

Planetary Special Features

Special Industry											
2D6	Schola Progenium	Research Station	Forge World	Hive World	Industrial World	Civilized World	Agricultural World	Medieval World	Feral World	Death World	Voidborn
2	Titan Forge	High Yield	Luxury Goods	Rare Installation	High Capacity	Luxury Goods	Ordnance Production	Shipyard	Shipyard	Inefficiencies	High Capacity
3	Shipyard	Titan Forge	Leakage	Shipyard	Rare Installation	Hyperefficiencies	Shipyard	High Yield	Ordnance Production	Ordnance Production	Titan Forge
4	Ordnance Production	Rare Installation	Hyperefficiencies	Hyperefficiencies	Inefficiencies	High Yield	High Capacity	Luxury Goods	High Yield	Shipyard	High Capacity
5	High Capacity	High Capacity	High Yield	Inefficiencies	Titan Forge	Leakage	Hyperefficiencies	Rare Installation	Rare Installation	Leakage	Leakage
6	Rare Installation	Low Yield	Shipyard	Ordnance Production	Hyperefficiencies	Inefficiencies	Rare Installation	Low Yield	Inefficiencies	High Yield	Hyperefficiencies
7	Inefficiencies	Hyperefficiencies	Titan Forge	High Capacity	Ordnance Production	Rare Installation	High Yield	Leakage	Low Yield	Luxury Goods	Shipyard
8	Low Yield	Inefficiencies	Ordnance Production	Leakage	High Yield	Low Yield	Leakage	Inefficiencies	Leakage	Hyperefficiencies	Ordnance Production
9	Leakage	Luxury Goods	High Capacity	High Yield	Shipyard	Ordnance Production	Inefficiencies	High Capacity	Luxury Goods	Rare Installation	Low Yield
10	Hyperefficiencies	Leakage	Rare Installation	Low Yield	Leakage	High Capacity	Low Yield	Ordnance Production	High Capacity	Low Yield	Rare Installation
11	Luxury Goods	Shipyard	Low Yield	Titan Forge	Low Yield	Shipyard	Luxury Goods	Hyperefficiencies	Hyperefficiencies	Titan Forge	Luxury Goods
12	High Yield	Ordnance Production	Inefficiencies	Luxury Goods	Luxury Goods	Titan Forge	Titan Forge	Titan Forge	Titan Forge	High Capacity	High Yield

Special Infrastructure											
2D6	Schola Progenium	Research Station	Forge World	Hive World	Industrial World	Civilized World	Agricultural World	Medieval World	Feral World	Death World	Voidborn
2	Planetary Stasis Vault	Trade Hub	Governor's Palace	Mobile Infrastructure	Hidden Base	Planetary Stasis Vault	Orbital Fortress	Rapid Transit	Trade Hub	Trade Hub	Adeptus Hub
3	Trade Hub	Rapid Transit	Rare Defenses	Data Mine	Adeptus Hub	Orbital Fortress	Planetary Stasis Vault	Data Mine	Data Mine	Governor's Palace	Data Mine
4	Orbital Fortress	Orbital Fortress	Trade Hub	Hidden Base	Mobile Infrastructure	Hidden Base	Mobile Infrastructure	Orbital Fortress	Planetary Stasis Vault	Orbital Fortress	Governor's Palace
5	Hidden Base	Mobile Infrastructure	Grand Base	Grand Base	Grand Base	Rare Defenses	Rapid Transit	Governor's Palace	Adeptus Hub	Mobile Infrastructure	Rapid Transit
6	Rare Defenses	Data Mine	Orbital Fortress	Rapid Transit	Trade Hub	Grand Base	Governor's Palace	Grand Base	Hidden Base	Rare Defenses	Trade Hub
7	Adeptus Hub	Hidden Base	Data Mine	Trade Hub	Rapid Transit	Governor's Palace	Grand Base	Rare Defenses	Mobile Infrastructure	Planetary Stasis Vault	Orbital Fortress
8	Grand Base	Planetary Stasis Vault	Hidden Base	Governor's Palace	Governor's Palace	Adeptus Hub	Trade Hub	Hidden Base	Grand Base	Grand Base	Rare Defenses
9	Governor's Palace	Grand Base	Planetary Stasis Vault	Adeptus Hub	Rare Defenses	Trade Hub	Rare Defenses	Adeptus Hub	Rare Defenses	Hidden Base	Grand Base
10	Mobile Infrastructure	Rare Defenses	Rapid Transit	Orbital Fortress	Orbital Fortress	Rapid Transit	Hidden Base	Mobile Infrastructure	Orbital Fortress	Data Mine	Planetary Stasis Vault
11	Rapid Transit	Adeptus Hub	Mobile Infrastructure	Planetary Stasis Vault	Data Mine	Mobile Infrastructure	Adeptus Hub	Planetary Stasis Vault	Governor's Palace	Rapid Transit	Hidden Base
12	Data Mine	Governor's Palace	Adeptus Hub	Rare Defenses	Planetary Stasis Vault	Data Mine	Data Mine	Trade Hub	Rapid Transit	Adeptus Hub	Mobile Infrastructure

Special Complications

2D6	Schola Progenium	Research Station	Forge World	Hive World	Industrial World	Civilized World	Agricultural World	Medieval World	Feral World	Death World	Voidborn
2	Cult Activity	Frequent Raids	Native Fauna	Addictive Environment	Ancient Ruins	Navigation Impedence	Ancient Ruins	Lifedrainning	Pollution	Cult Activity	Ancient Ruins
3	Endemic Violence	Cult Activity	Cult Activity	Genetic Divergence	Cult Activity	Ancient Ruins	Rapid Erosion	Rapid Erosion	Frequent Raids	Endemic Violence	Genetic Divergence
4	Lifedrainning	Rapid Erosion	Genetic Divergence	Ancient Ruins	Addictive Environment	Endemic Violence	Lifedrainning	Cult Activity	Endemic Violence	Rapid Erosion	Pollution
5	Frequent Raids	Pollution	Navigation Impedence	Lifedrainning	Rapid Erosion	Lifedrainning	Endemic Violence	Genetic Divergence	Cult Activity	Navigation Impedence	Frequent Raids
6	Native Fauna	Navigation Impedence	Lifedrainning	Cult Activity	Genetic Divergence	Pollution	Genetic Divergence	Frequent Raids	Native Fauna	Lifedrainning	Navigation Impedence
7	Navigation Impedence	Ancient Ruins	Addictive Environment	Pollution	Lifedrainning	Cult Activity	Frequent Raids	Endemic Violence	Genetic Divergence	Native Fauna	Rapid Erosion
8	Pollution	Native Fauna	Pollution	Endemic Violence	Pollution	Rapid Erosion	Native Fauna	Addictive Environment	Addictive Environment	Pollution	Addictive Environment
9	Rapid Erosion	Addictive Environment	Ancient Ruins	Navigation Impedence	Endemic Violence	Genetic Divergence	Pollution	Native Fauna	Navigation Impedence	Addictive Environment	Lifedrainning
10	Addictive Environment	Lifedrainning	Rapid Erosion	Rapid Erosion	Frequent Raids	Native Fauna	Addictive Environment	Navigation Impedence	Ancient Ruins	Genetic Divergence	Cult Activity
11	Ancient Ruins	Genetic Divergence	Endemic Violence	Frequent Raids	Native Fauna	Frequent Raids	Cult Activity	Ancient Ruins	Rapid Erosion	Ancient Ruins	Endemic Violence
12	Genetic Divergence	Endemic Violence	Frequent Raids	Native Fauna	Navigation Impedence	Addictive Environment	Navigation Impedence	Pollution	Lifedrainning	Frequent Raids	Native Fauna