

# T'au Spawn Table

Warhammer 40k Horde Mode

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vo.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.

## I Roll Result and Units

3-4

Aun'Va  
Kroot Farstalkers  
Kroot Carnivores (10)  
Firesight Team  
Piranha (1)  
Kroot Hound (4)  
Kroot Hound (8)  
Krootox Rider (1)  
Krootox Rider (2)  
Stealth Battlesuits (3)  
Tactical Drones (4)  
Kroot Shaper  
Vespid Stingwings

5-6

Tactical Drones (12)  
Sky Ray Gunship  
Hammerhead  
Gunship  
Longstrike  
Commander  
Shadowsun  
Sun Shark Bomber  
Razorshark Strike  
Fighter  
Broadside Battlesuit

(1)

Kroot Hounds (12)  
Krootox Rider (3)  
Piranha (2)  
Piranha (3)  
Ghostkeel Battlesuit  
Kroot Carnivores (20)  
Breach Team  
Strike Team  
Pathfinder Team  
Stealth Battlesuits (6)  
Strike Team + Leader  
Breach Team +  
Leader  
Pathfinder Team +  
Leader  
Kroot Carnivores (10)  
+ Leader  
Kroot Carnivores (20)  
+ Leader

7-9

Broadside Battlesuits  
(2)  
Broadside Battlesuits  
(3)  
Riptide Battlesuit  
Crisis Battlesuit (3)

Crisis Battlesuit (3) +  
Leader  
Devilfish (Full)

10+

Stormsurge  
Crisis Battlesuit (6)  
Crisis Battlesuit (6) +  
Leader