

COLONIES

“For the love of the Ancestors and the Emperor, please, stop breeding!”

-Squat Lord Mortimer the Mortarman, addressing a low-Order Squat Hold undergoing a tantrum spiral.

Colonies are a wonderful way for an Imperial Peer to not only generate profit, but they also facilitate resource collection, and plant Imperial presence in a hostile or unexplored area. They are, however, exceedingly difficult to maintain. Bereft of the full Imperial Adeptus presence, and barely self-sufficient, a Colony requires an intelligent guiding hand to prosper. While the citizens are, more often than not, eager to toil away in service to the Imperial war machine, problems like lack of security, lack of food, lack of faith, or other issues can cause even the most stalwart of workers to riot, and from there, expand into a perfect storm that can destroy a nascent colony.

I have used the Colony rules in Stars of Inequity once. I will never use them again. The potential for colony destruction by random chance is far too high, and the connection of different resources to one another is the main cause of the “tantrum spiral”, where the reduction of one characteristic causes a reduction in other characteristics, which in turn reduce others even further, until there is nothing but a burning wreck all because the GM rolled an 8 at the end of the cycle.

I enjoy playing games like Civilization, Alpha Centauri, and city-building games. It’s fun to see a barren patch of nothing become a thriving metropolis over the course of time, and knowing full well that if something went wrong, it was because YOU were a garbage planner, not because random chance decided to shit in your chimney. As a result, I have tried to apply methodology from 4x games to the system in Stars of Inequity, culling useless stuff while adding in mechanics that are understandable – your colony will grow at a fast rate because you chose to focus on growth, not because you rolled above a certain number three times in a row in a statistical improbability. Even random Fortuitous and Calamitous events have a certain level of player control to them. Everything is “opt-in”, where players and GM can opt to select what they want to do by performing certain clear actions – don’t want to

worry about Science, for example? Then don’t build the Science buildings. Your colony will run fine without them. Don’t want to build mass-combat units? Then don’t. You can just focus on buildings, though having some garrison might be wise to protect against raids. Don’t want to worry about monuments or special buildings? They’re nice things to have, but in no way mandatory. The point of the new colony system is to not rely on random chance, but player choice and city-building skill to create a source of both profit and adventure in the unexplored expanse.

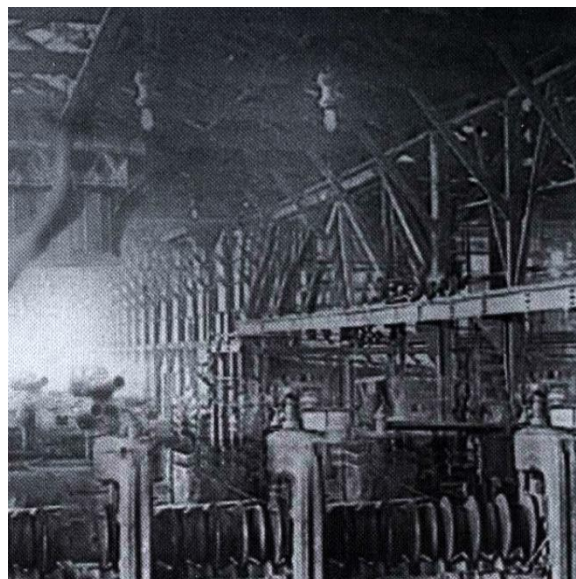
COLONY CHARACTERISTICS

A colony has characteristics just like a character, just not as many. Colony characteristics can increase or decrease based on buildings, events, or other factors.

SIZE

A colony’s Size is an abstraction of the total population of the colony. A single point of size can range from hundreds to tens of thousands of people. These are your workers, your menials, your homeless bums, your random bystanders, and in general all they want is a place to sleep, work, and pray.

A Colony generates Profit Factor equal to its Size, and can support a number of Improvement Upgrades equal to its size.



GROWTH

Growth is how fast a colony increases in Size. It is an abstraction of food production, supply imports, and the exponential population growth rate that all civilizations encounter.

At the conclusion of every mission, the Colony generates points equal to its Growth characteristic. Every time a Growth milestone is reached, the Colony's Size increases. Growth milestones follow the Growth table, with growth slowing down as the colony increases.

For example, a starting colony at Size 1 begins at 0 Growth. Going from Size 1 to Size 2 requires 4 Growth, while to go to Size 3 requires 9 Growth, or an additional 5 from the previous milestone. The table below goes up to size 16, with GMs required to extrapolate further in the highly unlikely case that you breach size 16.

Size	Growth Milestone	Increase from Previous
1	0	-
2	4	4
3	9	5
4	15	6
5	23	8
6	36	13
7	57	20
8	87	30
9	134	47
10	204	71
11	305	101
12	440	135
13	615	175
14	840	225
15	1120	280
16	1470	350



PRODUCTION

If you want an idea of how hard-working and efficient a Colony is, then look at its Productivity. The higher this number, the more work a colony can get done between missions.

At the conclusion of every mission, the Colony generates points equal to its Production characteristic. The Colony then applies these points to the construction of Colony Base Facilities, Special Base Facilities or Units. Excess Production can overflow, applying the overflow to the next selected facility or unit. Up to a maximum of half the Production cost of the next facility or unit may be applied by overflow.

SCIENCE

Science and innovation are difficult processes, and much has been lost, never to be regained...until Belisarius Cawl, that is. A Colony's Science level is a combination of research into Humanity's lost past and scientific innovation to improve gear thanks to Fix-It-All Cawl.

At the conclusion of every mission, the Colony generates points equal to its Science characteristic. The Colony then applies these points to the research of Technologies. All Science must be applied to the same Technology at the conclusion of the mission - they cannot be split between Technologies. However, excess Science after completing a Technology can overflow to a new Technology, applied until that Technology is achieved or there are no more points to allocate.

ORDER

Rather than splitting it into Complacency and Order, a Colony's Order is a single value that summarizes its happiness and contentment, or in some cases, how many Enforcers are walking the beat.

If a Colony's Order is greater than or equal to the Colony's Size, the colony is "Happy." At the conclusion of every Mission, if a Colony is Happy, it gains one point. Every ten points, the Colony generates a Fortuitous Event, which grants its benefits for 3 Missions.

If a Colony's Order is less than the Colony's Size, the colony is Rioting, and the Colony no longer generates any amount of Growth or Profit Factor. Roll on the Calamitous Events table at the conclusion of the Mission - the effects of this event persist until Order

is positive once again. Stored points towards Fortuitous events are lost if a Colony begins Rioting.

PIETY

While the return of Bobby G means the return of the Imperial Truth in some cases, for most citizens of the Imperium, it's an absolute necessity they have a place to pray to the God Emperor of Mankind. Piety is thus a measure of the Colony's religious tendencies.

Piety provides a defense against Calamitous Events, and a bonus to Fortuitous Events. When rolling on the Calamitous Events table, the roll may be reduced by a value up to the Colony's Piety score. When rolling on the Fortuitous Events table, the roll may be modified up or down by a number equal to the Colony's Piety score. A Pious Colony's prayers to the God Emperor are heard easier, while a less Pious Colony must make do with the fickleness of Fate.

If a Colony's Piety drops to a negative value, the colony is Recidivist. At the conclusion of a mission, roll 1d10, and compare to the Colony's negative value. If the roll is less than or equal to the negative score, roll on the Calamitous Events table - the effects of this event persist until Piety is positive once again. For example, if Piety drops to -3, then a Calamitous Event occurs on a roll of 1, 2, or 3 on a d10. A separate Calamitous Event is generated every time the Colony's Piety score further decreases, but not if the Colony's Piety increases while still remaining negative. For example, a Colony whose Piety score drops from -3 to -4 has a chance of generating a new Calamitous Event, while a colony whose Piety increases from -3 to -1 does not (they are trying their best!).



CREATING A NEW COLONY

Creating a new colony is a relatively straightforward affair, and has a high level of customization, so that players and GM can fully decide how they want their colony to run.

The first thing to do is found the colony using Profit Factor. Founding a Colony costs 1d10 - X Profit Factor, where X is the Fellowship Bonus of the Rogue Trader or whoever is organizing the colony, to a minimum of 1. Once this is settled, the players and GM then get together to complete a four-step process.

- 1) Select a Specialist Detachment
- 2) Select a Cargo
- 3) Select a Representative
- 4) Select an Establishment Zone

Once these four steps are completed, the colony is ready for action. Each step is detailed below. For each step, select a single option, and apply the desired bonus to the Colony.

SPECIALIST DETACHMENTS

Alongside the countless citizens that will make up the colony, a Specialist Detachment represents a select elite who grant their expertise to the Colony. The selected faction will immediately improve the colony's characteristics, though there are no promises they won't ask for favors due to their continued and valued support...

Select a single Specialist Detachment from the list.

Specialist Detachment	Bonus
Administratum Agri-Specialists	+2 Growth
Squat Engineer's Guild Engineers	+2 Production
Mechanicum Explorator Detachment	+2 Science
Ecclesiarchal Sororitas Mission	+2 Piety
Arbitrator Enforcer Cadre	+2 Order

CARGO

In great bulk haulers, most colonies bring supplementary equipment to better increase their chances in a hostile environment. This can range from support facilities to even additional people. Some forgo cargo altogether, leaving their success to the Emperor's watchful gaze.

Select a single Cargo from the list.

Cargo	Bonus
Mass Population Hauler	+1 Size
STC Printout	Begin with one free Tier 1 Technology
Constructor Automata	Begin with one free Tier 1 Base Facility
Support Facilities	Begin with one free Tier 1 Improvement Upgrade
Ground Augury Reports	When rolling on the Random Establishment Zone table, the roll may be modified up or down by 1

REPRESENTATIVE

Representatives act as a single point of contact for a colony, the face of fortune or calamity, and as such are often the first ones to report directly to an Imperial Peer. Representatives not only grant a percentage boost to the colony, but also unlock a specific Building Chain for the colony.

Select a single Representative from the list.

Representative	Bonus	Chain
Overseer	+25% Growth	Administratum
Judge	+25% Order	Arbiter
Cardinal	+25% Piety	Monastic
Engineer	+25% Production	Ancestral
Magos	+25% Science	Ferratonic
Satrap	+25% Profit Factor	Satrapy

ESTABLISHMENT ZONE

Common terrain features can be picked out from orbit, allowing desired bonuses, but some adventurous Peers of the Imperium pick sites at random. While this can lead to incredible finds, there's always a chance of landing somewhere undesirable, or worse.

Select a single Establishment Zone from the Standard Establishment Zones list, or roll 1d5 and consult the Random Establishment Zones list.

Standard Establishment Zones	Bonus
Grassland	+2 Growth
Hills	+2 Production
Jungle	+2 Science

Desert	+2 Piety
Plains	+1 Growth, +1 Production
Volcano	+1 Piety, +1 Production
Mountain	+1 Science, +1 Production

Random Establishment Zones	Roll	Bonus
Great Bay	1	+2 Growth, +1 Science
Jade Cliffs	2	+2 Production, +1 Piety
Geothermal Fissure	3	+2 Science, +1 Production
Grand Mesa	4	+2 Order, +1 Growth
Impact Crater	5	+2 Piety, +1 Order

With these four steps completed, the Colony is ready to go. All Colonies begin with a Headquarters Special Base Facility, which then adds its bonuses to the colony. From here, the Colony is self-sufficient, and its actions, such as building construction and technological research, are dictated by the players.

EXAMPLE

Lady Karina, Princess of the Squat New Homeworlds, is ready to establish a colony on a world in the Solaris Expanse. She rolls 1d10, and gets an 8. She subtracts her Fellowship Bonus of 6, to get an initial cost of 2 Profit Factor, which she happily pays with her parent's money.

For a Specialist Detachment, she naturally selects the Squat Engineer's Guild (+2 Production). For Cargo, she selects Support Facilities, opting for a Precinct (+ Order). As a Representative, she selects an Overseer (+ 25% Growth). Finally, for an establishment zone, she throws caution to the wind and chooses a Random Establishment Zone. The Ancestors are with her, for her colony lands near a beautiful karstic outcropping of Jade Cliffs (+2 Production, +1 Piety).

She finally notes down the benefits of her Headquarters (+1 Growth, +1 Production, +1 Piety, +3 Order). Her colony, the first of the New New Homeworlds in the Magellanic Clouds, is thus established. Landing nearby to survey it, she notes an outcropping of beautiful blue gemstones, and names the Colony Karak Brynduraz.

Colony Characteristics

Size: 1
 Growth: 2
 Production: 5
 Science: 0
 Order: 4
 Piety: 2

This colony will generate 2 Growth and 5 Production every mission. Size is currently well under Order, and the inhabitants are moderately pious. Karina notes the lack of Science the Colony produces, and decides to fix it.

CREATING A VOID STATION COLONY

What, is the ground too good for you? In the case where a planet is unsuitable or unavailable, it is possible to create a Colony as a Void Station. This creates new hardships, but also new opportunities.

The first thing to do is found the Void Station using Profit Factor. Founding a Void Station costs $1d10 - X$ Profit Factor, where X is the Fellowship Bonus of the Rogue Trader or whoever is organizing the colony, to a minimum of 1. Once this is settled, the players and GM then get together to complete a four-step process.

- 1) Select a Specialist Detachment
- 2) Select a Cargo
- 3) Select a Representative
- 4) Select a Void Establishment Zone

Once these four steps are completed, the Void Station is ready for action. Specialist Detachments, Cargo, and Representatives are unchanged from standard colony generation (with the exception that Ground Augury Reports cannot be selected as Cargo). Void Establishment Zones are slightly different from standard Establishment Zones, as they affect not only starting characteristics, but grant a bonus Construction Slot for a Base Facility of a specific type.

VOID ESTABLISHMENT ZONE

The type of celestial object selected greatly impacts the psyche of the colonists, and the immediately accessible resources the Void Station can utilize. Careful selection of where to establish a Void Station can jumpstart a colony's activity.

Select a single Establishment Zone from the Standard Establishment Zones list.

Void Establishment Zones	Bonus Characteristics	Bonus Slot
Planet	+2 Growth, +2 Piety	Growth
Asteroid Field	+2 Production, +2 Order	Production
Nebula	+2 Science, +2 Growth	Science
Black Hole	+2 Order, +2 Science	Order
Comet Cloud	+2 Piety, +2 Production	Piety

VOID STATION EXPANSION

A Void Station is not like a surface Colony. One cannot simply walk to the next hill to construct something. In space...space is not unlimited. Ironic. When first established, a Void Station possesses two free Construction Slots, plus one bonus Construction Slot determined by Establishment Zone. This represents the small size of the Void Station's core that can fit only a few facilities at first.

A free Construction Slot is required to construct a Colony Base Facility, Void Station Base Facility, or Special Base Facility. To expand, the owners of a Void Station must increase the Size of their Colony. A Void Station gains two additional Construction Slots for each point of Size. One will thus need to carefully manage Size with available building space, to avoid running out of free slots for key facilities. Improvement Upgrades do not require Construction Slots – they are considered self-contained external systems.

Due to the need to expand with Construction Slots, facilities can be purpose-built to match available space. Colony Base Facilities require 25% fewer Production Points to construct, and Special Base Facilities require 20% fewer Production Points to construct. Furthermore, due to their insular and cramped natures, Void stations follow an altered Growth milestone table. Finally, Void Stations have access to special Base Facilities of various tiers that cannot be constructed on a ground Colony.

Size	Growth Milestone	Increase from Previous
1	0	-
2	3	3
3	7	4
4	12	5
5	19	7
6	30	11
7	48	18
8	75	27
9	117	42
10	180	63
11	270	90
12	391	121
13	528	137
14	730	202
15	980	250
16	1300	320

A Void Station also starts with a Headquarters Special Base Facility, which adds its bonuses to the colony. A Headquarters does not take up a Construction Slot. From here, the Void Station is self-sufficient, and its actions, such as building construction and technological research, are dictated by the players.

EXAMPLE

Ordo Reductor Magos Avaluus Sytze has been tasked with establishing a research outpost in the Mechanicum Demesne, within the Solaris Expanse. He rolls 1d10, and gets a 9. He subtracts his Fellowship Bonus of 5, to get an initial cost of 4 Profit Factor, which he submits to Mars and the Fabricator General.

For a Specialist Detachment, he selects the Mechanicum Explorator Detachment (+2 Science). For Cargo, he selects Constructor Automata, opting for a Research Station (+1 Science) As a Representative, he selects... himself, a Magos (+25% Science). Finally, for an establishment zone, he selects a Black Hole (+2 Science, +2 Order). As his chosen starting building is a Science facility, it fits within one of the standard Construction Slots the colony provides.

He finally notes down the benefits of his Headquarters (+1 Growth, +1 Production, +1 Piety, +3 Order). His colony, prepared to support Astrion, is thus established. He looks out upon the glass-like reflective event horizon of the black hole above... Vitrius Station, and a single oily tear falls – imagine the energy released if he could blow it up...

Colony Characteristics

Size: 1

Growth: 1

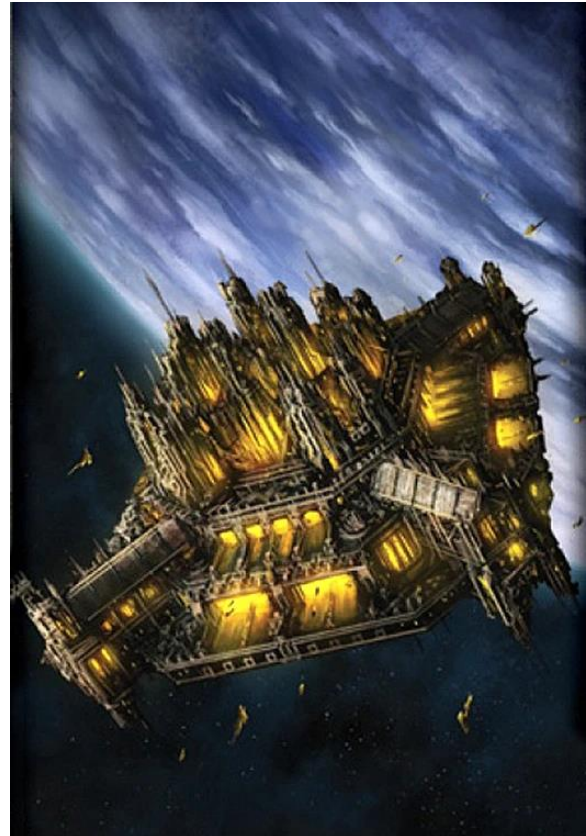
Production: 1

Science: 6

Order: 5

Piety: 1

This colony will generate 1 Growth and 1 Production every mission. Size is currently under Order, and the inhabitants are moderately pious. Magos Sytze calculates his next options carefully – he will need to begin focusing on Production and Growth facilities to expand the station and its facilities...



COLONY BASE FACILITIES

A Colony possesses the capability of building its own infrastructure. While a Colony's Headquarters possesses rudimentary equipment provided by the Mechanicum, factors such as support crew and landing zones can improve the Colony's capability to construct facilities, wargear, and equipment.

Colony Base Facilities improve a specific Characteristic of the colony once built. They are organized into tiers, with Tier 1 buildings costing 5 Production Points to complete, Tier 2 buildings costing 10, Tier 3 buildings 15, and Tier 4 buildings costing 20. Buildings must be constructed in Tier order – Tiers cannot be skipped. While only one of each base facility can be constructed, their effects do stack. For example, one cannot construct two Basic Agri-Zones, but constructing one Basic Agri-Zones (+1 Growth) and then constructing a Grox Processing Facility (+2 Growth) will provide a total of +3 Growth.

GROWTH BASE FACILITIES

Base Facility	Tier	Bonus
Basic Agri-Zones	1	+1 Growth
Grox Processing Facility	2	+2 Growth
Squat Hydroponics	3	+3 Growth
Garden District	4	+6 Growth

PRODUCTION BASE FACILITIES

Base Facility	Tier	Bonus
Workshop	1	+1 Production
Forge	2	+2 Production
Manufactorium	3	+3 Production
Industrial District	4	+6 Production

SCIENCE BASE FACILITIES

The construction of Science Base Facilities allows the colony to begin researching Technologies.

Base Facility	Tier	Bonus
Research Station	1	+1 Science
Archeo-vaults Sector	2	+2 Science
Mechanicus	3	+3 Science
Mechanicum Synod	4	+6 Science

ORDER BASE FACILITIES

The Order Base Facility Tree, in addition to its listed bonuses, also grants the Colony a Garrison. For more information on Garrisons and what units they contain, see the Garrisons and Mass Combat Units sections.

Base Facility	Tier	Bonus
Household Troop Garrison	1	+1 Order
Planetary Defense Force Station	2	+2 Order
Astra Militarum Detachment	3	+3 Order
Solar Auxilia Cohort Fortress	4	+6 Order

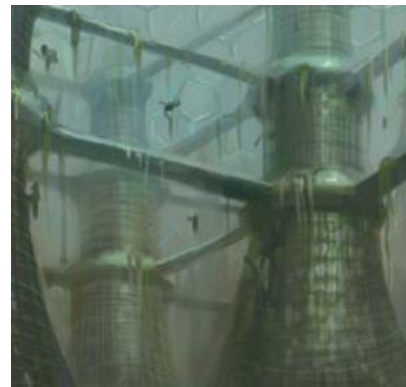
PROFIT FACTOR FACILITIES

Base Facility	Tier	Bonus
Organized Guilds	1	+1 Profit Factor
Nobles' Retreat	2	+2 Profit Factor
Entertainment Complex	3	+3 Profit Factor
Pleasure District	4	+6 Profit Factor

PIETY BASE FACILITIES

The Piety Base Facility Tree is unique amongst Base Facilities, as it has a branching path. At Tier 3, a Branch must be selected, and its bonuses or penalties applied.

Base Facility	Tier	Bonus
Shrine	1	+1 Piety
Temple	2	+2 Piety
Cathedral of the Creed	3	+3 Piety, +1 Growth
Forge-Shrine of the Trinity	3	+2 Piety, +1 Production, +1 Science
Hall of the Ancestors	3	+2 Piety, +1 Production, +1 Order
Centrum of the Imperial Truth	3	-2 Piety, +3 Production, +3 Science



VOID STATION BASE FACILITIES

Void Stations, being specialized variations of Colonies, have specialized facilities that they can construct. These facilities are optimized for improving the performance of Void Station Colonies, and can introduce new functionality as well as new paths for the master of a Void Station to explore.

A Void Station Base Facility will have the required Production Points to construct listed in its entry. Void Station Base Facilities are unique – only one of each may be built within a Void Station.

ANCHORAGE

Production Cost: 15

An Anchorage is designed to facilitate the docking and maintenance of voidships. Hosting tech-adepts who specialize in voidship construction and repair, the station can easier replenish crew and structure of even the largest vessel.

When performing the Extended Repairs action, a voidship restores 2d5 Hull Points, and restores Crew Population equal to the Colony's Growth characteristic.

DEFENSE BATTERIES

Production Cost: 10

Defense batteries act in defense of the void station, providing a wall of macro-shells and pinpoint lances to force off weaker pirates and marauders, and delaying sieges until help can arrive.

The Void Station gains two Defense Points at each level of Size. For example, a Size 5 Colony will possess 7 Defense Points, a Size 6 Colony will possess 8 Defense Points, and so on.

LISTENING POST

Production Cost: 5

The Imperium is no stranger to monitoring threats from the deep void, and thus often keeps astropathic choirs and advanced augur networks ready to give advance warning of incoming enemies. There are always enemies.

The Void Station is alerted to approaching enemy fleets and forces two missions (or other interval) before arrival.

RESOURCE PROCESSING FACILITY

Production Cost: 10

Resources from local mining sites are further processed in orbit, creating usable materials from what would otherwise be wasted by-products.

Resource Harvesters associated with the Void Station gain +50% Base Extraction Rate (BER).

IMPROVED HYDROPONICS BAY

Production Cost: 10

The Imperium is no stranger to hydroponics systems – great algae banks are used within voidships to provide air and gruel for the crew. By improving these, additional food can be grown to further expand the population.

An Improved Hydroponics Bay grants +3 Growth.

CLIMATE OPTIMIZATION STATION

Production Cost: 12

Detailed monitoring of planetary conditions and climate means that parts of a nearby planet may be used to increase agricultural yields.

A Climate Optimization Station grants +5 Growth, but may only be constructed on a Void Station with the Planet Void Establishment Zone.

MINING BAY

Production Cost: 10

Even passing detritus and small mineral deposits can be used to further Mankind's manifest destiny, all in the Emperor's name.

A Mining Bay grants +3 Production.

ASTEROID MINING HUB

Production Cost: 12

Larger asteroids are a blessing for Void Stations, for they contain a wealth of workable resources that can support construction for millennia to come.

An Asteroid Mining Hub grants +5 Production, but may only be constructed on a Void Station with the Asteroid Field Void Establishment Zone.

ICE MINING STATION

Production Cost: 12

Comets were one of the symbols of the God-Emperor, and by harvesting these from the grand clouds that exist outside stellar heliospheres, one can gain both resources and a sense of spiritual fulfillment.

An Ice Mining Station grants +2 Production, +2 Piety, and +1 Growth, but may only be constructed on a Void Station with the Comet Cloud Void Establishment Zone.

NEBULA REFINERY

Production Cost: 15

Nebulae are rich in rare minerals and exotic gases, and by harvesting and refining these resources, a Void Station and its controlling dynasty can prosper.

A Nebula Refinery grants +3 Production and +25% Harvester BER. Furthermore, immediately generate one random-quality Reactive Gas Resource, one random-quality Inert Gas Resource, and three other random-quality Resources. The Quality of Reactive Gas and Inert Gas resources generated may be rolled twice, taking the higher result. The Nebula Refinery acts as an upkeep-free Elite Harvester for these five resources. A Nebula Refinery may only be constructed on a Void Station with the Nebula Void Establishment Zone.

BLACK HOLE OBSERVATORY

Production Cost: 15

The humans of the Dark Age were well-versed in mysteries such as dark matter manipulation, chronomancy, and black hole byproduct assembly. Adventurous tech-adepts can peer into the darkness of black holes to try and divine that same knowledge, lost to time.

A Black Hole Observatory grants +5 Science, and +25% Science. Furthermore, immediately generate one random-quality Radioactive Resource. The Quality of Radioactive resource generated may be rolled twice, taking the higher result. The Black Hole Observatory acts as an upkeep-free Elite Harvester for this resource. A Black Hole Observatory may only be constructed on a Void Station with the Comet Cloud Establishment Zone.

INQUISITION BLACKSITE

Production Cost: 15

The Inquisition merely performs the duty of its office. To further fear them is redundant, and to hate them, heretical. Just the rumor of the Inquisition on a station is enough to bow heads and have even the most combative menial accept their lot.

An Inquisition Blacksite grants +3 Order, +1 Piety, and reduces rolls made on the Calamitous Events table by 1.

PILGRIMAGE

Production Cost: 5

Some Void Stations are established on key pilgrimage routes, and provide aid to passing pilgrim caravans. A rare few may even claim to possess a relic of a saint on board. This, in turn, grants the blessing of the Ecclesiarchy, and by extension, the God Emperor, to the Void Station.

A Pilgrimage grants +3 Piety.

TRADE HUB

Production Cost: 8

Most Rogue Traders who establish Void Stations do so to guard valuable trade routes, or act as resupply hubs for exploring into the vast expanse. By optimizing for collecting tithes in return for service, a Void Station can act as a turnpike of sorts, a jump-off point for future profit.

A Trade Hub grants +3 Profit Factor.

REPRESENTATIVE BASE FACILITIES

In addition to the standard template structures that most Colonies have access to, the choice of Representative also affects what the Colony can construct. The Adepta and organizations a Representative belongs to grant access to special base facilities that can guide a colony in specific ways.

Representative Base Facilities grant the Colony various benefits, from Characteristic Improvements of the colony, to improvements to resource harvesting yields, Mass Combat Unit improvements, or even benefits to the Explorers themselves once built. They are organized into tiers, with Tier 1 buildings costing 5 Production Points to complete, Tier 2 buildings costing 10, Tier 3 buildings 15, and Tier 4 buildings costing 20. Buildings must be constructed in Tier order – Tiers cannot be skipped. While only one of each base facility can be constructed, their effects do stack.

ADMINISTRATUM BUILDING CHAIN

Each tier of the Administratum Building Chain grants bonuses to Order, Science, and Production cost for Buildings (Dependent on Building Tier. For example, for Tier 2 buildings to benefit, the T2 Administratum building must be constructed) and Units per tier.

Base Facility	Tier	Bonus
Archivist's Annex	1	+1 Order, +1 Science, -1 to Production cost for Buildings and Units
Cogitator Station	2	+1 Order, +1 Science, -1 to Production cost for Buildings and Units
Grand Datavault	3	+1 Order, +1 Science, -1 to Production cost for Buildings and Units
Basilica Administratum	4	+2 Order, +2 Science, -2 to Production cost for Buildings and Units

ARBITER BUILDING CHAIN

Each tier of the Arbiter Building Chain grants bonuses to Production, Piety, and Unit Size of all Units constructed at the Colony per tier.

Base Facility	Tier	Bonus
Penal Camp	1	+1 Production, +1 Piety, +10% to Unit Size of all Units constructed
Labor Corps	2	+1 Production, +1 Piety, +10% to Unit Size of all Units constructed

Arbites Citadel	3	+1 Production, +1 Piety, +10% to Unit Size of all Units constructed
Hall of Judgement	4	+2 Production, +2 Piety, +20% to Unit Size of all Units constructed

MONASTIC BUILDING CHAIN

Each tier of the Monastic Building Chain grants bonuses to Growth, Production, and Fate Point Spending Conservation (When the Explorer spends a fate point, roll 1d10. On an X+, where X is 10 minus tier, the benefits are granted, but the fate point does not count as spent) per tier.

Base Facility	Tier	Bonus
Hermitage	1	+1 Growth, +1 Production, +1 Fate Point Spending Conservation
Grange	2	+1 Growth, +1 Production, +1 Fate Point Spending Conservation
Monastery	3	+1 Growth, +1 Production, +1 Fate Point Spending Conservation
Archecclesiastum	4	+2 Growth, +2 Production, +1 Fate Point Spending Conservation

ANCESTRAL BUILDING CHAIN

Each tier of the Ancestral Building Chain grants bonuses to Order, Piety, and Unit Power when Defending per tier.

Base Facility	Tier	Bonus
Ancestral Tomb	1	+1 Order, +1 Piety, +1 to Unit Power when Defending
Ancestral Shrine	2	+1 Order, +1 Piety, +1 to Unit Power when Defending
Underhall	3	+1 Order, +1 Piety, +1 to Unit Power when Defending
Throne Hall	4	+2 Order, +2 Piety, +2 to Unit Power when Defending

FERRATONIC BUILDING CHAIN

Each tier of the Ferratonic Building Chain grants bonuses to Production, Harvester BER, and DoS on crafting per tier.

Base Facility	Tier	Bonus
Ferratonic Furnace	1	+1 Production, +25% BER, +1 DoS on crafting
Ferratonic Incinerator	2	+1 Production, +25% BER, +1 DoS on crafting
Forge-Shrine	3	+1 Production, +25% BER, +1 DoS on crafting
Generatorum Nexus	4	+2 Production, +25% BER, +2 DoS on crafting

SATRAP BUILDING CHAIN

The Satrapy is unique in that it is a Special Base Facility, costing 25 Production Points to construct. Once constructed, the Explorers may reduce their Colony's Profit Factor by up to 5, to improve Growth, Production, or Science by an equal amount, or vice versa, until commanded otherwise. The Satrapy may only be changed once per mission, during mission deployment.

Special Facility	Tier
Satrapy	1



COLONY IMPROVEMENT UPGRADES

Sometimes a Colony needs a little push, and there's either no time or no incentive to build a specialized Base Facility.

Improvement Upgrades are not constructed, but purchased. Tier 1 Improvement Upgrades may be purchased at the Rare Availability, while Tier 2 Improvement upgrades may be purchased at the Near Unique Availability. A Colony can support a number of Tier 1 Improvements equal to its Size, and one Tier 2 Improvement Upgrade for every 3 Size. For example, a Size 4 Colony can have four Tier 1 Improvement Upgrades, and one Tier 2 Improvement Upgrade.

Improvement Upgrade	Tier	Bonus
Farm	1	+1 Growth
Mine	1	+1 Production
Research Annex	1	+1 Science
Sororitas Convent	1	+1 Piety
Precinct	1	+1 Order
Agri-Condenser	2	+4 Growth
Thermal Borehole	2	+4 Production
Basilikon Mechanicum*	2	+8 Science
Primus Redoubt	2	+4 Order
Ecclesiarchal Holy Site	2	+4 Piety

*Note that as a Colony does not produce Science until Science Base Facilities are built, the Tier 2 Improvement Upgrade compensates with a high Science characteristic boost.

EXAMPLE

Lady Karina is now ready to begin managing her colony. She notes that the colony has generated two Growth, meaning two more Growth and one more mission to Size 2! She also notes that, as order is positive, she gains one point towards a Fortuitous Event. Most interesting to her is her Production. She has five points, which means she can construct a building. She chooses to build a Research Station, granting her colony +1 Science, and allowing her to research technologies. Her Precinct Support Facility from Colony Generation counts as her single Improvement Facility for a Size 1 Colony, but she resolves that, once her Colony's size increases once more, she'll pick up a Farm for some extra Growth.

SPECIAL BASE FACILITIES

A Colony may, over time, acquire special buildings or facilities that enhance the colony itself, or grant special effects. While all Colonies start with a Headquarters, almost all other Special Base Facilities are unlocked through Technologies researched through the Science Characteristic. A GM may also invent new Special Base Facilities if the players have performed certain tasks or ingratiated themselves with certain factions. The sky is the limit!

A Special Base Facility requires 25 Production Points to construct. Special Base Facilities are unique – only one of each may be built within a Colony.

HEADQUARTERS

A Headquarters is where the Colony is governed, where its Representative resides, and where the Peer of the Imperium's orders are relayed to the rest of the Colony. It is the beating heart of the Colony, and should something incapacitate the Headquarters, the Colony is surely on borrowed time.

A Headquarters grants +1 Growth, +1 Production, +1 Piety, and +3 Order, and allows the use of Production to construct Mass Combat Infantry, Cavalry, and Mechanized Infantry units at the Conscript or Volunteer Quality to defend the Colony and attack enemies. A Headquarters grants two units of Household Retainers (see Garrison section), upgrading to two Planetary Defense Forces when the Colony reaches Size 8.

ADEPTUS ASTARTES FORTRESS MONASTERY

The presence of the Adeptus Astartes is an incredible source of pride for a Colony, as almost none will rebel when the Angels of Death watch over them. In return, however, the Colony is often required to tithe some of its youth to replace Chapter numbers, a duty the Colony performs with joy.

An Adeptus Astartes Fortress Monastery grants +6 Order, -2 Growth, and provide one free 20-man Garrison unit of Space Marines in defense of the Colony.

ARCHEOTECH SHRINE

Within an Archeotech Shrine, the relics of mankind are studied and venerated. In rare cases, useful relics are brought out in defense of the Colony, and though it's hard to say exactly what the Techpriests consider

“useful” at the time, the result is no doubt expected to turn the tide of the battlefield, and against all future enemies the Colony may face.

An Archeotech Shrine grants +4 Science. Instead of generating a Fortuitous event, the owner of the Colony may choose to generate a Miracle of the Dark Age (Archeotech) Treasure.

CORPSE STARCH PROCESSING FACILITY

As a Colony grows, new colonists will be born. These colonists will inevitably die. Instead of wasting them, why not have them continue to support their living brethren? It is every citizen's final duty to go into the tanks, and become one with all the people. Even in death, after all, one still serves.

A Corpse Starch Processing Facility grants +1 Growth for every point of Colony Size.

CORTEX CORE

A Cortex Core is a massive Cybernetica Cortex, more often seen in void ships, that allows for the control of mass amounts of automata. While the Cortex Core meant for Colonies cannot control the Battle Automata of the Mechanicum, it is more than capable of managing lesser automata, such as the Luther-Pattern Excavation Automata, better known as Ambots. These automated workers can perform the work of a score of slab-muscled serfs.

A Cortex Core grants +10 Production when constructing Special Base Facilities. This Production is applied before the colony's normal Production.

ECHELON MIRROR

Echelon Mirrors are massive solar farms that are used to supercharge a Colony's power grid. This allows for more work to be done by menials, but generally increases the temperature of the surrounding area by many degrees, causing great ecological damage and making the Colony almost unlivable. To the Mechanicum who barely remember how to build them, this is irrelevant.

An Echelon Mirror grants +5 Production, -3 Order, and the greatest bonus of the Establishment Zone is increased by +1. If there is no greatest bonus, then one may be freely chosen of the two. An Echelon Mirror may only be built on a standard ground-based Colony.

ENGINEER'S GUILD

Squats are masters of construction, and lack the pomp and circumstance of Mechanicum ritual. Having built their armored holds to defend against Orks, Aeldari, and the horrors of Old Night, these rotund Abhumans are masters at building efficient and sturdy buildings for the colony in which they reside. All craftsquatship is of the highest quality, after all.

An Engineer's Guild generates an additional 50% Production for the colony, which can only be spent on a separate second building or unit, simultaneously alongside the current Base Facility or Unit. Production spent in this way cannot overflow.

THE FLOATING WORLD

Amongst members of the criminal underworld of the Eastern Fringe and the Solaris Expanse, one battleship is spoken of in hushed whispers – Studio 69, Flagship of the House of Korst'la. It is said that aboard this T'au Custodian Battleship, drenched in neon lights, anything can be acquired, any vice sated, provided one has the money, will, and strength to back it up. Indeed, Sector Nobility pay handsomely for an illicit cruise aboard the Floating World, a place where dreams come true, or go to die, as the vessel's Drukhari raiders take what THEY want in turn. Establishing a hidden shadowport for xenos trade is extremely lucrative, but very damaging to the soul.

The Floating World grants +5 Profit Factor, +3 Order, -2 Piety, -2 Growth, and multiplies the Profit Factor generated by the Colony by 1.5 (performed after any additions). Instead of generating a Fortuitous Event, the owner of the Colony may choose to generate Xenos Construction (Xenotech) Treasure.

HOLY RELIQUARY

Reliquaries contain relics of the Saints, which the people look to in order to better themselves, and petition their souls to the beneficent gaze of the God Emperor on Holy Terra. Such reliquaries are expensive to maintain, however, and the soldiers that guard them are insular, hostile to the advancements of the present brought by Belisarius Cawl and others.

A Holy Reliquary grants +6 Order, +3 Piety, -2 Profit Factor, and -2 Science. If all Explorers spend a Fate Point at the start of a mission, the owner of the Colony may immediately generate a Fortuitous Event that lasts a single mission.

MONUMENT TO THE GOD EMPEROR

Every Colony has monuments to the God Emperor, and most likely numerous chapels. However, the greatest colonies build absolutely titanic monuments to He on Terra. If there were any lingering doubts as to the power of the Imperial Creed, they were dispelled once the people gazed up upon the God Emperor's greatest house in the Colony. Its towering presence here shall ensure Imperial dominance throughout the land.

A Monument to the God Emperor grants +4 Piety, and adds +1 to number of missions a Fortuitous Event lasts.

SATRAP'S PALACE

By providing enhanced offices for the Colony's Representative, work can be made more efficient through organization and assignment of duties. A Representative can therefore manage the Colony far better than they could before.

A Satrap's Palace grants the Colony a second Representative.

SECTOR MONETARY FUND

The Imperium operates under a state of neo-feudalism. However, this is not to say the laws of economics are completely lost. These laws can be twisted and exploited by those ready to monopolize the stars. In the case of something going terribly wrong, the Sector Monetary Fund allows the continuation of business until the problem can be sorted out.

A Sector Monetary Fund allows the Colony to generate half its normal Profit Factor if Order is below zero.

SERVITOR RECLAMATION BAY

Rioters are a bother, and a pain to dispose of when their frivolous demands for "representation" or "equal rights" are met with bolter fire. What if they could be made to repent? The Servitor Reclamation Bay specializes in such tasks, turning recidivists into unquestioning workers that can no longer even conceptualize rebellion.

A Servitor Reclamation Bay allows the Colony to generate half its normal Growth if Order is below zero.

TAGHMATA OMNISSIAH

Translated as “Divinely Ordained for War,” the Taghmata Ommissiah is a feudal military organization enacted by Forge Worlds in times of war and urgency. These mechanized societies often possessed their own hierarchies and traditions, and marked the world as the domain of the Mechanicum. In the Solaris Expanse, the expanding Imperial presence means the Taghmatas have been revived, offering their services in return for favors and promises, as new Forge Worlds are founded.

The Taghmata Ommissiah grants +1 Science for every point of Colony Size.

TECTONIC ANVIL

Tectonic Anvils are ancient Mechanicum terraforming devices that break open the surface of a planet to get at the rich mineral seams within. By exposing the deep crust of the planet, or even the mantle in some cases, high-quality mineral resources can be acquired, used for the glory of the Imperium.

When the Tectonic Anvil is completed, immediately generate the presence of either a Metal, Low-Grade Ore, Gemstone, or Radioactive Resource. To generate the Quality of this Resource, roll 1d5+5. A Tectonic Anvil may only be built on a standard ground-based Colony.

XENOMALLEUM COMPLEX

Xenomalleum Complexes use native flora and fauna to produce usable resources for the Colony. Mechanicum Magi Biologis collect and evaluate many types of resources, determining which are useful and which are unnecessary through thoroughly rigorous study...most of the time. Sometimes Boris the Genetor just uses them to distill vodka.

When the Xenomalleum Complex is completed, immediately generate the presence of either a Gas, Chemical, or Organic Resource. To generate the Quality of this Resource, roll 1d5+5. A Xenomalleum Complex may only be built on a standard ground-based Colony.

CASTELLUM STRONGHOLD

When the situation calls for a prolonged deployment, Crusade forces can rapidly construct modular fortified structures, known as Castellum Strongholds, to use as forward operating bases on a planet's

surface. These command and control hotspots double as prepared defensive positions. When performing Mass Combat, units fighting in defense of the colony gain +2 Power and +4 Armor.

IMPERIAL STRONGPOINT

An Imperial Strongpoint is a collection of defensive trenches, bastions, and weapons platforms that acts as a first line of defense against any and all threats. Allows the use of Production to construct Mass Combat Armor, Artillery, and Air Force units at the Conscript or Volunteer Quality to defend the Colony and attack enemies.

SCHOLA PROGENIUM

In the Schola Progenium, the best and brightest of the Imperium are forged into future soldiers and leaders. In the Solaris Expanse, soldiers of the reformed Solar Auxilia are drawn from these schools, the greatest of humanity leading the Imperium into a new frontier. Mass Combat units may be trained at the Professional, Veteran, or Elite Qualities. Troops trained at these levels gain +5 Morale, +1 Power, and +2 Armor.

VOIDSHIP CONSTRUCTION YARDS

Few worlds have the capability to handle voidships, fewer still possess the ability to construct and maintain them. A Colony with a Voidship Construction Yard thus becomes a center of exploration, trade, and manufacture in the expanse. When performing the Extended Repairs action, the Voidship repairs an additional amount of Hull Integrity equal to the Colony's Production, and may immediately refill lost Crew to maximum at the cost of setting the Colony's Growth to zero for that mission. The Crew of the Voidship gain a bonus to Morale equal to the Colony's Piety. Allows the owner of the colony to craft Voidships and Voidship Components.



PLANETARY VOID SHIELD GENERATOR

Planetary sieges and bombardments are the biggest external threat to a Colony. By erecting a Void Shield Generator, the Colony is supplemented by a defense field that protects key areas, like the Headquarters, mustering points, and homes of the nobility. As the colony is damaged, the field contracts, allowing for tactical advances in the opposite direction.

The Colony gains a flat 3 additional Colony Defense Points at each level of Size. For example, a Size 5 Colony will possess 8 Defense Points, a Size 6 Colony will possess 9 Defense Points, and so on. A Planetary Void Shield Generator may only be built on a standard ground-based Colony.

DISRUPTION GENERATOR

Disruption Generators have a deleterious effect on enemy void shields. When activated, targeted psychic bursts cause static in the warp-based systems Void Shields use to create their fields, allowing strikes to pass through the shield and strike the enemy directly.

When an enemy voidship's Void Shield blocks a hit, roll 1d10. On an 8+, the Void Shield is brought down, but the hit is still resolved. The enemy's Void Shields no longer automatically return at the start of the round – the enemy must perform a Challenging (+0) Tech Use test to manually bring up the Void Shields. Naturally, this only affects void combat within the same local space as the Void Colony. A Disruption Generator may only be built on a space-based Void Station Colony.

TARGET UPLINK COGITATOR BANK

Great servitor nests are networked together to calculate weapon trajectories and improve long-range attacks. This telemetry is sent to nearby allied vessels, allows striking from a longer distance, potentially weakening enemies as they approach for a counter-attack.

Allied voidships within the same local space as the Void Colony double the base range of their Macrocannon and Lance weaponry. A Target Uplink Cogitator Bank may only be built on a space-based Void Station Colony.

VOID COMMAND CENTRUM

Void Command Centrums are often staffed by former Imperial Navy veterans, for whom directing fleet actions is second nature, and of great use to any Rogue Trader Dynasty. The soldiers within share their experience against various enemies, be it weak points in xenos vessels, or ways to coax a little more power out of a macrocannon, to better protect Dynasty holdings in local space.

Allied voidships within the same local space as the Void Colony gain a number of benefits. First, the Weapon Strength of Macrocannons and Launch Bays are improved by 1. Furthermore, Lance weapons require one less Degree of Success, to a minimum of one, to score a second hit due to strength. Finally, Torpedo launchers no longer require a test to reload – such is the coordination that crew automatically reload the Torpedoes, making the ready to fire in the following round. A Void Command Centrum may only be built on a space-based Void Station Colony.

LABOR OPTIMIZATION DISTRICT

Despite one's best efforts, a colony will eventually run into inefficiency. Perhaps one has somehow built everything they possibly could, or perhaps they have no interest in following certain colony expansion paths. One needs a way to solve the problem of idle hands, and turn it to the colony's benefit. These dynasties usually construct Labor Optimization Districts, allowing excess work to not be wasted, and focused on something that IS useful.

A Labor Optimization District allows the conversion of Production into Growth, Science, or Piety, at a 25% conversion rate, rounding down. This may be assigned from the start, or reserved for excess overflow, ignoring the overflow cap.

For example, a Colony that has maxed out its Base Facilities finds it still generates 30 Production. Even if one constructs an Infantry unit for 10 production, and overflows 5 production into a second Infantry unit, there is still 15 production points lost to "inefficiency." Rather than constructing a second Infantry unit, the Dynasty chooses to assign these 20 additional points to the Labor Optimization District, converting them into $(20 \times 0.25 = 5)$, or 5 points of Science for the Colony to benefit from. Eventually, they may assign the entire 30 points, for $(30 \times 0.25 = 7.5)$, or 7 points of Science.

OUTPOSTS

Outposts are supplemental mini-colonies founded on other planets, to supply and improve the main colony. For example, a Colony on a planet may have an Outpost on the planet's moon to funnel rare minerals to the colony.

Setting up an Outpost requires the expenditure of 1 Profit Factor. A Colony can support one Outpost for every 5 Size. Outposts do not have characteristics themselves - they are considered small enough enterprises that minimal staff is sufficient. Like Base Facilities, Outpost bonuses are not cumulative - the higher tier upgrade will overwrite the lower tier. Outposts self-upgrade to Tier 2 after 3 missions, and to Tier 3 after another 3 missions. The owner of the Outpost may select which upgrade path the Outpost follows. Choose wisely – choices cannot be undone!

AGRI-OUTPOST

Agri-Outposts focus on growing and exporting food to the parent Colony. As the Outpost grows, surplus food grown can be sent directly to the voracious Colony, treated with chemicals to douse the citizens' rebellious tendencies, or sold off to other worlds for extra money.

An Agri-Outpost specializes at Tier 3.

Improvement Upgrade	Tier	Bonus
Agri-Outpost	1	+2 Growth
Agri-Conclave	2	+3 Growth
Agri-Guild Estate	3	+5 Growth
Alchem-Enhanced Fields	3	+3 Growth, +2 Order
Grand Plantation	3	+3 Growth, +2 Profit Factor

INDUSTRIAL OUTPOST

Industrial Outposts supplement a Colony's production capability. Be it through the delivery of rare metals, or the synthesis of necessary components at locations the Colony is unable to replicate, an Industrial Outpost provides what the Colony cannot. Industrial Outposts can be specialized to dedicate themselves fully to the colony, sub-leased to Ecclesiarchal elements, or focus on exporting surplus material to needy worlds beyond the Great Rift.

An Industrial Outpost specializes at Tier 3.

Improvement Upgrade	Tier	Bonus
Industrial Outpost	1	+2 Production
Mechanicum Enclave	2	+3 Production
Mechanicum Demi-Forge	3	+5 Production
Eikoner's Workshop	3	+3 Production, +2 Piety
Bureau of Dynastic Mining Expeditions	3	+3 Production, +2 Profit Factor

RESEARCH OUTPOST

The Explorators of the Mechanicum are always on the lookout for new information, the better to further the Quest for Knowledge. Even in the Solaris Expanse, Explorators seek out and exterminate new Xenos species, turning their worlds to the service of Mankind through the power of science. While the greatest of Research Outposts build great berths for the ever-travelling Explorators, some take what they learn and apply it to modern Imperial problems, in the style of Belisarius Cawl, while others send their findings directly to Mars itself, ensuring a constant stream of revenue from grateful Magi back home.

A Research Outpost specializes at Tier 3.

Improvement Upgrade	Tier	Bonus
Research Outpost	1	+2 Science
Research Centrum	2	+3 Science
Explorator Fleet Berth	3	+5 Science
Basilica of Applied Mysteries	3	+3 Science, +2 Production
Martian Liaison	3	+3 Science, +2 Profit Factor

DIGSITE

Sometimes, a site is found that is not particularly rich in food or minerals, but treasure. Digsites are established not to further knowledge, but to scavenge relics of the past. While Archeotech digsites plunder the mysteries of humanity's past, Xenoarcheological digsites turn the profane into profit. While some things are learned from such relentless tomb robbing, the real treasure is what the Explorators dig up. Indeed, many Explorators of the Solaris Sector have found veritable troves of wargear dating back to the ancient War in Heaven. Just don't dig too deep...

A Digsite must be specialized at Rank 2 for Archeotech, Xenotech, or Optional Components. It may be further specialized at Rank 3 to provide greater chances of digging up the desired treasure, or selling this treasure for profit. There is a chance of generating treasure at the given percentage at the conclusion of every mission.

Improvement Upgrade	Tier	Bonus
Explorator Digsite	1	+1 Science
Archeotech Digsite	2	+1 Science, 25% Chance of generating a Miracle of the Dark Age Treasure
Archeotech Research Hall	3	+1 Science, 50% Chance of generating a Miracle of the Dark Age Treasure
Archeotech Bazaar	3	+2 Science, 25% Chance of generating a Miracle of the Dark Age Treasure, +1 Profit Factor
Xenoarcheology Digsite	2	+1 Science, 25% Chance of generating a Xenos Construction Treasure
Xenarite Collective	3	+1 Science, 50% Chance of generating a Xenos Construction Treasure
Cold Trade Outpost	3	+2 Science, 25% Chance of generating a Xenos Construction Treasure, +1 Profit Factor
War in Heaven Battlefield Digsite	2	+1 Science, 25% Chance of generating a Crafting Optional Component
Old Slann Forge Garrison	3	+1 Science, 50% Chance of generating a Crafting Optional Component
Grand Electric Town	3	+2 Science, 25% Chance of generating a Crafting Optional Component, +1 Profit Factor

EXAMPLE

Lady Karina watches her colony grow with pride. As her colony reaches Size 5, she decides that an Outpost is in order. Needing to catch up on lost time and lost technology, she orders a Research Outpost, spending one Profit Factor to found it on the world's moon. After three further adventures, her Research Outpost upgrades to a Research Centrum, granting even more Science for her Magi to research. Finally, after three more missions, the Outpost is ready to upgrade once again. Her Squat genes finally betray her, and she sheepishly selects a Basilica of Applied Mysteries, granting a combination of Production and Science to the Colony below.

FORTUITOUS EVENTS

A Colony sometimes comes under the benefit of an unexpected windfall. Maybe a shipment of supplies meant for others reaches them, or perhaps a passing Solar Auxilia Expeditionary Fleet briefly provides support before moving on. A clever Peer of the Imperium will use these Fortuitous Events to enhance their colony as best they can. The events in the table should be considered guidelines – while the bonus is constant, a GM should be flexible enough to think of something unique based on player actions and the Colony's situation.

When a Colony is required to generate a Fortuitous Event, roll 1d10 and consult the following table.

Roll Result	Fortuitous Event
1	Mechanicum adepts discover a new genome in a local species, encouraging more efficient food growth. Increase Growth by 2.
2	Enhanced manufacturing methods are relayed from the New Homeworlds. Increase Productivity by 2.
3	Mechanicum Explorators bring innovations from Belisarius Cawl. Increase Science by 2.
4	Crusade forces temporarily quarter at the Colony. Increase Order by 2.
5	Be it real or elaborate forgeries, religious eikons begin to circulate across the colony. Increase Piety by 2.
6	Due to competing trade routes being cut off due to warp storms, general rift-related instability, or other causes, the Colony's exports become more valuable. Increase Profit Factor by 2.
7	Refugees from the Old Homeworlds, now lost to the Rift, come to settle in the Colony. Double the Base Extraction Rate of all Resource Harvesters. Reroll this result if the colony does not possess any Resource Harvesters.
8	Logistical support from Belisarius Cawl reaches the Colony. The Colony may apply each point of Science and Production to a second Building or Unit, and second Technology, simultaneously alongside the current Base Facility, Unit, or Technology. Reroll this result if the colony already possesses a second full build or Science queue.
9	Establishment of healthy competition between clan-kin improves the competency level of auxiliary workers. Improvement Upgrades improve their yield by +1. Reroll this result if the colony does not possess any Improvement Facilities.
10	The blessing of the Emperor is directly felt on the colony. Increase Growth, Productivity, Science, Order, Piety, and Profit Factor by 2.



CALAMITOUS EVENTS

Not everything goes well. Shitty management of the colony will cause the entire enterprise to grind to a halt. While a Colony usually is robust enough to absorb minor problems, colossal mistakes will result in the shutdown of multiple aspects of the colony, cause rebellious elements to rise up, cause endless tantrum spirals that can threaten the lives of everyone on the colony, or worse. Such problems must be addressed quickly, lest the entire Colony go up in flames. While most of the time Calamitous events are due to not managing Order or Piety well enough, a GM may sometimes cause a Calamitous Event if the players pissed off someone important, if they foolishly put their colony on a Chaos burial ground, or some other reason. Either way, fix it fast!

EXAMPLE

Lady Karina has done quite a good job with her colony, and she has finally accrued enough points for a Fortuitous Event! Her Colony has a Piety score of 2, so she will be able to roll 1d10 and alter the result in any direction by 2. She rolls a 7. Noting that her Production and Science are now quite high, she alters the roll by 1 upwards to get an 8. Now she can build two Base Facilities and research two Technologies at once for the next three rounds, essentially doubling her Production and Science! This will really speed things along!

When a Colony is required to generate a Calamitous Event, roll 1d10 and consult the following table.

Roll Result	Calamitous Event
1	A mass plague affects the colony's food supplies. Decrease Growth by 2.
2	Factory menials discover "unionization," causing massive riots across the colony. Decrease Productivity by 2.
3	A new Puritan ideology takes root, focusing on the veneration of the ancient rather than study of the new. Decrease Science by 2.
4	Crusade forces temporarily quarter at the Colony. Decrease Order by 2.
5	Somebody looks up at the Cicatrix Maledictum and explodes in a bloody mess, spreading warp essence everywhere. Oops. Decrease Piety by 2.
6	Blockades, raiders, and other complications strike at the colony, causing the colony's upkeep to increase to fend them off. Decrease Profit Factor by 2.
7	A scrapcode infestation causes a major loss in productivity. The Base Extraction Rate of all Resource Harvesters is reduced to zero. Reroll this result if your colony does not possess any Resource Harvesters.
8	Hidden Genestealer cults begin an uprising. Productivity and Science is reduced by half. Action must be taken to eliminate the uprising.
9	Chaos cults turn support facilities into temples to their fell gods. Improvement Upgrades cease to provide their yield. Action must be taken to eliminate the uprising. Reroll this result if the colony does not possess any Improvement Facilities.
10	Everything that can go wrong, does. A Tantrum Spiral has begun. Decrease Growth, Productivity, Science, Order, Piety, and Profit Factor by 2. Reroll this result if it has already been generated once before during the same Calamitous period. Action must be taken to eliminate the uprising.

COLONY RESEARCH

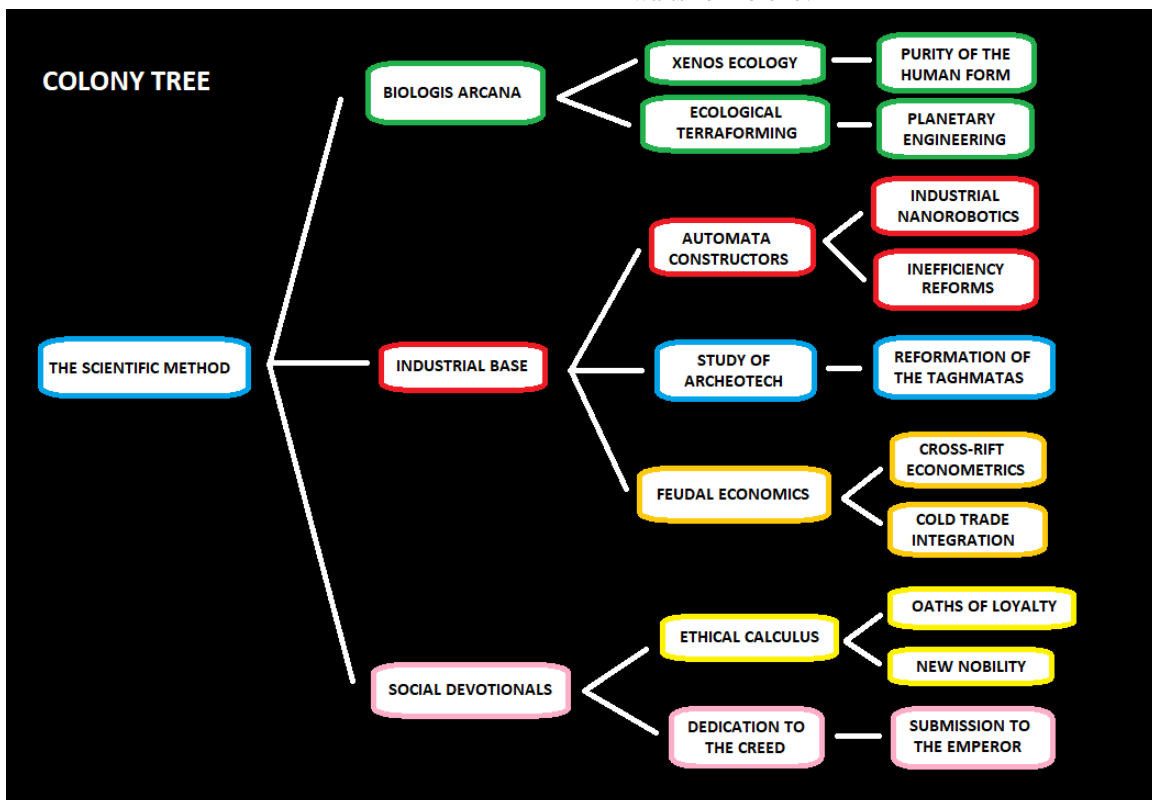
It is said that in the 42nd Millennium one should forget the power of technology and science, for so much has been forgotten, never to be re-learned. This was true once. Then Bobby G woke up, and his mad lad Belisarius Cawl turned everything around. Indeed, the new Primaris Space Marines possess technology personally invented by Guilliman ten thousand years ago, brought into mass production. The Mechanicum even resurrects ancient STCs such as the Carnodon Strike Tank, to better equip the Astra Militarum. Though the Imperium Nihilus may be lost, Imperium Sanctus shines bright once more, with recovered technology, and some entirely new.

A Colony, however, has slightly more worldly matters to worry about, like survival. This is not to say they are left in the dust. With the methodology of Belisarius Cawl, Colonies can research new technologies that enhance their survivability and grant them new capabilities. There are two Tech Trees to pursue – the Colony Tree, and the Wargear Tree.

The Colony Tree possesses technologies that can directly improve your Colony, such as improving the yields of its facilities and upgrades, or unlocking Special Base Facilities. Special Base Facilities in particular offer a cutting-edge advantage to a Peer of the Imperium who unlocks them, for they often have

powerful secondary abilities that can set the Colony apart from lesser ones. The Wargear Tree, in comparison, will enhance the weapons and wargear of the Peer who owns the Colony. Weapons, armor, vehicles, and even voidships are enhanced by applying ten thousand-year-old scientific principles recovered in the Great Crusade, or even new innovations produced by Belisarius Cawl and applied to one's wargear. Extra damage, additional survivability, enhanced systems, and prototyping new vehicle inventions are all possible with research into the Wargear Tree.

Each Technology has a Tier associated with it. Tier 1 technologies cost 5 points of Science to unlock, Tier 2 technologies cost 10 points, Tier 3 technologies cost 15 points, and Tier 4 technologies cost 20 points. Technologies often have prerequisites, which must be researched first. For ease of use, tech trees are color coded. In general, Green technologies will boost Growth, Red will enhance Production, Blue will increase Science, Gold will boost Profit Factor, Yellow will enhance Order, and Pink will improve Piety. On the Wargear tree, Purple will improve personal arms and armor, Grey will enhance vehicles and voidships, and Indigo will improve Void Stations. Finally, on the Mass Combat tree, Crimson will improve mass combat and siege performance, Beyond this, there is an entire world of improvements to (re)discover, so get cracking – the Mechanicum waits for no one!



COLONY TREE

The Colony Tree improves the Colony, its Base Facilities, its Improvement Upgrades, and unlocks new Special Base Facilities for construction.

THE SCIENTIFIC METHOD

Type: Colony Tree

Tier: 1

The Scientific Method, long lost under the practiced ritual of the Mechanicum, has once more been discovered by Belisarius Cawl, allowing for research and innovation in new and exciting fields. The Headquarters grants +1 Science.

BIOLOGIS ARCANA

Type: Colony Tree

Tier: 2

Prerequisite: The Scientific Method

Magi Biologis are masters of genetic studies, clearing them to experiment on local flora improves the size and yield of most plant life in the Colony. Grox livestock, for example, are a fruit of their studies. Farm Improvement Upgrades grant +1 Growth.

INDUSTRIAL BASE

Type: Colony Tree

Tier: 2

Prerequisite: The Scientific Method

The Colony has taken its first steps to optimizing its industrial capabilities, and for that, additional resources are required. Mine Improvement Upgrades grant +1 Production.

SOCIAL DEVOTIONALS

Type: Colony Tree

Tier: 2

Prerequisite: The Scientific Method

By tying the Imperial Creed to one's daily life, recidivism becomes a spiritual horror. Precinct Improvement Upgrades grant +1 Order.

XENOS ECOLOGY

Type: Colony Tree

Tier: 3

Prerequisite: Biologis Arcana

It is the right of Mankind to spread through the galaxy, and beyond. Some environments, however, require some effort to make suitable for humanity. A study of useful flora and fauna can assist Mankind in its eternal spread. Growth Base Facilities grant +1 Growth per tier.

ECOLOGICAL TERRAFORMING

Type: Colony Tree

Tier: 3

Prerequisite: Biologis Arcana

For the Mechanicum, terraforming is a relative exercise. In some cases, planets are cracked for the resources within. Harvesters add the Colony's Production characteristic to their Base Extraction Rate (added after multiplier effects). Unlocks the Tectonic Anvil and Xenomalleum Complex.

AUTOMATA CONSTRUCTORS

Type: Colony Tree

Tier: 3

Prerequisite: Industrial Base

Heavy construction automata can perform the work of dozens, where not even servitors can compete. While laborers' guilds will often protest the heavy use of automata, they are quite useful in the construction of rarer buildings. Production Base Facilities grant +1 Production per tier. Unlocks the Cortex Core.

STUDY OF ARCHEOTECH

Type: Colony Tree

Tier: 3

Prerequisite: Industrial Base

The veneration of Archeotech, the magic of mankind's past, is the foundation of the modern Mechanicum. Sometimes, careful examination of Archeotech can restore technologies to mankind. Research Annexes grant +1 Science. Unlocks the Archeotech Shrine.

FEUDAL ECONOMICS

Type: Colony Tree

Tier: 3

Prerequisite: Industrial Base

Mastering the market when each market is a self-contained feudal world takes skill, effort, and a little bit of luck. Some are better at this than others. Headquarters grants +1 Profit Factor.

ETHICAL CALCULUS

Type: Colony Tree

Tier: 3

Prerequisite: Social Devotionals

Ethical Calculus is the application of mathematical formulae to moral quandaries. It is said that the ever-watchful Vorax Paragon of Metal, Quaesitor Gotoh, is a master of such mechanisms, and the calculations that echo from his Panopticon have never been

wrong. Order Base Facilities grant +1 Order per tier. Unlocks the Servitor Reclamation Bays.

DEDICATION TO THE CREED

Type: Colony Tree

Tier: 3

Prerequisite: Social Devotionals

A Peer of the Imperium who tends to his colony's spiritual health reaps benefits on both the physical and spiritual level. Sororitas Convents grant +1 Piety. Unlocks the Holy Reliquary.

PURITY OF THE HUMAN FORM

Type: Colony Tree

Tier: 4

Prerequisite: Xenos Ecology

The Ecclesiarchy teaches that the Human form is divine, and the Emperor is pleased by his pure children. It is for this reason that the mutant and the abhuman are discriminated against. Through sermons emphasizing the human form, Ecclesiarch preachers turn churches into places where the spread of human life itself is celebrated. Piety Base Facilities grant +1 Growth per Tier in addition to their other bonuses. Unlocks the Corpse Starch Processing Facility.

PLANETARY ENGINEERING

Type: Colony Tree

Tier: 4

Prerequisite: Ecological Terraforming

The Mechanicum is no stranger to worldshaping, difficult as it may be. In extreme cases, an Administratum-pattern Agri-Worlds are formed, with mountains and oceans shaved into perfect spheres and given over to for the production of food. Agri-Condensers grant +2 Growth. Unlocks the Echelon Mirror.

INDUSTRIAL NANOROBOTICS

Type: Colony Tree

Tier: 4

Prerequisite: Automata Constructors

While for most of the Imperium, nanorobotics is lost, it remains a science in the Mechanicum, in the form of autosanguine nanomachines, and in the Astartes in the form of Nanyte blasters. The squats, thinking small, use naonomachines to manufacture their high-density plasma technology, the surplus going to the construction of rare components. Thermal Boreholes grant +2 Production. Unlocks the Engineer's Guild.

INEFFICIENCY REFORMS

Type: Colony Tree

Tier: 4

Prerequisite: Automata Constructors

The Imperium is known for its inefficiency, and is mostly carried forward by its own inexorable momentum at times. This is beginning to give even the Primarch Roboute Guilliman, Master of Administration, a few grey hairs. Nonetheless, the Imperial Regent has made some small headway into cutting red tape and re-organizing workflows to improve efficiency, and these revelations filter down to the Colony. Production Overflow is improved to 60%. Unlocks the Labor Optimization District.

REFORMATION OF THE TAGHMATAS

Type: Colony Tree

Tier: 4

Prerequisite: Study of Archeotech

When the Horus Heresy drew to a close, the Taghmatas were reformed into the Adeptus Mechanicus proper, and lost much of their individual power. In the Solaris Sector, and many other far-flung places, nascent Forge Worlds are forced to survive on their own, and as a result, the Taghmata system has been increasingly reinstated. Basilikons Mechanicum grant +4 Science, and Science Base Facilities grant +1 Science per tier. Unlocks the Taghmata Ommissiah.

CROSS-RIFT ECONOMETRICS

Type: Colony Tree

Tier: 4

Prerequisite: Feudal Economics

With the advent of the Great Rift, the Imperium Nihilus struggles to survive, while the Imperium Sanctus shines brightly under the guidance of the Primarch Guilliman. While dangerous, exploiting this massive imbalance of supply and demand is a fast way to uncountable profit. Successful Missions grant 1 additional Profit Factor upon completion. Failed Missions cause a loss of 1 Profit Factor in addition to any other factors. Unlocks the Sector Monetary Fund.

COLD-TRADE INTEGRATION

Type: Colony Tree

Tier: 4

Prerequisite: Feudal Economics

The Cold Trade is the illicit trade in xenos artifacts. While hard to set up, the additional revenue from establishing a trade with xenos is often irresistible. Though, when dealing with especially powerful Xenos factions, it may be more trouble than it's

worth, as spiritual degradation affects the colonists. Profit Factor Base Facilities produce +2 Profit Factor per tier, but -1 Piety per tier. Unlocks the Floating World.

OATHS OF LOYALTY

Type: Colony Tree

Tier: 4

Prerequisite: Ethical Calculus

If a Peer of the Imperium is able to score the loyalty of the Adeptus Astartes, then they have almost nothing to fear. The mere rumor of the Space Marines at the Colony is enough to quell dissent, let alone a permanent presence. Primus Redoubts grant +2 Order. Unlocks the Adeptus Astartes Fortress Monastery.

NEW NOBILITY

Type: Colony Tree

Tier: 4

Prerequisite: Ethical Calculus

The exploitation of resources, and the huge amount of opportunities available, often opens up paths for the clever, the strong, and the ambitious. Proper interaction of the nouveau riche can be a benefit to the Colony if found early enough. One Representative of a Colony doubles its Representative bonus. Unlocks the Satrap's Palace.

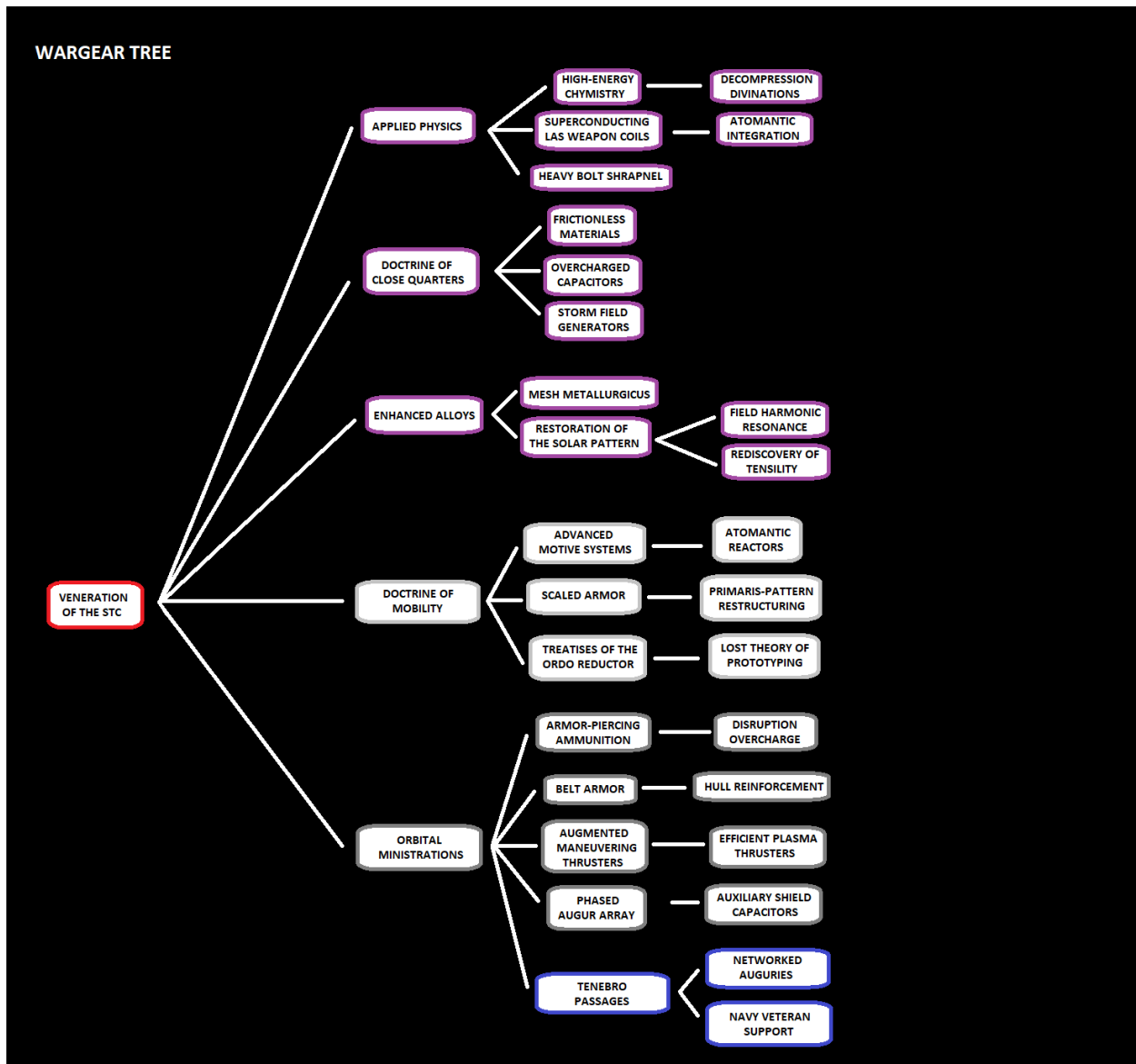
SUBMISSION TO THE EMPEROR

Type: Colony Tree

Tier: 4

Prerequisite: Dedication to the Creed

Ecclesiarchal cathedrals tend to be rich and powerful, and while it is heresy to tax them, ingratiating oneself deep into the Creed can open up pathways to financial support from the Ecclesiarchy. Piety Base Facilities grant +1 Profit Factor in addition to their other bonuses. Unlocks the Monument to the God Emperor.



WARGEAR TREE

The Wargear Tree improves weapons, armor, vehicles, and even voidships, and unlocks new Special Base Facilities for construction.

VENERATION OF THE STC

Type: Wargear Tree

Tier: 1

Through rigorous worship do the Machine God, the Omnissiah, and the Motive Force grant the lost secrets of mankind, and the ways to reproduce them. The Headquarters grants +1 Production.

APPLIED PHYSICS

Type: Wargear Tree

Tier: 2

Prerequisite: Veneration of the STC

Solid projectile weaponry is amongst the oldest of Mankind's weapons, but the ancients improved even these. Pistol and Basic Solid Projectile Weapons gain +2 Damage. Heavy Solid Projectile Weapons gain +2 Penetration.

DOCTRINE OF CLOSE QUARTERS

Type: Wargear Tree

Tier: 2

Prerequisite: Veneration of the STC

In this age of war 42,000 years in the future, swords are still effective against many enemies. Primitive and Low-Tech Melee Weapons gain +2 Damage and +2 Penetration. Unlocks the Imperial Strongpoint.

ENHANCED ALLOYS

Type: Wargear Tree

Tier: 2

Prerequisite: Veneration of the STC

The first step to a better guardsman is making him last longer in combat. By using rare materials found on the colony, this can be achieved. Flak Armor gains +1 Armor.

DOCTRINE OF MOBILITY

Type: Wargear Tree

Tier: 2

Prerequisite: Veneration of the STC

Vehicle tactica, for the longest time remaining static, has begun to change in this new post-Rift galaxy. Armed forces must now remain mobile while still retaining their offensive edge. Gain a +10 bonus to enact Vehicle Maneuver Actions.

ORBITAL MINISTRATIONS

Type: Wargear Tree

Tier: 2

Prerequisite: Veneration of the STC

By building facilities and acquiring specialized personnel, the Colony has begun to become a specialist in void operation. Gain a +10 bonus to enact Starship Extended Actions. Unlocks the Voidship Construction Yards.

HIGH-ENERGY CHYMISTRY

Type: Wargear Tree

Tier: 3

Prerequisite: Applied Physics

Mechanicum Magi increase the potency of the promethium used in flame weaponry. All Flame weapons inflict +4 damage with their Flame quality.

SUPERCONDUCTING LAS WEAPON COILS

Type: Wargear Tree

Tier: 3

Prerequisite: Applied Physics

The recovered secrets of archeotech power coils discovered by Mechanicum Magi are applied to the equipment of the Colony Owner. Pistol and Basic Las Weapons gain +2 Damage. Heavy Las Weapons gain +2 Penetration.

HEAVY BOLT SHRAPNEL

Type: Wargear Tree

Tier: 3

Prerequisite: Applied Physics

Research into Kraken, Banestrike, and Scorpius bolts of the Horus Heresy yield new advancements in bolt propellant and explosive power. Pistol and Basic Bolt

Weapons gain +2 Damage. Heavy Bolt Weapons inflict additional damage per hit equal to the bearer's Ballistic Skill Bonus to enemies within 1m of the target, ignoring Armor and Toughness.

FRICTIONLESS MATERIALS

Type: Wargear Tree

Tier: 3

Prerequisite: Doctrine of Close Quarters

Purification of frictionless materials found in certain silver and glowing-green xenos weaponry is applied to Imperial chain weaponry, reducing wear and tear from friction and use. Chain Melee Weaponry gains the Razor-Sharp Quality.

OVERCHARGED CAPACITORS

Type: Wargear Tree

Tier: 3

Prerequisite: Doctrine of Close Quarters

Ancient shock weaponry such as the Corposant Stave are restored into manufacture, the benefits of the enhanced shock fields spread throughout the soldier's forces. Shock Melee Weaponry now forces a Toughness test even if no Damage was caused.

STORM FIELD GENERATORS

Type: Wargear Tree

Tier: 3

Prerequisite: Doctrine of Close Quarters

During the Horus Heresy, powerful Storm Field Generators would be attached to power weapons to supercharge their power fields. These ancient devices are resurrected for the modern day. Power Melee Weaponry gains +2 Damage and +2 Penetration.

MESH METALLURGICUS

Type: Wargear Tree

Tier: 3

Prerequisite: Enhanced Alloys

Rare materials are woven into mesh fibers, increasing its defensive strength. Mesh Armor gains +1 Armor.

RESTORATION OF THE SOLAR PATTERN

Type: Wargear Tree

Tier: 3

Prerequisite: Enhanced Alloys

With the return of the Solar Auxilia to the Solaris Expanse, the "innovations" from these ancient soldiers are spread through the armed forces, with many carapace armor sets, and their wearers, now constructed to the exacting Solar Pattern. Carapace Armor gains +1 Armor. It does not gain the penalty to stealth tests. Unlocks the Schola Progenium.

ADVANCED MOTIVE SYSTEMS

Type: Wargear Tree

Tier: 3

Prerequisite: Doctrine of Mobility

Vehicles of the Horus Heresy were often more maneuverable than their present contemporaries. While in most cases these “sub-atomantic” engines remain lost, some of their linkages remain. Vehicles gain +5 Maneuverability.

SCALED ARMOR

Type: Wargear Tree

Tier: 3

Prerequisite: Doctrine of Mobility

For vehicles, one reaches a point where slabbing on additional armor has adverse effects on the vehicle’s performance. New metallurgical advances allow for lighter yet stronger vehicle armor within the Colony and the forces of its owner. Vehicles gain additional Armor in all sides based on their size. Hulking Vehicles gain +1 Armor. Enormous Vehicles gain +2 Armor. Massive Vehicles gain +3 Armor. Immense Vehicles gain +4 Armor. Monumental Vehicles gain +5 Armor. Titanic Vehicles gain +6 Armor.

TREATISES OF THE ORDO REDUCTOR

Type: Wargear Tree

Tier: 3

Prerequisite: Doctrine of Mobility

Pacts and agreements with the nomadic Bringers of Blessed Ruin grant a portion of the Ordo Reductor’s devastating wrecker technology to most standard vehicles. Vehicle weapons mounted in a Turret and Hull location gain +4 Penetration. Unlocks the Castellum Stronghold.

ARMOR-PIERCING AMMUNITION

Type: Wargear Tree

Tier: 3

Prerequisite: Orbital Ministrations

Representatives from the fallen Forge World of Gryphonne are contacted, the surviving Magi bringing STC printouts for Accelerator Cannon technology to the colony. Voidship Macro Cannons ignore 2 Armor when calculating damage done in a salvo.

BELT ARMOR

Type: Wargear Tree

Tier: 3

Prerequisite: Orbital Ministrations

Voidships the Colony services add heavy armor to a ship’s midsection, the most likely location for

weapon and torpedo hits. Voidships gain +1 Armor in all facings.

AUGMENTED MANEUVERING THRUSTERS

Type: Wargear Tree

Tier: 3

Prerequisite: Orbital Ministrations

Ancient patterns of Voidships recovered by the Ordo Chronos are studied, their more advanced systems replicated to the best efforts of the orbiting Magi and Squat Engineers. Frigate Voidships and below gain +10 Maneuverability. Light Cruiser Voidships and above gain +5 Maneuverability.

PHASED AUGUR ARRAY

Type: Wargear Tree

Tier: 3

Prerequisite: Orbital Ministrations

By tuning augur arrays with power-efficient couplings, Augur Arrays can detect more at farther rates. Frigate Voidships and below gain +10 Detection. Light Cruiser Voidships and above gain +5 Detection.

TENEBRO PASSAGES

Type: Wargear Tree

Tier: 3

Prerequisite: Orbital Ministrations

Void Stations may look small from the outside, but the inside can be shuffled to hide key components and dissuade attackers. Enemy Mass Combat Units fighting within the Void Station suffer -1 Power and -2 Armor (subtracted after standard Power/Armor calculations). Unlocks the Disruption Generator.

DECOMPRESSION DIVINATIONS

Type: Wargear Tree

Tier: 4

Prerequisite: High-Energy Chymistry

Modifications to the emitters of Melta weaponry allow for a tighter beam at extremely close ranges, but diffuse the attack at long range. - Pistol and Basic Melta Weapons gain the Scatter Quality. Heavy Melta Weapons automatically cause a Fire Critical Hit in addition to their normal effects when scoring Righteous Fury.

ATOMANTIC INTEGRATION

Type: Wargear Tree

Tier: 4

Prerequisite: Superconducting Las Weapon Coils

Atomantic energy can fuel the most advanced of weaponry, the immeasurable output of Micro-Atomantic reactors supercharging the beams of

plasma and volkite weaponry. Pistol and Basic Plasma and Volkite Weapons gain +2 Damage and +2 Penetration. Heavy Plasma Weapons gain +2 Damage, +2 Penetration, and the Volatile Quality. Heavy Volkite Weapons gain +2 Damage, +2 Penetration, and hits caused by the Deflagrate Quality gain Blast (1).

FIELD HARMONIC RESONANCE

Type: Wargear Tree

Tier: 4

Prerequisite: Restoration of the Solar Pattern
By layering shield projectors within defensive fields, the efficiency of the shield is increased without truly changing its design. Defensive Fields count as one level higher for the purposes of Overload. At Best Quality, Defensive Fields no longer Overload under normal conditions.

REDISCOVERY OF TENSILITY

Type: Wargear Tree

Tier: 4

Prerequisite: High-Energy Chymistry
Power armor, while providing excellent protection, is rather stiff. Mechanicum Magi study the works of Belisarius Cawl and the flexible Phobos pattern of Power Armor, applying the benefits in defense of the Colony. Power Armor gains +1 Armor, and no longer gains a penalty to stealth tests.

ATOMANTIC REACTORS

Type: Wargear Tree

Tier: 4

Prerequisite: Advanced Motive Systems
The rediscovery of Atomantic Reactors revolutionizes Imperial design and doctrine. These reactors, capable of producing infinite energy, allow most vehicles they are installed into function at full effectiveness. Ground Vehicles and Walkers gain +2 Tactical Speed. Skimmers gain +5 Tactical Speed. Flyers and Spacecraft gain +10 Tactical Speed.

PRIMARIS-PATTERN INTEGRATION

Type: Wargear Tree

Tier: 4

Prerequisite: Scaled Armor
Primaris-pattern vehicles, such as the Lightning Primaris, were mothballed during the Horus Heresy due to the strain and injury they caused to un-augmented pilots. The dire situation of the Imperium means these vehicles are once more brought to active use. Vehicles gain additional Hull points based on their size. Hulking Vehicles gain +3 Hull. Enormous

Vehicles gain +5 Hull. Massive Vehicles gain +5 Hull. Immense, Monumental and Titanic Vehicles gain +10 Hull.

LOST THEORY OF PROTOTYPING

Type: Wargear Tree

Tier: 4

Prerequisite: Treatises of the Ordo Reductor
The Ordo Reductor, until recently the only branch of the Mechanicum allowed to innovate, are experts at constructing and inventing new siege weaponry to destroy all that stands in their way. Already, some Magi are looking to their methods and trying their own mechadendrites at invention. Tests to craft wargear, vehicles, and voidships gain a number of degrees equal to the crafter's unmodified Intelligence bonus.

DISRUPTION OVERCHARGE

Type: Wargear Tree

Tier: 4

Prerequisite: Armor-Piercing Ammunition
Lance Weaponry is one of the greatest ship weapons available, but they are often countered by void shields. By tuning the lance to match the frequency of the enemy's void shields, similar to the tuning of Mechanicum protectivas, the lance can remain effective. Voidship Lance weapons inflict +4 Damage. If the Lance shot is blocked by a Void Shield, it instead inflicts 50% of its damage as if it was not blocked.

HULL REINFORCEMENT

Type: Wargear Tree

Tier: 4

Prerequisite: Belt Armor
Re-examination of ancient voidship patterns such as the Tiamat-class Shield Bastion reveal intricacies that, when transferred to existing vessels, improve overall hull strength. Frigate Voidships and below gain +5 Hull Integrity. Light Cruiser Voidships and above gain +10 Hull Integrity.

EFFICIENT PLASMA THRUSTERS

Type: Wargear Tree

Tier: 4

Prerequisite: Augmented Maneuvering Thrusters
While little can match the pure output of a Titan Reactor unique to the Gloriana Battleships, studies of active Glorianas such as the Macragge's Honor, Eternal Crusader, and Tiberian Sun reveal advanced linkages that can improve standard plasma drives.

Frigate Voidships and below gain +2 Speed. Light Cruiser Voidships and above gain +1 Speed.

AUXILIARY SHIELD CAPACITORS

Type: Wargear Tree

Tier: 4

Prerequisite: Phased Augur Array

Additional power banks are added to a voidship's void shield array. These help stave off overloads in some cases by providing a pulse of additional power, allowing the shield to stand strong. When a Voidship's Void Shield is brought down by a hit, roll 1d10. On an 8+, the void shield blocks the hit, but is not brought down.

NETWORKED AUGURIES

Type: Wargear Tree

Tier: 4

Prerequisite: Tenebro Passages

Command linkages to nearby allied vessels can synchronize defenses with the Void Station's own weaponry, to create a harrowing counter-siege assault. During void combat, enemy voidships within local space of the Void Station suffer 1 damage to Hull Integrity each round, ignoring Armor and Void Shields. This is improved to 1d5 if the Colony has constructed Defense Batteries. Unlocks the Target Uplink Cogitator Bank.

NAVY VETERAN SUPPORT

Type: Wargear Tree

Tier: 4

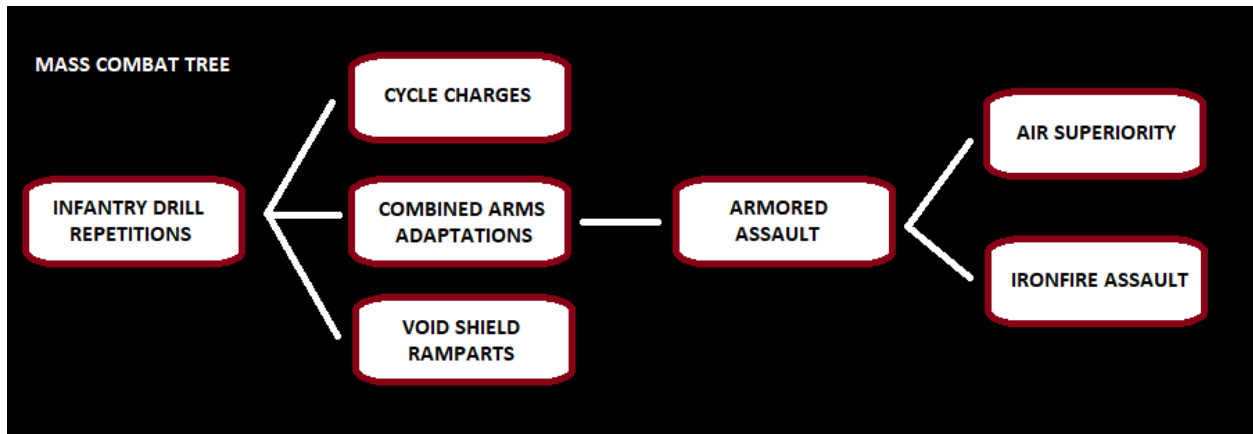
Prerequisite: Tenebro Passages

Imperial Navy Veterans are a welcome addition to any Rogue Trader Dynasty, for their wisdom accrued from years in the darkness can reveal new insights into void combat and habitations. Void Stations gain three Construction Slots per point of Size instead of two. This may retro-actively add Construction Slots. Unlocks the Void Command Centrum.

EXAMPLE

Lady Karina now has a healthy amount of Science in her Colony. She has already researched The Scientific Method, and her Magi and Engineers are already hard at work discovering new innovations. At the conclusion of her most recent mission, she orders her colony to begin researching Industrial Base. She is eyeing Industrial Nanorobotics, but needs the prerequisites first. She decides that, after finishing up all Production technologies, she will focus on Science technologies, then pursue the Wargear Tree and Mass Combat Tree to improve her soldiers' gear.





MASS COMBAT TREE

The Mass Combat Tree boosts the power of Mass Combat Units in Mass Combat Battles.

INFANTRY DRILL REPETITIONS

Type: Mass Combat Tree

Tier: 1

By repeatedly forcing the soldiers to perform combat drills according to millennia-old tactica, the troops will be able to flawlessly engage any modern foe...or so the commanders believe. Infantry Mass Combat Units gain +1 Power and +2 Armor (added after standard Power/Armor calculations). Infantry Units gain a +10 bonus to perform Mass Combat Orders.

CYCLE CHARGES

Type: Mass Combat Tree

Tier: 2

Prerequisite: Infantry Drill Repetitions

Man has worked along cavalry for millennia, be it horses from Holy Terra, or stranger beasts found across the galaxies. They are experts at striking where enemies least expect. Cavalry Mass Combat Units gain +1 Power and +2 Armor (added after standard Power/Armor calculations). Cavalry Units no longer suffer a counter-attack from the enemy when performing the Attack action. When successfully performing the Disengage action, Cavalry Units may move their full movement range, rather than the minimum required to place them out of weapon range.

COMBINED ARMS ADAPTATIONS

Type: Mass Combat Tree

Tier: 2

Prerequisite: Infantry Drill Repetitions

Combined Arms is poorly viewed in the Imperium, who separate their Regiments into single-unit formations to prevent rebellions. This causes no end

of hassle when the Solar Auxilia of the Solaris Expanse show up, but some lessons can be learned from these ancient formations. Mechanized Infantry Mass Combat Units gain +1 Power and +2 Armor (added after standard Power/Armor calculations). Mechanized Infantry Units inflict +2 damage for each other non-Mechanized Infantry allied unit also engaging that enemy.

VOID SHIELD RAMPARTS

Type: Mass Combat Tree

Tier: 2

Prerequisite: Infantry Drill Repetitions

Many colonies construct additional defenses that, while not quite impregnable, buy significant time for allied reinforcements to arrive and break a siege, time that is best used praying to the God-Emperor for salvation and support. A Colony gains a flat number of additional Colony Defense Points equal to its Piety score. Unlocks the Planetary Void Shield Generator.

ARMORED ASSAULT

Type: Mass Combat Tree

Tier: 3

Prerequisite: Combined Arms Adaptations

Tanks are able to break lines like no other unit can, and by applying armored tactica to a new generation of armored vehicles straight from the forges of the Zhar-Quaesitor or Arc Hammer, battles can be won in a fraction of the time. Armor Mass Combat Units gain +1 Power and +2 Armor (added after standard Power/Armor calculations). Armor Units may perform a Cautious Advance after destroying an enemy

AIR SUPERIORITY

Type: Mass Combat Tree

Tier: 4

Prerequisite: Armored Assault

Imperial Navy support assets are refocused as a lynchpin of combat doctrine, reassigning them to provide support to ground units rather than seeking glory against enemy aces. While this causes an immense amount of disgruntlement, the theater as a whole benefits. Air Force Mass Combat Units gain +1 Power and +2 Armor (added after standard Power/Armor calculations). Air Force Units inflict 2d10 Morale damage for every ten points of damage inflicted. Allied Mass Combat Units attacking the same target as an Air Force unit roll one additional damage die.

IRONFIRE ASSAULT

Type: Mass Combat Tree

Tier: 4

Prerequisite: Armored Assault

During the Horus Heresy, the Ironfire Assault Protocol was a tactic where Infantry and other support units would advance a few meters behind an active artillery barrage, with the allied units softening up whatever remained. While no one likes to talk about who pioneered this doctrine, the rediscovery of curtain fire has proved invaluable. Artillery Mass Combat Units gain +1 Power and +2 Armor (added after standard Power/Armor calculations). Allied Mass Combat Units attacking while within range of an allied Artillery Mass Combat Unit roll one additional damage die. If the attacking unit is an Infantry unit, they roll two additional damage die.



MASS COMBAT UNITS

While a Peer of the Imperium can often call upon countless armed forces of his household, a Colony will stretch thin all but the most powerful. It becomes necessary to have a Colony look to its own defenses and train forces to not only hold the line against whatever the Rift and the Void spit out, but perhaps even go on the offensive should the need arise.

When the Imperial Strongpoint Special Base Facility is produced, the Colony may use Production to create Mass Combat units as detailed in Battlefleet Koronus. If a Colony constructs and stations a number of Mass Combat Units whose combined Power is greater than or equal to the Colony's Size, its Order is improved by 1. Colonies can maintain a number of Mass Combat Units for free equal to the amount of Profit Factor the colony generates – if more are created, each has an additional cost of 1 Profit Factor, representing the Colony expanding armed forces beyond its means to support them.

Mass Combat Units are customizable – the Colony can decide all facets of the unit based on needs at the time. A Colony owner decides the Type, Troop Quality, Gear Quality, Designation, Tech Level, and Unit Strength to produce at, thereby determining the unit's Power Level, and then begins allocating the required number of Production Points at the conclusion of each mission. The Mass Combat Unit's Type determines the base cost, while all other categories are modifiers. These can represent lightly armed Astra Militarum Infantrymen (Infantry, Volunteer, Common, Medium, Industrial), advanced Squat Skyhunter Jetbike formations (Cavalry, Professional, Common, Heavy, Modern), to even armored wings of manta-like Mechanicum Aerodynes (Air, Veteran, Good, Medium, Modern). Damaged Mass Combat Units stationed or garrisoned in the colony recover 50 Unit Strength per mission until restored to their original value. A Mass Combat Unit has a minimum cost of 1 Production Point, no matter how many penalties are stacked. Consult Battlefleet Koronus for more information on the Mass Combat System.

It should be said that once a Mass Combat Unit is constructed, its soldiers and its wargear are inseparable – a Colony Owner cannot produce a Mass Combat Unit and then immediately sell their wargear off, leaving the soldiers high and dry!

UNIT TYPE

Unit Type determines a Mass Combat Unit's role on the battlefield, from humble infantryman to armored column, culminating in the mighty Imperial Knights.

Unit Type	Base Cost
Infantry	1
Cavalry	2
Mechanized Infantry	3
Artillery / Anti-Air	4
Armor	5
Air	6

TROOP QUALITY

Troops trained to a high level will naturally be more effective than mere conscripts given a lasgun for the first time and sent screaming at the enemy.

Troop Quality	Modifier
Conscript	-1
Volunteer	+0
Professional	+1
Veteran	+2
Elite	+3

GEAR QUALITY

A unit with higher-quality gear will worry less about battlefield conditions, as their weaponry is reliable and true. Lesser-quality troops will have to make do.

Gear Quality	Modifier
Poor	-1
Common	+0
Good	+1

DESIGNATION

Light Units tend to be harrassers, staying at the edges of the battle. Medium units form a battle line, allowing heavy units to strike as a hammer against the enemies of the Emperor.

Gear Quality	Modifier
Light	-2
Medium	+0
Heavy	+2

TECH LEVEL

Tech Level determines how complex the unit's equipment is. Feral bows and javelins may be sufficient for a wild world, and Feudal weapons enough to cow a medieval world, but most soldiers will be equipped with industrial-grade weaponry like autoguns, or higher if the need arises.

Unit Type	Base Cost
Feral	-1
Feudal	+0
Industrial	+1
Technological	+2
Modern	+3

UNIT STRENGTH

Battle Lines of the Astra Militarum are often filled with hundreds of Guardsmen, while groups like the Squats and Space Marines practice warfare tactics that rewards small-group engagements.

The Production Cost of a Mass Combat Unit is increased by +1 (minimum 1) for every 50 Unit Strength the unit possesses. Remember that every point of Unit Strength corresponds to about ten guys in the unit, so a Mass Combat Unit with Unit Strength 50 will have about 500 guys in it.

When your units are completed, they will remain at the Colony unless ordered otherwise by the Colony owner. Do be careful during certain Calamitous Events – genestealers, chaos cults, and other threats from within can prove a hell of a problem. Never underestimate the threat from within, alongside without and beyond, not unless you want to replace a rather expensive colony...

EXAMPLE

Lady Karina notes that, though her infrastructure is strong, her colony is rather sparsely defended. She decides to produce and outfit a Squat Warrior Brotherhood to act in the Colony's defense.

Type: Infantry (1)
Troop Quality: Professional (+1)
Gear Quality: Common (+0)
Designation: Medium (+0)
Tech Level: Modern (+3)
Unit Strength: 100 (+2)

This will cost a total of 7 Production, an easily manageable output that will be complete at the conclusion of her mission. She decides that the next unit will be Skyhunters mounted on Scimitar Jetbikes to support them.

Type: Cavalry (2)
Troop Quality: Professional (+1)
Gear Quality: Good (+1)
Designation: Heavy (+2)
Tech Level: Modern (+3)
Unit Strength: 50 (+1)

This will cost a total of 10 Production when she has the chance. However, disaster strikes. Her father, Lord Mortimer, comes to visit, and argues that Jetbikes are Mechanized Infantry, not Cavalry! Oh no! This argument is going to take a while...




GARRISONS

A Colony left unguarded is a colony ripe for destruction. Luckily, some structures grant “free” Mass Combat Units as a garrison. These special garrison units cannot leave the colony, and do not provide Order to the Colony in the way a separately-built Mass Combat Unit does. However, they do not count towards the limit of units a colony can support, and are automatically mustered should the colony come under attack.

While the Order Base Facility Tree grants garrisons according to the following table, and certain Special Base Facilities may grant specialized units as garrisons, it is possible the GM may create new types of special base facilities that provide a garrison. Only the highest-level garrison unit for Order Base Facilities is mustered, representing the garrison upgrading and re-arming as the colony’s needs for security grows.

Unit Strength of Mass Combat Units granted by Order Base Facilities is given as a multiplier. To determine the Unit Strength of the Mass Combat Unit, apply the modifier to the Colony’s Size characteristic. For example, a Household Retainer unit defending a Colony of Size 5 will possess a Unit Strength of 50 (Size 5 with a x10 modifier).

Join the Astra Militarum!



**Travel to fantastic new planets!
Meet exotic new life forms!
And then shoot them!**

Serve the Emperor today - tomorrow you may be dead!

Order Base Facility	Unit	Type	Unit Power	Unit Quality	Unit Strength
Household Troop Garrison	Household Retainers (Technological)	Infantry (Medium)	6	Volunteer	10x
Planetary Defense Force Station	Planetary Defense Force (Modern)	Infantry (Medium)	7	Professional	10x
Astra Militarum Detachment	Astra Militarum (Modern)	Mechanized (Medium)	8	Veteran	15x
Solar Auxilia Cohort Fortress	Solar Auxilia Tercio (Modern)	Mechanized (Heavy)	10	Elite	15x

SIEGE WARFARE

One may arrive at an enemy colony, finding the opposition more than expected. Similarly, an enemy may arrive at your colony, but find themselves unable to immediately begin an attack due to defenses, planetary shields, etc. Thus begins the most grueling aspect of warfare – the siege. Simply put, laying siege breaks supply lines to a colony, isolating them and allowing attrition to overtake the enemy, making them overall weaker and ripe for conquest.

This is not something that can be performed with a simple test – this is an involved activity, similar to an endeavor. It requires a voidship, an army, and a lot of time. To begin a siege, one first establishes Void Superiority. This means the attacker must bring a fleet consisting of at least a single voidship into the space around the defender's colonized planet. This may cause a voidship battle. Provided the attacker wins this voidship battle, the attacker has achieved Void Superiority – no external supplies may now reach the colony. Once Void Superiority is reached, the Siege begins. During a Siege, a Colony's Growth, Production, and Science ceases to function.

A Siege works by a points system – the Attacker's voidships generate Siege Points, which then gradually wear down a Colony's Defense Points over time. At the end of a GM-defined time unit, such as after a Mission, or after a pre-determined set of time such as one month, the Attacker tallies their Siege Points, and subtracts these from the Colony's Defense Points. When a Colony reaches zero Defense Points, it is reduced in Size. When a Colony is reduced to Size 0, it and all Mass Combat Units on the planet are destroyed.

An attacker's Siege Points are generated by the number of voidships in orbit while the attacker has Void Superiority. Different classes of voidship generate different amounts of Siege Points – bigger is better! A voidship equipped with Bombardment Cannons generates one additional Siege Point. Excess

Ship Type	Siege Points
Transport	1
Raider	2
Frigate	3
Light Cruiser	5
Cruiser	7
Battlecruiser	8
Grand Cruiser	10
Battleship	12
Super-Battleship	20

Siege Points will carry over to the next rank of Colony size.

A Colony's Defense Points are equal to its Size. For example, a Colony at Size 8 has 8 Defense Points. After repeatedly applying Siege Points to this value and reducing it to 0, the colony will drop to Size 7, and now possesses 7 Defense Points. The process then repeats, until either the attacker is driven off, the Colony is destroyed, or the attacker retreats from the system, having accomplished another objective they set out to perform, whatever it may be.

The attacker may now begin an Orbital Bombardment against the defender's Colony. The attacker selects a bombardment Type, which will affect the speed of colony capitulation. Each Bombardment has a Colony Damage Modifier, which is a multiplier to the number of Siege Points generated. A Bombardment of any kind will inflict damage equal to 5% of a Mass Combat Unit's Unit Strength during every interval, but each Bombardment also has a Mass Combat Unit Destruction Chance – the attacker may roll 1d100 for every Mass Combat Unit in the colony, and if they roll in the listed range, that unit is instantly destroyed. A Selective Bombardment prioritizes destruction against enemy armed forces over population destruction, useful for weakening enemy Mass Combat Units and eventual capture of an enemy Colony, but is much slower due to the needed precision. An Indiscriminate Bombardment is useful for breaking down a colony and its defenders, reducing Colony Size and armed forces equally.

Note that these two (Selective and Indiscriminate) are the standard that all factions may use – some factions may have additional options, such as the Imperium which can perform Exterminatus Bombardment, the attackers dead-set on destroying an enemy Colony as fast as possible. The Drukhari are able to perform a Raiding Bombardment, stealing Colony Size for slavery or resale. The forces of Chaos can perform a Warp Bombardment, calling upon the gifts of the Dark Gods to corrupt a planet. The Tyranids' Consumption Bombardments are designed to consume dead and defender alike. A GM is encouraged to work with their players to create new bombardment types that fit their playstyles as well. Once selected, a Bombardment cannot be changed – choose wisely at the start of the Siege!

Bombardment Type	Colony Damage Modifier	Mass Combat Unit Destruction Chance	Other Effects or Notes
Selective	0.5x	20%	Usable by all.
Indiscriminate	1x	10%	Usable by all.
Exterminatus	2x	25%	When a Colony's size is reduced by 1, roll 1d10. On a 6+, the Colony loses an additional point of Size. (Imperial Only)
Raiding	1x	5%	When a Colony's size is reduced by 1 during an interval, the attacker may either gain 1 Profit Factor, gain one Slave, OR increase the Size of another Colony they own by 1. (Drukhari / the House of Korst'la Forces Only)
Warp	2x	20%	When a Mass Combat Unit is destroyed as a result of this bombardment, the Attacker may perform a Challenging (+0) Invocation or Forbidden Lore (Daemonology) test. If this test is successful, the unit is not destroyed, but joins the Attacker as an ally. (Chaos Forces Only)
Consumption	3x	10%	When a Colony's size is reduced by 1, one of the attacker's Mass Combat Units gain +1 Power, +2 Armor, and +10% Unit Size. (Tyrannid Forces Only)

EXAMPLE

Shas'oSio't Korst'la VII has opted to make an example of an unlucky Colony of Aeldari Exodites in the Eastern Fringe. The High Commander of the House of Korst'la has arrived in local space with two Castellans-class Frigates, one Torture-class Cruiser, and the might of Studio 69, the Custodian-class Battleship. The House Fleet sweeps away all void resistance, rapidly gaining Void Superiority. Korst'la VII determines that the Size 12 Colony below is now ready for...exploitation.

The High Commander orders a siege, and decides that Raiding Stance is required. The House flotilla possesses two Frigates, one Cruiser, and one Battleship, therefore generating $(3+3+7+12) = 25$ Siege Points. As a Raiding Bombardment has a 1x Colony Damage Modifier, he will inflict 25 points of damage against the Colony after every interval. He will inflict 5% damage to enemy Mass Combat Unit Strength after every interval, with a 5% chance to instantly destroy unlucky Mass Combat Units. This is fine – he wants them *alive*.

Korst'la leads the HKSD down on the planet, in a daring raid against the colony's World Spirit, completing a Mission, which is the interval chosen by the GM. 25 Siege Points are applied against the Colony's Defense Points. The Colony initially has a Size of 12. 12 Defense Points are lost, leaving the Colony at Size 11, with 11 Defense Points, and 13 Siege Points remaining. These are lost as well, reducing the Colony to size 10, and 2 Siege Points remaining. The Colony is now Size 10, with 8 / 10 Defense Points. The Colony has seven Mass Combat Units defending it – they each take 5% damage to their Unit Strength, and, unfortunately for a poor Guardian unit, the bombardment hits them directly – they struck out with a 5% chance. The Colony now has six Mass Combat Units defending it, each at 95% Unit Strength.

Korst'la has reduced the colony by two points of Size – he opts to assign one point of Size to one of his Shadowports in the Solaris Expanse, the sudden influx of slave labor boosting the population, and sells the other for 1 Profit Factor, making his allies VERY happy. The High Commander hasn't felt this alive in ages – he once more summons the HKSD, and prepares for another mission to the surface.

This cycle repeats, until the High Commander feels it is time to land troops. At the end of a harsh battle, Korst'la VII looks upon a burning wreck of a former Exodite colony. Tallying the profit made and calculating the tithe to the High Kabals, Korst'la VII orders a retreat – the books are in the black, and all is well.

XENOS COLONIES

“Enfleshed labor is inefficient, we have constructs for that.”

-Royal Warden Mukhlis-Hed of the Chefren-Ra Dynasty, explaining the superiority of Canoptek constructors.

The colony system in this section is nominally meant for Imperial colonies. However, it is not impossible to use them for teams consisting of xenos races. They may be fluffed differently, but a colony of Aeldari or T’au would still construct Colony Base Facilities, Special Base Facilities, and research the same technologies. Each Xenos species, however, would specialize in different actions, and thus would often have their own special base facilities or technologies that normal Imperial factions would not usually have access to. Perhaps a xenos player character is even able to establish relations with their home faction, granting new paths to an otherwise standard Imperial Colony template.

Listed here is a collection of a few Xenos-specific Special Base Facilities and Technologies that GMs may find useful, should they choose to run a series featuring these xenos. Base Facilities will have a type (Colony, Special), while Technologies will list their Tier and what Prerequisite they branch from. Unless otherwise stated, Xenos Special Base Facilities do not require any Technology to unlock. Note that not every xenos is featured here, only those that are playable within the 40k RPGs. Not everything here is fully fleshed-out – these are some of my raw notes, and GMs should be encouraged to add new buildings and technologies as they see fit!

THE ADEPTUS MECHANICUS

While not a Xenos faction, the Adeptus Mechanicus uses many types of weapons and wargear that standard Imperial factions would not normally have access to. Consider the following technologies that may be useful.

Isotropic Concentration

(Wargear, T3, Prereq. Applied Physics)
Weapons with the Rad-Phage quality gain +2 Damage, and impose a -10 penalty on Toughness tests to resist the Rad-Phage Quality.

Galvanic Efficiency

(Wargear, T3, Prereq. Applied Physics)
Galvanic Rifles gain the Tearing quality. Galvanic Caster Flechette Bursts gain +2 Damage and +2 Penetration. Galvanic Caster Ignis Blaze shots gain the Flame quality. Galvanic Caster Kinetic Hammershot shots gain the Armorbane Quality.

Transonic Resonance

(Wargear, T3, Prereq. Applied Physics)
Weapons with the Transonic Quality gain the Crippling (WS Bonus) Quality.

Photonic Focus

(Wargear, T4, Prereq. Isotropic Concentration)
When fired in single-shot mode, Photon Weaponry gains the Focus Quality.

Focus: Deals +3 Damage and +1 Pen for each round it's fired on the same target without interruption. Penetration bonus applied after Lance effect. This effect stacks up to 4 times (Max +12 Damage, +4 Pen). At max stacks, gain Overheats.

Arc Overcharge

(Wargear, T4, Prereq. Galvanic Efficiency)
Arc Weapons add +1 to the Haywire Table result (Using a D5 table). If a 5 is rolled on the Haywire Table, the attack inflicts an additional 1d10 damage, ignoring armor, toughness, and defensive fields.

Ministration of the Motive Force

(Wargear, T4, Prereq. Galvanic Efficiency)
Electrostatic Gauntlets gain +2 Damage, +2 Penetration, and the Tesla Quality for ranged and melee attacks. Electroleech Staves impose a -10 penalty to Murderous Strike tests. Taser Weapons gain the Vengeful (9) Quality.

'ate xenos
'ate chaos
'ate heretek
'ate stygies
(not heresy just dont like om)
luv cawl
luv me stc
luv mars

simple as



THE NECRONS

Necrons start out slow, but their facilities allow them to rapidly ramp up their tomb worlds, as well as defend them easier.

Necrons, as beings without Fate Points, cannot usually perform Experiments without crafting. Necrons instead may perform up to one Experiment per tier of Science Base Facility within their Colony.

Royal Pyramid

(Special Base Facility)

Replaces the Headquarters. A Royal Pyramid is the seat of the Phaeron's power, and his court is a great structure, one of the few not designed for a funerary complex. Its shielded walls are a symbolic reflection of the intense radiation the Necrons suffered under, when they were still weak creatures of flesh and bone. It is where the Colony is governed, where its Representative resides, and where the Phaeron's orders are relayed to the rest of the Colony.

A Royal Pyramid grants +1 Growth, +1 Production, +1 Science, and +3 Order, and allows the use of Production to construct Mass Combat Infantry, Cavalry, and Mechanized Infantry units at the Conscript or Volunteer Quality to defend the Colony and attack enemies. A Royal Pyramid grants two units of Necron Warriors, upgrading to two units of Necron Immortals when the Colony reaches Size 8.

Forbidden Archive

(Special Base Facility)

Before the fall, Necron Crypteks were already masters of eldritch technology, able to manipulate matter and energy in ways that seemed magical to lesser races. With immortality came generations of learning, and the Cryptek conclaves become more powerful than ever—yet the millennia have made them stagnant. In these archives, the Conclaves dig for the wisdom of the ancients, rather discovering the secrets of the universe anew.

A Forbidden Archive grants +5 Science, grants a +20 bonus to Logic, Tech Use tests for Crafting, and Common, Scholastic, and Forbidden Lore tests, and allows the colony to apply each point of Science to a second Technology simultaneously alongside the current Technology. Characters may perform one additional Experiment when Crafting.

Slave Mastaba Network

(Special Base Facility)

Everyone has a place in Necron society. The weak-fleshed races of the Old Ones live out their days under crude shelters, where they scrape together their own food, before being sent out to excavate the Necron's long-buried tombs and retrieve the sleeping nobility and soldiers within.

A Slave Mastaba Network grants +5 Production, -3 Order, -1 to Production cost for all standard Colony Base Facilities and Units, and allows the colony to apply each point of Production to a second Building or Unit simultaneously alongside the current Building or Unit.

Tomb Garrisons

(Colony Base Facility)

Necron base facilities improve production, growth, and add new Garrison units to a Colony.

Base Facility	Tier	Bonus
Summoning Core	1	+1 Growth, +1 Production, +1 Garrison (Necron Immortals)
Hypostyle Hall	2	+1 Growth, +1 Production, +1 Garrison (Doomsday Ark Decurion)
Nameless Causeway	3	+1 Growth, +1 Production, +1 Garrison (Doom Scythe Wing)
Tomb Citadel	4	+1 Growth, +1 Production, +1 Garrison (Command Barge Decurion)

EXAMPLE MASS COMBAT UNITS

Necron units regenerate 1d5 Unit Strength at the start of their turn.

Necron Warriors

Infantry (Medium)

Power 7, Armor 14, Skill 40, Morale 80, Unit Strength 60

Necron Immortals

Infantry (Heavy)

Power 9, Armor 18, Skill 50, Morale 90, Unit Strength 60

Necron Doomsday Ark Decurion

Armor (Medium)

Power 10, Armor 20, Skill 50, Morale 90, Unit Strength 50

Necron Doom Scythe Wing

Air Force (Medium)

Power 11, Armor 22, Skill 50, Morale 90, Unit Strength 40

Necron Command Barge Decurion

Mechanized Infantry (Medium)

Power 18, Armor 24, Skill 60, Morale 100, Unit Strength 20

NECRON IMPROVEMENT UPGRADES

(Improvement Upgrades)

Necron have some improvement upgrades superior to their Imperial counterparts.

Energy Core (replaces Mine)

Tier 1, grants +2 Production

Al-Khemic Quarry (replaces Thermal Borehole)

Tier 2, grants +5 Production and +25% BER to Colony's Harvesters.

Stela (replaces Precinct)

Tier 1, grants +2 Order

Baroque Shrine (replaces Primus Redoubt)

Tier 2, grants +5 Order, +1 Garrison (Necron Warriors)

NECRON TECHNOLOGIES

Necron weapons are leagues ahead of Imperial weapons, and the Crypteks can refine them further.

Gauss Polarization

(Wargear, T2, Prereq. Veneration of the STC)

Weapons with the Gauss Quality gain the Tearing quality. Basic-class Gauss weaponry gain +2 damage and +1 Penetration to their Ranged profile. Heavy-class Gauss weaponry gains the Corrosive (1d5) quality.

Tesla Overcharge

(Wargear, T3, Prereq. Gauss Polarization)

Weapons with the Tesla quality improve Penetration by 2, and the Tesla quality triggers on an 8+ instead of 9+ damage.

Synaptic Paralysis

(Wargear, T3, Prereq. Gauss Polarization)

When a Synaptic Disintegrator hit successfully scores damage against a Troop-class or Elite-class enemy,

the enemy must roll 1d10 at the start of their turn. On a 9+, their nervous system seizes up, and they immediately perform a melee or ranged basic attack with their equipped weapon against the closest possible target.

Particle Deconstruction

(Wargear, T4, Prereq. Tesla Overcharge)

Particle weaponry gains the Deconstruction Quality.

Deconstruction: Inflicts +2 Damage for each previous hit scored against the same target without interruption during the encounter. This effect stacks up to 5 times (Max +10 Damage). At max stacks, the weapon gains the Overheats quality. If the enemy goes one entire round without being hit successfully, the counter is reset.

Optimized Necrodermis

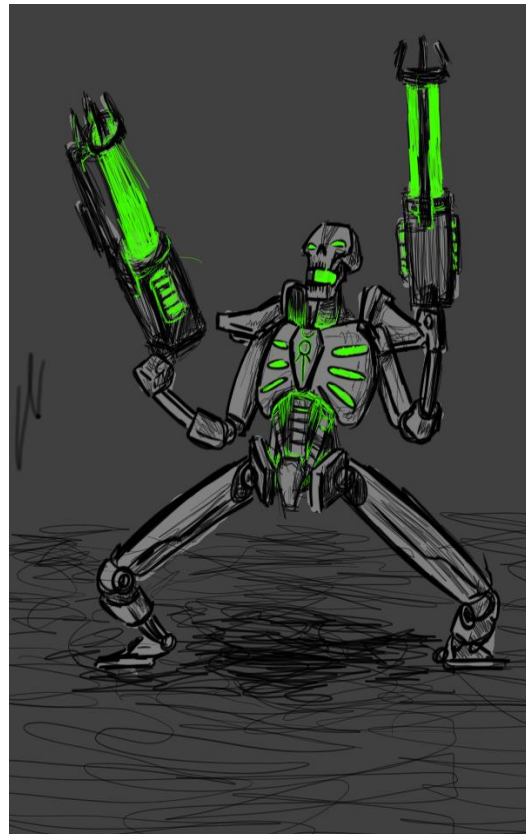
(Wargear, T3, Prereq. Enhanced Alloys)

The armor granted by the Necron's Necrodermis Shell trait is increased by 1.

Efficient Resurrection

(Wargear, T4, Prereq. Optimized Necrodermis)

The Necron gains a +10 bonus to Resurrection Protocols tests.



THE ANHRATHE CORSAIRS

Aeldari Corsairs have difficulties with staying in one place, but their void stations are second to none. Corsairs are not limited to Void Stations, but they are better at managing them.

When an Anhrathe Corsair successfully performs a mission and gains an amount of Profit Factor, they may reduce the amount of Profit Factor they gain by 1, and increase the Size characteristic of their Void Station by 1, representing the outflow of plunder to acquire new crew.

Corsair Hub (Special Base Facility)

Replaces the Headquarters in a Void Station. Corsair Hubs act as a nexus for raiding Imperial merchant shipping, and are masters of using local space to ambush voidships. Their stations are thus ostentatious displays of wealth, meant to impress other Corsair bands as well as intimidate visitors.

A Corsair Hub grants +1 Growth, +1 Production, +1 Piety, +3 Order, and +1 Profit Factor, and allows the use of Production to construct Mass Combat Infantry, Cavalry, and Mechanized Infantry units at the Conscript or Volunteer Quality to defend the Void Station and attack enemies. A Corsair Hub grants two units of Anhrathe Corsair Guardians, upgrading to two units of Anhrathe Corsair Voidscarred when the Void Station reaches Size 8.

Example Mass Combat Units

Anhrathe Corsair units double the distance they are able to move.

Corsair Guardians
Infantry (Light)
Power 6, Armor 12, Skill 50, Morale 90, Unit Strength 80

Corsair Voidscarred
Infantry (Medium)
Power 8, Armor 16, Skill 50, Morale 90, Unit Strength 80

Soul Shrine (Special Base Facility)

Powered by Aeldari spirit stones, the Soul Shrine is a testament to the fallen warriors of the past. Through their collective influence within the Wraithbone, they can help their mortal kin by providing their

knowledge of old technologies and weapons, giving the Eldar forces in the mortal world an edge on the battlefield, therefore continuing their service to the Craftworld.

A Soul Shrine grants +3 Science, +3 Piety, and grants a +20 bonus to Willpower tests when casting Psychic Powers. Results on the Perils of the Warp table are reduced by a value equal to 5x the Colony's Piety Characteristic.

Webway Network (Special Base Facility)

Field-constructed Webway Gates are weaker than the webway gates of old, which could transport huge armies in a blink of an eye. Nonetheless, a Webway Network can transport units across great distances, as well as provide a target for relocation.

A Webway Network grants +3 Growth and +2 Production. During Mass Combat, allied units may be held in reserve, and summoned to battle with a Challenging (+0) Command test. If this test is successful, the unit appears within 20 kilometers of the summoning unit, and may act as normal that round. Enemy Mass Combat Units attacked by the summoned unit are considered Surprised, and may not perform a counter-attack against the summoned unit.

ANHRATHE TECHNOLOGIES

While many technologies of the Aeldari match with Imperial equivalents, such as plasma, flame, las-weaponry, mesh armor, and so on, some unique outliers exist.

Shuriken Sharpening
(Wargear, T2, Prereq. Veneration of the STC)
Shuriken weaponry gains the Tearing quality. Basic-class Shuriken weaponry improves Penetration by 2, added after modifiers. Heavy-class Shuriken weaponry gains the Razor-Sharp quality, added after modifiers.

Dissonance Pulse-Tuning
(Wargear, T3, Prereq. Shuriken Sharpening)
Dissonance Weaponry ignores cover. Pistol-class Dissonance weaponry gains the Crippling (Half BS Bonus) quality. Heavy-Class Dissonance weaponry doubles the stacks of Vibro gained for each hit.

THE T'AU EMPIRE

T'au of the Empire hold fast to the Greater Good, seeking to unite the galaxy under their banner, with themselves as first among equals. T'au colonies are built as utopias, carefully planned and managed. Over time, however, they run the risk of gradually becoming shitholes like Baltimore, Philly, or Detroit if care is not taken in managing the many species within.

T'au colonies reduce the cooldown of Fortuitous Events by 1 for every 5 Piety they possess. T'au colonies can construct Specialist Housing Facilities that are cheaper to build, and may be constructed multiple times. However, each time an additional type of a Repeatable Special Base Facility is constructed, a cumulative -1 penalty to Order is applied to each facility of that type. For example, building one P'greet'an Hydroponics Facility normally grants +2 Growth and +1 Order. Building two, however, adds a -1 penalty to order, meaning the total bonus is +4 Growth, +0 Order from two buildings. Building a third adds a further -1 penalty, meaning the total becomes +6 Growth, -3 Order from three buildings. There is no penalty from building generic standard base facilities.

Tau'shiro Cadre Headquarters (Special Base Facility)

Replaces the Headquarters. Tau'shiro Cadre Headquarters are where all the species of the T'au come together as one, to further the power of the Greater Good. It is the main base of operations for the castes of the T'au to work together to manage a colony.

A Tau'shiro Cadre Headquarters grants +1 Growth, +1 Production, +1 Science, +1 Piety, +3 Order, and allows the use of Production to construct Mass Combat Infantry, Cavalry, and Mechanized Infantry units at the Conscript or Volunteer Quality to defend the Colony and attack enemies. A Tau'shiro Cadre Headquarters grants two units of Fire Warrior Strike Teams, upgrading to two units of Stealth Teams when the Colony reaches Size 8.

Example Mass Combat Units

T'au Empire Mass Combat units fire first when performing or are subjected to an Attack order.

Fire Warrior Strike Team

Infantry (Medium)
Power 7, Armor 14, Skill 40, Morale 80, Unit Strength 80

Stealth Team

Infantry (Heavy)
Power 8, Armor 16, Skill 50, Morale 90, Unit Strength 60

When performing an Advance or Cautious Advance into an enemy, roll 1d10. On a 7+, the enemy may not counter-attack the unit.

Coalition Center (Special Base Facility)

Acting as the spiritual hub of the T'au Empire, this is where the Ethereals manage the well-being of all who dwell within the colony. Their word is law, through means unknown, and it is not unknown for the T'au to die to protect them.

A Coalition Center grants +1 Growth, +5 Piety, and +10% morale to all Allied Mass Combat Units within the Colony. A Coalition Center, on construction, must be specialized in the Way of Fire and Air, granting +25% Science for researching Wargear and Mass Combat technologies, or the Way of Water and Earth, granting +25% Science for researching Colony technologies.

Specialist Housing Facilities (Repeatable Special Base Facility)

Housing and facilities can be constructed for various races of the T'au Empire within the colony, allowing them to ply their trades and perform actions only they can do. By utilizing the strengths of each race, the T'au advance the cause of the Greater Good and display the power of the Tau'va. Just...ignore the giant multi-armed faceless warp lady waving in the background. Specialist Housing Facilities cost 10 Production Points to construct.

P'greet'an Hydroponics

Invertebrates from a watery world, the Greet offer their expertise of aquatic food generation. This facility grants +2 Growth and +1 Order.

Brachyuran'm Foundry

Tiny crab-like creatures, the Brachyura's tiny size and dexterity allow them to excel at delicate assembly tasks. This facility grants +2 Production and +1 Order.

Bentu'sin Lab

Demiurg Kin from the Leagues of Votann supplement the technological prowess of the T'au. This facility grants +2 Science and +1 Order.

Charpactin Ambassaspore Colony

Sentient fungoids who communicate purely in bursts of ultraviolet color, the Charpactin use their skills to manage adherence to the Tau'va. This facility grants +2 Piety and +1 Order.

Anthrazod'm Refinery

Sturdy and dim-witted, the Anthrazods are suitable for arduous toil within mines and refineries. This facility +25% Harvester BER and +1 Order.

T'AU EMPIRE TECHNOLOGIES

Many technologies of the T'au were thanks to the diverse races all applying their own wisdom together, to create something greater than the sum of its parts. The rest were nicked from Great Crusade wreckage and Votanni pity.

Mor'tonium Accelerators

(Wargear, T3, Prereq. Applied Physics)

A highly radioactive metal alloy manufactured by the T'au, Mor'tonium can supercharge most T'au energy-based weapons by exposing the power source to the atmosphere. T'au Plasma, Pulse, and Ion weaponry improve their Damage by 1 and Penetration by 2.

Brachyuran Assemblies

(Wargear, T4, Prereq. Mor'tonium Accelerators)

Brachyurans are masters of small-scale assembly, so when delicate projects like rail rifle coils and burst capacitors must be assembled, the Brachyurans make the best. T'au Burst weapons gain +2 damage and +2

Penetration. T'au Rail Weapons gain the Razor Sharp quality.

Fio'Xar Arsenal

(Colony, T3, Prereq. Industrial Base)

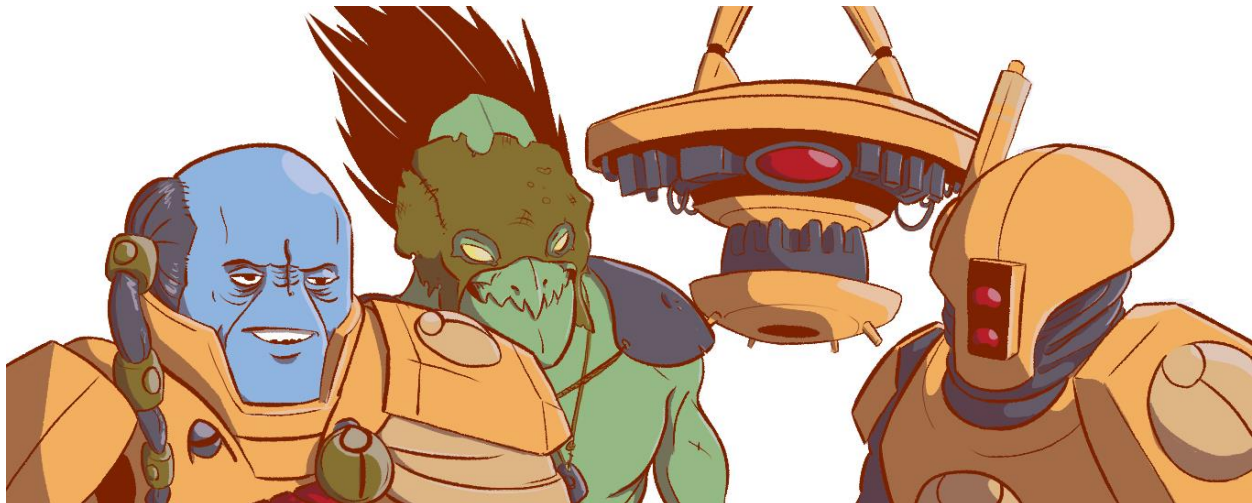
The Earth Caste does their part to assist in the production of war materiel, offering what is unable to be used for crafting to the Colony itself for use.

Harvesters grant Production to the Colony, the final tally rounded down. Personal Harvesters grant 0.25 Production, Medium Harvesters grant 0.5 Production, Heavy Harvesters grant 0.75 Production, and Elite Harvesters grant 1 Production. For example, a Colony with two Personal Harvesters, two Medium Harvesters, three Heavy Harvesters, and one Elite Harvester would generate $(0.25 + 0.25 + 0.5 + 0.5 + 0.75 + 0.75 + 0.75 + 1 = 4.75$, rounded down to 4) Production.

In Diversity, Unity

(Colony, T4, Prereq. Ethical Calculus)

By reaffirming the strengths of each race within the T'au Empire (and removing recidivists in the dead of night), the T'au create a harmonious, orderly colony, an example to strive towards as the Greater Good spreads through the stars. Repeatable Special Base Facilities grant +1 Order.



THE ORKS

Orks are experts at growth, and indeed, if things get rowdy, their growth explodes! Ork colonies must carefully manage order and rebellions, as surprisingly, both are helpful.

When an Ork Colony's Size becomes larger than the colony's Order characteristic, the Colony begins a Riot as normal. The colony does not generate Profit Factor at this time, but the Growth characteristic is doubled – who doesn't love a good fight that gets the boyz all worked up?

Boss Tower

(Special Base Facility)

Replaces the Headquarters. Ork Boss Towers are where the meanest and greenest of da boyz reside, ready to krump anything the Boss demands. The makings of a great Waaagh start here.

A Boss Tower grants +2 Growth, +1 Production, +1 Piety, +2 Order, and allows the use of Production to construct Mass Combat Infantry, Cavalry, and Mechanized Infantry units at the Conscript or Volunteer Quality to defend the Colony and attack enemies. A Boss Tower grants two units of Ork Boyz, upgrading to two units of Ork Nobz when the Colony reaches Size 8.

Example Mass Combat Units

Ork Mass Combat Units gain +10 Morale when engaging an enemy alongside at least one another Ork Mass Combat Unit.

Ork Boyz

Infantry (Light)

Power 6, Armor 12, Skill 30, Morale 60, Unit Strength 100

Ork Nobz

Infantry (Medium)

Power 8, Armor 16, Skill 40, Morale 80, Unit Strength 90

Waaagh Banner

(Repeatable Special Base Facility)

How're you gonna get da boyz to the camp if you don't *advertise*? A Waaagh Banner is both a monument to Gork and Mork, and a loud brag to all Orks on the planet, daring them to prove themselves, and join the Waaagh! A Waaagh Banner grants +2 Growth, +2 Science, and +1 Piety. A Waaagh Banner

costs 5 Production Points to construct. Additional Waaagh banners may be constructed, but each costs an additional cumulative 5 Production Points. The second will cost 10, the third 15, and so on.

Fightin' Pit

(Special Base Facility)

This gigantic pit is a way to both let off steam and train the next set of Boyz. The bigger a fightin' pit, the more Boyz come knockin'. A Fighting Pit grants 6 points. At the conclusion of a mission, these can be freely assigned between Growth and Order as seen fit. They may be reassigned at the end of each mission. For example, one may have the pit generate +2 Growth and +4 Order at first, until more Boyz are needed, in which the values are shifted to +5 Growth and +1 Order. Note that shuffling points in this way can potentially cause a Colony to Riot, which may be what you want at times.

ORK TECHNOLOGIES

Ork technologies tend to be absolute bodge-jobs, but they work, which is all that matters.

Mo' Dakka

(Wargear, T3, Prereq. Applied Physics)

Be it through more barrels, bigger bullets, or a second copy of one's favorite gun taped to the first, more bullets go out. Ork Solid Projectile Weapons gain +2 Damage, +2 Penetration. Ork Solid Projectile Weapons capable of Semi-Auto and Full-Auto fire improve the highest value by +1.

Bodge Jobs

(Mass Combat, T3, Prereq. Combined Arms Adaptations)

There's no time to make something look good, it just needs to kill stuff. The Production cost of Mass Combat units is reduced by 20%.

Green Flood

(Mass Combat, T3, Prereq. Combined Arms Adaptations)

A good boss needs more boyz, more walkers, more shootaz, an' he needs them NOW. Ork Infantry, Mechanized Infantry, and Cavalry regenerate 1d5 Unit Strength at the start of their turn.

Fear Da Orks!

(Mass Combat, T3, Prereq. Armored Assault)

Ork Boyz swarm the enemy, horrifying them utterly. Ork Mass Combat Units add their Power to the total amount of Morale damage inflicted to enemy units.

THE DRUKHARI

Drukhari, soul-shriveled cousins of the Asuryani, revel in piracy, enslavement, and torture. They are masters of raiding, and upon filling their holds with slaves and plunder, return to the city of Commorragh to improve their status, and refuel their draining souls.

When a Drukhari successfully performs a mission and gains an amount of Profit Factor, they gain an equal amount of Slaves, stored within the Colony. For example, completing a mission that awards 3 Profit Factor also awards 3 Slaves. This is a relative unit – don't think too hard about it. A Colony can hold a limited number of Slaves based on its infrastructure. The Colony generates one point of Profit Factor for each Slave working in the Colony, and loses one point of Order for every two Slaves in the Colony. At the conclusion of a mission, Slaves can be spent for bonuses - one point of Slaves can be spent to grant +3 Growth, +3 Production, or +3 Science to the Colony, or to grant a temporary Fate Point that expires at the conclusion of the following mission. The Colony loses one Slave at the end of each Mission to attrition, so Drukhari must continually raid to fill up their coffers.

Kabal Fortress (Special Base Facility)

Replaces the Headquarters. Kabal Fortresses are command posts established by Drukhari raiding forces, where the screams of the tormented echo out, and the slaves are forced to act as labor, living art installations, soul batteries, or grinding Farmville for their overlords.

A Kabal Fortress grants +1 Growth, +1 Production, +3 Order, +10 Slave Capacity, and allows the use of Production to construct Mass Combat Infantry, Cavalry, and Mechanized Infantry units at the Conscript or Volunteer Quality to defend the Colony and attack enemies. A Kabal Fortress grants two units of Kabalite Warriors, upgrading to two units of Kabalite Trueborn when the Colony reaches Size 8.

Example Mass Combat Units

Drukhari Mass Combat Units gain +1 Power for every Mass Combat Unit they have slain in a battle.

Kabalite Warriors

Infantry (Light)
Power 7, Armor 14, Skill 40, Morale 80, Unit Strength 80

Kabalite Trueborn

Infantry (Medium)
Power 8, Armor 16, Skill 50, Morale 90, Unit Strength 80



Big Bird does his hourly drive-by of laughing at the slaves on his plantation.

Slave Chamber (Repeatable Special Base Facility)

Great dungeons for the masses of slaves needed to provide the Drukhari with soul energy and entertainment, Slave Chambers are needed for larger colonies to directly manage Slave populations. A Slave Chamber grants +1 Production, +1 Order, and +5 Slave Capacity. A Slave Chamber costs 10 Production Points to construct, and may be constructed repeatedly to improve the Colony's Slave Capacity.

Soul Cage (Special Base Facility)

A grand edifice that is one titanic battery to hold the souls of the damned, the Soul Cage is a sign that the Drukhari are making a permanent claim to the area. A Soul Cage grants +3 Production and +3 Science. Drukhari characters double the number of Pain Tokens received from Vile Pleasures and Talents, and roll 1d10 when spending a Fate Point to activate a talent whose prerequisite is Power from Pain. On an 8+, the power activates, but the fate point does not count as spent.

DRUKHARI TECHNOLOGIES

The Haemonculi tirelessly work to improve the weapons of the Drukhari, an eternal arms race against the new monstrosities that are fielded within the galaxies.

Toxin Refinement

(Wargear, T3, Prereq. Applied Physics)

Against creatures with enhanced systems, such as the Primaris Marines, and ever-evolving threats as the Tyranids, splinter toxins must be enhanced and improved. Splinter Weapons gain +2 Damage, +2 Penetration, and the Excruciating Quality. If the target fails the test required by the Excruciating quality, the character gains a Pain Token.

Dark Matter Focusing Lenses

(Wargear, T4, Prereq. Toxin Refinement)

Dark Lance focusing lenses are tuned to pierce new armor patterns appearing all across the galaxy. Drukhari Dark Matter Weapons halve their Penetration, but gain the Lance Quality. Dark Matter Weapons ignore one point of Toughness for every Degree of Success on the Ballistic Skill test.

Slave Maintenance Protocols

(Colony, T4, Prereq. Ethical Calculus)

Studies by the Haemonculus Covens offer new ways to efficiently extract labor and resources from slaves acquired. Slave Chambers grant +1 Production. One point of Order is now lost for every three Slaves in the Colony.