

Death Guard 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 - Biologus Putrifier -
DG Chaos Lord - DG
Chaos Spawn (2) - DG
Cultists (10) - DG Icon
Bearer - DG Rhino - DG
Sorcerer in Term
Armour - Malignant
Plaguecaster -
Poxwalkers (10)

5-6

Blightlord Terms (5)
DG Chaos Lord in
Term Armour
DG Cultists (20)
DG Daemon Prince
DG Helbrute
DG Predator
Annihilator
DG Predator
Destructor
Deathshroud Terms
(3)
Foetid Bloat-Drone
Lord of Contagion
Lord of Virulence
Miasmic Malignifier
Myphitic

Blight-Haulers (1)
Plague Marines (5)
Plague Marines (7)
Plague Marines (10)
Plagueburst Crawler
Poxwalkers (20)
Typhus
Typhus + Poxwalkers
(10)
Plague Marines (5) +
Leader
Plague Marines (7) +
Leader

7-9

DG Daemon Prince
with Wings
DG Defiler
DG Land Raider
Deathshroud Terms
(6)
Myphitic
Blight-Haulers (2)
Typhus + Poxwalkers
(20)
Typhus +
Deathshroud Terms
(3)

Blightlord Terms (5) + **10+**

Leader

Deathshroudh Terms

(3) + Leader

Plague Marines (10) +

Leader

Plague Marines (5) +

Double Leader

Plague Marines (7) +

Double Leader

Rhino (Full)

Blightlord Terms (10)

Mortarion

Myphitic

Blight-Haulers (3)

Deathshroud Terms

(6) + Leader

Blightlord Terms (10)

+ Leader

Plague Marines (10) +

Leader

DG Land Raider

(Full)