T'au Spawn Table

Warhammer 40k Horde Mode

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v0.83 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

Aun'Va
Kroot Farstalkers
Kroot Carnivores (10)
Firesight Team
Piranha (1)
Kroot Hound (4)
Kroot Hound (8)
Krootox Rider (1)
Krootox Rider (2)
Stealth Battlesuits (3)
Tactical Drones (4)
Kroot Shaper
Vespid Stingwings

5-6

Tactical Drones (12)
Sky Ray Gunship
Hammerhead
Gunship
Longstrike
Commander
Shadowsun
Sun Shark Bomber
Razorshark Strike
Fighter
Broadside Battlesuit

(1)
Kroot Hounds (12)
Krootox Rider (3)
Piranha (2)
Piranha (3)
Ghostkeel Battlesuit
Kroot Carnivores (20)
Breacher Team
Strike Team
Pathfinder Team
Stealth Battlesuits (6)
Strike Team + Leader
Breacher Team +
Leader
Pathfinder Team +
Leader
Kroot Carnivores (10)
+ Leader
Kroot Carnivores (20)
+ Leader

7-9

Broadside Battlesuits
(2)
Broadside Battlesuits
(3)
Riptide Battlesuit
Crisis Battlesuit (3)

Crisis Battlesuit (3) +
Leader
Devilfish (Full)

10+

Stormsurge
Crisis Battlesuit (6)
Crisis Battlesuit (6) +
Leader