Leagues of Votann Spawn Table

Warhammer 40k Horde Mode

January 7, 2024
v0.83 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.

1 Roll Result and Units

3-4

Brôkhyr Iron-master
(5)
Brôkhyr Thunderkyn
(3)
Einhyr Champion
Grimnyr (3)
Kâhl

5-6

Brôkhyr Thunderkyn
(6)
Cthonian Beserks (5)
Einhyr Hearthguard
(5)
Hearthkyn Warriors
(10)
Hernkyn Pioneers (3)
Sagitaur
Brôkhyr Iron-master
(5) + Brôkhyr
Thunderkyn (3)

7-9

Cthonian Beserks (10)
Hekaton Land
Fortress
Hernkyn Pioneers (6)
Einhyr Hearthguard
(5) + Leader
Hearthkyn Warriors
(10) + Leader
Brôkhyr Iron-master
(5) + Brôkhyr
Thunderkyn (6)
Sagitaur (Full)

10+

Hekaton Land
Fortress (Full)
Einhyr Hearthguard
(10)
Einhyr Hearthguard
(10) + Leader