Death Guard Spawn Table

Warhammer 40k Horde Mode

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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

3-4 - Biologus Putrifier - DG Chaos Lord - DG Chaos Spawn (2) - DG Cultists (10) - DG Icon Bearer - DG Rhino - DG Sorcerer in Term Armour - Malignant Plaguecaster - Poxwalkers (10)

5-6

Blightlord Terms (5)
DG Chaos Lord in Term Armour
DG Cultists (20)
DG Daemon Prince
DG Helbrute
DG Predator Annihilator
DG Predator Destructor
Deathshroud Terms (3)
Foetid Bloat-Drone
Lord of Contagion
Lord of Virulence
Miasmic Malignifier
Myphitic

Blight-Haulers (1)
Plague Marines (5)
Plague Marines (7)
Plague Marines (10)
Plagueburst Crawler
Poxwalkers (20)
Typhus
Typhus + Poxwalkers (10)
Plague Marines (5) + Leader
Plague Marines (7) + Leader

7-9

DG Daemon Prince with Wings
DG Defiler
DG Land Raider
Deathshroud Terms (6)
Myphitic
Blight-Haulers (2)
Typhus + Poxwalkers (20)
Typhus + Deathshroud Terms (3)

Blightlord Terms (5) + Leader
Deathshrouhd Terms (3) + Leader
Plague Marines (10) + Leader
Plague Marines (5) + Double Leader
Plague Marines (7) + Double Leader
Rhino (Full)

10+

Blightlord Terms (10)
Mortarion
Myphitic
Blight-Haulers (3)
Deathshroud Terms (6) + Leader
Blightlord Terms (10) + Leader
Plague Marines (10) + Leader
DG Land Raider (Full)