

THE CARTOGRAPHICA



The Ossivar Sector

The Ossivar Sub-Sector

At the furthest ragged edge of Segmentum Obscurus lies a region long abandoned by Imperial authority: the Ossivar Sub-Sector.

Warp routes through this region are unstable, flickering in and out of existence like dying embers. The Astronomican's light, already faint at such distances, fractures into incoherent echoes that confound Navigators and drive Astropaths to the brink of madness.

Ancient debris drifts between the stars — broken orbital rings, derelict stations, and the skeletal remains of void-faring vessels whose origin cannot be identified. Many bear no heraldry, no transponder codes, and no known construction pattern.

Mechanicus scholars believe this region once formed part of a Dark Age of Technology expansion corridor. A place where humanity spread rapidly, guided by technologies far beyond current understanding.

Yet there are no records of its fall.

No wars. No disasters. No xenos incursions recorded.

Only silence.

And that silence has now been broken.



Ossivar IX

Ossivar IX is a dead world. Its surface is a mixture of wastelands, dying forests against the contrast of ruined cities and manufactorums of a bygone age.

On a world home to memories and the bones of the forgotten, an ancient signal has begun to broadcast its incidious whispers into the minds of Astropaths, the tainted and the fallen.

Fractured images and nonsensical strings of scripts have buried themselves in the minds of these unfortunate souls, beseeching them to direct their fleets to Ossivar IX,

and to war.....



The Cartographica

The Cartographica is a relic of the Dark Age of Technology, originating from a time when humanity possessed mastery over sciences now considered impossible.

Constructed as a tri-segmented device, it consists of three core components:

ASTRYX:

Stellar positioning and coordinate mapping

GRAVITAS:

Spatial and gravitational calculation matrices

TRANSITUS:

Activation and execution systems



During the Great Crusade, fragments of the device were discovered by a Mechanicum Explorator fleet. Initial analysis suggested it was a navigation system capable of mapping safe warp routes through unstable regions.

Before it could be fully studied, and as the galaxy was torn asunder by the treachery of Horus, the fleet was lost.

Now, on Ossivar IX, the device is reactivating.

Modern analysis would suggest a far more disturbing truth:

The Cartographica does not chart routes.....



+++

It executes them.

+++

+++

It does not guide fleets.

+++

+++

It moves them.

+++

+++
DATA-CRYPT EXTRACTION:
MAGOS-EXPLORATOR VARN
+++

+++
STATUS:
PARTIALLY CORRUPTED
+++

“Fragment alignment confirmed.
Energy output increasing beyond
predicted thresholds.

Structural integrity of vault
remains... inconsistent. Spatial
measurements fluctuating by
±17%—no, revise—±42%—

This is not possible. Geometry
is... unstable.

Servitor unit Theta-9 has entered
corridor Delta.

Its return signal indicates it has
travelled 12 metres.

Internal sensors record 37 metres.

This discrepancy is...
unacceptable.

[<<\$%&\$%\$
DATA CORRUPTION
DETECTED
\$%^%&\$>>]

The fragments are not
synchronising with our
instruments.

They are synchronising with each
other.

There is a harmonic resonance
building—

I can feel it through the augmetic
interface—

Not pressure—

Tension.

As if reality itself is being...
stretched—

[LOG TERMINATED]

+++
VOX INTERCEPT
+++

+++
SOURCE:
UNKNOWN WARLORD
IDENTIFIED AS “VARKESH”
+++

“Push forward. The relic is
close—I can feel it—

Ignore the xenos—they scatter
like vermin—

No—wait. Hold position.

The structure... it changes. I saw
it. The archway was—

[DISTORTION]

Do not trust your sight. The walls
are not fixed—

Brother Kharos—report.

...Kharos?

His signal is still active—but
his position—no, that’s not
possible—he’s further away than
the chamber allows—

The air tastes wrong. The warp
recoils from this place.

Something ancient stirs beneath
us. Not warp. Not machine.

We are being... drawn—

Not forward. Not backward.

Elsewhere.

[UNTRANSLATABLE
WHISPERING DETECTED]

...it sees us...”

+++ VOX LOG:
117TH KALLISIAN LINE
INFANTRY
+++

+++
LOCATION: OSSIVAR IX –
EXCAVATION SITE GAMMA
+++

“Contact front! Multiple
hostiles—markings unknown—
no, correction, mixed
signatures—Emperor’s mercy,
they’re fighting each other—

Squad Venn, hold the—hold the
line!

...what in the throne is that? The
wall—did you see that? It just—
shifted—

Negative, negative, this isn’t
seismic—this is—

Vox interference rising—repeat,
interference rising—

I can feel it—like pressure—inside
the skull—

Trooper down! No impact! No
visible wound—he’s just—

[STATIC BURST]

The corridor’s longer than it
was—we came through here—it
wasn’t this—

Command, we are not where
we—

Emperor protect us, the air is
stretching—

It’s pulling us—pulling—

[TRANSMISSION COLLAPSES
INTO STATIC]



EVENT RULES

- I. Have fun. If you're not having fun go for walk, have a cup of tea and come back when you're ready to have fun.
- II. You will get to play 3 different missions on tables that are already set out with terrain. Although every effort is made to make sure the terrain is set out somewhat equally, sometimes in Narrative based missions, this isn't meant to be the case. Roll with it, we're here to have some fun!
- III. You will get to play 3 different opponents, but not necessarily three different factions. If you end up with a "mirror", remember this is not a training exercise. The enemy Warlord is out there so in the words of Mortal Kombat: Finish Him!
- IV. In the event of a rules check or disagreement about something, the event organiser will attempt to resolve.

We'd ask in the first instance to try to resolve by what would narratively make sense!!



EVENT AWARDS

After the missions have been played and the Cartographica discovered, there will be some awards presented to mark certain achievements from the day

The One Who Mapped the Unseen - All Hail the Warlord of Ossivar IX:

This award goes to the Warlord who accrues the most Victory Points through the day. In the event of a tie "Slay the Warlord", "First Strike" and "Line Breaker" points will be used to determine the victor.

Threadcutter:

This award goes to the UNIT that accrues the most kills throughout the three missions. Keep a tally of the unit kills and mark the one with the highest along with the number on your score sheet.

Best Painted:

This award goes to the Best Painted Army.

Best Sportsman / Storyteller:

This award goes to the Opponent who in your opinion has embodied the hobby and the narrative threads we weave.





HOW TO USE THIS BOOK

MISSIONS

There are three missions to fulfill today to determine the Warlord of Ossivar IX. Players will play each mission on a set table.

Tables are already set up with terrain and a mission. All you will need to do is get to the correct table against the correct opponent.

DEPLOYMENT MAPS

These are included in the mission pages within this book from page 11.

GAME LENGTH

The battle ends after five battle rounds have been completed. If one player has no models remaining in their army at the start of their turn, the other player may continue to play out their turns until the battle ends.

MISSION OBJECTIVES

Within the missions there will be Primary Mission Objectives, as well as potentially secondary or additional mission objectives.

ADDITIONAL MISSION OBJECTIVES

As well as the mission objectives stated within each mission, there are three additional mission objectives that can swing the battle in your favour:

Slay the Warlord:

In order to prove your worth as a Commander you must slay the weakling leaders of your enemies. Only then will the spoils of Ossivar IX be yours to plunder.

In any phase, in any turn, if you slay the enemy warlord you gain 3VP. If the enemy warlord is resurrected through any means you cannot score this again.

First Strike:

Strike first, and strike hard. Destroy the enemy before they have chance to set their defences.

In your first turn, if you destroy an enemy unit you gain 3VP. If the enemy unit is resurrected through any means you cannot score this again

Line Breaker:

Get behind the enemy lines and destroy them from their safest havens.

In your final turn, if one of more of your units is wholly within the enemy deployment zone at the end of your turn you gain 3VP.

DETERMINE ATTACKER AND DEFENDER

The players roll off and the winner decides who will be the Attacker and who will be the Defender.

DEPLOYMENT ZONES

Deployment Zones for Attackers and Defenders are clearly marked on the maps for each mission

DEPLOY ARMIES

The players alternate setting up their remaining units, one at a time, starting with the Defender.

A player's models must be set up wholly within their deployment zone. If one player finishes deploying all their units, their opponent then deploys the remainder of their units.

If both players have units with abilities that allow them to be set up 'after both armies have deployed; the players must roll off after all other units have been set up and alternate setting up these units, starting with the winner.

COMMANDERS GAMBIT:

A Commander must assess the battlefield, his own forces and those of the enemy in order to gain a tactical advantage in battle...

Each Commander will be given four cards, each with a Tactical Advantage and each with a Tactical Counter play

Prior to the mission and deployment, players must choose a card and place it face down. When both players have chosen a card, each player reveals their card at the same time and consults the matrix below:

	ADVANCE	HOLD	FLANK	DISRUPT
ADVANCE		HOLD Wins	ADVANCE Wins	ADVANCE Wins
HOLD	HOLD Wins		FLANK Wins	HOLD Wins
FLANK	ADVANCE Wins	FLANK Wins		DISRUPT Wins
DISRUPT	ADVANCE Wins	HOLD Wins	DISRUPT Wins	

ADVANCE - *Your forces surge forward to secure the vital ground from the enemy, but have you over extended yourself?:*

- > Select up to 2 infantry units, those gain Scout 6"
- > Those units cannot gain the Benefit of Cover in Battle Round 1

HOLD - *Your forces sacrifice speed and initiative to fortify key ground in the battle:*

- > Select an objective in No Mans Land. Battleline units holding that objective gain:
 - ◇ Benefit of Cover
 - ◇ +1 OC
- > Those units cannot Advance or Charge in Battle Round 1

FLANK - *You outmanouvere the enemy, but their disruption feilds can stall your forces*

- > After deployment you may place up to 2 units into Strategic Reserves in addition to any other units already in Strategic Reserves
- > To deploy those units from Battle Round 2 you must roll a 4+, in Battle Round 3 a 3+ adding 1 to the roll if the unit is BATTLELINE
- > From Battle Round 4 those units can be deployed but **not** within your opponents Deployment Zone

DISRUPT - *Through deceit and sabotage the enemies tactics are undone*

- > Each time your opponent targets a unit from their army with a Stratagem, if that unit is within 12" of your **WARLORD**, increase the cost of that use of that Stratagem by 1CP.
- > Your army cannot be affected by Stratagems in Battle Round 1



WARHAMMER
40,000

SCATTERED

MISSION BRIEFING

Fragmented remains of some ancient Archeo-Tech are scattered across the battlefield. Your forces must retrieve them and bring them back to your stronghold....

MISSION RULES:

Gambit:

Both players secretly choose one of their remaining "Gambit" cards and consults the matrix to determine the winner. The winner then gains the benefit **and** consequence shown on the card

Fragment Captured:

Only **INFANTRY** Units can carry a fragment.

Units carrying a fragment cannot:

- Embark into a transport or vehicle
- Enter any type of reserves or use any type of teleportation ability (*Eternity Gate* or *Da Jump* for example)
- Cannot move more than 8" Normal Move in the case of "**Jump Pack**" models
- "**Lone Operative**" ability range is extended to 24"

Fragments are considered captured when a unit ends their movement within 1" of the objective rather than the standard 3".

No unit can carry more than one Fragment.

Emboldened:

If **BATTLELINE** Units carry a fragment they become **EMBOLDENED**.

In addition to the "Fragment Captured" rules, Emboldened Units:

- Add 1" to all movement including Advance and Charge rolls
- +1 to all Leadership / Battleshock tests

Fragment Dropped:

Fragments are considered dropped by the unit carrying it if:

- a Battleshock test is failed
- the unit is destroyed

Place the objective marker back on the battlefield 2" away from where that unit is or was.

Disruption Fields:

Units cannot Deep Strike or Infiltrate closer than 9" from an Objective Marker that is not controlled by either player. In addition players cannot use any Scout ability to begin their first turn within 9" of an Objective Marker.

MISSION OBJECTIVES:

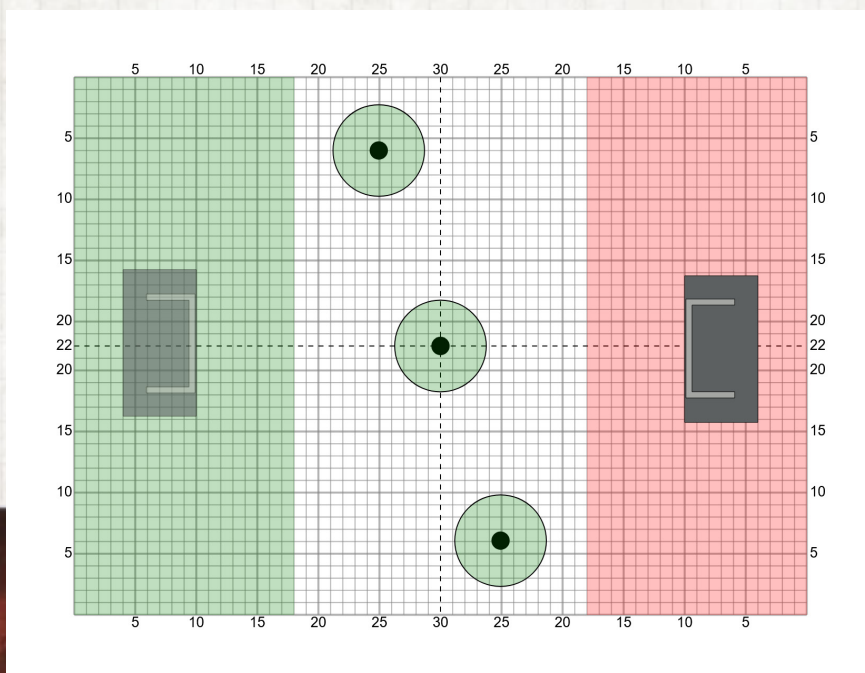
Until it is done:

From the second battle round onwards, at the end of each players turn, the player whose turn it is scores 1VP for each Fragment they have captured.

At the end of the battle for each Fragment returned to a players stronghold (indicated by the "bunker" terrain on the map), that player gains an additional 5VP.

SECONDARY OBJECTIVES

During this mission, **Slay the Warlord**, **Linebreaker** and **First Strike** are all active.



UPLINK

MISSION BRIEFING

Strange and ancient pillars dominate the landscape of this broken battlefield. Initial investigations appear to suggest that the pillars will uplink guidance data directly to the Navigation systems of the fleet.

You must send your forces to hold the pillars and direct the data to your systems while denying the enemy access to the pillars...

MISSION RULES:

Gambit:

Both players secretly choose one of their remaining "Gambit" cards and consults the matrix to determine the winner. The winner then gains the benefit and consequence shown on the card

Uplink (action):

During the Command Phase of the player who's turn it is, they can select units to carry out the "Data Uplink" action.

Only one unit can carry out this action on an Objective Marker, but the action can be carried out on any Objective Markers you control.

At the start of that players next turn the uplink will be considered complete.

If the unit carrying out the uplink is a BATTLELINE unit the player receives 2VP, otherwise the player receives 1VP

MISSION OBJECTIVES:

At the end of each Battle Round a player scores 1 VP if they control more objectives than their opponent.

If a player controls all four objectives they receive 3 VP.

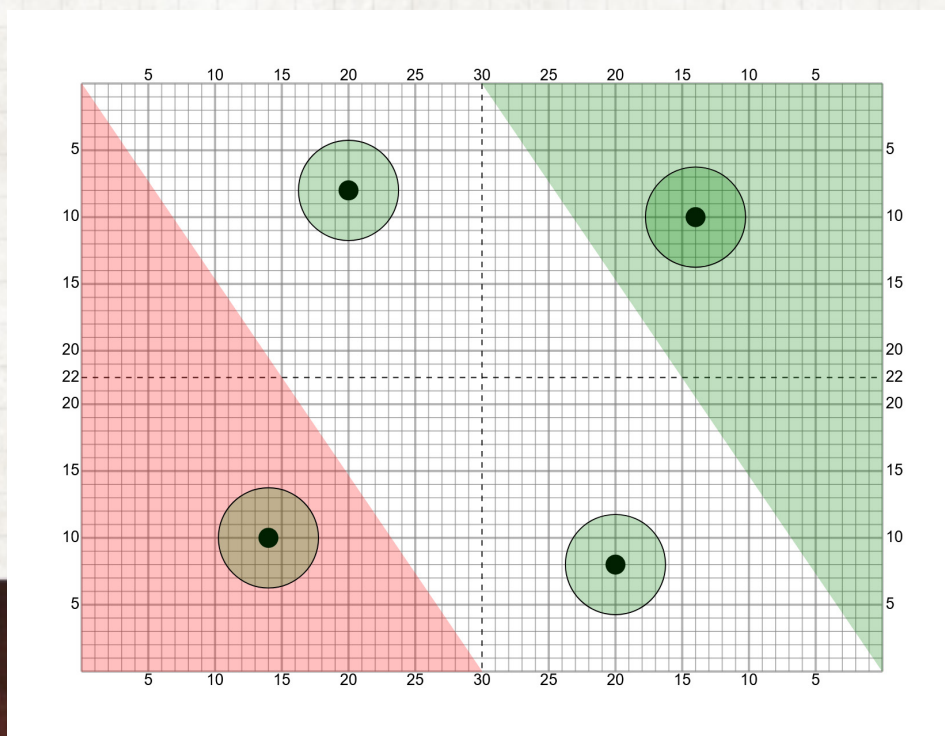
If a player controls all four objectives with BATTLELINE units they receive an additional 2VP

SECONDARY OBJECTIVES

During this mission, **Slay the Warlord**, **Linebreaker** and **First Strike** are all active.

No Prisoners:

At the end of each Battle Round, a player scores 1VP if more units from their opponent's army were destroyed during that battle round than from their own army.



DENY

MISSION BRIEFING

Information is power. Deny your enemies vital intel, while obtaining as much as you can for yourself. The commander who maintains their composure and discipline will surely unlock the power of the Cartographica for themselves....

MISSION RULES:

Gambit:

Both players secretly choose one of their remaining "Gambit" cards and consults the matrix to determine the winner. The winner then gains the benefit and consequence shown on the card

Will of Iron:

While a CHARACTER unit from your army is in range of one or more Objective Markes, you can re-roll Battle-shock and Leadership tests for that unit.

MISSION OBJECTIVES:

The longer you gather intel, the more you deny the enemy. However, an effective commander should know when to cut their losses, order a retreat and leave nothing but empty dataslates and ruined cogitators...

Now or Never:

From the second Battle Round onwards, at the end of each players Command Phase whose turn it is, for each Objective Marker that player controls, they can choose to score an amount of VP equal to twice the Battle Round number. If they do, **remove that objective marker from the battelfield.**

In the fifth battle round:

- The player who has first turn scores VP as previously described
- The player who has the second turn scores VP as previously described, but does so at the end of their turn instead of at the end of their Command Phase.

SECONDARY OBJECTIVES

During this mission, **Slay the Warlord**, **Linebreaker** and **First Strike** are all active.

Shattered Will:

At the end of the battle:

- Each player scores 2VP for each enemy CHARACTER unit that is destroyed, to a maximum of 5 VP
- If there are no enemy CHARACTER units on the battlefield at the end of the battle, score an additional 5VP

