

# Genestealer Cults 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

Abominant  
Acolyte Iconward  
Biophagus  
Clamavus  
Jackal Alphus  
Kelermorph  
Locus  
Nexos  
Reductus Saboteur  
Sanctus  
Atalan Jackals (5)  
Purestrain  
Genestealers (5)

## 5-6

Achilles Ridgerunners  
(1)  
Achilles Ridgerunners  
(2)  
Acolyte Hybrids (10)  
Acolyte Hybrids (5) +  
Leader  
Atalan Jackals (5) +  
Jackal Alphus  
Goliath Rockgrinder  
Hybrid Metamorphs

(10)

Hybrid Metamorphs  
(5) + Leader  
Neophyte Hybrids  
(10) + Leader  
Patriarch  
Primus  
Purestrain  
Genestealers (10)

## 7-9

Goliath Truck (Full)  
Aberrants (5) + Leader  
Atalan Jackals (10) +  
Jackal Alphus  
Purestrain  
Genestealers (5) +  
Patriarch  
Acolyte Hybrids (5) +  
Leader  
Acolyte Hybrids (10) +  
Leader  
Hybrid Metamorphs  
(10) + Leader  
Neophyte Hybrids  
(20) + Leader

**10+**

Aberrants (10) +  
Leader

Acolyte Hybrids (10) +  
Double Leader  
Neophyte Hybrids  
(20) + Double Leader