

Grey Knights Spawn Table

Warhammer 40k Horde Mode

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vo.83 Beta

Using the Horde Spawn Table

- Unmodified 2 is always "No Spawn"
- Rounds 3 and 4 +1 to Horde Spawn rolls.
- Round 5 +2 to Horde Spawn rolls.
- You may instead choose to spawn 2 units from the tier below the rolled tier instead. This can help find valid units to spawn and help give a horde feel in late game.
- If there are units missing in this table you wish to play with, the general layout is: 3-4 = 75 points or less, 5-6 80-170 points, 7-9 175-295 points, 10+ 300+ points.
- The term "(full)" is any valid unit on the spawning table for that transport to carry. Decide what to fill it with at your discretion. 10 Terminators with a Leader in a Land Raider is the same entry as 5 Intercessors without a leader.

1 Roll Result and Units

3-4

Tech Marine  
Chaplain  
Castellan Crowe

5-6

Brotherhood  
Champion  
Razorback  
Librarian  
5 Strike Squad  
5 Purifier Squad  
5 Interceptor Squad  
5 Purgation Squad  
GK Venerable Dread  
Stormhawk  
Interceptor  
Stormtalon Gunship  
4 Servitors with  
Techmarine

### 7-9

5 Strike Squad +  
Leader  
5 Purifier Squad +  
Leader  
5 Purgation Squad +

Leader  
5 Brotherhood  
Terminators + Leader  
5 Paladins + Leader  
Nemesis Dreadknight  
Grandmaster  
Dreadknight  
5 Brotherhood  
Terminators  
5 Paladins  
10 Strike Squad  
10 Purifier Squad  
Land Raider (Empty)  
Stormraven Gunship  
10 Purgation Squad  
10 Interceptor Squad  
Razorback (Full)

10+

10 Strike Squad +  
Leader  
10 Purifier Squad +  
Leader  
10 Purgation Squad +  
Leader  
10 Brotherhood  
Terminators + Leader  
10 Paladins + Leader

10 Brotherhood  
Terminators  
10 Paladins

Land Raider (Full)  
Rhino (Full)