

Space Marines Spawn Table

Warhammer 40k Horde Mode

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vo.83 Beta

I Space Marines leader attachment

For leader units, move up one tier and add a valid leader (or double leader if you're brave.)

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.

2 Roll Result and Units

3-4

Eliminator Squad (3)
 Lieutenant with
 Combi (1)
 Techmarine (1)
 Scout Squad (5)
 Invader ATV
 Assault Intercessor (5)
 Firestrike Servo
 Turrets (1)
 Suppressor Squad (3)

Blade Guard Veteran
 (3)
 Centurion Assault
 Squad (3)
 Company Heroes (4) -
 Must attach Captain
 Devastator Squad (5)
 Dreadnought (1)
 Eradicator Squad (3)
 Firestrike Servo
 Turrets (2)
 Gladiator Lancer (1)
 Gladiator Reaper (1)
 Gladiator Valiant (1)
 Heavy Intercessor
 Squad (1)
 Hellblaster Squad (5)
 Inceptor Squad (3)
 Incursor Squad (5)
 Incursor Squad (10)
 Infernus Squad (5)
 Infernus Squad (10)

5-6

Aggressor Squad (3)
 Assault Intercessor
 (10)
 Assault Intercessors
 with Jump Packs (5)
 Ballistus Dreadnought
 (1)

Infiltrator Squad (5)
 Intercessor Squad (5)
 Intercessor Squad (10)
 Invictor Tactical
 Warsuit (1)
 Outrider Squad (3)
 Predator Annihilator
 (1)
 Predator Destructor
 (1)
 Razorback (1)
 Reiver Squad (5)
 Reiver Squad (10)
 Scout Squad (10)
 Sternguard Veteran
 Squad (5)
 Stormhawk
 Interceptor
 Tactical Squad (10)
 Stormtalon Gunship
 Vanguard Veteran
 Squad Jump Packs (5)
 Whirlwind (1)
 Outrider Squad (3) +
 Invader ATV (1)

7-9

Impulsor (Full)
 Aggressor Squad (6)
 Assault Intercessors
 with Jump Packs (10)

Bladeguard Veteran
 Squad (6)
 Brutalis Dreadnought
 (1)
 Centurion Devastator
 Squad (3)
 Desolation Squad (5)
 Desolation Squad (10)
 Devastator Squad (10)
 Eradicator Squad (6)
 Hammerfall Bunker
 (1)
 Heavy Intercessor
 Squad (10)
 Hellblaster Squad (10)
 Inceptor Squad (6)
 Infiltrator Squad (10)
 Land Raider (1)
 Land Raider Crusader
 (1)
 Land Raider
 Redeemer (1)
 Outrider Squad (6)
 Outrider Squad (6) +
 Invader ATV (1)
 Redeptor
 Dreadnought (1)
 Repulsor (1)
 Repulsor Executioner
 (1)
 Sternguard Veteran
 Squad (10)

Stormraven Gunship
(1)
Terminator Assault
Squad (5)
Terminator Squad (5)
Vanguard Veteran
Squad With Jump
Packs (10)
Vindicator (1)
Rhino (Full)
Razorback (Full)
Drop Pod (Full)

10+

Centurion Assault
Squad (6)
Centurion Devastator
Squad (6)
Roboute Guilliman
(1)
Terminator Assault
Squad (10)
Terminator Squad (10)
10 Terminators +
Leader
Land Raider (Full)