(Alpha Priority) The War for Asterion

Lady von Tarquinius has launched her attack against the planet, marshaling forces of Chaos in a bid to take control of Asterion for her own terrible purposes. Emperor Protect Us. Omnissiah Be With Us.

- Allies and Assets
  - Secured
  - Potential Acquisition
- Threat Assessment and Assignment
  - Political
  - Military
  - Spiritual
  - Technological
  - Logistical
- Planning
  - Unknown Quantities
  - Anticipating the Enemy
  - The Final Crusade
  - Striking the Focus

Allies and Assets

Secured

KG-Co Staff
-Bentley Smithers
-Nepheli Havelock
-Kimuri Naga
-Security Personel
-Theta 9 Techpriests
-Kadrin Mefisdo and the Hourglass Gang
-Mallie Krallendi*
-Traquiel Brothers
-Spymasters (Father Lightfall)
-Traquiel Forces

Faction Allies
-Neve Comata and Asterion Enforcement Bureau
-Vector van Flange and Infrastructure Department
-Techsorcists Ruber Sutonis and Voss Alpha 1
-Rear Admiral von Trakkyr and the Navy
-Preacher Doran, Yvestina, and the Clerics Regular*
-Iulianos and the Administratum

Material Assets
-Obscura Production
-Hydroponics
-Starlight's Boon Key Card
-DeWonti Cryptographic Cipher*
-Procuratia Containment Field Generator
-Purity Algorithm*
-Astropathic Choir*
-Mechanicus Manufactorum
-Hexagrammic Ward/Asterii Translation Interface
-Surplus Asterii Devices and Vigil Devices
-Varkassa Mold*
-Machine Spirit Resurrection and Conditioning
-Corpse Starch Factory*
-Neuroaugmetics Technology
-Port Lysander***
-Halcyon Intelligence from Kef Moevell's Brain*

Potential Acquisition

-Mityellan 3rd Armored Veterans

-Judgment of Eminence

-Technology Sanctioning (Asterii Devices, Gloam Tech)

-The Chosen 508

-Rogue Castellan Robot

-Asterion Tonic Production

-Tank(s)

-Conflict Resolution between Wakes and VIIR

-Asterii Chemical Understanding and Production (using Vigil Devices)

-Asterii Guardians

-Asterii Dream Storage Intelligence

-Asterii Soul Dancing

-Asterii Cathedral***

-Asterii Site Data (Sojourner Wakes)

-Condemnor Archives?

Threat Assessment and Assignment

Political

Enemy Factions of KG-Co:

House Nimea

Eternalites

Penance Guild

Possible Faction Threats:

Mechanicus Biologis

Astra Telepathica

Halcyon (Vallis Decimae Hideout?)

Inquisition (Saends)

Inquisition (Montalban)

Clerics Bellatori

Military

-Daemonic Incursions—A ground force is proceeding toward Hive Asterion; lacking Militarum troops to face this invasion, Major St. Ardentia has recruited the veterans of the Mityellan 3rd Armored Division, and Specialist Ford has undertaken a mission to contact the 508 and summon them for duty on the surface. Other available forces include Skitarrii of the Archmagos, currently forming a perimeter in Spire Thor, and the formerly Eternalite Mercenaries recruited by Specialist Ford.

-Spire Batteries—House Nimea has taken charge of several military efforts on planet; this includes attempts to activate the Spire Sabbat artillery batteries, which they have been unable to accomplish as of yet.

-Clan Pelnikt

-Procuratia

Spiritual

-**Warp Storm**—The psykers of the Astra Telepathica have reported widespread, troubling dreams of arrhythmic music, firelight, and dancing.

-Daemonic Incursion—

-Religious Schisms—The power struggle between the Eternalites and the Regulars, and the schism within the Regulars, must be resolved to face the incursion with a united front of mankind. Though Doran's Redressor should allow him to once again harness his confidence and inspire the population, restoration of communications will be necessary to spread his message.

Technological

-Communication Interference—The enemy is creating massive interference in planetary communications, preventing large scale coordination. This re-establishing comms is high priority, and will be attended to by Magos Eizen himself. Communiors have also been offered to the heads of factions, as their connective abilities appear to be functional. Devices have been accepted by Martine Wester, and lackeys of House Nimea and the Dominus. Other Devices have been sent to Magos van Flange, Admiral von Trakkyr, the Mityellans, and the 508.

-Generators—Geological disturbances are preventing the Electro Priests from fully powering the Hive's generators.

-Schismaticals and/or Scrap Code

Logistical

Warp Storm—It is not possible for Warp Travel to enter or leave Asterion's system at this moment. It is likely that a Chaos naval force will attack, due to this vulnerability. To bolster naval forces, including aeronautica, the Theta-9 Techpriests have been dispatched to the Judgment of Eminence to resurrect its machine spirits with all haste.

Exterminatus—It is possible that Inquisitor Vyne will, upon hearing reports of Asterion's circumstance, order an Exterminatus; it is possible, however, that this will unleash the Sixth Wing Daemon powering the Worldmind, creating more problems than it solves. This information has been conveyed to Interrogator Saends and passed to the Inquisitor.

Unrest—Asterion's citizens are rioting, due to fear and possibly treachery. The Asterion Enforcement Bureau is currently attempting quell the violence and prevent agents of the Archenemy from moving through the hives. Rallying the laity through hope and zeal may be possible, but only once communications have been restored.

First Landing—Understanding the importance of the seal, the Inquisition has secured First Landing against any who approach.

Food—Supply lines have broken down. It might be possible to begin high scale production of Thrunk and corpse starch to ease this difficulty. It should also be determined whether the Ward Berries ever reached the Asterion system.

Planning

Planning

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)

Planning

Anticipating the Enemy

-Sanctum Solentium

-Hedron Converter and the Name

-Procuratia

-Starlight's Boon

Planning

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.