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# CRETACEA

## SUGGESTED FORCE BUILDS



Cretacea is a unique game in that you are not fielding many men at once, rather you are fielding just a handful of creatures, monsters even!

In most games you select a force for its ability to adapt to different battle types and challenges. In Cretacea we do not have this ability to craft an “army” that is suited to different scenarios, rather we build forces for one off campaign settings and scenarios. No one force will “suit all” when you are talking about wildly varied and complicated creatures.

In effect we have but one purpose with our force, survive and thrive.

Many people will attempt to field the “strongest” force every time for instance, but this is not always the best way to play the game. A particularly strong force may leave you low on numbers for instance which may very well turn out to be crucial given the scenario you are playing!

With this in mind we thought it helpful to release this short pamphlet about suggested force builds, explaining what makes each build here unique, why you should field them and what advantage you get from doing so in game.

Mainly we encourage people to think a bit about why they’re choosing certain mixes, perhaps you pick some slower dinosaurs and mix them with some faster ones, so that they can defend each other in different aspects. Perhaps you pick a sauropod (Argentinosaurus and saltasaurus) and lots of smaller dinosaurs so that the sauropod can keep watch for predators. Ultimately it’s important to have fun with Cretacea, and if you are a player who wishes to only pick the same units every single time, or power houses through the game with two ankylosaurus’ every time you play, it seems beyond the spirit of the game.

## WHAT IS IN THIS DOCUMENT?

This document features force builds for both predators (first) and herbivores. They are simple compilations of the miniatures you can field with the game, however they are crucial to learning to play the game in a balanced fashion. You may of course construct your own forces easily from the get go, but these lists have been balanced to an extent in that they will allow for averagely difficult victories on both sides, meaning that no one game will be more difficult for one side. The forces are listed in no particular order.

<b>DINOSAUR</b>	<b>POINTS VALUE</b>	<b>TOTAL POINTS</b>	<b>NOTES</b>
<b>Carcharodontasaurus</b>	75	<b>150</b>	Strong core in Carcharodontasaurus, a strong supporter in Suchomimus and the extra deinonychus acts as a great disposable distractor.
<b>Suchomimus</b>	60		
<b>Deinonychus X 1</b>	15		
<b>T-Rex</b>	70	<b>145</b>	T-Rex is a great leader of mixed forces, acting as a strong attack with a powerful retinue of smaller supporting allies.
<b>5 X Deinonychus</b>	75		
<b>10 X Deinonychus</b>	15 ea	<b>150</b>	By having the numbers on your side, you can ensure at least some alert predators from turn one.
<b>2 X Deinonychus</b>	15 ea	<b>150</b>	An average force perfect for dealing with stronger combinations of tough herbivores.
<b>2 X Suchomimus</b>	60 ea		
<b>2 X T-Rex</b>	70 ea	<b>140</b>	A strong and robust yet simple force. With two giant killers on the board you are sure to do some damage whatever your victim.
<b>Carcharodontasaurus</b>	75	<b>150</b>	A playtesting favourite, this force is well balanced with a mix of speed and power.
<b>5 X Deinonychus</b>	75 ea		
<b>T-Rex</b>	70	<b>145</b>	Some nice flanking power that can be utilised from the bigguns with a little dino in there for distraction and pestering!
<b>Suchomimus</b>	60		
<b>Deinonychus</b>	15		

DINOSAUR	POINTS VALUE	TOTAL POINTS	NOTES
Argentinosaurus	90	150	<b>Graze target: 3</b> This force is strong and robust with a low graze target but very low move values.
Ankylosaurus	60		
Saltasaurus	75	135	<b>Graze target: 4</b> Similarly robust and strong with a slightly higher graze target, this force is slightly faster but still mostly quite stoic.
Ankylosaurus	60		
Triceratops	30	142	<b>Graze Target: 9</b> A much more mixed force with varied abilities, some great herd animals and also an achievable graze target.
Kosmoceratops	17		
Parasaurolophus	25		
Edmontosaurus	40		
5 x Triceratops	30 ea	150	<b>Graze Target: 10</b> Slightly higher graze target than some others but achievable, more or less a strong shield wall of units.
8 X Kosmoceratops	17 ea	136	<b>Graze Target: (cap) 15</b> Big graze target but a sizeable force you can spread out to defend the board.
Saltasaurus	75	149	<b>Graze Target: 10</b> An average Graze target with a big forward and some solid defence.
2 X kosmoceratops	17 ea		
Edmontosaurus	40		
Argentinosaurus	90	145	<b>Graze Target: 5</b> Surprisingly tough force with an achievable graze target and good defence just in case!
Triceratops	30		
Parasaurolophus	25		