

Chaos Knights 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

Knight Rampager

Knight Tyrant

5-6

Chaos Cerastus

Knight Acheron

War Dog Brigand

Chaos Cerastus

War Dog Executioner

Knight Atrapos

War Dog Huntsman

Chaos Cerastus

War Dog Karnivore

Knight Castigator

War Dog Stalker

Chaos Cerastus

War Dog Moirax

Knight Lancer

Chaos Questoris

Knight Magaera

7-9

Chaos Questoris

Knight Styrix

10+

Chaos Acastus Knight

Knight Abominant

Asterius

Knight Desecrator

Chaos Acastus Knight

Knight Despoiler

Porphyron