Planning

- Unknown Quantities
- Anticipating the Enemy
- The Final Crusade
- Striking the Focus

Unknown Quantities

-The Soulbonded Augmentor

-King Quinque

-The Golden

-The Quarantine Zone

-Pax Velanus and the Sororitas

-Cult of the Emperor's Breath

-House Haddistadd

-Wardberries

-Prophecies and Visions

-Subterranean Asterion

-The True History (Melichdoche, Orpheon, and Yontericus)

Anticipating the Enemy

-Sanctum Solentium

-Hedron Converter and the Name

-Procuratia

-Starlight's Boon

The Final Crusade

-King Quinque has provided insight into the Asterii civilization, specifically the dying act of the Curia to strike at the heart of Nurgle himself using the Worldminds.

-King Quinque believes that, due to the expansive populations of mankind and the aeldari, rendering and firing a new Ember from the array of Worldminds would allow us to succeed where the Asterii failed, ultimately destroying Nurgle. Asterion is something of a central Worldmind in this regard, from where the process could be initiated.

-Lady von Tarquinius's incursion provides a perfect opportunity to launch this attack, as the center of her chaos ritual is essentially a target through which Ember would assuredly find its target.

-The most distressing and deterring element of this plan is that, by Quinque's calculations, between 10-100 worlds and all souls upon them would be consumed by this attack, vastly weakening the Imperium. In addition, we are at this time uncertain which worlds would be destroyed, and how many of those sacrifices would fatally cripple the Imperium's forces.

Striking the Focus

-Interrogator Saends has explained that Incursions of this nature typically have a Focus from which contact between the materium and immaterium is solidified. Destroying this focus would thus cut off the ability of warp entities to continue their invasion. A small strike team is most likely to succeed in such a mission.