



TARTARUS

MINIATURE AGNOSTIC SKIRMISH GAME

BY HORRORMANCY

Welcome to TARTARUS!

An anomaly, only known as "The Lion", has appeared in the orbit over Earth in 1991CE, causing widespread mutations and hysteria. Nine years later, "The Lion" has collided with the Moon, destroying it and releasing seven new Earth-bound satellites - Archons. This day is also known as "The Day of Judgement".

Earth 2030 CE is now a post-apocalyptic wasteland, devoured by chaos and plunged into a violent nightmare. Death no longer offers release. There is no afterlife - only rebirth, forced back into existence again and again. Those who are still sane are nothing more than playthings for the eldritch Archon moons that loom overhead.

You are to command a **warband** of **thralls**: broken warriors, mind-warped cultists and ravenous creatures, all vying for power and survival. No one escapes Tartarus, but perhaps you will carve your legend in blood before the oblivion.

In this Free Demo version of the game, you will find a simplified set of rules for two pre-made warbands and the "Dying Signal" narrative campaign, where your warbands race each other in hopes of finding what lies behind an old pre-apocalypse signal found deep in the swamp.

Most important rules:

- Be respectful to your opponents
- It's not about winning, it's about having fun
- If a disagreement rises, roll a die, the winner wins the argument

Lore

Secular Society

An event named "Massacre of the Innocents" in 0 CE marks the first time humanity rejected prophecy and divinity. Centuries later, devastating plagues blamed on religious cults led to the Treaty of Reason, outlawing religion entirely and shaping the world into a secular society. Progress accelerated, space exploration and the rise of the A.R.K. Foundation promised humanity's prosperity. All until a mysterious Anomaly arrived in 1991, slowly crippling the world and warping reality. On December 24th, 1999, the Day of Judgement saw most of humanity vanish in a blink, as the Moon was shattered into pieces that are still raining down in the form of Stygis stones. Seven new moons now overlook humanity, plunging it into never-ending cycles of violence between bands of survivors, fanatics, mutants and cannibals. Death itself lost all meaning, for you simply reappear elsewhere, dragged back into existence.

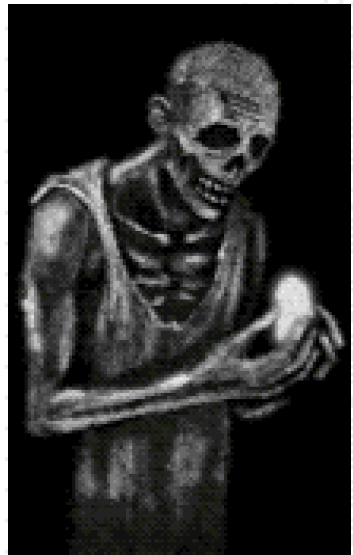
Stygis

Stygis are small, glowing mineral fragments. They are widely used as currency - traded for supplies, tools, and services across settlements. (In game symbolised by "st")

When swallowed, a Stygis rapidly restores physical health, reverses mutations, and even recovers senses to those Echos that are lost to repeated resurrection.

Echos

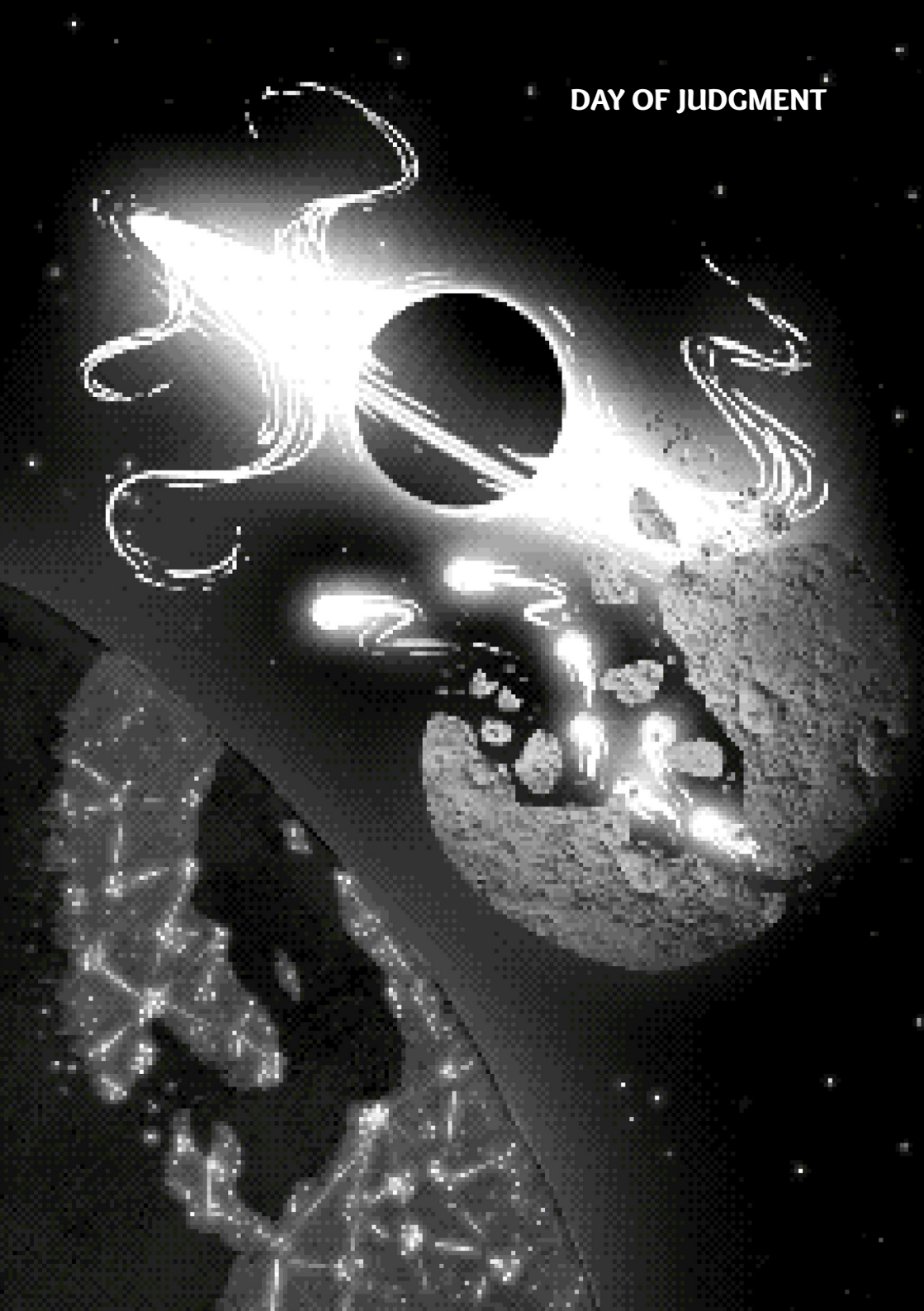
Echos are those who have died and returned too many times. With each death, more of their memory, emotion, and identity is lost, until nothing remains but a hollow violent mimic of who they once were.



Gifted

The first Gifted appeared in 1991, soon after a mysterious anomaly appeared in the sky. They wield powers beyond known science - telekinesis, control of the elements, even reality itself. The Gift's origin remains unknown. Those who push too far risk madness, mutation, or loss of humanity. Feared and mistrusted, the Gifted are hunted, purged, or weaponized across the world.

DAY OF JUDGMENT





Preparations



Gaming Table

The game is played on a small gaming space or table. A **24" by 24" space** would be optimal for this kind of small and fast skirmish. Populate it with **terrain**: old ruins and war machines, swamps and hills, trees and debris.

Essential Game Accessories

Make sure to have a set of 6-sided **dice** (might be referred to as D6s). For this game you would need at least 5. A **measuring tape** with inches. Some **tokens** to represent various effects and mark miniatures that already have had their activation.

Miniatures

This game is intended for use of **32mm heroic scale miniatures**.

For this demo, you will only need 8 miniatures in total (4 for each factions) that would better represent the warring sides. Feel free to proxy them with any suitable minis you have.

In future editions of TARTARUS, specified rules and tables will instruct you in detail on how to make your own thralls and warbands to fit your original visions.

What's Next?

- Read through the basic rules and get yourself familiar with them.
- Read through the "Dying Signal" Campaign
- Pick one of two Factions
- Start with the first mission of the Campaign
- Have fun





Activation



To start an activation the player must choose a friendly thrall that hasn't had their activation this turn, and roll all the dice listed in their **Dice Pool**. This is an **Activation Roll**.

During the activation you can choose to use any amount of these dice to move, attack, use any abilities. Any of these actions can be done more than once in any order.

If the player ran out of dice to use or simply wants to end an activation, put a small **Activation Token** next to the thrall to mark that they have already activated that turn.

Both players alternate activating all of their thralls. If a player runs out of thralls to activate, the other player must activate all of their thralls. After all thralls on the table were activated once, the turn ends. Remove the **Activation Tokens** from all the thralls on the board and start a new turn, starting with the same player that started the first activation last turn.



Divine Sparks



Divine Sparks are the star symbols in the corner of each **Dice Section** and are to be colored in or ticked whenever allowed by abilities, equipment or after enhancing your thrall.

At any point during the activation, lock any dice from your Activation Roll to a Dice Section with a **Divine Spark**. You may add the locked dice after the thrall's next activation roll or use it during an enemy thrall's activation. Locked dice can only be used for the section they were allocated to. The value of them cannot be changed unless specified by abilities or equipment.

See "**Snap Action**" to learn how to use the locked dice during the enemy's thrall activation.



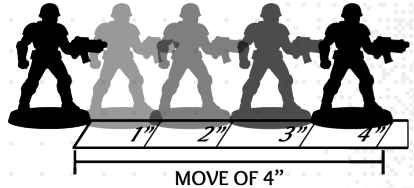
Movement



To move your thrall, choose any dice from your activation roll and allocate them to movement. These will be called **Movement Dice**.

The player can move the thrall in any direction, equal to the combined number of all dice, in Inches. Thralls can move again after attacking or using an ability.

When moving the thrall, measure the distance they travel from the edge of their base to the edge of their base after the move. The direction the thrall is facing doesn't matter. You may pivot the model at any point of the game.



Line of Sight (LoS)



To determine if your thrall sees their target, measure the line of sight from the perspective of your thrall. If you can draw a straight line from perspective of your thrall's vision to any part of the target thrall (excluding the base), it is considered within line of sight or LoS.



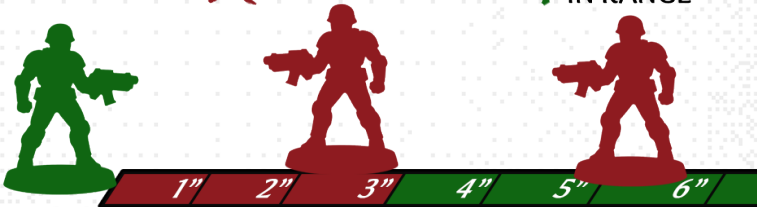
Weapon Range



To determine whether a thrall can reach a target with its weapon, check that the target is within the weapon's or ability's Range characteristic. Measure a straight line from any point on the attacking thrall's base to any point on the target's base (even if the base itself is obscured). If the measured distance is within weapon's Range characteristic, the target is within range.

✗ NOT IN RANGE

✓ IN RANGE



SHOOTING AN SMG WITH RANGE OF 3"-12"



Attacking



To make an attack, you must choose one or more enemy thralls within LoS and within range of at least one of your thrall's weapons. The attacker may use multiple weapons, target multiple enemies, and move and attack in any order.

Allocate any number of dice from your activation roll towards the attack, this is your **Attack Dice**. Use the results to trigger one or more of the weapon's effects, such as dealing flat amount of **damage (DMG)** or activating keyword effects. If an ability allows you to **add an Attack Dice**, simply roll an additional dice but only use it for attacking.

If the Attack Dice is used to trigger the effect of a melee weapon it is considered a **Melee Attack** and **Ranged Attack** if the dice were used for a ranged weapon.

Certain weapons and abilities deal **Piercing DMG**, which cannot be blocked by Defence Rolls or Parry.

Dice Symbols

Dice Symbols are a required result you need to roll in order to trigger abilities or weapon's effects.

Here is a summary:

- ⑥ Roll of a six needed;
- ⑤/⑥ Roll of an **X OR Y** needed;
- ⑤+⑥ Roll of an **X AND Y** needed;
- ⊛ Any single dice needed;
- ⊜ Double of any kind needed;
- ⊝ Triple of any kind needed;
- ⊞ No roll needed;



Keyword Effects



Keyword Effects are weapons' special traits that can be triggered once per activation, per weapon.

Some keyword effects are marked with ⊞, like **Heavy**, which means this effect is permanently in effect.



Using Abilities



During their activation, a thrall can use one or more of their abilities at any time. To use an ability allocate any number of dice from the activation roll. These are your **Ability Dice**. You must meet the exact criteria listed in one of your abilities to succeed. Make sure to choose a target within LoS (if required) and range.

If the range says "**Self**" the thrall may only target themselves.

If an ability asks you to choose a friendly thrall, the thrall can also target themselves.

Each ability can only affect a thrall once and effects do not stack.

A thrall can only use each of their abilities once per turn, and may have up to three different abilities.



Re-Rolls



When something allows you to "re-roll" a dice, you may take the dice and roll it again. You must take the new result.



Snap Actions



Under certain conditions, during an enemy thrall's activation you will get a chance to attack, use one of the abilities or even roll out of dodge provided that you have dice locked under Divine Sparks in your Dice Sections.

A **Snap Attack Action** can be done with any weapon that has a dice in its Dice Section. It can be done only if the enemy thrall begins their movement or ends their movement within LoS and range of your weapon. Benefit of Cover applies. Use this to ready your weapon in case the enemy comes out in the open or to strike a jab at them when they are trying to run away.

A **Snap Ability Action** can be done at any point during the enemy thrall's activation. Thrall must have the required dice locked in the Ability Dice Section. Target of the ability must be within range and LoS.

A **Snap Movement Action** can be done if you have any dice locked in the Movement Dice Section. Move your thrall the distance in inches equal to the sum of dice locked. This can be done at any point during the enemy thrall's activation.



Defence



To make a **Defence Roll**, pick up a number of dice equal to the Attack Dice allocated for an attack against your thrall. Roll them, and for each result that is equal to or higher than your thrall's **Defence Characteristic**, you block one Attack Dice and all the DMG coming from it.

Defence Rolls cannot be taken against keyword effects or against abilities.



Willpower



Willpower represents your thrall's mental fortitude and the ability to shrug off any attacks on their psyche.

Abilities and Weapons will specify when to make a **Willpower Roll**. To succeed in a Willpower Roll you simply need to roll a single die equal to or more than your Willpower Characteristic similarly to a Defence Roll.



Death and Resurrection



Thrall's health is measured in **Health Points (HP)**. These are noted down in the **Health Section**. Make sure to write down the maximum health of the thrall, this might be required for some abilities.

When a thrall's **Health Points are reduced to 0**, they are dead.

If the thrall is dead, he loses all the locked dice that they have on their warsheet and his miniature is taken off the board.

The thrall resurrects at the start of the next turn, before any activations have been made. If both players need to resurrect their thralls, they alternate setting them up.

Thralls resurrect with maximum number of HP, within 3" of any board edge and at least 9" away from all enemy thralls, however freshly resurrected thralls cannot move, attack or use abilities in the same turn they are resurrected.



Terrain and Cover



The game of Tartarus unfolds across the apocalyptic landscapes of Earth - ranging from desolate woods and barren deserts to crumbling city streets and abandoned industrial interiors. You can represent these settings with 3D-printed scenery pieces or even improvised objects like books and boxes. Terrain with varying elevations adds depth and challenge to your battles, but ultimately, let your creativity guide you. In this section, you'll find the rules for using terrain in your game.

Moving through terrain

Thralls cannot move through terrain pieces or other miniatures, but can freely jump over obstacles and debris, no more than 1" tall and no more than 0.5" in width.

The thrall can scale up or jump down any terrain that is up to 3" tall. In any other case, the thrall must use ladders and stairs.

Falling

If jumping or being knocked from a terrain piece taller than 3", the thrall is considered falling. Falling will deal 1 Piercing Damage to the thrall for every 1" after a 3" fall. If the thrall lands on another thrall, that thrall also suffers the same damage (DMG).

Benefit of Cover

If a large part of the target thrall's miniature (50% or more) is obscured by terrain features. They are benefiting from **cover** and can only be targeted by results of **6**, **8** or **9** for Ranged weapons. Same benefit applies in case of Melee Weapons, if there is a terrain piece separating the attacking and targeted thralls (for example, in case of fences). In both cases there must be a LoS.

IN COVER



NOT IN COVER



IN COVER



**DYING
SIGNAL
CAMPAIGN**

Campaign Scenario

A scrambled transmission cuts through your radios, its signal echoing from deep within the Cenas Swamps of Latvia. The message is nearly impossible to decipher, but one thing is clear - it is old. Old enough to predate the Day of Judgement. That could mean anything: hidden food reserves, stockpiled ammunition, or perhaps even an untouched A.R.K. bunker. You cannot afford to let this opportunity slip away.

There is only one problem: the signal's exact origin cannot be determined. All you can do is approximate the region from which it emanates. Fortunately, remnants of the old world still stand—two abandoned transmitter towers scattered across the swamp. If both can be reactivated, the signal's location can be precisely triangulated.

You gather your strongest warriors and launch a raid toward the first transmitter tower, fully aware that you are not the only faction drawn by the promise of what lies hidden in the swamps.





Campaign Rules

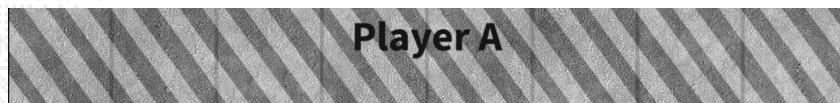


The “**Dying Signal**” campaign follows a series of consecutive missions in which you and your opponent command pre-made warbands of thralls. Each warband is devoted to a different faction. Each faction possesses its own **Faction Traits**—a unique set of rules that are always in effect.

Each mission will outline the following:

Mission Setup defines the order of deployment and determines which player takes the first activation once all thralls have been deployed.

Deployment Areas are symbolised by this striped pattern:



Special Rules – this will outline any special rules that remain in effect throughout the battle, ranging from low visibility to unstable terrain. These elements can shift the flow of combat and add a unique narrative twist to each skirmish.

Victory Conditions – details how **Victory Points (VP)** can be earned during the battle.



A.R.K. Foundation

The A.R.K. Foundation is what is left of civilisation - a network of bunkers, surface colonies and fortified outposts. Some are buried deep underground. Others are built from the ruins of old cities. What holds them together is a single claim, that is repeated through the loudspeakers every ten minutes - "The Foundation is the last bastion of human civilization. Obey the Council, serve your settlement, and trust that salvation is closer than you think."

Faction Traits

- **Tactical Adaptation** – once per turn, if an enemy thrall finishes its activation within 6" of thralls from this faction. All friendly thralls that have the target thrall in LoS and in range of one of their ranged weapons can roll a dice, on a 6 deal 1 piercing DMG to target thrall.
- **No Fear** – Re-roll all failed Willpower Rolls.



A.R.K. Foundation Gear

Equipment		
Name	Effects	Cost
A.R.K. Stimulant Injector	Once per game, this thrall can move, shoot and use abilities in the same turn as they have resurrected.	7st
Medpack	Once per battle, use this item to heal the thrall holding it or another thrall within 1" by 3 HP.	5st

Armour		
Name	Effects	Cost
Enhanced Exoskeleton	Defense Roll is 3+. This thrall cannot be moved by enemy thralls and doesn't receive DMG from falling.	15st

Abilities			
Name	Range	Effects	Cost
Not One Step Back!	Any	☞ Choose any friendly thrall. First time they are reduced to 0HP during this turn. They are not taken off the board and instead remain on 1 HP.	15st
Muck	18"	☞ Choose an enemy thrall. Target must make a Willpower Roll. If failed, deduct 1 from each of their Movement Dice for their next activation.	7st

Keyword Effects

Volley (X)

Roll X dice. Any roll of a 6 or ☞ deals 1 Piercing DMG. These rolls cannot be re-rolled, altered or used to generate more Attack Dice.

Piercing Strike (X)

Deal X Piercing DMG

Heavy

This weapon cannot be used if the thrall moved during the activation. The thrall carrying this weapon cannot move after using this weapon.

Stun (X)

Target loses X dice from their Dice Pool for their next activation.

A.R.K. Foundation Thralls

Captain Laura Kalnina

Laura rose through the ranks from a simple prison guard. The Council took note of her unbreaking character and entrusted her with the most suicidal missions. Laura is the embodiment of a stoic leader.

NAME CAPTAIN LAURA KALNINA		107ST	5	0				8	5+	5+		
FACTIØN A.R.K. FOUNDATION												
ASSAULT RIFLE		4"-16"	EFFECT									
			③/④/⑤	1 DMG	⑥	2 DMG	①	VOLLEY (3)	10ST			
MASTER-FORGED SABER		1"	EFFECT									
			③/④/⑤	1 DMG	⑥	PIERCING STRIKE (2)			5ST			
EQUIPMENT				CØST		ABILITIES						
ARK STIMULANT INJECTOR				7ST		NOT ONE STEP BACK!(ANY)						
BASIC ARMOUR				5ST								

Andris "Grinder" Korr

Andris used to be a cheerful man who always tried to keep the mood up, even in the harshest of situations. It changed after his death at the hands of a crazed cannibal. Now Korr likes to keep it to himself, preferring never to take off his suit.

NAME ANDRIS "GRINDER" KORR		90ST	4	0				10	3+	6+		
FACTIØN A.R.K. FOUNDATION												
A.R.K. DEMOLISHER		3"-18"	EFFECT									
			③/④	1 DMG	⑤/⑥	2 DMG	①	VOLLEY (5)	10ST			
HYDRAULIC WARHAMMER		1"	EFFECT									
			④/⑤	2 DMG	⑥	4 DMG	STUN (2)		10ST			
EQUIPMENT				CØST		ABILITIES						
ENHANCED EXOSKELETON				15ST								

A.R.K. Foundation Thralls

Marta Veleza

Marta was a clerk before the surface drafts began. She shoots carefully, never wasting ammo, and apologizes quietly every time she kills someone. Marta possesses the Gift, but is apprehensive to use it most of the time.

NAME MARTA VELEZA		52ST	4 LEVEL	0 EXP				6	5+	6+	
FACTION A.R.K. FOUNDATION											
ASSAULT RIFLE	4"-16"	EFFECT ③/④/⑤ 1 DMG ⑥ 2 DMG ① VOLLEY (3)						10ST			
	RNG	EFFECT									
EQUIPMENT		COST		ABILITIES							
				MUCK(18")				7ST			
BASIC ARMOUR		5ST									

Olek Ozols

Olek never wanted to be on the surface and does everything he can to avoid direct confrontation. He has never died before and wants to keep it that way. Survival matters more to him than bravery, and he's still alive because of it.

NAME OLEK OZOLS		50ST	4 LEVEL	0 EXP				6	5+	6+	
FACTION A.R.K. FOUNDATION											
SMG	4"-16"	EFFECT ④/⑤ 1 DMG ⑥ 2 DMG ① VOLLEY (2)						7ST			
DAGGER	1"	EFFECT ⑤ 1 DMG ⑥ 2 DMG ① VOLLEY (2)						3ST			
EQUIPMENT		COST		ABILITIES							
MEDKIT		5ST									
BASIC ARMOUR		5ST									

Penitents

Penitents emerged slowly as the Anomaly appeared in the sky in 1991. First as a small underground cult that promoted community and humility. They gave people a way to finally express their faith and come together to discuss the divine. However, it all changed after the Day of Judgement. Pain and self-mutilation became their zealous focus. Followers of this cult believe that only through unbelievable torment will they be able to escape the cursed reality.






Faction Traits

- **Wounds are Offerings** – if a thrall from this faction has less than half of its maximum health points add 1 to its dice pool.
- **Undying Zealots** – roll 3 dice for a thrall of Penitents that has resurrected. You may move that thrall that many inches in any direction. This does not count as activation.

Penitents Gear

Equipment		
Name	Effects	Cost
Bulging Muscles	Re-roll any Attack Dice with a value of 1 for Melee Attacks.	12st

Armour		
Name	Effects	Cost
Armour of Faith	Defense Roll is 5+. If an attack would reduce this thrall's HP to 0, roll a dice. On a 4+ this thrall remains on 1 HP.	10st
Armour of Pain	Defense Roll is 5+. If this thrall has 2 or less HP - their Defense Roll is 3+.	15st

Abilities			
Name	Range	Effects	Cost
Ecstatic Suffering	6"	 Inflict 1 piercing DMG on self to grant +1 Attack Dice to all allies within 6" until the end of the turn	7st
Cryokinetic	10"	 Choose an enemy thrall. Target must make a Willpower Roll. If failed, remove 1 dice from the Dice Pool of target thrall for their next activation .	10st
Telekinetic	10"	 Choose an enemy thrall. Target must make a Willpower Roll. If failed, move target thrall X inches in any direction (even up into the air), where X is the dice allocated to activate this ability.	10st

Keyword Effects

Knockback (X")

If the target thrall suffers any DMG from this weapon, move target thrall X" in a straight line. Target thrall must end up further from the attacking thrall.

Swipe (X)

Deal X amount of DMG to all enemy thralls in range. Enemy thralls can take Defence Rolls.

Heavy

This weapon cannot be used if the thrall moved during the activation. The thrall carrying this weapon cannot move after using this weapon.

Penitents Thralls

Father Rihards

A preacher with a gift from the gods is cherished within the ranks of the Penitents. Father Rihards has both endured and inflicted horrible acts of violence to take his position, and he relishes in it.

NAME FATHER RIHARD		105ST	5	0					6	5+	3+	
FACTION PENITENTS												
STAFF OF SHATTERED BONE	1 ST	EFFECT					10ST					
		④/⑤ 1 DMG ⑥ 3 DMG KNOCKBACK (2")										
		RNG EFFECT										
EQUIPMENT		COST		ABILITIES								
				ECSTATIC SUFFERING(6")								
										7ST		
				CRYOKINETIC(10") ①								
										8ST		
				TELEKINETIC(10")								
										10ST		
ARMOUR OF FAITH		10ST										

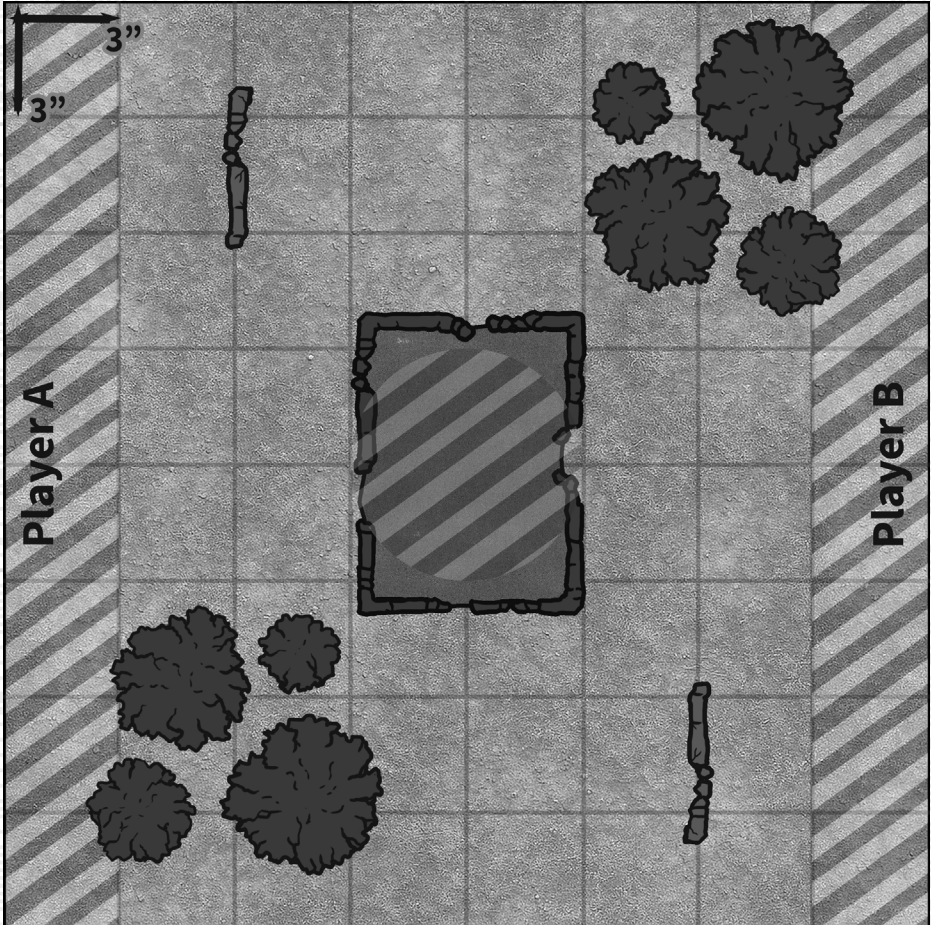
Big Brother

Big Brother lost his name and his voice after too many deaths. Tumors and scar tissue pull his body into a permanent hunch, but his favourite axe never wavers. When he moves into battle, someone is about to be redeemed.

NAME BIG BROTHER		95ST	4	0					12	5+	5+	
FACTION PENITENTS												
EXECUTIONER'S AXE	1 ST	EFFECT					15ST					
		③ 2 DMG ④ 3 DMG ⑤ 4 DMG ⑥ 5 DMG SWIPE (4) HEAVY										
		RNG EFFECT										
EQUIPMENT		COST		ABILITIES								
BULGING MUSCLES		5ST										
ARMOUR OF PAIN		15ST										

Mission 1: First Transmitter

A single rusted tower stands in an overgrown field. Powering it up will bring you one step closer to uncovering the location of the mysterious signal. As your warband moves in to inspect it, you realise you are not alone. Another warband seems to have had the same idea, and they do not look like a friendly bunch.



Set up a single building with multiple exits in the centre of the battlefield. Scatter smaller terrain pieces equally on both sides of the centre: fallen trees, rocks, old vehicles.

Mission Setup

Both players roll a dice, and the winner gets to choose a side. They then set up the first thrall anywhere within their deployment area. Both players then proceed by setting up their thralls one after another, and the winner of the roll-off starts the first activation.

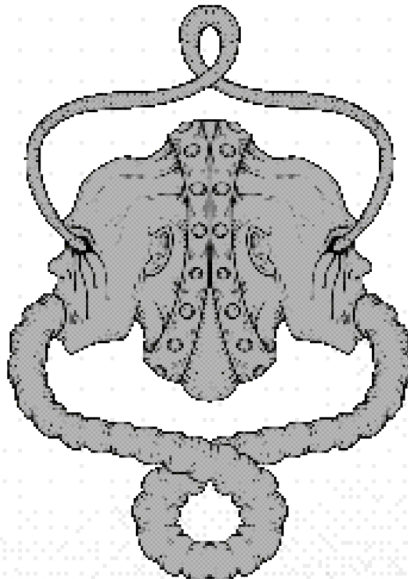
Special Rules

No special rules for this mission

Victory Conditions

In the end of the turn player that has more thralls within 3" of the centre of the battlefield earns 1 Victory Point (VP).

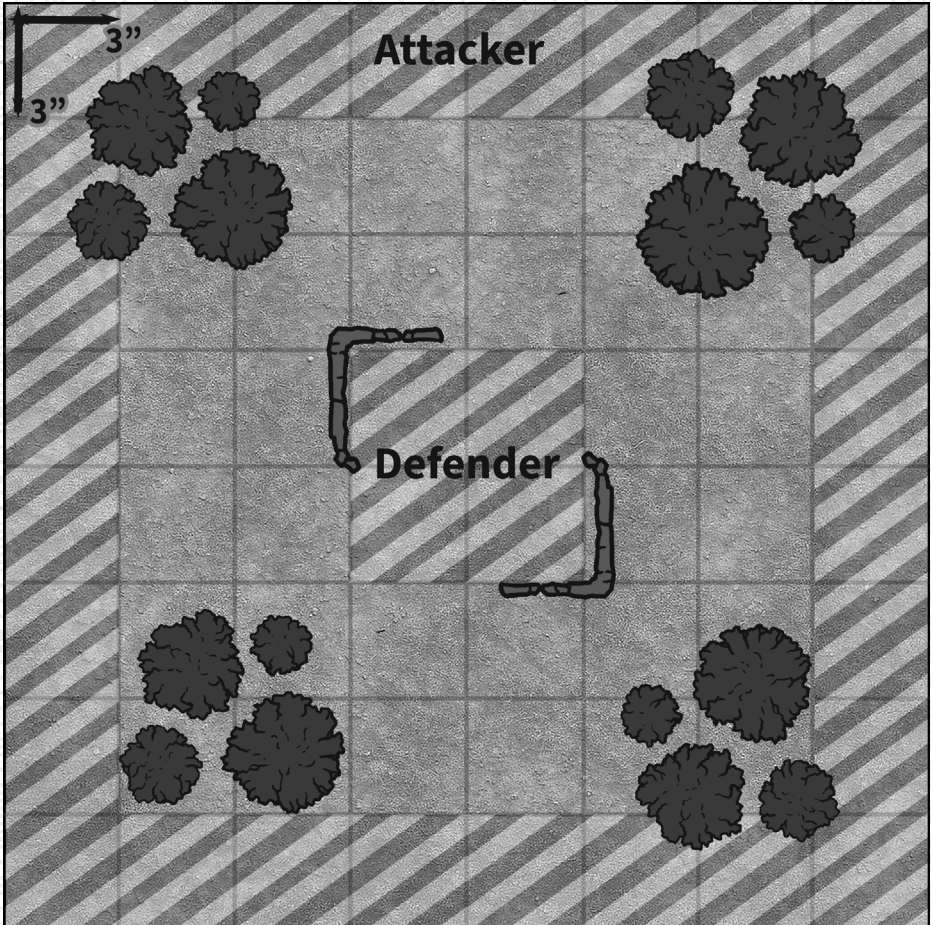
Game ends when one of the players reaches 3 VP.



Mission 2: Ambush

After you managed to drive off the enemy warband from the first transmitter, you collected the needed data and proceeded to the next transmitter deeper in the woods. The coordinates of the mysterious signal are still not clear enough but you are getting closer, you know it.

Your warband reached a clearing and decided to stop for the night, only to be woken up by the screams of battle.



Set up a defensive perimeter in the centre, made of waist-high obstacles to provide cover for the Defender. Populate the edges of the board with trees.

Mission Setup

Winner of the Mission 1 is the Defender for the purpose of this mission. They set up all their thralls in the middle of the board. Then the Attacker sets up all of theirs and starts the first activation.

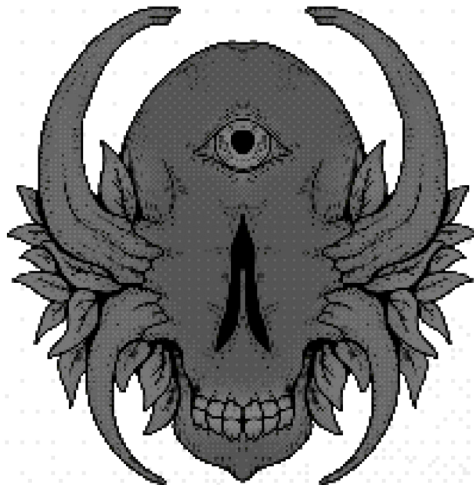
Special Rules

The battlefield is covered in unnatural darkness. While the darkness is active, players cannot use ranged weapons or abilities on a target that is more than 10" away. The Defender rolls a dice at the start of each turn, starting with turn two. On a roll of 5+, the darkness lifts.

Victory Conditions

In the end of the turn, receive 1 VP for every enemy thrall that was killed by friendly thralls this turn.

Game ends when one of the players reaches 4 VP.

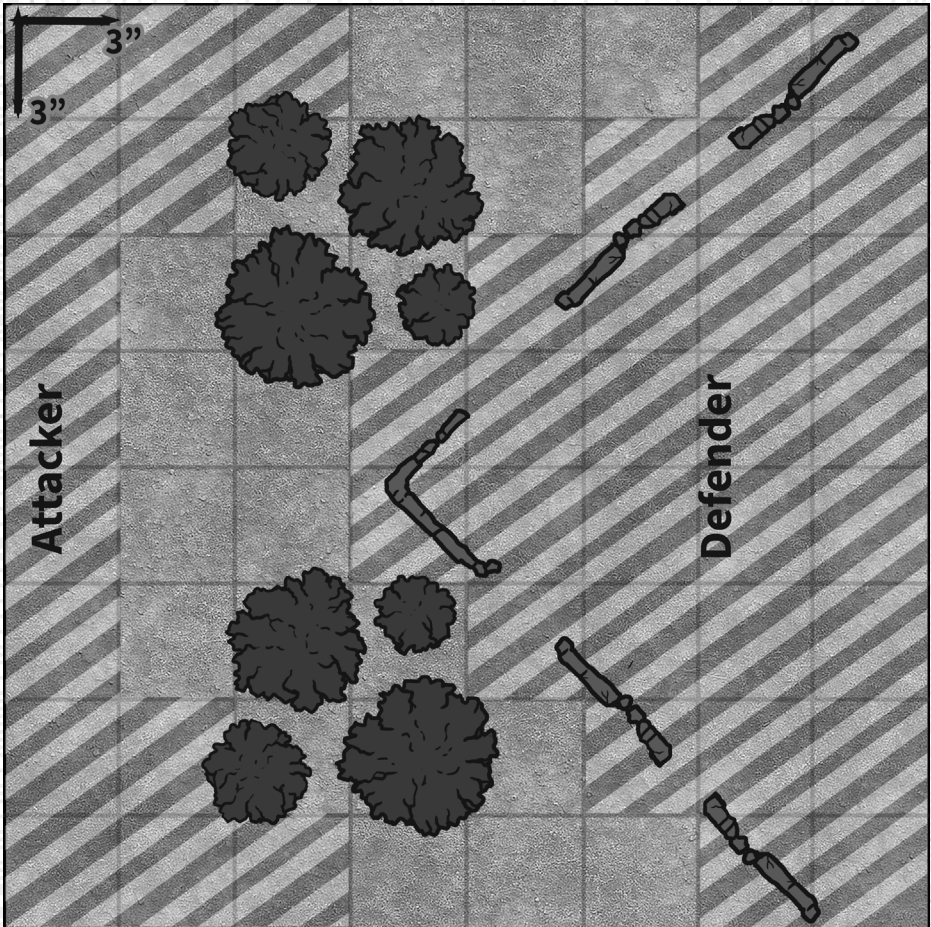


Mission 3: The Signal

The ambush in the dead of night left your enemies far behind. You managed to power up the second transmitter and pinpoint the signal's exact location.

The journey was long and punishing. Your boots sank deep into the swampy muck, and each breath burned as noxious gases filled your lungs. At last, you found it. A hill rose from the mire, encircled by sandbags thrown down in haphazard haste. Set into its side was a concrete corridor leading to a massive metal door. Breaching it would take time.

You knew the enemy would be coming, following your trail. With no choice but to stand your ground, you began setting up your defences - one final time.



Defender's deployment area is surrounded with waist-high walls. Some terrain like trees or rocks can be scattered outside the Defender's deployment area.

Mission Setup

The winner of Mission 2 is the Defender for the purpose of this mission. They set up all their thralls in their deployment area. Then the Attacker sets up all of their thralls. Players then roll off, and the winner starts the first activation.

Special Rules

The soil beneath your boots is wet and it's extremely hard to move. Deduct 1 from each Movement Dice your thrall uses (to a minimum of 1).

Victory Conditions

At the end of the turn, starting turn two, the Attacker gains 1 VP for each thrall fully in the Defender deployment area.

In the end of the turn, starting turn two, the Defender gains 1 VP if there is at least one friendly thrall in their deployment area.

Game ends when one of the players reaches 5 VP.

The Outcome **(Winner of the Mission 3 reads this after the game)**

With the enemy pushed back, you take time to treat your wounds. In the distance, you spot familiar Echos - your enemies, their humanity stripped away, now wandering the swamps without purpose, mumbling incoherently.

You force open the sealed metal door to the bunker. The stench of rot hits your nostrils as the rusted mechanism whines, opening a passage. You are greeted by a concrete staircase leading deep underground. Only a few flickering lights guide your way, a sign that the generator is still operational.

You are somewhat familiar with the outline of this place. It is a military bunker, hidden away long before the Day of Judgement for unknown purposes.

You proceed cautiously through the dark corridors and reach the Control Room. Under a small desk lamp, a single emaciated Echo in a military uniform sits at a large computer console, pressing the same button again and again. When you pull his hand away, the signal fades. No one will find this place now.

Prepared to report your successful mission to your superiors, you turn back toward the surface - only to be stopped by a wall of twitching Echos, all clad in old soldier uniforms. They close in. They want to feel the warmth of being alive.

Hope you enjoyed the Demo!

Thank you for playing the Tartarus Free Demo campaign. Really hope you enjoyed your game and are excited for the release of Tartarus Rule Book, where we will include many new features, such as:

- Expanded Lore
- Expanded Rules
- up to 4 Factions with up to 4 customisable Faction specific Thralls
- Rules for creating your own custom thrall
- Campaign Mode
- Neutral Creatures
- And many many more additions.

For more information or to give your feedback, please reach out here:

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