

Aeldari 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

Autarch
5 Corsair Voidreavers
5 Dire Avengers
Nightspear
5 Rangers
Shadowseer
Spiritseer
5 Striking Skorpions
5 Troupe
Troupe Master
Warlock
2 Warlock Conclave
Warlock Skyrunner
5 Swooping Hawks

Death Jester
10 man Dire Avengers
Eldrad Ulthran
Falcon
Farseer
Farseer Skyrunner
5 man Fire Dragons
10 man Fire Dragons
Fuegan
Guardian Defenders
Hemlock
Wraithfighter
5 man Howling
Banshees
10 man Howling
Banshees

5-6

Asurmen
Autarch Skyrunner
Autarch Wayleaper
Baharroth
10 man Corsair
Voidreavers
5 man Corsair
Voidscarred
5 man Dark Reapers
10 man Dark Reapers

Jain Zar
Karandras
Maugan Ra
Prince Yriel
10 man Rangers
3 model Shining
Spears
3 model Shroud
Runners
6 model Shroud
Runners
2 model Skyweavers
Solitaire

Starweaver

Storm Guardians

10 man Striking

Scorpions

10 man Swooping

Hawks

Support Platforms

The Visarch

6 man Troupe

11 man Troupe

Voidweaver

Vyper

War Walker

4 Warlock Conclave

2 model Warlock

Skyrunner Conclave

3 model Warlock

Skyrunner Conclave

5 man Warp Spiders

Wave Serpent

3 Windriders

6 Windriders

5 Wraithblades

5 Wraithguard

Wraithlord

Yvraine

5 Rangers + Illic

Nightspear

3 Windriders + Leader

6 Troupes + Leader

7-9

10 Corsair

Voidscarrred

Fire Prism

Night Spinner

6 man Shining Spears

4 Skyweavers

12 man Troupe

10 man Warp Spiders

9 Windriders

6 Windrunners +

Leader

11 Troupe + Leader

12 Troupe + Leader

5 Dire Avengers +

Asurmen

5 Swooping Hawks +

Baharroth

Guradian Defenders +

Leader

Storm Guardians +

Leader

Farseer + 4 Warlock

Conclave

Fuegan + 5 Fire

Dragons

Karandras + 5 Striking

Scorpions

Karandras + 10

Striking Scorpions

Maugan Ra + 5 Dark

Reapers
Prince Yriel + 5
Corsair Voidscarred
Starweaver (Full)

10+

Avatar of Khaine
The Yncarne
10 Wraithblades
10 Wraithguard
Wraithknight
10 Dire Avengers +
Asurmen
9 Windriders + Leader
10 Swooping Hawks +
Baharroth

Fuegan + 10 Fire
Dragons
Maugan Ra + 10 Dark
Reapers
Spiritseer + 10
Wraithblades
Spiritseer + 10
Wraithguard
Yvraine + 10 Corsair
Voidscarred
Jain Zar + 10 Howling
Banshees
Yvraine + 12 Troupes
The Visarch + 10
Corsair Voidscarred
The Visarch + 12
Troupes