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No full list could ever be compiled because the Imperium of Man consists of over one million inhabited worlds, with many other habitable planets also populated by various intelligent xenos species like the Aeldari, Tau and the Orks. The Imperium of Man is spread impossibly thin across an estimated two-thirds of the entire Milky Way Galaxy. The volume of space claimed in the name of the Emperor of Mankind contains hundreds of millions of stars, many host to their own planetary systems, and yet there are only an estimated million or so planetary governors occupying the thrones of the Imperium's worlds. While it is true that some governors rule not just a single planet but an entire star system, and that other worlds have no governor at all, the fact is that the Imperium is stretched so thinly across the void that an interstellar traveller could make his way from one edge to the other, traversing a hundred thousand light years of space, and not once cross paths with another Human being. Departamento Cartographicae map showing the extent of the Great Rift that has sundered the known galaxy in the wake of the 13th Black Crusade, ca. 999.M41, and the start of the Era Indomitus. Instead of being scattered at random, the worlds of the Imperium are clustered around areas settled during the lost age of Mankind's first great wave of expansion into the galaxy during the Age of Technology. Worlds once colonised thousands of Terran years ago because of their location or some desirable natural resource have developed into the cores of Imperial sectors, many of which have swollen to include two hundred or more star systems. These sectors are connected to one another by relatively stable, if still hazardous, inter-sector Warp routes and the vast, uncharted reaches between each are referred to as Wilderness Space. These unexplored depths harbour many terrors, from ravaging pirates to unknown alien empires, as well as untold riches. These include long-lost Human colonies and worlds strewn with the technological and material wealth of long-extinct xenos species. Types of Planets The Imperium of Man is estimated to be home to over one million Human-settled planets scattered across over 100,000 light years of space in the Milky Way Galaxy. Most of these worlds were settled by Humans many millennia before the Great Crusade of the late 30th and early 31st Millennia reunited the Human colony planets of the galaxy beneath the rulership of the Emperor of Mankind, though thousands more have been settled in the ten millennia since by Imperial colonists. The Adeptus Administratum of the Imperium generally classifies all planets in the galaxy according to several different criteria to produce a standard classification system that makes it simple to assign the proper title grade for the amounts of economic resources or recruits for the Astra Militarum that will be drawn from the world for wider Imperial use, if any. A Abheiling Abheiling is a former Imperial vassal world now controlled by the Dark Mechanicum and wholly dedicated to the Ruinous Powers. It was lost to the Imperium in 995.M41, when elements of the Dark Mechanicum that had long been hidden in the subterranean depths of this volcanic world caused every volcano on the planet to erupt simultaneously, killing millions. The servants of the Dark Gods then unleashed a horde of Daemon Engines to cleanse the planet of any survivors. Those few unfortunate souls who remained after the slaughter were taken as slaves to toil in the hellish forges of their new, dark masters. Accatran This Forge World is the homeworld of the Adeptus Mechanicus' Legio Destructor Titan Legion, also known as the Beasts of Steel. The planet is located in the Ultima Segmentum. Acreage An Imperial backwater, Acreage is a Feudal World that lies in the Josian Reach Sub-sector of the Calixis Sector, connected to the rest of the sector by a few tenuous shipping routes. However, it is a world firmly under Imperial title in the form of raw materials and Imperial Guard manpower, sending ores to build the Emperor's battleships and men to fill his armies. For most of the citizens of Acreage, the Emperor and the Imperium are merely another set of masters. The inhabitants would seldom think to raise their heads from their daily toil, whether it be in the gruel fields or the sky-mills, to contemplate what lies far beyond the bounds of their world. Adummin Adummin is the Xenos World that serves as the homeworld of the intelligent, blob-like species called the Galgs and is now part of the Tau Empire. It is located in the Segmentum Ultima and is not far from the Eastern Fringe. Adrantis V Adrantis V was a Human-settled, extremely technologically advanced planet which had been separated from the Imperium of Man for over five thousand standard years. It was conquered by Lord Commander Solar Macharius during the Macharian Crusade in the Segmentum Pacificus. The planet's population was technologically very advanced, and when Macharius arrived he said that they had "turned to the dark centuries of science, and created many new and wondrous machines." Macharius' conquest was held at bay for two Terran years until the planet finally succumbed to the assault of a redirected comet, obliterating its civilisation. "Of its secrets, nothing now remains," were the last words of Macharius on the subject. Adrastapal Adrastapal is a Knight World of the Imperium of Man whose primary allegiance is to the Imperium itself rather than the Adeptus Mechanicus. Located in the distant Majestic System, Adrastapal is home to several knightly households of noble descent which are ruled by a supreme leader who bears the title of High King. Throughout its long history, the title has been passed from House to House and currently resides with the House Draconis. Yet the name of Adrastapal also carries its share of misgivings and mistrust, for time and again the Knights of Adrastapal have had to battle their own, as entire Houses fell to the insidious touch of Chaos. This was recently illustrated by the dire events of the Donatos Uprising. In the wake of this campaign, the Ordos of the Holy Inquisition have despatched an envoy to the world to make sure the loyalty of the Knights of Adrastapal remains above all suspicion. Aerius A Hive World of great importance to the Imperium, it suffered a devastating plague when the Balestar, a comet appearing every two thousand Terran years, returned. The plague was connected with the enigmatic Black Pyramid, an impenetrable Aeldari structure which was built, unknown to the local human population, to restrain a Greater Daemon of Nurgle called Botchulaz. Axe Cardinal Axe Cardinal is an Agri-World of the Imperium of Man located in the Segmentum Pacificus. The planet was home to a number of different nation-states that varied in culture, though each had a proud heritage of nobility and venerated the Emperor of Mankind with the reverence typical of any loyal Imperial world. Formerly a peaceful world, Axe-Cardinal was riven by war as part of the Sabbat Worlds Crusade fought between the Imperium and the forces of Chaos. Agripinaa Agripinaa is an Imperial Hive World where virtually the entire surface of the planet is covered with industrialized infrastructure, pipelines, factories, mines, refineries, processing plants, and manufacterum cathedrals. Like most other planets in its sector, this world primarily provides materials for the Cadian front and its industrial heartland is solely engaged in the production of ammunition. Its hives are sealed off to a toxic atmosphere from pollution. Agripinaa is located in the Agripinaa Sector of the Ultima Segmentum near the Eye of Terror and was involved in the fighting of the 13th Black Crusade. Agripinaa did not weather an assault by the Forces of Chaos during that campaign well and much of her industrial heartland was laid ruin. Alaric Prime Alaric Prime is an ancient and hidebound Knight World of toiling peasants and haughty Nobles, located in the Sanctus Reach on the edges of the Segmentum Obscurus. It is covered mostly in sulphurous seas, viscous chemical tides and currents devoid of all but the hardiest of lifeforms. Dotted across the burning acidic oceans, the planet is made up of islands strung together in hemisphere-spanning chains or standing alone thousands of Terran miles from the nearest foreign shore. Amontep II Amontep II is an arid, crimson Imperial Forge World similar to Mars that Archmagos Dominus Belisarius Cawl discovered contained deposits of the arcane, anti-psychic material known as blackstone in the wake of the birth of the Great Rift. Cawl ordered one of his chief agents, Magos Dominus Dentrex Ologostion, to determine if the world contained large quantities of blackstone, to sample and secure the largest deposits of blackstone available. The world was in fact also an ancient Necron Tomb World, however, and Ologostion would face off against Necron forces in his attempt to successfully recover a sample of the blackstone. Anark Zeta Anark Zeta is a feral world that is one source of the Abhuman troops known as Ogryn for the Imperial Guard. The world is very cold and has extremely high gravity, hence the development of the Ogryn population. The surface of Anark Zeta is barren with no known cities. The only inhabitants of this frigid world are the large Abhumans know as the Ogryn. The Ogryn live in nomadic hunter-gatherer tribes but when the Imperial Guard needs new Ogryn troops, Guard recruiters come to Anark Zeta to promise the dim-witted Ogryns all that they can eat if they will serve the Imperium as its powerful shock troopers. Anathrax Anathrax is a Daemon World within the hellish realms of the Eye of Terror devoted to Nurgle, the Lord of Plague. A lush but pestilent planet, it is covered by giant bulbous fungi made up of puffy-eyed heads that cough and sneeze a grey mucous which corrupts those who touch it. The Iron Drakes Space Marine Chapter was corrupted after entering the Eye of Terror in 321.M37 as part of the Imperial Abyssal Crusade. At some point during their sojourn in the Eye, the Iron Drakes were corrupted by Nurgle on the Daemon World of Anathrax and became the Grey Death, ready and willing to spread their plague across the stars. Another of the Chapters known as The Judged, the Argent Hammers, was also corrupted on Anathrax and renamed themselves the Talons of Anathrax. Angelis Angelis, also known to its Ork population as Gorkamorka, was being surveyed by the Imperial vessel Eternal Vigilance in 344-345.M35 when an Ork-inhabited Space Hulk crashed into it, creating a massive canyon dubbed "Da Skid" by the Orks, and irradiating the landscape of the surrounding area, including the base station of the Imperial survey team who had been investigating the planet's complex of pyramid structures, and attempting to determine the reason for the apparent lack of any living organisms on the world, right down to the cellular level. This lack of a biosphere suggested that the world's biosphere had been eradicated by artificial means. The surviving Orks set about building a new starship to leave the planet and rejoin their WAAAGH!. Unfortunately for the Orks, rivalries broke out over which Ork God the ship resembled, and the construction process slowed dramatically as the two different Greenskin religious factions fought for resources and territory. The vessel was eventually destroyed in the fighting. After the destruction of the great ship, both sides decided to band together and name the vessel Gorkamorka, meaning that it could look like either of the Ork Gods, Gork and Mork. As Orks have a limited vocabulary, this also became the new Greenskin name for the planet. Antax Antax is a vitally important Imperial Forge World located in the Vidar Sector in the Eastern Fringe of the Ultima Segmentum. As one of the sector's principal Forge Worlds, the forge-fanes of Antax are packed with archeotech vaults filled with all manner of arcane technology and, of course, thousands of weapons, stockpiles of deadly ordnance and armoured vehicles. Antax is responsible for supplying hundreds of Astra Militarum regiments and a dozen Space Marine Chapters. In 927.M41, Antax fell to the Orks of WAAAGH! Gutstompa. It would be retaken by the Blood Angels 2nd Company that unleashed the fury of their Death Company in the Battle of Antax. Anuaris Anuaris is a major Forge World of the Adeptus Mechanicus located in the Ultima Segmentum. It was established within the Redgling Realm of Ultramar sometime during the Great Crusade in the mid-800s.M30, following the discovery of Primarch Roboute Guilliman on Macragge. At that time, there were as yet no Forge Worlds of the magnitude of ancient Accatran, with only Anuaris, still tied both in tribute and loyalty to distant Accatran as much as Macragge, and the reclusive Magi of the iron-bound moon of Gantz ranked as true Forge Worlds within the boundaries of Guilliman's fiefdom. Ardium Ardium is the sole Imperial Hive World of the Macragge System, the heartland of the Realm of Ultramar, the famed Sector Imperialis governed by the Ultramarines Chapter. Once deemed inviolable, Ardium and its three subterranean Hive Cities have recently become part of the battlefields upon which both the Ultramar Campaign and the Plague Wars have been fought. Arkhona Arkhona is a Fortress World of the Kharon System, located in the galactic northern marches of Segmentum Obscurus, in the dead centre of a void of star systems right on the edge of Imperial settled space. Kharon is a trinary star system, consisting of three suns locked in orbit with one another. The fifth planet of the system, Arkhona, is a former Imperial Fortress World first settled tens of thousands of years ago before the birth of the Imperium of Man. Although the settlements of Mankind at one time stretched across all its continents, when representatives from the Inquisition's Ordo Xenos arrived recently they found that the entire human population of Arkhona had been destroyed, later determined to be the result of an unexpected incursion by the Tyranids. Shortly afterwards, the Inquisitors themselves were lost under terrible circumstances, thus setting the terrible events of the conflict on Arkhona to come into motion. Armageddon Armageddon is a Hive World of the Armageddon Sector in the Segmentum Solar that has been repeatedly invaded by the Orks, where the outdoors are nothing but huge wastelands so polluted and hostile they can kill a man in a day. Due to this, all infantry serving on the surface of Armageddon always wear gas masks, trench coats and rebreather units whenever outside. Additionally, this causes its famed Steel Legion regiments to field large numbers of mechanized infantry borne by Chimera IFVs, of which Armageddon is also famed for producing. True to its name, Armageddon has been the site of three massive wars in the history of the Imperium during the 41st Millennium. The First War for Armageddon was an invasion by the Chaos forces of the Daemon Primarch Angron of the World Eaters and most recently a pair of invasions during the Second War for Armageddon and the Third War for Armageddon by the Ork Warlord Ghazghkull Mag Uruk Thraka. As a result, the people of Armageddon are a tough lot, and its armies experienced in fighting the Orks. Armageddon is a Mecca of sorts to all Orks in the region, who refer to the planet as "Armour-get-em." As such, Orks are constantly pouring into the system to join the ongoing battle. Orks "native" to Armageddon are considerably tougher than normal Orks. Orks thrive in combat situations, becoming stronger, tougher and more aggressive with each generation to match and eventually best their opposition.

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