Chaos Knights 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

Roll	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 Asterius
Knight Abominant	Chaos Acastus Knight Porphyrion
Knight Desecrator	
Knight Despoiler	