

Drukhari 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

Archon
Cronos (1)
Haemonculus
Mandrakes (5)
Reavers (3)
Succubus
Wracks (5)

5-6

Beastermaster (7)
Court of the Archon
(4)
Cronos (2)
Drazhar
Grotesques (3)
Hellions (5)
Incubi (5)
Incubi (10)
Kabalite Warriors (10)
Lelith Hesperax
Mandrakes (10)
Raider*
Ravager
Razorwing Jetfighter
Reavers (6)
Scourges (5)

Talos (1)

Urien Rakarth
Venom (Full)
Wracks (10)
Wyches (10)
Archon + Court of
the Archon (4)
Urien Rakarth +
Wracks (5)
Drazhar + Incubi (5)
Haemonculus +
Wracks (5)
Succubus + Wyches
(10)

7-9

Grotesques (6)
Hellions (10)
Scourges (10)
Talos (2)
Voidraven Bomber
Archon + Kabalite
Warriors (10)
Urien Rakarth +
Wracks (10)
Lelith Hesperax +
Wyches (10)
Drazhar + Incubi (10)

Haemonculus +
Wracks (10)

Raider (Full)
10+