

Size

The size of a world is defined by its equatorial circumference. The smallest planets may have a circumference of only 5,000 kilometers, and the truly massive planets may reach 500,000 kilometers (to provide a sense of scale, Holy Terra itself has a circumference of 40,000 kilometers). Roll 1d10 to determine planet size.

PLANET SIZE		
Roll	Size	000s of km
1	Miniscule	1d10+4
2	Tiny	2d10
3	Small	4d10
4 to 6	Average	10d10
7	Large	(10d10)x2
8	Huge	(10d10)x3
9	Enormous	(10d10)x4
10	Massive	(10d10)x5

Density

The density of a planet is largely determined by the mineral make up of the planet, but as a rule the larger the planet, the denser it is. Density effects the gravity of a planet and, to a lesser extent, the thickness of the atmosphere. Roll 1d10-4 and add the planets size for density.

DENSITY		
Roll	Density	Gravity
1 or less	Negligable	Negligable
2	Very Low	0.01 to 0.04
3	Low	0.05 to 0.1
4	Light	0.2 to 0.4
5	Below Average	0.5 to 0.7
6	Average	0.8 to 1.2
7	Above Average	1.3 to 1.7
8	Heavy	1.8 to 2.0
9	Very Heavy	2.1 to 2.5
10 (A)	Huge	2.6 to 2.7
11 (B)	Enourmous	2.8 to 3.0
12+ (C)	Massive	3.1+

Atmosphere

The atmosphere characteristic measures the type of atmosphere present. A planet's atmosphere is generated by rolling 1d10-4 and adding 1/2 size and 1/2 density, rounded up

ATMOSPHERE TYPE		
Roll	Atmosphere	Pressure
0	None	0.00
1	Trace	0.001 to 0.009
2	Very Thin, Tainted	0.1 to 0.42
3	Very Thin	0.1 to 0.42
4	Thin, Tainted	0.43 to 0.7
5	Thin	0.43 to 0.7
6	Standard	0.71 to 1.49
7	Standard, Tainted	0.71 to 1.49
8	Dense	1.5 to 2.49
9	Dense, Tainted	1.5 to 2.49
10(A)	Exotic	Varies
11 (B)	Corrosive	Varies
12 (C)	Insidious	Varies
13 (D)	Dense, High	2.5+
14 (E)	Thin, Low	0.5 or less
15 (F)	Unusual.	Varies

Atmosphere Types

Tainted: Tainted atmospheres contain some element that is harmful to humans, such as an unusually high proportion of carbon dioxide. A character can only breathe a tainted atmosphere for a number of minutes equal to their Toughness bonus, and gain a fatigue level per minute longer. Once unconscious due to fatigue, the character will die one minute later if still in the tainted atmosphere.

Exotic: An exotic atmosphere is unbreathable by humans, but is not otherwise hazardous. A character needs an air supply to breathe in an exotic atmosphere.

Corrosive: Corrosive atmospheres are highly dangerous. A character who breathes in a corrosive atmosphere will suffer one level of fatigue per round, and will die one round after falling onconscious.

Insidious: An insidious atmosphere is like a corrosive one, but it is so corrosive that it attacks equipment as well. The chief danger in an insidious atmosphere is that the toxic gases will destroy the seals and filters on the character's protective gear. An insidious atmosphere worms its way past protection after 2d6 hours on average, although vigilant maintenance or advanced protective gear can prolong survival times.

Dense, High: These worlds have thick N₂/O₂ atmospheres. but their mean surface pressure is too high to support unprotected human life (high pressure nitrogen and oxygen are deadly to humans). However, pressure naturally decreases with increasing altitude, so if there are highlands at the right altitude the pressure may drop enough to support human life. Alternatively, there may not be any topography high enough for humans to inhabit, necessitating floating gravitic or dirigible habs or sealed habs on the surface.

Thin, Low: The opposite of the Dense, High atmosphere, these massive worlds have thin N₂/O₂ atmospheres that settle in the lowlands and depressions and are only breathable there - the pressure drops off rapidly with altitude that the highest topographic points of the surface may be close to a vacuum.

Unusual: An Unusual atmosphere is a catchall terms for an atmosphere that behaves in a strange manner. Examples include ellipsoidal atmospheres, which are thin at the poles and dense at the equator; Panthalassic worlds composed of a rocky core surrounded by a water layer hundreds of kilometers thick; worlds wracked by storms so intense that the local air pressure changes from dense to thin depending on the current weather, and other planets with unusual and hazardous atmospheric conditions.

Length of Day

The length of a planet's day, the time taken for it to complete a single revolution around its polar axis, is given as a number of standard hours. Roll 1d10-4 and add the planet's size to determine the length of day.

LENGTH OF DAY	
Roll	Length of Day
1	1d5
2	1d10
3	2d10
4	3d10
5	4d10
6	5d10
7	6d10
8	7d10
9	8d10
10	9d10
11	10d10
12	(10d10)x2
13	(10d10)x3

Length of Year

The length of a planet's year is given as the number of Terran days it takes to complete one full rotation of its local star. Divide this number by 365 to see how many Terran years this is. To determine how many local days make up a local year, simply multiply the number of days in the year by 24, then divide that number by the length of the planet's day. Roll 1d10 to determine the length of year.

LENGTH OF YEAR	
Roll	Length of Year
1	10d10
2	(10d10)x2
3	(10d10)x3
4	(10d10)x4
5	(10d10)x5
6	(10d10)x6
7	(10d10)x7
8	(10d10)x8
9	(10d10)x9
10	(10d10)x10

World Temperature

A planet's surface temperature is primarily dependant on its distance from its sun (how much solar radiation it receives) and how thick its atmosphere is (how much of this heat can it retain). The habitable zone is the area around a star which is most conducive to the development of Earth-like, habitable worlds, and is assumed that most colonised worlds will be in this habitable zone. Roll 1d10+1 for the planets temperature, applying the modifiers listed below.

TEMPERATURE TABLE

Roll	Type	Average Temperature
1 or less	Frozen	-81 or less
2	Cold	-31 to -80
3-4	Chilly	-30 to 0
5-9	Temperate	0 to 30
10-11	Warm	31 to 50
12	Hot	51 to 80
13+	Roasting	81+

Temperature Modifiers

Atmosphere 0 or 1	Swings from roasting during the day to frozen at night.
Atmosphere 2 or 3	-2
Atmosphere 4, 5, or E	-1
Atmosphere 6 or 7	+0
Atmosphere 8 or 9	+1
Atmosphere A, D, or F	+2
Atmosphere B or C	+6
Hot edge of Habitable Zone	+4
Cold edge of Habitable Zone	-4

Axial Tilt

The degree by which a planet leans to the side on its axis determines how severe its seasonal variations are. Axial tilt is determined by rolling 1d10

AXIAL TILT

Roll	Tilt
1	None
2	Slight (1-5)
3 to 4	Notable (6-15)
5 to 7	Moderate (16-25)
8	Large (26-35)
9	Severe (36-45)
10	Extreme (46+)

TEMPERATURE VARIANCE

Tilt	Summer	Winter
Slight	+5	-5
Notable	+10	-10
Moderate	+20	-20
Large	+30	-30
Severe	+40	-40
Extreme	+50	-50

Hydrographics

The Hydrographic characteristic measures the amount of surface liquid, and hence the amount of dry land on the world. Hydrographic percentage goes from 0 to 10, measuring the surface liquid in increments of 10%. For normal worlds, this will be water; on other worlds with corrosive or exotic atmospheres, it could be a corrosive or exotic liquid like ammonia. Hydrographic percentage is obtained by rolling 1d10-4 and adding the planet's size, modified by the planet's atmosphere or temperature as described below:

Size 1 or Atmosphere 0	Hydrographics 0
Atmosphere 1, A, B or C	-4

If the planet's atmosphere is *not* D (or a kind of F that is thick enough to retain water) then also apply modifiers for temperature:

Warm Temperature	-2
Hot Temperature	-4
Roasting Temperature	-6

HYRDOGRAPHICS TABLE

Roll	Percentage	Description
0	0%-5%	Desert world
1	6%-15%	Dry world
2	16%-25%	A few small seas
3	26%-35%	small seas and oceans
4	36%-45%	Wet world
5	46%-55%	Large oceans
6	56%-65%	
7	66%-75%	Terra-like world
8	76%-85%	Water world
9	86%-95%	Only a few small islands and archipelagos
10 (A)	96%-100%	Almost entirely water

Terrain

Some planets have a single dominant terrain type, a particular model that describes all of the land to be found on the planet. Other planets have more than one terrain present. The terrain on any given planet is greatly influenced by the planets gravity, and to a lesser extent the atmosphere, hydrography, and average temperature.

For ease of simplicity, gravity, hydrographics, temperature, and atmosphere are broken down into a number of different categories. They are as follows:

Gravity

Low Gravity: Density of 4 or less
 High Gravity: Density of 7 or more

Hydrography

Non-existent: 1 or less
 Low Hydrographics: 2 to 3
 High Hydrographics: 8 to 9
 Overwhelming: Hydrographics A

Temperature

Low Temperature: 4 or less
 High Temperature: 10 or more

Atmosphere

Non-existent: Atmosphere 0 or 1
 Thin: Atmosphere 2 to 5, or E
 Dense: Atmosphere 8, 9 or D
 Corrosive: Atmosphere B
 Insidious: Atmosphere C

To determine the types of terrain present use the table below. Start with the baseline and add the appropriate modifiers depending on planetary conditions. A modifier of “none” means the terrain type may not exist on the planet, no matter what other modifiers are present. For example, the final percentage chance of grasslands occurring on a planet with Standard gravity, atmosphere, and temperature, but low hydrographics would be 30%.

To determine how prevalent a type of terrain is, count how many degrees of success were rolled. Each degree of success is 10 digits under the required roll. For example, A roll of 30 when the required roll was 60 means 3 degrees of success. Compare the results to the next table.

TERRAIN TABLE

Baseline

	Grassland 40%	Savannah 30%	Continual Forest 60%	Broken Forest 50%	Hills 50%	Mountain 50%	Plateaus 30%	Dormant Volcanoes 30%	Active Volcanoes 20%	Broken Rock 30%	Flat Rock 30%	Columns 15%	Moors 35%	Barren 30%	Swamp 30%	Caves 30%	Ravines 40%	Sandy 20%	Islands 50%	Cliffs 40%
--	------------------	-----------------	-------------------------	----------------------	--------------	-----------------	-----------------	--------------------------	-------------------------	--------------------	------------------	----------------	--------------	---------------	--------------	--------------	----------------	--------------	----------------	---------------

Terrain Types

Low Gravity	-	-	+30	+10	+20	+40	+40	-	-	-10	-10	+70	+10	-	-10	+20	+20	-	+10	+20
High Gravity	+30	+30	-50	-40	-40	-50	-20	-	-	+10	+20	-15	-10	+10	-20	-20	-30	-	-10	-35

Templates

Non-existent Hydrographics	none	none	none	none	-10	-10	-20	+10	+10	-	-	-20	none	+40	none	-25	none	+30	none	-30
Low Hydrographics	-10	+10	-20	-10	-	-	-10	-	-	-	+10	-10	-10	+30	-20	-10	-20	+10	-30	-10
High Hydrographics	-10	-20	+30	+30	-10	-20	-10	-	-	-	+30	-	-20	none	+40	+35	+30	-20	+30	+20

Low Temperature	+10	+10	-30	-20	-	-	-	-20	-15	-	-	-	+10	+30	-25	+10	-20	-	-	+10
High Temperature	-30	+20	-50	-40	-	-	-	+20	+30	-	-	-	-10	+40	none	-	-20	+40	-20	-

Non-existent Atmosphere	none	none	none	none	-10	-20	-20	-20	-20	-	-10	-10	none	+90	none	-	none	+40	none	+20
Thin Atmosphere	-30	-20	-50	-40	-5	-10	-10	-10	-15	-	-	-	-10	+30	-20	-	-30	+20	-20	+10
Dense Atmosphere	+30	+20	+10	+20	+5	+5	-	+20	+20	-	-	-	-	-10	+10	-	+5	-10	-	-
Corrosive Atmosphere	-10	-10	-20	-10	-10	-20	-10	+30	+30	+20	+10	+10	-10	+40	-20	-	+10	+20	-	-10
Insidious Atmosphere	-20	-20	-40	-20	-20	-40	-20	+50	+60	+30	+20	+20	-20	+50	-30	-	+20	+30	-	-20

Planet Class

The class of a world describes what type of planet it is, what kind of civilisation and society can be found on the planet, what level of technology is commonly used on the world, and what kind of relationship the people of the planet have with the Imperium

Quarantined worlds, War worlds, and Dead worlds are worlds that previously had another class before being subjected to whatever event gave them their current class. Roll again to determine the planet's original class.

If the Atmosphere characteristic is 0 to 3, 8, 9, A, B, C, or an unhabitable variety of F, and a result of Feral or Feudal World is given, Roll again and disregard the first result.

PLANET CLASS

Roll	Class
01-15	Hive World
16-20	Agri-World
21-30	Forge World
31-35	Mining World
36-45	Developing World
46-55	Feudal World
56-60	Feral World
61-65	Shrine World
66-68	Armoury World
69-72	Pleasure World
73-75	Quarantined World
76-84	War World
85-87	Dead World
88-90	Frontier World
91-95	Death World
96-98	Forbidden World
99-100	Xenos World

Population

The population of a planet in the Imperium can vary from a few dozen settlers or scientists on a frontier world up to the billions on a hive world. The roll to determine the population of a planet gets two modifiers applied, based on the class and size of the planet.

POPULATION TABLE

Class	Modifier
Hive World	+40
Agri-World	No Mod
Forge World	+20
Mining World	+10
Developing World	-20
Feudal World	-20
Feral World	No Mod
Shrine World	-10
Armoury World	-20
Pleasure World	No Mod
Quarantined World	No Mod
War World	No Mod
Dead World	-40
Death World	-30
Frontier World	-20
Forbidden World	No Mod
Xenos World	No Mod

Size	Modifier
Miniscule	-30
Tiny	-20
Small	-10
Average	No Mod
Large	+10
Huge	+20
Enormous	+30
Massive	+40

Roll	Population
01-05	10d10
06-10	(10d10)x10
11-15	(10d10)x100
16-20	(10d10)x1,000
21-25	(10d10)x10,000
26-30	1d5 million
31-35	1d10 million
36-40	5d10 million
41-50	10d10 million
51-70	1d10 hundred million
71-90	1d5 billion
91-100	1d10 billion
101-110	2d10 billion
111+	3d10 billion

Society

Though all planets of the Imperium are beholden to the authority of Holy Terra, the Emperor cares little for how any individual planet is organised. Different social structures exist, and even within each of the broad definitions on the tables below there can be variance and variety. You can define the politics and religious structure of the planet as broadly or as narrowly as you desire or is required.

A **Democracy** is a system of government based on a few definite principles: all people are subject to the same laws and punishments; no one has any greater right to something than someone else; there must be a respect for individual will and freedom; no person has the right to rule arbitrarily over others; on matters of important political decisions, the whole population has a say, votes must be made, and the majority decision followed; on the day to day running of the nation a party of representatives make the decisions and enforce the laws; these representatives must be voted into their position by the population, with those who get the majority vote being given the responsibility.

A **Meritocracy** is a system of a government or other organization wherein appointments are made and responsibilities are given based on demonstrated talent and ability, rather than by wealth, family connections class privilege, friends, seniority, popularity or other historical determinants of social position and political power. In a meritocracy, society rewards those who show talent and competence as demonstrated by past actions or by competition.

In a **Dictatorship** one person has absolute power, their will is law, and they can make and change rules as they see fit. There will be a government body to oversee the day to day running of the society, but the dictator can change, increase or decrease their power at will. The dictator can be elected (voted into the position by the population), hereditary (the position is passed on to the old ruler's child) or tyrannical (the ruler has conquered or oppressed the people they rule over).

In a **Monarchy**, there is a monarch, who has the position through either election or hereditary right, but who rules according to a written constitution. There are laws which the monarch must follow, and rules which restrict and define their power. A government party exists to oversee the monarch, which has the power to make rulings based on the constitution, which can override any decision the monarch makes which conflicts with the constitution. The constitution can be amended only by a majority vote.

An **Oligarchy** is a form of government where power effectively rests with a small elite segment of society distinguished by royal, wealth, family, or military hegemony. However, not all Oligarchies are run by a few noble families; some powerful merchants or guild members may also have positions of power. Whatever their origins or source of wealth, they keep their authority only through that wealth and the fact that they finance the society from their own pockets.

The official religion of the Imperium is the Imperial Cult, and can be found being practiced on most worlds. It is relentlessly preached by the **Ministorum**, and touted as the one true faith of Mankind. There are, however, some variations, and even corruptios of the Imperial Cult.

A **Local** religion is one that follows the Imperial Cult in all but name. It may contain an Emperor-like figure and have saints that fulfill the same function as Imperial Cult saints. Whether through ignorance or tradition, some worlds practice their own brand of the Imperial Creed.

A **Machine God** religion is a very focused brand of a local religion, in which the Emperor is regarded as the Ommissiah, and the Machine Spirit is worshipped alongside that of the Emperor. It is most typically found amongst those of the Adeptus Mechanicus or residents of worlds administered by the AdMech.

A **Heretical** Religion is one that blasphemes against the Emperor and devotes its worshippers to the dark gods of Chaos, or unsanctioned perversions of the Imperial Cult. Small cults can exist among the population of any planet, and this is usually the case. However, there rare are times when a heretical faith is practiced and preached as the official religion of an entire planet. These planets are usually renegades and enemies of the Imperium, but some may slide under the radar, if only for a time.

To determine the government and religion of a planet, find the appropriate planet class column and use the values listed there. In the case of a Quarantined, War, or Dead world, use the planets original class.

SOCIETY TABLE

Government Type	Hive World	Agri-World	Forge World	Mining World	Developing World	Feudal World	Feral World	Shrine World	Armoury World	Pleasure World	Death World	Frontier World	Forbidden World	Xenos World
Democracy	-	01-15	-	01-05	01-30	-	-	-	-	01-05	01-10	01-60	GM's Discretion	GM's Discretion
Meritocracy	-	16-40	01-20	-	31-35	-	01-20	01-05	01-05	-	11-40	61-70	GM's Discretion	GM's Discretion
Elected Dictator	-	41-50	-	06-10	36-45	01-05	-	06-15	06-30	06-10	41-50	71-75	GM's Discretion	GM's Discretion
Hereditary Dictator	01-20	51-55	21-40	11-35	46-55	06-30	21-30	16-45	31-50	11-50	51-55	76-80	GM's Discretion	GM's Discretion
Tyrannical Dictator	21-40	56-65	41-50	36-60	56-60	31-60	31-45	46-80	51-60	51-60	56-80	81-85	GM's Discretion	GM's Discretion
Elected Monarchy	-	66-70	-	61-65	61-65	61-65	-	-	61-65	61-65	81-85	-	GM's Discretion	GM's Discretion
Hereditary Monarchy	41-50	71-80	51-55	66-75	66-70	66-95	46-50	81-85	66-70	66-80	86-90	-	GM's Discretion	GM's Discretion
Oligarchy	51-100	81-100	56-100	76-100	71-100	96-100	51-100	86-100	71-100	81-100	91-100	86-100	GM's Discretion	GM's Discretion

---Planet Class---

Religion Type	Local	Ministorum	Machine God	Heretical
Local	01-05	01-20	01-05	01-05
Ministorum	06-80	21-90	06-10	06-70
Machine God	81-95	91-95	11-95	71-95
Heretical	96-100	96-100	96-100	96-100
	01-20	21-90	06-70	06-70
	01-20	21-85	01-05	01-05
	21-75	21-85	06-75	06-75
	76-80	76-80	-	-
	81-100	81-100	76-100	76-100
	GM's Discretion	GM's Discretion	GM's Discretion	GM's Discretion

Adepta Presence

The branches of the Adeptus Terra are present on different worlds in varying degrees. To determine what Adepta are present on a planet, and to what extent they are involved in the planet's politics and daily life, consult the tables below. At each class of world each branch of the Adeptus Terra is listed with a dice value. Roll the indicated dice for each Adepta and consult the ADEPTA PRESENCE table below to determine the normal everyday presence and influence that Adepta has on the world. Following the tables there is a brief explanation of what each level of presence means. Use the original planet class value for Quarantined, War, or Dead worlds.

The **Adeptus Arbites** are no mere Enforcers: they are the first line of defense against heretical uprising and rebellion. They report not to the planetary governor but to the Adeptus Terra itself. Their only loyalty is to the Imperium, and are ruthless in seeking the false worshippers and those that only pay lip-service to Imperial law. The Adeptus Arbites are loyal to nothing save Imperial law; even the all-powerful planetary governors may be arrested or disposed of. While they are a formidable presence with great authority, they can only act to defend Imperial law and have little influence beyond this.

The **Astra Telepathica** is a monumentally important branch of the Adeptus Terra. They are responsible for the collection and sanctioning of all psykers in the Imperium. There are two divisions of the Astra Telepathica; the League of Blackships and the Scholastia Psykana. The Former works closely with the Adeptus Arbites and even the secretive Inquisition to collect and transport Psykers to the Scholastia Psykana facilities on Holy Terra itself for sanctioning. Most Psykers are sacrificed to sustain the Emperor, but the few who show strength and promise are trained to serve in many vital positions such as the all-important Astropaths or even as Adeptus Astartes Librarians.

Based on Mars, the **Adeptus Mechanicus** are the stewards of all technology in the Imperium. The vast factories of the Forge Worlds are the domain of the Priesthood of Mars, and from there is where most of the Imperiums advanced technology is produced. The Techpriests are also vital in maintaining much of the Imperium's more technologically advanced equipment, not the least of which is the Emperor's life-sustaining Golden Throne. While technically a part of the Adeptus Terra, the Adeptus Mechanicus is in reality an empire within an empire.

The **Administratum** is the administrative and bureaucratic division of the Adeptus Terra, consisting of untold billions of clerks, scribes and administrative staff constantly working to manage the Imperium at every level, from assembling war fleets to levying taxes It is the largest of the departments comprising the Adeptus Terra - the mere administration of the Imperial Palace is estimated to involve over ten billion adepts. Billions of Administratum officials on Terra and throughout the galaxy are constantly carrying out population censuses, working out tithes, recording and archiving information, and the million other things that are necessary for the running of the Imperium.

The Ecclesiarchy (officially the **Adeptus Ministorum**) is the only official state church of the Imperium. It maintains and spreads the Imperial Cult throughout the Imperium. Although the interpretation of particular Imperial Cult dogmas varies through the Imperium, any extreme deviance from its strictures is considered heresy and dealt with great severity. The Ecclesiarchy is not part of the Adeptus Terra, but a wholly separate organization. At its head is the Ecclesiarch, who, by tradition, is always one of the High Lords of Terra. Below him are the Cardinals, of which there are several thousand. Below the Cardinals are the Pontifices, Confessors, Missionaries and Preachers.

The **Inquisition** is an organization that exists in the shadows of the Imperium. Its agents tirelessly seek out heresy, corruption, daemon and xenos influence and eliminate it where ever it is found. As a completely autonomous Imperial organization beyond the power of the Adeptus Terra, the Inquisition is immensely powerful. As the Inquisition's duties involve the scrutiny and policing of the other organizations of the Imperium, the Inquisition itself is answerable to no higher power except the Emperor. No one, except the Emperor himself, is beyond the scrutiny of the Inquisition.

The **Departmento Munitorium** is a department of the Administratum devoted to the general administration, supply and command of the Imperial Guard. The Munitorium has ultimate responsibility for the raising of new regiments, training of troops, provision of equipment and supplies, and transportation of troops and equipment to and from theatres of war. It is primarily a logistical organisation, like the Administratum, but while the Administratum deals with civilian logistics, the Munitorium deals with the logistics of war.

Planets with a Ministorum or Machine God religion roll an additional 1d10 when determining the presence of the Ministorum and Mechanicus, respectively. If the religion type is Heretical, reduce the roll for Ministorum by 2d10.

ADEPTA PRESENCE TABLE

Roll	Presence
01-03	None.
04-06	Token: For administrative purposes only.
07-09	Slight. Specific duties; not involved in wider planetary affairs.
10-12	Small. Involved, but quietly and unobtrusively.
13-15	Moderate. Has offices and planetary duties, and are widely known.
16-18	Notable. A powerful force in its own area of expertise.
19-21	Significant. Controls its field, and has a say in wider planetary matters.
22-24	Major. A powerful and influential force throughout the planet.
25+	Dominating: One of, if not the, most powerful and influential forces on the planet.

ADEPTUS TERRA PRESENCE TABLE

Adeptus Presence	Planet Class												
	Hive World	Agri-World	Forge World	Mining World	Developing World	Feudal World	Feral World	Shrine World	Armoury World	Pleasure World	Death World	Frontier World	Forbidden World
Arbites	3d10	1d10	1d10	1d5	1d5	-	-	1d10	1d5	2d10	-	-	GM's Discretion
Astra Telepathica	3d10	1d10	1d10	1d5	1d5	1d5	-	1d5	1d10	2d10	-	1d5	
Mechanicus	2d10	1d10	5d10	3d10	1d10	-	-	1d5	1d5	1d5	1d5	1d10	
Administratum	4d10	2d10	2d10	2d10	1d10	1d5	-	2d10	2d10	2d10	1d10	1d10	
Ministorum	3d10	2d10	1d5	2d10	1d10	1d10	-	4d10	1d10	2d10	1d10	1d5	
Inquisition	3d10	1d5	1d10	1d5	1d5	1d5	1d5	1d5	1d5	1d10	1d5	1d5	
Departmento Munitorium	2d10	1d10	2d10	1d10	1d10	1d5	-	1d5	4d10	1d5	1d10	2d10	

Tech Level

The level of technology common on a planet will determine a lot about its society and economy, and will limit what is available to be bought or traded there.

The Tech level given for a world is not an absolute limit on what can be found there; it is simply a measure of what technological level the indigenous people are at, and is what is most common on the world. An 'Industrial' world can still have a spaceport in orbit, and a "High Imperial" settlement as its capital; the mass of the locals are simply kept at the lower level so that they are easier to control and administer.

The tech level of a planet is determined by generating a value based on a number of factors: planet size, atmosphere, hydrographics, population, and even government type. Find the planet class in the baseline section and apply the appropriate modifiers for each planetary characteristic to determine the type of roll needed to generate the planet's tech level.

Stone Age worlds are inhabited by people who live in small family groups, dwell in caves or rough shelters and use only the most basic of tools made of stone. People survive by hunting and gathering.

On **Iron Age** worlds the people have started to learn how to shape and work iron to make more effective tools and weapons. They are also living in more substantial and sturdy buildings. Hunting and gathering is still common, though small farms may be seen dotted about.

Steel Age worlds have seen the use of iron evolve into the manufacture of alloys to make steel for weapons, armour and tools. Farming and trade are ways of life for most people, and civilisation has started to gather in fortified villages and towns. The ruling classes live in large stone castles. Communication networks of couriers and carrier birds are common.

The poor people of **Pre-Industrial** worlds live mostly by farming, and there is a richer class starting to make use of new technologies and mechanical devices to aid in manufacturing. Printing presses make education and distribution of information more efficient.

Industrial worlds have completely moved on from small farms and independent manufactories. Everything is mechanised and automated. The population mostly live in large cities, and computers are starting to become common in all things. Solid projectile weapons are the norm for military forces, and advanced armour has started to appear for personnel and vehicles.

Early Space worlds have developed basic space flight, and may have established settlements on its own moons, and even close neighbouring planets in the same system. Basic laser weapons may have been developed.

Advanced Space worlds have explored their own system, colonised any viable planets to be found there, and have set their sights on nearby systems to expand. Laser weapons are common, and cybernetics are starting to become practical.

Low Imperial worlds are where the advanced technologies of the Imperium start to be seen, but are not always available. Standard issue and common weapons and armour can be easily found, but rare, expensive or very high tech items are still unavailable most of the time.

Most Imperial worlds are **Mid Imperial** tech level, where most of the technology of the Imperium can be found. Only the most obscure or scarcely found items of technology can't be found on these worlds.

High Imperial worlds are the peak of Imperium technological advancement outside of the greatest hive worlds and Adeptus Mechanicus worlds. Anything and everything that can be bought on the open market can be found on these worlds, and the local troops have access to the most advanced weapons, armour and equipment.

Advanced worlds are those that have access to limited or developing technology. In the Imperium of humankind only the greatest hive worlds and forge worlds have this level of technology.

TECH LEVEL TABLE

TECH LEVEL TABLE														
Planet Class														
Baseline	Hive World 45+2d10	Agri-World 20+3d10	Forge World 80+1d10	Mining World 25+4d10	Developing World 40+2d10	Feudal World 10+1d10	Feral World 1d10	Shrine World 40+4d10	Armoury World 40+3d10	Pleasure World 50+2d10	Death World 5d10	Frontier World 60+2d10	Forbidden World 10d10	Xenos World 10d10
Templates														
Size														
1 or less	+10	+10	+20	+5	+10	+5	+5	+5	+5	+10	+5	+5	-	-
2 to 4	+5	+5	+10	-	+5	-	-	-	-	+5	-	-	-	-
Atmosphere														
3 or less	+5	+5	+10	+5	+5	-	-	+5	+5	+10	+5	+5	-	+5
A+	+5	+10	+10	+10	+10	+5	+5	+5	+10	+15	+5	+5	-	-
Hydrographics														
0 or 9	+5	+10	+5	+5	+5	+5	+5	+5	+5	+10	+5	+5	-	-
A	+10	+10	+10	+10	+10	+5	+5	+10	+10	+5	+10	+5	-	-
Population														
Less than 1 million	-	+5	+5	+5	+5	-	-	+5	+5	+5	+5	+5	-	+5
1 to 9 billion	+10	+5	+10	+5	-	-	-	-	-	-	-	-	-	+5
10 billion+	+15	+10	+15	+10	-	-	-	-	-	-	-	-	-	+10
Society														
Democracy	-	+5	+20	+5	+5	+5	+5	+5	+5	+5	+5	+5	-	+5
Meritocracy or, Elected Dictator	-	-5	-10	-5	-5	-5	-5	-5	-5	-5	-5	-5	-	-
Tyrannical Dictator	-10	-10	-10	-10	-10	-10	-10	-10	-10	-10	-10	-10	-	-10
Religion (Local)	-15	-15	-15	-15	-15	-10	-10	-	-	-15	-15	-15	-	-10
Religion (Machine God)	+20	+20	+20	+20	+20	-	-	-	+10	-	+5	+5	-	+5
Adeptus Presence														
Mechanicus: 9 or less	-10	-10	-	-10	-10	-	-	-5	-15	-5	-	-5	-	N/A
Mechanicus: 13 to 21	+5	-	+10	+5	-	-	-	-	-	-	-	-	-	N/A
Mechanicus: 22+	-	-	+20	+15	-	-	-	-	-	-	-	-	-	N/A
Munitorium: 9 or less	-5	-5	-5	-5	-5	-5	-	-5	-10	-5	-5	-5	-	N/A
Munitorium: 13 to 21	+5	-	+5	-	-	-	-	-	+10	-	-	-	-	N/A
Munitorium: 22+	-	-	-	-	-	-	-	-	+20	-	-	-	-	N/A

Quarantined worlds, War worlds, and Dead worlds are worlds that previously had another class before being subjected to whatever event gave them their current class. Use the value for the planet's original class.

Defenses

This is what forces the planet has to defend itself from enemies, both domestic and foreign. The forces that can be mustered in defence of a planet and its settlements come in a few different forms, which are described below.

Enforcers: The local law enforcers and security forces.

Militia: Part time soldiers, who have civilian jobs but can be called upon to fight when required.

Standing Army: The normal full time, fully trained warriors of the planet. Usually known as the Planetary Defence Force.

Armoured Forces: Armoured and mechanised divisions.

Titan Legions: Some worlds have mighty titan war machines stationed there permanently.

Private Armies: Wealthy people or organisations can have their own private armies.

Naval Forces: Ships belonging to the Imperial Navy that are usually stationed in orbit.

Orbital Stations: Space stations with defence weapons, like lasers and missiles.

Missile Silos (planet): Missile silos that can launch missiles over the surface of the world.

Missile Silos (orbital): Silos with the ability to launch against ships in orbit.

Defence Lasers: Huge laser batteries that can fire on orbiting ships.

Mercenary Forces: Hired muscle, brought in to fight for money.

There are 3 pieces of information that must be determined to generate defenses: what types of defenses are present, what size they are, and what quality they are. Roll on the next table to determine what defenses are present. If the resulting value is below that listed, the defense type is present. The defenses present on quarantined, war, dead, death, forbidden and xenos worlds is the GM's discretion. Once the presence of the different types of defenses is determined, roll on the second table to determine size.

DEFENSES TABLE

Presence	---Planet Class---										Frontier World
	Hive World	Agri-World	Forge World	Mining World	Developing World	Feudal World	Feral World	Shrine World	Armoury World	Pleasure World	
Enforcers	95%	70%	50%	95%	70%	55%	10%	60%	60%	90%	50%
Militia	95%	80%	20%	60%	90%	95%	95%	20%	90%	10%	30%
Standing Army	95%	45%	60%	5%	85%	35%	30%	40%	95%	40%	40%
Armoured Forces	95%	5%	80%	-	45%	-	-	-	65%	5%	5%
Titan Legions	30%	-	70%	-	-	-	-	-	10%	-	-
Private Armies	30%	30%	5%	20%	20%	90%	-	-	-	30%	20%
Naval Forces	95%	15%	90%	5%	10%	-	10%	50%	5%	5%	5%
Orbital Stations	60%	5%	80%	15%	5%	-	-	20%	40%	-	-
Missile Silos (planet)	85%	5%	90%	-	75%	-	5%	40%	-	-	-
Missile Silos (orbital)	70%	5%	90%	-	10%	-	-	35%	-	-	-
Defense Lasers	40%	10%	90%	10%	10%	-	10%	70%	15%	-	-
Mercenary Forces	10%	30%	-	10%	40%	85%	-	-	30%	20%	-

Size

Titan Legions	2d10	-	3d10	-	-	-	-	1d10	-	-	-
Naval Forces	3d10	1d10	3d10	1d10	1d10	-	1d10	2d10	2d10	1d10	-
Orbital Stations	2d10	1d10	2d10	1d10	1d10	-	-	1d10	-	-	-
Missile Silos (planet)	3d10	1d10	2d10	-	3d10	-	-	2d10	-	-	-
Missile Silos (orbital)	2d10	1d10	3d10	-	2d10	-	-	2d10	-	-	-
Defense Lasers	3d10	1d10	3d10	1d10	1d10	-	-	3d10	2d10	-	-
Mercenary Forces	3d10	2d10	-	1d10	3d10	2d10	-	-	2d10	1d10	1d10

In the case of the Enforcers, Militia, Standing Armies, Armoured Forces and Private armies types, the size of the defences is a percentage of the population. Reference the results of the first table on this page with the next to determine the size of each type of defence, if present.

The last step in generating planetary defenses is determining the overall quality of the defenses present. If the planet has an Adeptus Mechanicus presence of 16 or more, add +5 to the base roll when determining force quality.

DEFENSES TABLE

Size	---Planet Class---										Pleasure World	Frontier World
	Hive World	Agri-World	Forge World	Mining World	Developing World	Feudal World	Feral World	Shrine World	Armoury World			
Enforcers	3d10	1d10	2d10	2d10	3d10	2d10	1d10	2d10	2d10		3d10	2d10
Militia	3d10	2d10	1d10	3d10	2d10	2d10	3d10	2d10	3d10		2d10	2d10
Standing Army	3d10	1d10	2d10	2d10	3d10	3d10	3d10	1d10	3d10		2d10	3d10
Armoured Forces	3d10	1d10	3d10	-	2d10	-	-	-	2d10		1d10	-
Private Armies	2d10	1d10	1d10	2d10	2d10	2d10	-	-	-		3d10	1d10

% of Population

01-03 (Tiny)	5%	2%	3%	3%	4%	6%	2%	6%	10%	6%	11%	3%
04-06 (Small)	7%	4%	5%	5%	6%	10%	4%	9%	13%	9%	15%	5%
07-10 (Medium)	14%	9%	10%	9%	10%	15%	9%	11%	16%	11%	17%	8%
11-15 (Large)	20%	12%	16%	12%	16%	21%	18%	17%	20%	17%	19%	11%
16-20 (Huge)	25%	18%	21%	17%	20%	28%	25%	21%	23%	21%	22%	14%
21+ (Massive)	35%	-	34%	24%	26%	36%	31%	-	26%	-	26%	30%

Quality

Enforcers	2d10	1d10	2d10	2d10	2d10	2d10	2d10	3d10	2d10	2d10	2d10	2d10
Militia	2d10	1d10	2d10	1d10	2d10	2d10	2d10	2d10	3d10	2d10	2d10	2d10
Standing Army	3d10	2d10	3d10	2d10	2d10	2d10	2d10	2d10	3d10	2d10	2d10	2d10
Armoured Forces	3d10	1d10	3d10	-	3d10	-	-	-	2d10	-	2d10	-
Titan Legion	2d10	-	3d10	-	-	-	-	-	2d10	-	-	-
Private Armies	2d10	2d10	2d10	2d10	2d10	2d10	2d10	-	-	-	2d10	1d10
Naval Force	3d10	2d10	3d10	2d10	2d10	-	-	2d10	3d10	2d10	2d10	1d10
Orbital Stations	2d10	1d10	3d10	2d10	1d10	-	-	-	2d10	-	-	-
Missile Silos (planet)	2d10	1d10	3d10	-	2d10	-	-	1d10	2d10	-	-	-
Missile Silos (orbital)	2d10	1d10	3d10	-	1d10	-	-	-	2d10	-	-	-
Defence Lasers	2d10	1d10	3d10	1d10	1d10	-	-	1d10	2d10	-	2d10	-
Mercenary Forces	2d10	1d10	-	1d10	2d10	2d10	-	-	-	-	2d10	2d10

FORCE SIZE TABLE

Roll	Size
01-03	Tiny
04-06	Small
07-10	Medium
11-15	Large
16-20	Huge
21+	Massive

FORCE QUALITY TABLE

Roll	Quality
01-04	Poor
05-09	Poor/Medium
10-15	Medium
16-20	Medium/High
21+	High