force the unit to do it again (only one rolling: hit or wound). If the Director passes a Psychic test, the rolls are ignored, the unit should reroll again the same number of dices and the second result is to be accepted. Line of Sight is needed.
- ***Righteous Fury.*** This power is a psychic shooting attack. Unsubtle but useful. Range 18" Strength 5 AP3 Assault 4.
- ***You Are Not the Protagonist.*** This power is casted at the beginning of the Thyrrus turn, and lasts until the end of the enemy's turn. If the Psychic test is passed, the Director captures the attention of the Audience using some smart narrative device, making access to the Warp a difficult and dangerous task. As the Warp is the source of all psychic powers, psykers are stripped of their skills. Any psyker that takes a psychic test within 24" must take the test on 3D6.
- ***The Audience is Listening.*** The Director creates a climax, an outcome the Audience have been waiting for. The other models may ignore it, but something astounding has just happened. If the Psychic Test is passed, there is no need to roll for the rule The Show in the next turn of the Thyrrus Player. In addition to this, if the Director died during the same turn it used this power, you do not need to roll for The Show for the rest of the game.

Powers of the Thyrrus Propmasters.

- ***Atrezzo Ready:*** If a Propmaster is in base contact with a damaged vehicle, it can repair it instead of shooting. If the Psychic test is passed, either a Weapon Destroyed result or an Immobilised result (owning player's choice) will be repaired. At the beginning of the next player turn, the vehicle is repaired.
- ***Prop Out:*** Some actors bring to the stage the wrong atrezzo, endangering the Show. The Propmasters are able to destroy it. This power is a psychic shooting attack. Select an enemy vehicle within 24". If the power hits, the vehicle will suffer a glancing hit.
- ***Thyrrus Touch:*** A devastating close combat attack. If the Propmaster is in base contact with an enemy model at the beginning of its own assault phase, instead of conventional attacks, the Propmaster can touch the enemy model and open a portal to the Warp inside it. If the Psychic test is passed, it counts as an S10 Power Weapon attack that hits automatically.
- ***And Then Everything Blows Up:*** using its ability to foresee events, the Propmaster knew beforehand where the enemy was going to be and acted accordingly. Just as it planted war-machines hundreds of years ago, explosives were spread over the battlefield. In the movement phase of the enemy, select a single enemy unit that has just moved. Line of Sight is not needed. If the Propmaster passes its test, the unit suffers 1d6 S4 AP5 hits. No cover saves are allowed. If it fails, the explosives detonate in another planet or in an alternate reality.
- ***It's a Fake:*** in a split second, the Propmaster warps a single weapon of a single enemy model, switching it for a fake weapon. At the beginning of its own movement phase, instead of moving, the Propmaster selects an enemy model (not a vehicle) in its sight. Both players roll a dice. If the Thyrrus player wins, a weapon of this model become useless for the rest of the game. The Propmaster player writes down the useless weapon. The other player will find out when rolling to wound with this weapon. Can target single models and enemies in close combat. Does not work with biomorphs. Does not work with Psychic powers counting as weapons. Does not work with weapons that are part of the model's own body. *It is hard to get this one right: consider it an experimental rule.*
- ***Whenever I am Needed.*** At the beginning of its movement phase, the Propmaster teleports to another point of the battlefield. If it passess the Psychic test, it appears immediately, following Deep Strike rules but without scattering. Only Stagehands may go with him. If the test is failed and the Propmaster is alone it rolls for scattering. If a Stagehand or more are with it, a single Stagehand dies and there is no scattering.

Part VI: Thyrrus Army List.

HQ

Director.

This is, *by far*, the most complicated and customizable unit in this Codex.

Name	WS	BS	S	T	W	I	A	Ld	Sv
Director	2	3	3	3	2	3	2	10	4+
Director with Director Chair	3	3	4	4	2	3	3	10	3+/5+
Soubrette Director	4	4	3	3	2	4	2	10	5+
Leading One Director	4	4	4	4	2	3	2	10	3+/5+
Soliloquin Director	4	4	4	4	2	4	2	10	4+

Composition: 1 Director. **Page:** 18.

Special Rules (for all of them): Lights and Camera, Extemporize, Psyker, Supreme Ruler.

Director: **Cost:** 70 Pts **Type of Unit:** Infantry.

Atrezzo: Nepenthe Armor, Thyrus.

Special Rules: The Show, Independent Character, Slow and Purposeful.

Director with Director Chair: **Cost:** 125 Pts. **Type of Unit:** Infantry.

Atrezzo: Director Chair.

Special Rules: The Show, Independent Character.

Soubrette Director: **Cost:** 100 Pts **Type of Unit:** Jump Infantry.

Atrezzo: Mirror Armor, Flirt, Thyrus, Jet Packs, Assault Glare.

Special Rules: The Show, Independent Character, My Choice.

Leading One Director: **Cost:** 125 Pts **Type of Unit:** Infantry.

Atrezzo: Star Armor, Assault Glare, Thyrus, Noli Me Tangere.

Special Rules: The Show, Independent Character, Fearless, My Choice.

- May take Lots of Tentacles: 20 pts.

Soliloquin Director: **Cost:** 90 Pts **Type of Unit:** Infantry.

Atrezzo: Nepenthe Armor, Assault Glare, Thyrus, Noli Me Tangere.

Special Rules: I Write My Own Script (*see Soliloquin entry in this codex*), Slow and Purposeful, My Choice.

- May take up to three Veteran Skills (*see the Soliloquin entry on this Codex for more information*).
- May select a Drop Pod for 50 pts as a dedicated transport.

Options (for all of them): May take any of the following options:

- Take a Vox Amplifier for 20 pts.
- Take a Lux Occulta Field for 15 pts or a Lux Divina Field for 25 pts.
- Become a Psyker strong enough to warp reality in combat: 50 pts. The Director can select two powers from the list. It can use one each Game Turn.

CG

Propmaster.

Name	WS	BS	S	T	W	I	A	Ld	Sv
Propmaster	2	3	3	3	2	3	2	10	4+
Stagehand	2	3	3	3	2	3	1	10	4+

Type of Unit: Infantry.

Cost: 50 Pts.

Composition: 1 Propmaster.

Page: 19.

Atrezzo: Nepenthe Armor, Thyrus.

Special Rules (Propmaster): The Show, Lights and Camera, Independent Character, Slow and Purposeful, Psyker, That's Your Cue, Fall Guy, Scenery Shifting.

Special Rules (Stagehand): The Show, Lights and Camera, Fearless, Independent Character, Slow and Purposeful, Infiltrate, Stealth, Scenery Shifting.

Options: a Propmaster can

- May take a Lux Occulta Field for 15 pts.
- May take a Lux Divina Field for 25 pts.
- May take up to 4 **Stagehands:** 30 pts each.

Become a Psyker strong enough to warp reality in combat: 50 pts. The Propmaster can select two powers from the list. It can use one each Game Turn.

ELITES

Leading Ones Squad.

Name	WS	BS	S	T	W	I	A	Ld	Sv
Leading One	4	4	4	4	2	3	2	10	3+/5+

Type of Unit: Infantry.

Cost: 120 Pts.

Composition: 3 Leading Ones.

Page: 20.

Atrezzo: Star Armor, Assault Glare, Warplight.

Special Rules: The Show, Lights and Camera, Fearless.

Options:

- May include up to two additional Leading Ones: 40 pts per model.
- Any number of Leading Ones may replace its Warplight with a Sharp Tongue for 20 pts, or with a Noli Me Tangere for 10 pts.
- Any number of Leading Ones may take Lots of Tentacles: 20 pts.
- The unit may take a Link: 10 pts each model.

Dedicated Transport:

May select a Drop Pod for 50 pts.

Leading Ones Squads count as Troops in any army that includes a Director in Leading Ones atrezzo.

ELITES

Soliloquin.

Name	WS	BS	S	T	W	I	A	Ld	Sv
Soliloquin	4	4	4	4	2	4	2	10	4+

Type of Unit: Infantry.

Cost: 35 Pts.

Composition: 1 Soliloquin.

Page: 21.

Atrezzo: Nepenthe Armor, Assault Glare, Noli Me Tangere.

Special Rules: Fearless, Lights and Camera, Slow and Purposeful, I Write my Own Script.

Options:

- May replace its Noli Me Tangere with a Sharp Tongue for 15 pts.
- May replace its Noli Me Tangere with a Heat Cannon for 15 pts.
- May take up to two Veteran

Skills:

1. Furious Charge: 10 pts.
2. Tank Hunters: 10 pts.
3. Counter-Attack: 10 pts.
4. Infiltrate: 15 pts.
5. Feel No Pain: 15 Pts.



Dedicated Transport:

May select a Drop Pod for 50 pts, or a Dropship for 40 pts.

Soliloquins count as Troops in any army that includes a Director in Soliloquin atrezzo.

Up to three Soliloquin count as a single option (Elite or Troop) in the Force Organization Chart.



Humans and Thyrrus easily get along as long as each knows its place

ELITES

Thespian Squad.

Name	WS	BS	S	T	W	I	A	Ld	Sv
Thespi an	2	3	3	4	1	3	1	10	5+
Prompt er	3	3	3	4	1	3	1	10	5+

Type of Unit: Infantry.

Cost: 90 Pts.

Composition: 5 Thespians.

Page: 22.

Atrezzo: Mirror Armor, Warplight.

Special Rules: Fearless, Slow and Purposeful, The Show, Lights and Camera, Prompt (only the Prompter), Infiltrate, Scout, Stealth.

Options:

- A single Thespian may replace its Warplight with a Noli Me Tangere for 10 pts.
- One model may be upgraded to a Prompter for 25 pts, replacing its Warplight with a Sharp Tongue.
- The unit may take Assault Glare: 10 pts.

TROOPS

Thyrrus Warriors Squad.

Name	WS	BS	S	T	W	I	A	Ld	Sv
Warrior	2	3	3	4	1	3	1	10	5+
Prompt er	3	3	3	4	1	3	1	10	5+

Type of Unit: Infantry.

Cost: 70 Pts.

Composition: 5 Thyrrus Warriors.

Page: 23.

Atrezzo: Mirror Armor, Warplight.

Special Rules: Fearless, Slow and Purposeful, The Show, Lights and Camera, Prompt (only the Prompter).

Options:

- A single Thyrrus Warrior may replace its Warplight with a Noli Me Tangere for 10 pts.
- One model may be upgraded to a Prompter for 25 pts, replacing its Warplight with a Sharp Tongue.
- The unit may take Assault Glare: 10 pts.

Dedicated Transport:

May select a Drop Pod for 50 pts, or a Dropship for 40 pts.

FAST ATTACK

Soubrette Squad.

Name	WS	BS	S	T	W	I	A	Ld	Sv
Soubrette	4	4	3	3	1	4	2	10	5+

Type of Unit: Jump Infantry (including Jet Packs). **Cost:** 50 Pts.
Page: 24.

Composition: 2 Soubrettes.

Atrezzo: Mirror Armor, Flirt, Close Combat Weapon, Jet Packs (page 52 Rulebook).

Special Rules: The Show, Lights and Camera.

Options:

- May include up to six additional Soubrettes: +25 pts each model.
- Any model may replace its Flirt with a Soubra Cannon: +10 pts each model.
- Any model may replace its Flirt and Close Combat Weapon with two Power Weapons, gaining one attack: +15 pts each model.
- The unit may take Assault Glare: 5 pts each model.
- The unit may take a Link: 5 pts each model.

Dedicated Transport:

May select a Drop Pod for 50 pts, or a Dropship for 40 pts.

Soubrette Squads count as Troops in any army that includes a Director in Soubrette atrezzo.

FAST ATTACK

Aoristes Squad.

Name	WS	BS	S	T	W	I	A	Ld	Sv
Aoriste	4	-	3	3	1	4	4	6	5+
Alpha Aoriste	4	-	4	4	2	4	4	10	5+

Type of Unit: Beasts. **Cost:** 60 Pts.

Composition: 4 Aoristes. **Page:** 25.

Atrezzo: Mirror Armor, Assault Glare, Link, Close Combat Weapon (Aoristes), Power Weapon (Alpha Aoriste).

Special Rules: Lights and Camera, Basic Instinct, The Show Must Go On.

Options:

- May include up to four additional Aoristes: +15 pts each model.
- Any model may replace its Close Combat Weapon with a Power Weapon: +20 pts model.

- One model may be upgraded to an Alpha Aoriste for 35 pts.

HEAVY SUPPORT

Luminous War-Machines Squadron.

Nam e	BS	F	S	R
LWM	4	12	12	11

Type of Unit:

Vehicle (Fast, Skimmer).

Page: 26.

Cost: 100 Pts.

Composition: 1-3 LWM.

Atrezzo: Heat Cannon, The Curtain.

Special Rules: The Show, Lights and Camera, Deep Strike.

Options:

- Any LWM may replace its Heat Cannon with:
 - Noli Me Tangere: free.
 - Overflirt: 10 pts.
 - Simmer Beam: 25 pts.
 - Glorymaker: 30 pts.
- A single LWM may take a Stage Whisper: 20 pts.
- The squad may take Tattered Sanity: 10 pts each model.

HEAVY SUPPORT

Overactor.

Nam e	WS	BS	S	F	S	R	I	A
Overactor	4	4	6	13	12	12	3	2

Type of Unit: Vehicle (Walker).

Cost: 140 Pts.

Composition: 1 Overactor.

Page: 27.

Atrezzo: Noli Me Tangere, 2 Power Weapons (NOT Dreadnought Close Combat Weapon), Assault Glare.

Special Rules: The Show, Lights and Camera, Scene Stealer.

Options:

- May take another Noli Me Tangere: 10 pts.
 - May replace any Noli Me Tangere with:
 - Heat Cannon: 5 pts each.
 - Overflirts: 10 pts each.
 - Simmer Beams: 20 pts each.
 - Glorymaker: 25 pts each.
 - May take any of the following
 - Lots of Tentacles: 20 pts.
 - The Curtain: 15 pts.
- Stage Whisper: 20 pts.
 - Link: 15 pts.



Dedicated Transport: May select a Drop Pod for 50 pts.

DEDICATED TRANSPORTS

Drop Pods.

Cost: 50 Pts.

Page: 28.

Lacks model, statline and atrezzo.

Special Rules: Bang!, Just Drop it There, Not a Missile.

The WAR of the WORLDS

By H. G. Wells

Author of "Under the Knife," "The Time Machine," etc.



Those who have never seen a living Martian can scarcely imagine the strange horror of their appearance. The peculiar V-shaped mouth with its pointed upper lip, the absence of brow ridges, the absence of a chin beneath the wedge-like lower lip, the incessant quivering of this mouth, the Gargantuan groups of tentacles—above all, the extraordinary intensity of the luminous eyes—calculated in an effect of nausea. Even at this first glimpse, we were overcome with disgust and dread.

Part VII: Experimental Rules.

Thyrrus' Lab: enter at your own risk.

Some stuff is yet to be tested, but it is already designed. Expect lots of over/underpower.

The Reasons.

1: Extra Troops.

The Extra Troops are low-quality soldiers, without the training or the wargear of a Thyrrus Warrior. They are a Troop option, an alternative to the Thyrrus Warriors Squad.

The first approach to the Thyrrus Warriors pictured them as a ballistic plasma unit, close to the Tau. That was not clear, however, and before the v1.0 another path was taken. After writing the fluff for the Thyrrus, I thought the Tau approach was not working, and change it for the template weapon. Thyrrus Warriors do not stay away from you, shooting coldly with their ranged weapons. They run at you and reveal your inexistence with their light, and if everything fails they try to run over you and hit you with their spotlights. It is not a sane army, and its tactics are not sane. It is a unit lacking both range and close combat options. I like it that way.

I also like them powerful. They are not Space Marines, but a Thyrrus Warrior is not that far. Some approaches turn the Thyrrus into weak little things, like snails should be. I believe this does not represent the fluff, but I admit it is arguable.

Therefore the **Extra Troop**.

2: Cryscripter.

A massive walker, heavily armed and armored, carrying inside a machine full of Scripwriters. It acts as a relay station to the Script, as a walking power generator and, if needed, as a heavy support unit.

At first I thought improper to let the Scripwriters enter the battlefield, but then again, they are actually needed in prolonged campaigns. The “Cry” in the Cryscripter comes from Crysis, a visual reference.

3: Dropship.

A dedicated transport, a fast skimmer organic-looking vehicle able to deploy units on the battlefield without the randomness of a Drop Pod.

They have been bluntly taken from Halflife 2, in exchange for the Striders, who are obviously Overactors (I mean, Tripods).

4: Special Characters.

There are five Special Characters introduced here. None of them have been tested at all, the “normal” units are hard enough to playtest. However, they are really funny to write, and give a lot of insight into the Thyrrus society. It is hard to restrain myself from writing a Special Character after another.

TROOP

Extra Troop

Name	WS	BS	S	T	W	I	A	Ld	Sv
Extra Troop	2	3	3	3	1	2	2	8	5+
Rehearser	2	3	3	3	1	2	2	10	5+

Proposed Cost: 80 Pts.

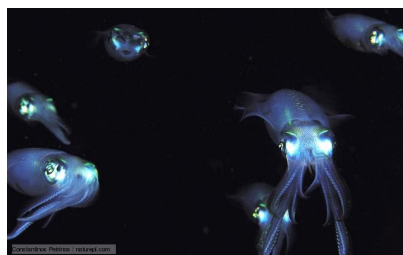
Type of Unit: Infantry.

Composition: 10 Extra Troopers.

Atrezzo: Mirror Armor, Heat Gun, Close Combat Weapon.

Special Rules: The Show, Lights and Camera, Little Ones, Slow and Purposeful.

- **Little Ones:** Extra Troopers are shortest than any other model, and they can squeeze together amazingly. Each two models count as a single one when using transports.



Options:

- May include up to ten additional Extra Troopers: +10 pts each model.
- A single Extra Trooper may replace its Heat Gun with a Warplight or a Heat Cannon for 15 pts.
- One model may be upgraded to a Rehearser for 20 pts. The Rehearser may replace its Close Combat Weapon with a Power Weapon for 5 pts.
- The unit may take Assault Glare: 10 pts.

Dedicated Transport:

- May select a Drop Pod for 50 pts or a Dropship for 40 pts.



HEAVY SUPPORT

CryscRIPTer

Name	WS	BS	S	F	S	R	I	A
CryscRIPTer	4	4	5	14	13	13	3	2

Proposed Cost: 180 Pts.

Type of Unit: Vehicle (Walker).

Composition: 1 CryscRIPTer.

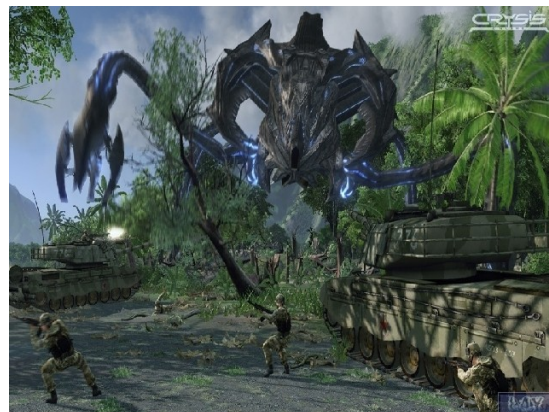
Atrezzo: Noli Me Tangere, 2 Dreadnought Close Combat Weapon, Assault Glare, The Curtain.

Special Rules: The Show, Lights and Camera, Psy-Scream, Rescript.

- **Psy-Scream:** every single turn, the CryscRIPTer may select a non-vehicle enemy unit within 24" and focus the Script on it. It counts as a ranged attack using this profile: S9, AP (D6), Heavy 1, Large Blast. Cover saves are not allowed. Line of sight is needed.
- **Rescript:** as long as the CryscRIPTer is on the battlefield, you can reroll the dice for the rule The Show. You must accept the second result.

Options:

- May replace its Noli Me Tangere with:
 - Heat Cannon: 5 pts.
 - Overflirt: 10 pts
 - Simmer Beam: 20 pts
 - Glorymaker: 25 pts.
 - Ex Nihilo: 25 pts.
- May take any of the following
 - Lots of Tentacles: 30 pts.
 - Stage Whisper: 20 pts.



From Crysis, of course.

DEDICATED TRANSPORT

Dropship

Name	BS	F	S	R
Dropship	4	11	10	10

Proposed Cost: 40

Pts.

Type of Unit: Vehicle (Fast, Skimmer).

Composition: 1 Dropship.

Atrezzo: Flirt.

Special Rules: Deep Strike, The Show, Lights and Camera.

Transport Capacity: 7 models.

Fire Points: Zero.

Access Points: One, in the front.

Options:

- May replace its Flirt with:
 - Heat Cannon: 10 pts.
 - Overflirt: 15 pts
- May take any of the following
 - The Curtain: 20 pts.
 - Stage Whisper: 20 pts.
 - Tattered Sanity: 15 pts.



The Dropship is a fast vehicle designed to quickly deploy units on the battlefield, without the randomness of a Drop Pod. It is an organic-like construction, a mix of machine and living being.



From Half-Life 2

HQ

Director Soo'Faa Cop'Laah

A young Soubrette director. Its model is a converted Soubrette, allows you to field an entire Soubrette army, add some weird Psychic Powers and you got it.

Name	WS	BS	S	T	W	I	A	Ld	Sv
Soo'Faa	5	5	3	3	2	4	2	10	5+/3+

Proposed Cost: 200 Pts.

Type of Unit, Composition: Jump Infantry, 1 model (unique).

Atrezzo: Mirror Armor, Depressive Meaning, Lux Divina Field, Jet packs (page 52 rulebook), Thyrus.

- **Depressive Meaning:** a far more powerful version of the Flirt. Handle with care. S5 AP3 Range 24" Assault 3. Gets hot!

Special Rules: The Show, Independent Character (unique), Lights and Camera, Psyker, Extemporize, Supreme Ruler, My Choice (*see Director entry on this Codex*).

Psychic Powers: may use one of them each game turn.

- **The Suicidal Soubrette.** When declaring an assault, the player can select a single Soubrette unit within 6" of Soo'Faa. If the Psychic test is passed, this unit will get +2 Strength and +2 Attacks during the assault phase. The unit is destroyed and the models retired as casualties at the end of the phase, but their wounds do not count regarding who won the combat.
- **Lost.** A single enemy unit within 12" of Soo'Faa will start thinking about the meaning of life and therefore get dazed and confused, with Initiative and Leadership reduced to 1 during the rest of the player turn. It counts as a psychic shooting attack, does not roll To Hit, need line of sight and has unlimited range.
- **The Queen.** The Thyrrus player may activate this power at the beginning of its own movement phase. If the Psychic test is passed, this power surrounds Soo'Faa and the unit it is attached to by its Lux Divina Field. Every model gets a 3+ invulnerable protection against ranged attacks during the Thyrrus player turn and the following turn of the enemy player. The unit can not shoot this turn.

HQ

Director Mii'Heel Bayy

A young director that do not believe in the Show. Only the economical and militar income matters to it. Succesful author that knows what the Audience really want: blood, violence, explossions and ham actors. Uses a customized Director Chair, surrounded by many Vox Amplifiers.

Name	WS	BS	S	T	W	I	A	Ld	Sv
Mii'Heel	3	3	4	4	2	4	2	10	3+/5+

Proposed Cost: 200 Pts.

Type of Unit, Composition: Infantry, 1 model (unique).

Atrezzo: Director Chair.

Special Rules: The Show, Independent Character (unique), Lights and Camera, Extemporize, Supreme Ruler (*see Director entry on this Codex*), Was There a Script?, Stars Equal Money, Armageddon.

- **Was There a Script?:** Any unit within 24" of Mii'Heel (including Mii'Heel itself) may ignore the Script.
- **Stars Equal Money:** Leading One Squads count as Troops in any army that includes Mii'Heel. Overactors count as Heavy or Elite options.
- **Armageddon:** every game turn, Mii'Heel may order some kind of Orbital Bombardment over the battlefield. It happens in its shooting phase, instead of shooting / running, and otherwise counts as firing a weapon using this profile: Range Unlimited, Strength 6, AP4 Ordnance 1. Ignores cover saves, need Line of Sight. If an arrow is rolled on the scatter dice the attack will always scatter the full 2D6", regardless of Mii'Heel's BS.



Lots of Overactors (with Noli Me Tangere and Lots of Tentacles), working for Mii'Heel.

HQ

Master Director Wi'Aam Shapeer

Ancient, powerful, legendary Master Director, Forger of Reality, Supreme Executive of the Producers and both Chairman and Lone Ruler of the Board of Governors of the Academy, its will is law for most of the Thyrrus society. However, in spite of the technology and sorcery involved, the live of Wi'Aam is coming to its end. Soon its many titles will go to other tentacles.

This does not mean it is retired from the stages. Quite the contrary. Encased in a Star Armour, it seems Wi'Aam has entered a creative frenzy. In the Stage of war, the Master of the Academy does not know defeat, and its unprecedented skill with the Script allows it to perform many masterpieces at will.

I reckon Shakespeare should be the most powerful director, so... let's go overpower!!.

Nombr e	HA	HP	F	R	H	I	A	Ld	Sv
Wi 'Aam	4	4	4	4	3	3	2	10	3+/3 +

Proposed Cost: 400 Pts.

Type of Unit, Composition: Infantry, 1 model (unique).

Atrezzo: Star Armor, Lux Divina Field, Noli Me Tangere.

Special Rules: The Show, Fearless, Eternal Warrior, Independent Character (unique), Lights and Camera, Psyker, Extemporize, Supreme Ruler, My Choice (*see Director entry on this Codex*), Legendary Director, Legendary Propmaster, Drop The Curtain. *Wi 'Aam does not follow the special rule "The Show": the rule "The Show" follows Wi 'Aam.*

- **Legendary Director:** When fielding Wi'Aam, you can ignore completely the rule The Show, as long as it is on the battlefield.
- **Legendary Propmaster:** when Wi'Aam was young, eager Directors worked as Propmasters too. This allows Wi'Aam a more powerful version of some of the Propmasters rules.
 - While Wi'Aam is alive, the Thyrrus player does not roll for any unit in reserve: they appear exactly when wanted. If they outflank, they do not roll for outflanking too. The player just chooses left or right.
 - If Wi'Aam is in base contact with a damaged (not destroyed) vehicle, instead of shooting he can repair the vehicle. No roll is needed. Next player turn, the vehicle is in brand new condition, being able to move and with all weapons restored.
 - Any friendly unit within 6" of Wi'Aam can rerolls To Wound failed rolls.
- **Drop the Curtain:** Wi'Aam does not admit the concept of a "random length" in a Show. The Curtain falls whenever it wants. If there is a roll to see if the game is finished, Wi'Aam can choose the result at will.

Psychic Powers: Wi'Aam is an astounding psyker. It masters every single power from the list of both Directors and Propmasters' psychic powers. In addition to all of them, Wi'Aam has developed some for itself. Wi'Aam can use one of them in a game turn. It passes any Psychic test without rolling.

- **Romeo Must Die:** in spite of all the hate and brutality of this battle, two units, one from each side, fall in deep love. In its shooting phase, and instead of shooting, Wi'Aam selects two units counting as Troops, one friend and one foe. There is no need of Line of Sight, since this is a narrative device and has been foreseen long ago. The units will not fight each other (they can attack other units). If they are engaged in close combat, they will keep engaged, but they will just fake the attacks against each other. They will not do a Sweeping Advance against the beloved, nor allow another unit to do it. The effect will last for the Thyrrus turn and the next turn of the enemy.
- **Poison in The Ear:** one of the HQ fighting the Thyrrus is dominated by doubts regarding this battle. Perhaps he thinks it is tactically unwise, perhaps he truly believes another friendly HQ is demonically possessed, perhaps he knows this for the spirit of a beloved leader, dead long time ago, who appeared in his dreams the night before the battle. Wi'Aam does not need to see the HQ, and this power is casted during any enemy phase. If the selected HQ model try to do anything involving rolling dices, both players roll a dice. If the player controlling Wi'Aam rolls higer, he chooses at will the result of every single dice the enemy rolls during that phase, regarding that model.
- **It has Been Foretold:** the enemy realizes the countless bad omens they got regarding this moment and this particular battle. Wi'Aam casts this power at the beginning of the enemy's turn. During this turn and the Thyrrus' own turn, all tests involving Leadership rolls with a -3 for the enemy.
- **Just a Summer Dream:** if a troop unit is destroyed within 12" of Wi'Aam, it can try to resurrect them all. If the Psychic test is passed, the unit will appear next turn, as a reserve, exactly as they were the first time they dreamt this battle.

This is endless. So better to end it here. Wi'Aam is a key element in Thyrrus' history, sort of a little Emperor. Its death is soon to be, and the Thyrrus will suffer.

More Directors to come.

Master Director Akaar K'Saa'Vaa: a brilliant disciple of Shapeer, it adapted its master's scripts, big budgeted, known for using an amazing number of wannabe stars, the Extra Troops. This auto-writes. My only concern here is to make Kurosawa more powerful than his master.

Director Q'Tin'Tinoo: a young Soliloquin director well known for its twisted scripts. Errr...this one is gonna be difficult.

HQ

Propmaster Than'Shll.

Though Director Akaar K'Saa'Vaa sounds to the warriors as the heir apparent of Master Director Wi'Aam Shapeer, the Thyrrus Board of Directors knows that the real power lies elsewhere. Wi'Aam was both a Master Director and a Master Propmaster. While K'Saa'Vaa learnt the path of the Director, Than'Shll followed the way of the Propmaster. No Show is done without Atrezzo, and it who controls the Atrezzo controls Everything.

Only those old enough to remember a time when Wi'Aam was not in the Board of Governors knows that Directors were just puppets in the tentacles of Producers and Propmasters. While the Follow Spot focuses on K'Saa'Vaa and Wi'Aam shoots Show after Show, Than'Shll accumulates knowledge and power.

When Than'Shll helps a Director in battle, the Show reaches Perfection.

Name	WS	BS	S	T	W	I	A	Ld	Sv
Than'Shll	3	3	3	3	3	3	2	10	4+/3+
Stagehand	3	3	3	3	2	3	1	10	4+

Proposed Cost: 225 Pts.

Type of Unit, Composition: Infantry, 1 model (unique).

Atrezzo: Nepenthe Armor, Staff, Aura of the Artist

- **Aura of the Artist:** Unwilling to lose Than'Shll's knowledge, the Thyrrus Director's Board of Governors granted it the most advanced force field at their disposal. Whenever Than'Shll is hit, roll a D6 and deduct the roll from the Strength of the attack. If reduced to 0 or less, the attack is stopped completely.

Special Rules (Than'Shll): The Show, Lights and Camera, Independent Character, Psyker, That's Your Cue, Fall Guy, Scenery Shifting, Master of the Arts, First Scene.

- **Master of the Arts:** Than'Shll is not only a Propmaster. As Wi'Aam before it, it sees the Show as a whole, and has mastered the art of direction. His ability regarding the interpretation of the Script is so high he can *Extemporize*, better than many Directors indeed. Any unit within 24" of Than'Shll (including itself) at the beginning of the player turn may ignore the Script.
- **First Scene:** nothing like a brilliant, shocking first scene to get the attention of the Gods. Other Propmaster's skill to foresee the beginning of a battle pales in comparison with Than'Shll's. If the player wants to Seize the Initiative, he will go first with a result of 4+.

Special Rules (Stagehand): The Show, Lights and Camera, Fearless, Independent Character, Infiltrate, Stealth, Scenery Shifting.

Psyker: Than'Shll is a master Psyker. It has access to the psychic powers of the Propmasters, all of them. It can use one of them in every game turn. It passes any Psychic test without rolling.

Options: 1-4 Stagehands, 30 pts each.

ELITES

Leading Star Chk N'Rris.

Embodiment of Thyrrus' Utter Divinity, He (Chk N'Rris is a He) Who Is the One, the Two and the Three, the invincible and awesome Chk N'Rris can be summoned to battle at the cost of the sanity of both the Director and the player.

Name	WS	BS	S	T	W	I	A	Ld	Sv
Chk N'Rris	*	*	*	*	*	*	**	*	0+/0+ ***

11) Chk N'Rris choose freely his statline. However all the attributes of Chk N'Rris are far over 9000.

** Though Chk N'Rris can choose freely any number of Attacks, He just need one to destroy any enemy or combination of enemies.

*** Any unit even trying to shoot at Chk N'Rris is immediately removed from the game and counts as utterly destroyed.

Proposed Cost: over 999999 Pts.

Type of Unit: Whichever Chk N'Rris desires to be.

Composition: One Chk N'Rris. No more is needed.

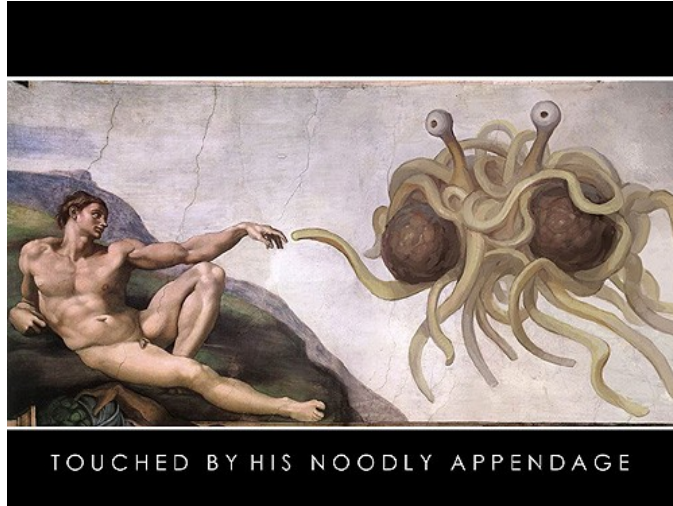
Atrezzo: Whichever Chk N'Rris desires.

Special Rules: Whichever Chk N'Rris desires, for Chk N'Rris can change the rules at will.

Additional Special Rules: I Deploy You, Dude You Are So Dead.

- ***I Deploy You:*** Chk N'Rris is not deployed on the battlefield by the player. Instead, the player is deployed by Chk N'Rris inside a house or a local store of his election.
- ***Dude You Are So Dead:*** If Chk N'Rris is on the battlefield and wishes to fight for a player, every single enemy unit is immediately removed from the game and counts as destroyed. The models are then physically burned to ashes and the enemy player takes a beating (literally).

Psychic Powers: Chk N'Rris masters any power (psychic or not) a human being can think of, and many others no human being can even imagine. Chk N'Rris can use as many powers as Chk N'Rris wants per turn. Chk N'Rris does not need any psychic test to be passed, and His powers completely ignore any form of psychic defense.



*Some hideous heretics believe **Chk N'Rris** is a god for all Xeno species out there.*

Part VIII: The Thyrrus and You.

Even more proposed background for the Thyrrus.

Who are you? This is the W40k universe seen through the eyes of an educated, intelligent, respected member of the higher echelons of Thyrrus' society. A Producer, Propmaster or equivalent. Sane, or at least able to focus on reality for short periods of time.

12) Thyrrus and Demons: when the Audience invades the Stage.

Some spectators like to remain so, unwilling to enter the Stage. But there are others who will try to affect the Show in a more direct manner. The Proscenium, the thin veil separating the Auditorium (aka The Gallery) from the Stage, can be pierced, letting the spectators go through it. There are two ways for this to happen. To begin with, some places of the Stage have been mistreated by other species, or have been damaged during a particularly explosive Show. In some places of reality, the Proscenium has fallen completely, and Auditorium and Stage are intertwined. Thyrrus usually avoid these places, though some bold Directors have travelled there to find inspiration.

Another potential breach in the Proscenium is caused by the spiritual link between spectators and Thyrrus psykers. Particularly the Scriptwriters, widely open-minded to the voices of the spectators, are prone to invite a spectator to the Stage, which is a gross mistake, since spectators do not behave themselves with self-control, far too much overexcited to really contribute to the Show. The Proscenium is thinner around psykers, which is the reason for the null-machines surrounding the Scriptwriters. However, the main risk is surrounding those Directors, Propmasters or even Soliloquins bold or idiot enough to lost themselves in the storm of madness that is the Script, in search of inspiration, powerful props or whatever the Soliloquins seek. Greed of power or success is usually behind the fall of entire planets to uncontrolled hordes of fans.

Though the spectators are without number, and their endless variation defies any possible enumeration, many producers have tried to catalog them, mostly for market research. Four types have been founded to be far more frequent than the rest.

Bloodletters: spectators who invade the Stage in order to manifest their discontent with the quality of the Show displayed. They want only to stop it, destroying the prop and taking any actor they get their tentacles on out of the Stage. They usually take the form of a furious Thyrrus Warrior with a close combat weapon.

Plagebearers: fans who just want to express their love to the show, really expecting the crew to let them there, or trying to hug the actors. They are usually dirty and will bury the actors under a mountain of living presents. They look like Thyrrus infested with nameless false-beings, that they create themselves and offer to the actors.

Daemonettes: perhaps the most dangerous, these spectators are attractive, young fans who offer themselves to the actors to fulfill their desires. They want to inspire them to greater achievements and are happy to live in their shadow. Their insistence in perfection leads to more breaches in the Proscenium, inner fights between work-teams and many other problems. They look like attractive young Thyrruses, their long lower tentacles writhing about seductively.

Horrors: unable to control their excitement, these spectators do not adapt to the Stage, do not behave themselves and usually blow up important prop for no reason. They look like madness made flesh.

All forms of spectators are undesired and must be taken out from the Stage as soon as possible. They do not belong here.

2) Thyrrus and Enslavers. When the Audience competes with you.

Amongst the countless problems due to the spectators' wishes to enter the Stage, it is adequate to mention the one who came closest to the annihilation of the Thyrrus civilization: the Enslavers Invasion.

The Enslavers are spectators who want to create their own Show. Well coordinated, cunning and without number, they entered many Stages, took the actors out and started their own Show. To the shame of the Thyrrus, they succeeded, and the Audience let them take Stage after Stage.

Fortunately, it was just a fad, and eventually the Stages returned to their due owners: the professional actors.

3) Thyrrus and Tyranids. Hiding from the beasts.

A powerful psychic generator, with many Scriptwriters inside, may serve as a beacon for yet another menace. It is unclear what are the Tyranids, or where they come from, but to let a psychic generator in plain sight is to invite endless hordes of these giant bugs, which will devour the Scriptwriters themselves and anyone near them.

So the Scriptwriters must be hidden to avoid the attention of these creatures, which has become a problem for long distance warp-travel, since they served as beacons for the Thyrrus' starships.

Some theories regarding the Tyranid arrival involve another evil species: the humans, which uses at least one giant psychic generator, no doubt fuelled by many powerful Scriptwriters or Directors working together. It has been even suggested in whispers that it may even be fuelled by the legendary Master Director of Humanity who, according to the old fairy tales, caused the destruction of the Thyrrus' homeworld so much time ago. It has been proposed the destruction of this beacon, but most Producers agreed that the Show involving it will be far too expensive, impossible to enact properly with the current technology. The Special Effects Departments are working hard in order to create the needed props for this righteous endeavour.

The Genestealers Cults have been a problem, though the Thyrrus civilization has not linked the Cults to the Tyranids yet. Genestealers have problems of their own trying to adapt to Thyrrus society. Some cults have even turned insane, their link with the Hive Mind broken. Some of them have even entered the Thyrrus society willingly, not believing anymore in the existence of the Great Devourer. Plays made by the Genestealer Directors usually go directly to the DVD market, but they keep trying.

4) Thyrrus and Humans. Humanity shall be destroyed.

The Thyrrus society is divided in their opinion on the humans. Some reckon they are a nuisance, a evil senseless dream to be taken off the Stage. A few go farther, talking about ancient legends concerning the destruction of Home, the Stage where the Thyrrus first enacted their Shows. Most Thyrrus, however, think of it as a legend. It could be of interest to quote here at least one chant about Home.

*There was a time of Blue and Green
A time of Paradise
A time before the Creation of Time
When the Thyrrus Gracely Swam in the Canals of Home
Then He Came
The Master Director of Humanity
Uncaring, Uninvited
He was not Alone
He Brought with Him a Member of the Audience
Unconscious, Wounded, Bounded to His Will
An Spectator so Powerful the Stage Trembled with Its Breath
The Human Brought this Being
And Buried it Under the Ground of Home
This Event was Evil, No Doubt
It Changed Home
It Changed Us
Our Home became Red
We Opened our Minds to the Gods
Our Home became Dry
No more Swimming for Us
Our Home became Dead
We Awoke
To a Dying World Trimming with Dreams of Machines and Dragons
To a Dying Land with No Food No Water No Air to Breath
We Asked the Gods what to do Next
We Built Machines and Dragons
To Destroy All Humans and their Evil Master Director
To Exterminate this Plague Humanity is
We went to War
We Lost
We were Taken Out of Existence
Their Master Director was Too Strong
We were Taken Out of the Stages
To Dwell out of Space and Time
Behind the Scenes
But we did Not Surrender
Now the Master Director of Humanity is Weak
His Light Fading Away, Blinking
We Have Returned
To the Stage, to Reality
And at Last We will have Revenge*

Preposterous, but sort of funny. Most Thyrrus do not believe it, though there are many legends about wars between the worlds of the humans and those of the Thyrrus, and the Thyrrus sages know that there are many realities, many stages out there.



Thyrrus Producers know about a civil war among the humans, caused, as their own civil wars, due to differences regarding the Script and the way to properly enact a Show. They know some humans are actually trying to improve the quality of their Shows by getting feedback of the Audience, to the point of letting some spectators to enter the Stages, while others are happy with their boring Shows as they are. But they are not able to distinguish between them: Adeptus Mechanicus, Astartes, Chaos worshippers, Inquisition, Guardsmen, Halflings, Squats... it is impossible for the Thyrrus to tell them apart.



However, humans are part of Thyrrus folklore.

5) Thyrrus and Orks.

For those Thyrrus able to keep their attention on reality, Orks do exist, have their own Shows and are some form of clumsy, noisy rivals. Their Shows are cheap but effective, and the Audience like them. War against them has happened before and is bound to happen again.

6) Thyrrus and Hrud.

Hrud are a nuisance, living in the twists and turns of the Stage, and many times invading a Stage or compromising them. Thyrrus armies remain vigilant in search of hints of Hrud migrations, and act as fast and forcefully as possible. Many times entire Stages have been evacuated because of this beings.

7) Thyrrus and Eldars.

To begin with, Thyrrus are not able to distinguish between Dark, Exodites, Outcasts or Craftworld Eldars. And they hate them all. The Eldar are responsible of many failures during important, expensive Shows. No reason has ever been given to such a behaviour. It looks like the Eldar hate the Thyrrus and their Shows, just because.

8) Thyrrus and Necrons.

Thyrrus do not know what Necrons are. They think they are some strange form of spectators, extremely dangerous or perhaps insane. Some Propmasters have even suggested that they are some form of Prop turned against the living. They have learned to attack them at first sight.

9) Thyrrus and Tau.

Coming from the other side of the galaxy, Nicassar diplomatic vessels have brought Tau ambassadors, and with them news about the Tau Empire. However, the Thyrrus do not believe in the existence of the Tau. Actually, most Thyrrus do not believe in the existence of any other Thyrrus, let alone any being from other species, but in the case of the Tau not even the most focused Thyrrus believe in them. They publicly met the Tau ambassadors and the event was broadcasted publicly and there was a lot of talking with them regarding some form of alliance or something but everything is misty. Besides, there were diplomatic issues regarding the Nicassar navigators.



Diplomacy is usually raw between human-looking aliens and the Thyrrus civilization (art by Grey Thornberry).

10) Thyrrus and Nicassar.

Thyrrus Producers found the Nicassar an effective source of power. This became a major diplomatic problem with the unexisting Tau's embassy, solved by the removal of said embassy from the Stage. As soon as the problem was solved, warp-starships were armed to search for this new natural resource, using the coordinates taken from the mind of the ambassadors.

Part IX: Summary.

Remember us.

Directors

Name	W S	B S	S	T	W	I	A	L d	Sv	Page
Director	2	3	3	3	2	3	2	1 0	4+	18/39
Director: Director Chair	3	3	4	4	2	3	3	1 0	3+/5 +	18/39
Director: Soubrette	4	4	3	3	2	4	2	1 0	5+	18/39
Director: Leading One	4	4	4	4	2	3	2	1 0	3+/5 +	18/39
Director: Soliloquin	4	4	4	4	2	4	2	1 0	4+	18/39

Non-Vehicle Units

Name	WS	BS	S	T	W	I	A	Ld	Sv	Page
Propmaster	2	3	3	3	2	3	2	10	4+	19/4 0
Stagehand	2	3	3	3	2	3	1	10	4+	19/4 0
Leading One	4	4	4	4	2	3	2	10	3+/5 +	20/4 0
Soliloquin	4	4	4	4	2	4	2	10	4+	21/4 1
Thespians	2	3	3	4	1	3	1	10	5+	22/4 2
Prompter	3	3	3	4	1	3	1	10	5+	22,2 3/42
Warrior	2	3	3	4	1	3	1	10	5+	23/4 2
Soubrette	4	4	3	3	1	4	2	10	5+	24/4 3
Aoriste	4	-	3	3	1	4	4	6	5+	25/4 3
Alpha Aoriste	4	-	4	4	2	4	4	10	5+	25/4 3
Extra Troop	2	3	3	3	1	2	2	8	5+	47
Rehearser	2	3	3	3	1	2	2	10	5+	47
Soo'Faa	5	5	3	3	2	4	2	10	5+/3 +	50
Mii'Heel	3	3	4	4	2	3	2	10	3+/5 +	51
Wi'Aam	4	4	4	4	3	4	2	10	3+/3 +	52
Than'Shll	3	3	3	3	3	3	2	10	4+/3 +	54

Vehicles

Name	BS	F	S	R	Page
LWM	4	12	12	11	26/44
Drops hip	4	11	10	10	49

Walkers

Name	WS	BS	S	F	S	R	I	A	Page
Overa ctor	4	4	6	13	12	12	3	2	27/44
Crysc ripter	4	4	5	14	13	13	3	2	48

Weapons

Name	Strength	AP	Range	Type
Flirt	3	5	24"	Assault 3
Glorymaker	10	3	48"	Heavy 1, Twin-linked
Heat Gun	5	5	24"	Rapid Fire
Heat Cannon	6	3	24"	Heavy 3
Noli Me Tangere	5	1d6	Template	Assault 1, Counts as Power Weapon
Overflirt	4	4	36"	Heavy 7
Simmer Beam	5	3	48"	Heavy 1, Area, Blinded
Soubra Cannon	8	1	12"	Assault 1, Melta
Warplight	4	5	Template	Assault 1, Counts as Power Weapon
Stage Whisper (normal)	3	6	Within 6"	Special, Pinning
Stage Whisper (Swan Song)	6	4	Within 6"	Special, Pinning
Ex Nihilo	6	2	Template	Assault 1, Twin-linked

Some Special Rules

1: The Show

Every turn, at the beginning of his own movement phase the thyrrus player roll a single D6. By consulting the following chart, the player will find out the next twist in the Script ruling this Show. The effect lasts the player turn unless stated otherwise. It affects all units on the board. This rule is ignored in the phase a unit arrives from Reserve.

1. ***Flee (Yellow)***. All units Fall Back. Vehicles fall back too, moving at full speed. If a unit is Trapped or moves into contact with a table edge, instead of being retired as a casualty it just stops there. Units engaged in close combat may suffer a Sweeping Advance. All units regroup at the end of the turn.
2. ***Heal (Blue)***. Any non-vehicle unit not engaged in close combat gains Feel No Pain on this turn and your opponent's next turn. All units, including vehicles, are unable to move by themselves during all phases of the turn.
3. ***Hide (Purple)***. All units are unable to shoot this turn.
4. ***Attack (Red)***. All units gain the Special Rule Rage.
5. ***Shoot (Green)***. When rolling To Hit during their shooting phase, Thyrrus units rerolls on a 1. All units are unable to assault this turn.
6. ***(-silence-) (Orange)***: express yourself. A precious moment of oblivion, the Script is forgotten and you are free to do what you want.

2: Others.

Directors:

- **Extemporize**: any unit within 12" from the Director (including itself) at the beginning of the player turn may ignore the Script.

Propmasters and Stagehands:

- **That's Your Cue:** if a Propmaster is in the battlefield, you may reroll the dice you are rolling for reserves. You must accept the second result.
- **Fall Guy:** in any phase of the game, if the Propmaster is attached to a unit including Stagehands, and the Propmaster gets an unsaved wound for any reason, he can give one single unsaved wound to the Stagehand. Does not work against weapons causing Instant Death.
- **Scenery Shifting:** at the beginning of any player turn, a model with this Special Rule may select a single friendly model within 12" (including itself) and warp reality to help it. The model may re-roll all To Wound failed rolls for the rest of the player turn. You must declare which model is helped by who at the beginning of the turn.

Prompters (Thespians and Thyrrus Warriors):

- **Prompt:** a wise, highly trained professional actor, the Prompter is able to adapt itself to the flow of the Script, in accordance to the generic orders the Director gave him beforehand. The Prompter and the unit it leads may ignore the result of the roll on The Show, if deemed appropriate.

Aoristes:

- **Basic Instinct:** Units of Aoristes never count as scoring units. If there is not a Director on the battlefield, the unit will fall back without any chance of regrouping. They cannot go to ground, voluntarily or otherwise.
- **The Show Must Go On:** If an Alpha Aoristes is leading the unit, the Aoristes gain the Special Rule Fearless.

Overactors:

- **Scene Stealer:** due to the amazing flexibility of this thing, when shooting a template weapon place the template so that its narrow end is within 4" of the modelled weapon.