Thousand Sons 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.

1 Roll Result and Units

3-4

2 Chaos Spawn
10 Thousand Sons
Cultists
3 Tzaangor
Enlightened
Tzaangor Shaman
10 Tzaangors

5-6

Ahriman on Disc of
Tzeentch
Exalted Sorcerer on
Disc of Tzeentch
Infernal Master
Mutalix Vortex Beast
5 Rubric Marines
20 Thousand Sons
Cultists
Thousand Sons
Forgefiend
Thousand Sons
Hellbrute
Thousand Sons
Maulerfiend
Thousand Sons
Predator Annihilator

Thousand Sons
Predator Destructor
6 Tzaangor
Enlightened
20 Tzaangors
10 Tzaangors
w/Tzaangor Shaman
3 Tzaangor
Enlightened
w/Tzaangor Shaman
6 Tzaangor
Enlightened
w/Tzaangor Shaman

7-9

10 Rubric Marines
5 Scarab Occult
Terminators
Thousand Sons
Daemon Prince
Thousand Sons
Daemon Prince With
Wings
Thousand Sons
Defiler
Thousand Sons
Heldrake
Thousand Sons Land

Raider
Thousand Sons
Vindicator
5 Rubric Marines +
Leader
20 Tzaangors
w/Tzaangor Shaman

10+

Magnus the Red

10 Scarab Occult
Terminators
10 Rubric Marines +
Leader
5 Scarab Occult
Terminators + Leader
10 Scarab Occult
Terminators + Leader
Rhino (Full)
Land Raider (Full)