



TARTARUS

MINIATURE AGNOSTIC SKIRMISH GAME

WRITTEN BY
VITALIJS MARGEVICS





You died two hours ago.

A rusted blade through the ribs. You remember the cold, the taste of blood, the crazed face of your killer and then - nothing. Now you're standing in a ditch two miles east, naked and shaking. Your wounds are gone. You look up. The Moons hang overhead, watching, as they always do.

*This is **Tartarus** and death is not an escape.*

THE GAME

TARTARUS is a miniature agnostic skirmish game set in a post-apocalyptic alternate timeline where humanity evolved into a deeply secular society - and was ultimately punished for it. Earth has become a fractured hellscape ruled by seven cosmic horrors drifting in orbit. Even death has lost all meaning, for you will simply rise again, perpetuating the cycle of violence for the pleasure of the new rulers. Take command over a warband of thralls - broken warriors, mind-warped cultists, or ravenous creatures - all vying for power, survival, or the favor of the ancient, ever-watching Archon Moons.

This **Free Demo** includes simplified rules, two pre-made warbands, and the "Dying Signal" narrative campaign - three linked missions set in the swamps of Latvia.

THE WORLD OF TARTARUS

In 1999, an anomaly from deep space destroyed the Moon. Seven new moons took its place - each one a conscious, eldritch entity known as an Archon. In the same moment, a large part of Earth's population vanished without a trace, leaving only their clothes behind. Those who remained discovered they could no longer die. Every death is followed by resurrection, but each return costs something - a memory, a feeling, a piece of identity. Die enough times and nothing is left. Just a violent, mindless husk called an Echo. To make things worse, some survivors began manifesting supernatural abilities - controlling elements or shaping reality with a snap of a finger. They are called the Gifted, and they are as feared as the Moons themselves.

It is 2030. The world is a ruin. Mutants roam the wastelands, settlements cling to survival behind barricades, and warbands tear each other apart over scraps of technology, territory, or ideology.





PREPARATIONS



GAMING TABLE

A 24" by 24" space would be optimal for this kind of small and fast skirmish. Populate it with terrain: old ruins and machines, swamps and hills, trees and debris.

ACCESSORIES

For this game you would need at least 5 6-sided dice or D6s. 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.



GAME SETUP

For the "Dying Signal" 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.

The campaign will also instruct you on the terrain setup and victory conditions for each of 3 included missions.

SKIRMISH

If you want to play a simple 1v1 skirmish game, follow these steps:

1. Choose your warbands
2. Players roll-off against each other.
3. The winner of the roll-off chooses a table edge and sets up one of their thralls wholly within 3" of the chosen edge. Their opponent chooses the opposing edge and sets up one of their thrall. Players then alternate setting up all their miniatures.
4. The winner of the roll-off starts the first activation.
5. Victory conditions for a skirmish are simple: Get 1 Victory Point for each enemy thrall you kill. The winner of the skirmish is the player that reaches 7VPs first.



WARSHEET

NAME 1		FACIØN 2		CØST 3		DICE POØL 4		EXP 5		MØV 6		HEALTH 7		DEFENCE 8	
W1 9		RNG 10		EFFECT 11		CØST 12		W2 13		RNG 14		EFFECT 15		CØST 16	
EQUIPMENT 17		CØST 18		ABILITIES 19		CØST 20		CØST 21		CØST 22		CØST 23		CØST 24	
ARMØUR 25		CØST 26		ABILITIES 27		CØST 28		CØST 29		CØST 30		CØST 31		CØST 32	

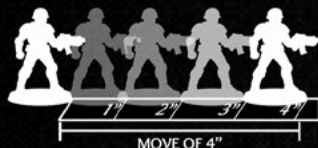
1. The name and faction of your thrall
2. The overall cost of your thrall in Stygis (st)
3. Dice Pool - amount of dice your thrall uses during their activation
4. Experience gained across battles
5. Movement Dice Section
6. Health Points (Current and Maximum Health points)
7. Defence Characteristic
8. Willpower Characteristic
9. Names of the weapons held by your thrall
10. The range of the weapon or abilities of your thrall
11. All the effects of your thrall's weapons
12. Cost of the weapon in Stygis (st)
13. Weapon 1 and Weapon 2 Dice Sections
14. Equipment Section with a column to track the cost
15. Armour Section
16. Abilities Section
17. Ability Dice Section
18. Divine Sparks

ACTIVATION

Both players alternate activating all of their thralls. To start an activation the player must choose a friendly thrall, and roll all the dice listed in their **Dice Pool**. 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. When a player wants to end a thrall's activation, put an activation token to mark the thrall. After all thralls on the board have activated once, this marks the end of the turn. Remove all activation tokens and start a new turn.



MOVE
The player can move the thrall in any direction, equal to the combined number of all dice, in Inches. Measure the distance they travel from the edge of their base to the edge of their base after the move.



ATTACK
Use the results to trigger one or more of the weapon's effects, such as dealing damage to enemy thrall's Health Points or activating **Keyword Effects**. Target must be within LoS and range.

ABILITIES
A thrall can use one or more of their abilities once per activation. 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.

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.

DMG  VOLLEY (3)

MG  ANTI-ARMOUR (2+)

Dice Symbols

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

-  Roll of a six needed;
-  Roll of an **X OR Y** needed;
-  Roll of an **X AND Y** needed;
-  Any single dice needed;
-  Double of any kind needed;
-  Triple of any kind needed;
-  No roll needed;

LINE OF SIGHT AND RANGE

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.

For range 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.



TERRAIN AND COVER

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.



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.

DIVINE SPARKS

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 to the thrall's next activation roll or use it during an enemy thrall's activation as **Snap Actions**. 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.



SNAP ACTIONS



SNAP MOVEMENT ACTION

Move your thrall the distance in inches equal to the sum of dice locked during your enemy thrall's activation. This can be done at any point during the enemy thrall's activation.

SNAP ATTACK ACTION

It can be used as an attack during your enemy thrall's activation, only if the target begins their movement or ends their movement within LoS and range of your weapon. **Benefit of Cover** applies.



SNAP ABILITY ACTION

Use this **Snap Action** to activate one of your thrall's abilities during your enemy thrall's activation. Target of the ability must be within range and LoS.



DEFENCE AND WILLPOWER

DEFENCE ROLL

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. **(You cannot defend against any Piercing DMG.)**

In the example below, the enemy is using a revolver and uses 4 and 5 to deal 1 DMG each and a 6 to activate a Keyword. You can't defend against a Keyword, so you roll 2 dice and try to roll equal to or above your **Defence Characteristic**.

The diagram shows an **ARK REVOLVER** card with a **2"-12"** range and an **EFFECT** of **(4)/(5) 1 DMG (6) PIERCING STRIKE (2)**. To the right is a circular icon with a shield and the text **4+**. Below the card, five dice are shown: a white die with a 4, a white die with a 5, a white die with a 6, a green die with a 4, and a red die with a 1. Red arrows point from the 4 and 5 dice to the revolver card, and from the 6 die to the 4+ icon. A green arrow points from the green 4 die to the 4+ icon. A red arrow points from the red 1 die to the 4+ icon, which is marked with a red 'X'.

WILLPOWER ROLL

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.



RESURRECTION

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

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

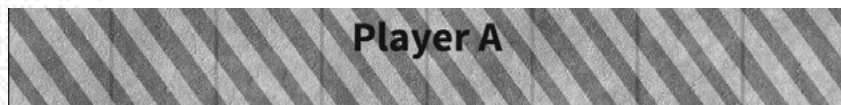


The “**Dying Signal**” campaign follows a series of consecutive missions in which you and your opponent command pre-made warbands of thralls. Each warband is devoted to a different faction. Each faction possesses its own **Faction Traits** - a unique set of rules that are always in effect.

Each mission will outline the following:

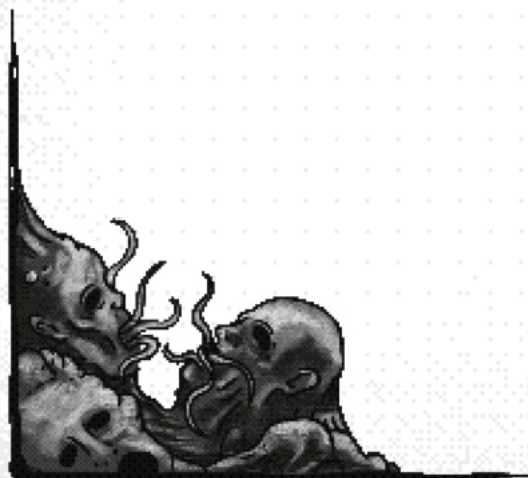
Mission Setup defines the order of deployment and determines which player takes the first activation once all thralls have been deployed.

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 2 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+. In addition, roll a dice for each 1 point of DMG from succesful attacks. On a 6+ negate that DMG.	15st

Abilities			
Name	Range	Effects	Cost
Not One Step Back!	8"	☞ Choose any friendly thrall within range and LoS. 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+	
FACTION 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		COST		ABILITIES								
ARK STIMULANT INJECTOR		7ST		NOT ONE STEP BACK!(ANY)							15ST	
BASIC ARMOUR		5ST										



Marta Veleza

Marta was a clerk before the A.R.K. 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	0					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					10ST			
EQUIPMENT		COST	ABILITIES								
			MUCK(18")					7ST			
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) ⑦ HEAVY						10ST	
HYDRAULIC WARHAMMER		1"	EFFECT ④/⑤ 2 DMG ⑥ 4 DMG ⑧ STUN (2) ⑦ HEAVY						10ST	
EQUIPMENT		CØST	ABILITIES							
ENHANCED EXOSKELETON		15ST								



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	0				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 (LoS not required).	7st
Cryokinetic	10"	① 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.



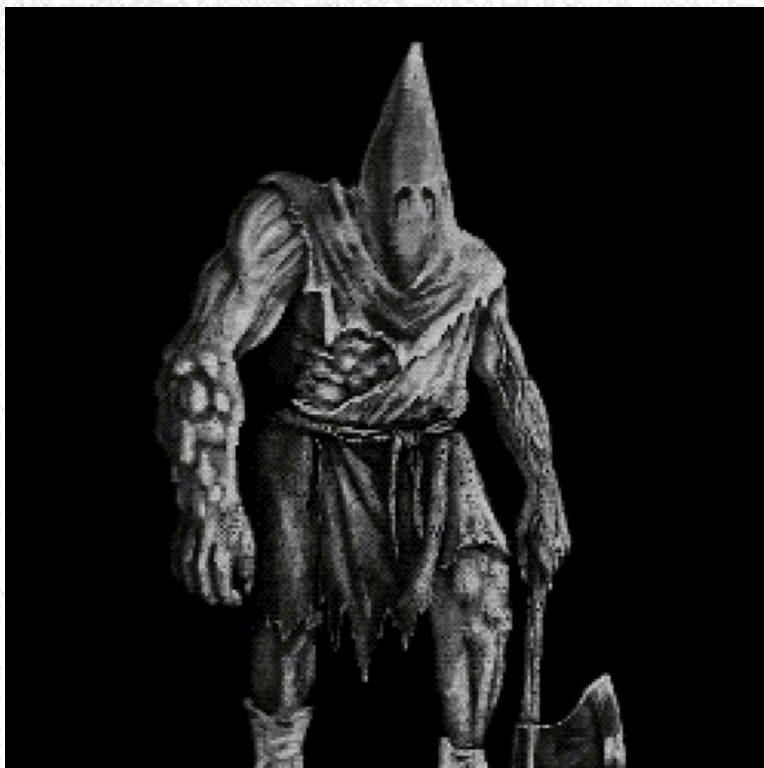
NAME		FATHER RIHARD		105ST	5	0					6	5+	3+
FACTION		PENITENTS											
STAFF OF SHATTERED BONE		1"	EFFECT						10ST				
			④/⑤ 1 DMG ⑥ 3 DMG ⑦ KNOCKBACK (2")										
RNG			EFFECT						10ST				
EQUIPMENT		COST		ABILITIES									
				ECSTATIC SUFFERING(6")									
				7ST									
				CRYOKINETIC(10")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



Brother Threnis

No one remembers when Threnis joined the procession. His expression is permanently locked in a smiling grin behind a metal mask.

NAME BROTHER THRENIS		50ST	4	0					7	5+	6+
FACTION PENITENTS											
TWO-HANDED FLAIL		1"	EFFECT ④/⑤ 2 DMG ⑥ 3 DMG ⚡ SWIPE (3)						10ST		
RNG			EFFECT						③/⑤		
EQUIPMENT		CØST	ABILITIES								
BASIC ARMOUR		5ST									



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	EFFECT ③ 1 DMG ④ 2 DMG ⑤ 3 DMG ⑥ 4 DMG SWIPE (3)						15ST			
	RNG	EFFECT						15ST			
EQUIPMENT		COST		ABILITIES							
BULGING MUSCLES		5ST									
ARMOUR OF PAIN		15ST									



Sister Elina

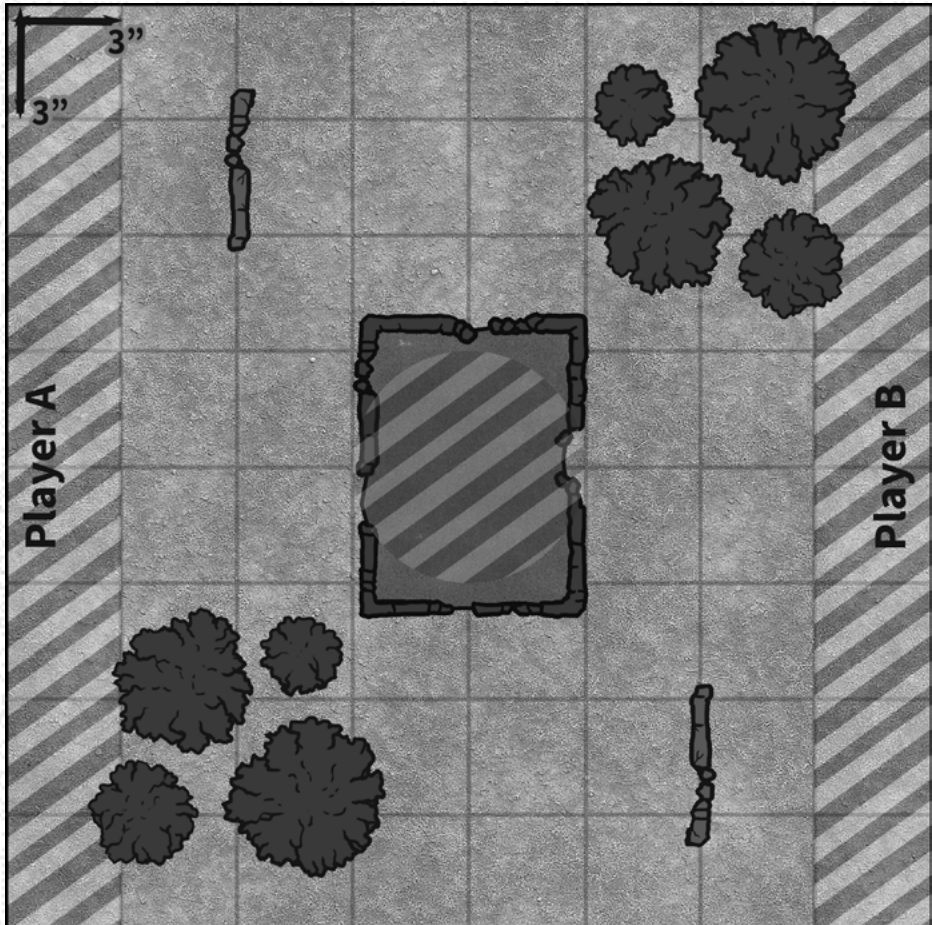
Sister Elina always prays before charging into battle, whispering thanks for the wounds she is about to receive.

NAME		SISTER ELINA		50ST		4		0				7		5+		6+	
FACTION		PENITENTS															
TWO-HANDED FLAIL		1		EFFECT										10ST			
				4/15 2 DMG 6 3 DMG SWIPE (3)													
RNG				EFFECT										10ST			
EQUIPMENT		COST		ABILITIES													
BASIC ARMOUR		5ST															

MISSIONS

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.

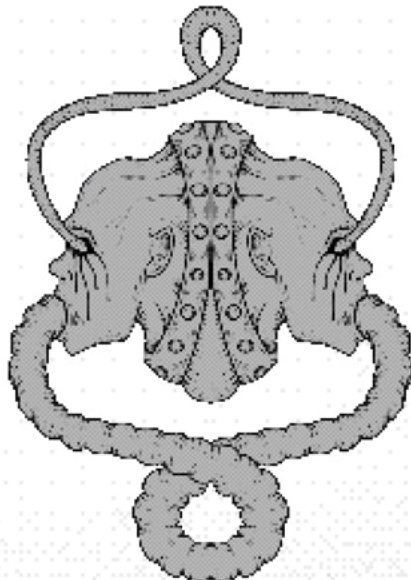
Special Rules

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).

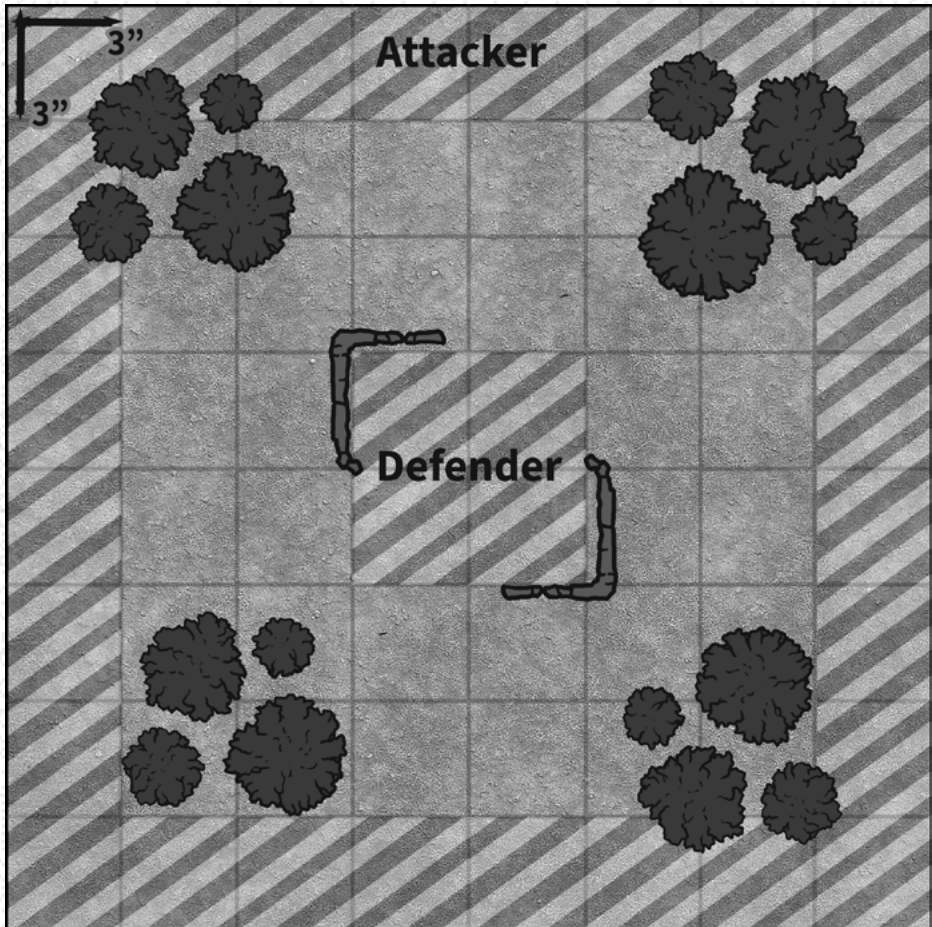
Game ends when one of the players reaches 3 VP.



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.

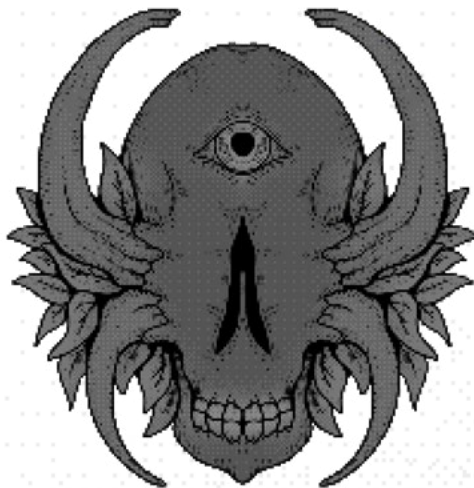
Special Rules

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.

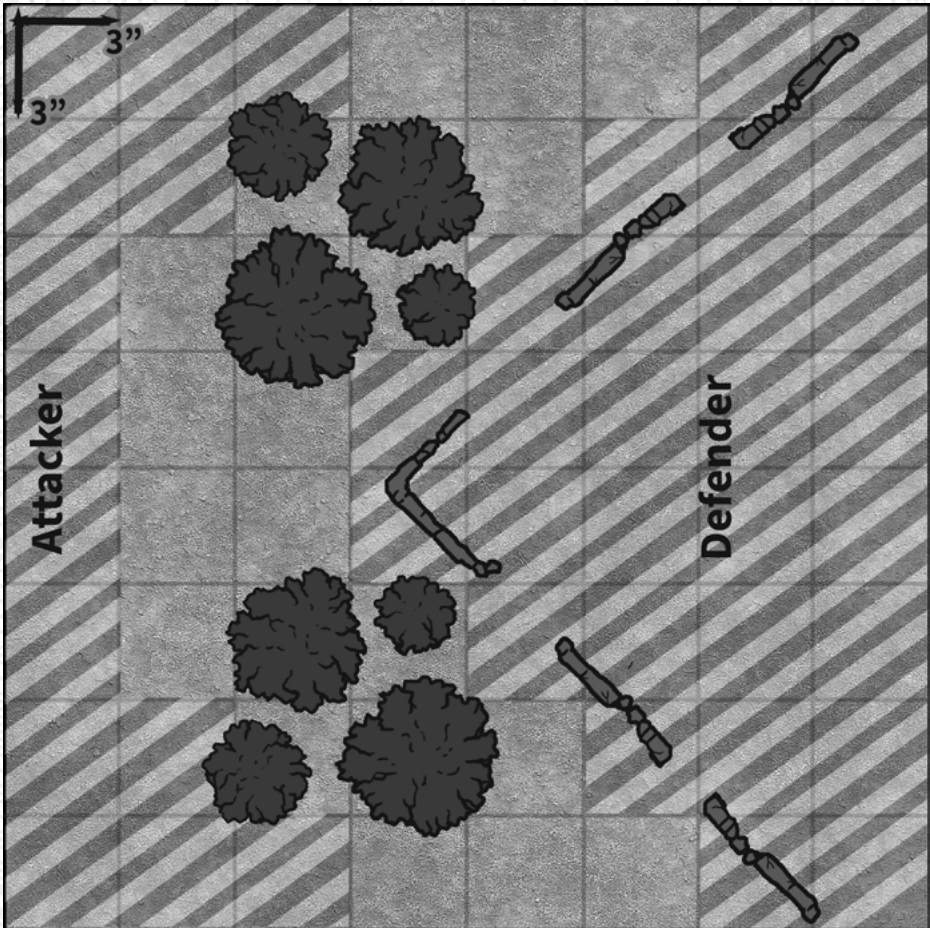


Mission 3: The Signal

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 every two thralls fully within 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. The fact that you downloaded it, read through the rules, gathered your miniatures and sat down to play means more than you know. This game started as scattered notes and sketches, and every person who gives it a chance brings it closer to what it was always meant to be. I hope you had fun and you're curious about what else is out there in the wastes, because there is a lot more coming.

The full Tartarus RuleBook is in development and will include:

- Expanded lore and world history
- Full rules for warband creation and customisation
- 6 factions, each with unique thralls, gear, and faction traits
- Conscript thralls - build your own from scratch
- Campaign mode with territories, injuries, and progression
- Boons - rare Moon-blessed weapons and equipment
- Neutral creatures that hunt both sides
- up to 6 narrative missions

Your feedback matters.

If you have thoughts, questions, suggestions
or just want to tell me about your best kill, reach out:

Website:

www.taigacreativestudios.com/tartarus

MyMiniFactory:

www.myminifactory.com/users/TaigaMiniatures

Instagram:

www.instagram.com/taiga.creative.studios

www.instagram.com/tartarusgame

Email:

vitalymargevich@gmail.com