

Necrons 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

5 Immortals
5 Deathmarks
5 Flayed Ones
3 Scarab Swarm
1 Lokhust Destroyers
2 Lokhust Destroyers
1 Lokhust Heavy
Destroyer
1 Canoptek Spyder

3 Tomb Blades
6 Tomb Blades
3 Canoptek
Acanthrites
6 Canoptek
Acanthrites
3 Canoptek Wraiths
Tomb Sentinel
Canoptek
Doomstalker
Canoptek Reanimator
2 Canoptek Spyders
Night Scythe
Triarch Stalker
Annihilation Barge

5-6

5 Immortals + Leader
10 Immortals
10 Warriors + Leader
10 Warriors
10 Deathmarks
10 Flayed Ones
6 Scarab Swarm
3 Lokhust Destroyers
3 Lokhust Heavy
Destroyer
5 Lychguard
Hexmark Destroyer
3 Ophydian Destroyers
3 Skorpekh Destroyers
5 Triarch Praetorians

7-9

10 Immortals + Leader
20 Warriors
Ghost Ark (Full)
10 Lychguard
5 Lychguard + Leader
6 Ophydian
Destroyers
6 Skorpekh Destroyers
10 Triarch Praetorians
6 Canoptek Wraiths
Doom Scythe

Doomsday Ark
3 Skorpekh Destroyers
+ Leader
3 Lokhust H. D. +
Leader

10+

10 Lychguard + Leader
10 Immortals +
Double Leader
20 Warriors + Double
Leader

20 Warriors + Leader
10 Lychguard +
Double Leader +
Murder Buckets
WOMBO COMBO
C'tan Deceiver
C'tan Nightbringer
C'tan Void Dragon
Transcendant C'tan
The Silent King
Monolith
Obelisk
Tesseract Vault