

Imperial Knights Spawn Table

Warhammer 40k Horde Mode

January 7, 2024
vo.83 Beta

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	Knight Valiant Knight Warden Cerastus Knight Acheron Cerastus Knight Atrapos Cerastus Knight Castigator Cerastus Knight Lancer
5-6	Armiger Helverin Armiger Warglaive Armiger Moirax
7-9	Questoris Knight Magera Questoris Knight Styrix Acastus Knight Asterius Acastus Knight Porphyrior
10+	Canis Rex Knight Castellan Knight Crusader Knight Errant Knight Gallant Knight Paladin Knight Preceptor