

World Eaters 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

Jakhals (10)
WE Chaos Spawn (2)

5-6

Eightbound (3)
Exalted Eightbound
(3)
Jakhals (20)
Khorne Berzerkers (5)
Khârn the Betrayer
Lord Invocatus
WE Forgefiend
WE Hellbrute
WE Lord on
Juggernaut
WE Master of
Executions
WE Maulerfiend
WE Predator
Annihilator
WE Predator
Destructor

7-9

Khorne Berzerkers
(10)
WE Daemon Prince
WE Daemon Prince
w/ Wings
WE Defiler
WE Heldrake
WE Land Raider
WE Terminator Squad
(5)
Khârn the Betrayer +
Khorne Berzerkers (5)
Lord Invocatus +
Khorne Berzerkers (5)
WE Lord on
Juggernaut +
Eightbound (3)
WE Lord on
Juggernaut + Exalted
Eightbound (3)
WE Lord on
Juggernaut + Khorne
Berzerkers (5)
WE Master of
Executions + Khorne
Berzerkers (5)

10+

Angron
Eightbought (6)
Exalted Eightbound
(6)
Khorne Lord of Skulls
WE Terminator Squad
(10)
Khârn the Betrayer +
Khorne Berzerkers
(10)
Lord Invocatus +
Eightbound (3)
Lord Invocatus +
Eightbound (6)
Lord Invocatus +
Exalted Eightbound
(3)
Lord Invocatus +

Exalted Eightbound
(6)
Lord Invocatus +
Khorne Berzerkers
(10)
WE Lord on
Juggernaut +
Eightbound (6)
WE Lord on
Juggernaut + Exalted
Eightbound (6)
WE Lord on
Juggernaut + Khorne
Berzerkers (10)
WE Master of
Executions + Khorne
Berzerkers (10)
WE Rhino (Full)
WE Land Raider
(Full)