

Grey Knights Spawn Table

Warhammer 40k Horde Mode

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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.

I Roll Result and Units

3-4

Tech Marine
Chaplain
Castellan Crowe

Leader
5 Brotherhood
Terminators + Leader
5 Paladins + Leader
Nemesis Dreadknight
Grandmaster
Dreadknight

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

5 Brotherhood
Terminators
5 Paladins
10 Strike Squad
10 Purifier Squad
Land Raider (Empty)
Stormraven Gunship
10 Purgation Squad
10 Interceptor Squad
Razorback (Full)

7-9

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

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)