**List of Objectives for the Battle of Commorragh**

**Final Version**

Major Objectives:

A) Destruction of the naval potential of Commorragh by annihilation of its space and ground infrastructure; recommended destruction of the Port of Lost Souls, Port Shard and Port Carmine **[ACCOMPLISHED; the three Ports have been utterly destroyed and the sub-realms with them]**

B) Elimination of Urien Rakarth and the principal gene-lab facilities **[ACCOMPLISHED; the main essence of Rakarth was killed by the Queen of Blades, his clones were killed by the Heracles Wardens and other kill-teams, and most gene-lab facilities were either wiped out by the Imperium or the destruction of Commorragh]**

C) Elimination of Asdrubael Vect and the forces of the Black Heart **[ACCOMPLISHED; Vect’s clones were killed one by one, the resurrection facilities are gone, and Vect killed himself to take Malekith with him before Commorragh was sundered]**

D) Elimination of Drazhar and destruction of his armour and spirit stone **[ACCOMPLISHED; Taylor killed him in duel]**

E) Recovery of the Astronomican spare parts stolen by the Drukhari **[ACCOMPLISHED; thanks to Trazyn and some creative negotiation, the Astronomican parts were given to the Custodes]**

F) Find the whereabouts of the Khan **[UNCONCLUSIVE; while no one saw the Khan, Dorn is convinced he knows the correct location and has departed with a Honour Guard and some devices allowing a potential salvation]**

G) Force the maximum of Eldar fleets to return to Commorragh before Objective J is activated **[ACCOMPLISHED; not every fleet chose to remain for the final fight, but the majority did and were integrally destroyed]**

H) Activate the Core Gate and sever the Webway connection between Calastar and Terra **[ACCOMPLISHED; while a Webway connection still exists, it now connects Nocturne and Terra]**

I) Activate the Core Gate and send the Skaven to Sicarus **[ACCOMPLISHED; the Skaven have arrived, and the Word Bearers were too slow to realise the importance of the Commorragh Gate opening]**

J) Activate the J-Gate; birth an insect having the psychic ability to psychically empower Noctilith and ensure the Blackstone Fortress *Will of Eternity* reaches Commorragh; then fire it and inflicts enough damage to kill the Chaos aspect of Excess

**[ACCOMPLISHED, Slaanesh is dead and Commorragh is destroyed]**

Minor Objectives:

K) Destroy the maximum of forces of the Dynasty of the Red Sun (Xelian) **[ACCOMPLISHED, the Xelian leadership was blasted to oblivion and close to 99% of their forces are dead]**

L) Destroy the maximum of forces of the Dynasty of the Blue Sun (Kraillach) **[ACCOMPLISHED, Dynast Kraillach regretted staying alive at the mercy of the Mechanicus, and 99% of his forces are destroyed]**

M) Destroy the maximum of forces of the Dynasty of the White Sun (Yllithian) **[ACCOMPLISHED, Dynast Yllithian is part of Trazyn Commorragh collection, and 99% of his forces are destroyed]**

N) Recover as many STCs and ancient schematics derived from them as possible **[ACCOMPLISHED, twelve major STC templates, schematics or archeotech data-lore created during the DAOT were recovered]**

O) Recover as many human archeotech as possible **[ACCOMPLISHED, quantities of technological loot has been seized by the Mechanicus teams]**

P) Elimination of Xindrell Y’Polleon of the Magnificence of the Falling Moon **[ACCOMPLISHED, though this particular Eldar was eliminated by the hordes of Excess before the Imperium could]**

Q) Elimination of Phrell Vorl-Xoelanth of the Magnificence of the Dying Sun **[ACCOMPLISHED, eliminated by Mechanicus Skitarii]**

R) Elimination of Vraesque Malindrach of the Poisoned Crown **[ACCOMPLISHED, eliminated during the Battle of Commorragh]**

S) Elimination of Kharsaq El’Uriaq, Tyrant of Shaa-Dom **[FAILED, said Eldar turned back and didn’t set a foot in Commorragh during the battle]**

T) Destruction of the Spire of Lost Souls **[ACCOMPLISHED, destruction by the Imperial fleet]**

U) Destruction of the Carmine Pit **[ACCOMPLISHED, destruction of the location by the same Exterminatus which destroyed Port Carmine]**

V) Destruction of the Shard Sky-Arena **[ACCOMPLISHED, the location was in Port Shard and was utterly destroyed with the rest of the sub-realm by supernova-level impact]**

W) Destruction of the armament factories of Old City and Low Commorragh **[ACCOMPLISHED, what the Drukhari, the Necrons, the Harlequin and the hordes of Slaanesh didn’t destroy was annihilated when Commorragh sundered into the Warp]**

X) Interruption of the slave-trade in as many sub-realms of Commorragh as possible **[ACCOMPLISHED; millions of slaves have been slaved, billions more were given the Emperor’s Mercy, and with Commorragh destroyed, the slave trade organised by the Dynasts and the other Drukhari has been dealt a blow it might never recover]**

Y) Elimination of as many Haemonculi as possible **[ACCOMPLISHED; the Imperium was certainly not able to get all of them, but a large majority did perish; it helps most of them didn’t think the humans would be unable to kill them]**

Z) Illumination of the sub-realm of Aelindrach **[ACCOMPLISHED; while the Imperium was unable to reach Aelindrach, the first shot of the Blackstone Fortress was enough to destabilise Aelindrach completely]**

A2) Destruction or claiming of the Eldar strategic resources (metals and tradable objects included) **[ACCOMPLISHED; tons of rare and non-rare metals and resources have been claimed]**

B2) Destruction of all Exterminatus-grade weapons found into the Eldar vaults **[ACCOMPLISHED; what the Imperium didn’t destroy, the final destruction of Commorragh accomplished]**

C2) Elimination of all non-human psykers found **[ACCOMPLISHED; the psychic servants and slaves were eliminated to prevent the maximum of interference from the Ruinous Powers before the final phase of the Operation was implemented]**

D2) Keeping closed the Oblivion Gate **[ACCOMPLISHED; not all monsters are from the Warp, and the miniature sub-realm containing said Gate was sealed long before the Imperium reached it; the Oblivion Gate still remains dormant]**

E2) Burning the Dungeon of Agonising Suffering **[ACCOMPLISHED; this monument to depravity and horror was destroyed during the Battle of Corespur]**

F2) Destruction of the Hourglass of Sand Screams **[FAILED; this artefact was removed from its vault in Corespur; the Changeling managed to steal it before Commorragh was destroyed; it is now in the possession of Malicia]**

G2) Destruction of the Arena of Singing Reapers **[ACCOMPLISHED; it was part of High Commorragh and the Harlequin of the Frozen Stars destroyed it]**

H2) Recovery of as many parts of the Core Gate as possible **[ACCOMPLISHED; the long battle against the Pale Naga allowed Cawl’s column to reach safety without issue]**

I2) Destruction of the Book of Unblemished Ecstasy **[FAILED; this corrupted artefact disappeared from the Port of Lost Souls; the Harlequins stole it and stored it in one of the most secure sections of the Black Library]**

J2) Annihilation of the Masque of the Frozen Stars to the last Eldar **[ACCOMPLISHED; a lot of them sold their own souls to be consumed by the Abyss of Dreams, and the rest died in the final battle]**

K2) Elimination of all Eldar sub-species intervening to support the Commorragh Eldar **[ACCOMPLISHED; the more difficult would have been to convince Imperial forces to spare them]**

L2) Capture at least 1000 Sslyth **[FAILED; the reptiles proved particularly tenacious and tried to avoid capture with impressive ferocity; only 36 were captured in good condition; but it appears it was a diversion of the Emperor all along. Or was it?]**

M2) Capture Aurelia Malys dead or alive **[FAILED; Aurelia Malys escaped to Craftworld Ulthwé]**

N2) Elimination of at least 66 billion Eldar **[ACCOMPLISHED; over 100 billion Drukhari and 2 billion Asuryani were killed]**