

MYTHOS FORCE LISTS

GODS

Cthulhu		378 points
Q2	C4	Invulnerability (20), Amphibious (3), Water God (5), Gargantuan (4), Slow (5), Sacrifice (5)
Cthulhu's force must include at least one Deep Ones unit.		

Chaugnar Faugn		280 points
Q2	C3	Invulnerability (20), Big (2), Slow (5), Sacrifice (5)
Chaugnar Faugn's force must include at least one Tcho-Tcho unit.		

Glaaki		288 points
Q3	C3	Gargantuan (4), Slow (5), No retreat (5)
Glaaki may have any number of Undead with a minimum of 1 unit.		

Ithaqua		304 points
Q2	C4	Gargantuan (4), Frost (10), Weather control (4)

Nyarlatotep		204 points
Q2	-	C2, Prophecy (5), Animal Mastery (3), Transfix (15), Trickster (10) C4, Gargantuan (4), Tremble before my might (10)
Shapeshift (3): Nyarlatotep has two shapes, human and monster, with two lines of traits. He chooses one at the start of the game, then each time he is invoked. Prophecy dice are rolled when he is first under human form, and may only be used under this form. Black Pharaoh: Nyarlatotep may either lead an Egyptian force as per rulebook, or just add a Lion unit to his own force.		

Shudde M'ell		372 points
Q2	C4	Burrowing (20), Gargantuan (3), Combat master (10), Frost (paralyzing ability, 10)
Burrowing is like Flying but happens underground. Burrowing models cannot be targeted.		

Yig		256 points
Q2	C4	Sandwalker (2), Poison (3), Protection (4), Danger sense (3), Big (2)
Yig's force must include at least one Snake or Snakemen unit.		

Y'Golonac		128 points
Q3	C3	Big (2)

LEGENDS

Hound of Tindalos		88 points
Q3	C2	Teleportation (15), Animal (-2), Dashing (4), Greedy (-3)

Chthonian		108 points
Q3	C3	Burrowing (20), Dashing (4)

Horror from the Hills		112 points
Q3	C3	Invulnerability (20), Unique (0), Difficult target (10)

Father Dagon/Mother Hydra		82 points
Q3	C3	Amphibious (3), Armoured (5), Gargantuan (3), Rare (2)
May only be used if force includes Deep Ones.		

Priest of the Old Ones		66 points
Q3	C2	Prophecy (5), Confound (5), Rare (1), Peste (3)
Options: may receive Smithy for +10 points. May ride a Shantak (Flying) for +20 points.		

Shoggoth		140 points
Q4	C3	Invulnerability (20), Amphibious (3), Slow (-5), Rare (1) (0), Combat master (10), Big (2)

Sorcerer		50 points
Q4	C1	Trickster (10), Illusions (7), Rare (1) (0)
Options: may get upgraded to Snakeman sorcerer (Q3, C2, Traitorous strike) for +22 points. May ride a Shantak (Flying) for +20 points.		

Dimensional Shambler		70 points
Q3	C2	Teleportation (15)

Fire Vampire		120 points
Q3	C4	Flying (10), Difficult target (10)

MORTALS

Cultists (OO)		22 points
Q4	C2	Shooter (Long range) (7)
Option: one Cultist unit of at most 5 may get a car (Long move, Armoured) for +65 points. Driver is free and does not fight, but counts for invocation purposes.		

Moon Beasts (OO)		32 points
Q3	C3	Big (2), Rare (4)

Ghouls (OO)		19 points
Q4	C2	Dashing (4), Danger sense (3), Greedy (-3)

Sand Dweller (OO)		20 points
Q3	C2	Desert-walk (2)

Snakemen (OO)		32 points
Q3	C2	Ambush (3), Poison (3), Long move (8)

Mad crowd (CO)		12 points
Q4	C1	Fanatic (4)

Byakhees or Meager Beasts (OO)		28 points
Q4	C2	Flying (10), Carrier (3)

Mi-Go (OO)		35 points
Q4	C2	Flying (10), Shooter Medium) (5)

Deep Ones (OO or CO)		18 points
Q4	C2	Amphibious (3)

Snakes (OO)		12 points
Q4	C1	Poison (4), Desert-walk (2), Animal (-2)

Degenerate Tribe (OO)		20 points
Q4	C2	Shooter (Medium) (5)

Tcho-Tcho (OO)		24 points
Q4	C2	Forester (4), Steadfast (2), Shooter (Short) (3)

Zombies (CO)		13 points
Q5	C2	Undead (3), Rare (8)