Genestealer Cults 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

Abominant
Acolyte Iconward
Biophagus
Clamavus
Jackal Alphus
Kelermorph
Locus
Nexos
Reductus Saboteur
Sanctus
Atalan Jackals (5)
Purestrain
Genestealers (5)

5-6

Achilles Ridgerunners (1)
Achilles Ridgerunners (2)
Acolyte Hybrids (10)
Acolyte Hybrids (5) + Leader
Atalan Jackals (5) + Jackal Alphus
Goliath Rockgrinder
Hybrid Metamorphs (10)
Hybrid Metamorphs (5) + Leader
Neophyte Hybrids (10) + Leader
Patriarch
Primus
Purestrain
Genestealers (10)

7-9

Goliath Truck (Full)
Aberrants (5) + Leader
Atalan Jackals (10) + Jackal Alphus
Purestrain
Genestealers (5) + Patriarch
Acolyte Hybrids (5) + Leader
Acolyte Hybrids (10) + Leader
Hybrid Metamorphs (10) + Leader
Neophyte Hybrids (20) + Leader

10+

Aberrants (10) + Leader
Acolyte Hybrids (10) + Double Leader
Neophyte Hybrids (20) + Double Leader