

Imperial 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 Valiant

Knight Warden

5-6

Cerastus Knight

Acheron

Armiger Helverin

Cerastus Knight

Armiger Warglaive

Atrapos

Armiger Moirax

Cerastus Knight

Castigator

7-9

Cerastus Knight

Lancer

10+

Questoris Knight

Magera

Canis Rex

Questoris Knight

Knight Castellan

Styrix

Knight Crusader

Acastus Knight

Knight Errant

Asterius

Knight Gallant

Acastus Knight

Knight Paladin

Porphyrion

Knight Preceptor