

PYRRHIC SUCCESSOR
300 BC to 272 BC

Pyrrhus in Epirus and Macedonia
300 BC – 280 BC

C-in-C mounted on horse and equipped as Agema, with standard bearer @ 70 points or as HI P, Sh, with standard and trumpeter @ 60 points. 1 only.

Sub-General mounted on horse and equipped as Agema, @ 50 points. Up to 3

Agema guard cavalry "Regular A" HC, L, @ 30 points per 3 figure element. Min 2 to 4 elements.
Agema can fight in wedge.

Epirot or Macedonian cavalry "Regular B" HC, L, @ 27 points per 3 figure element. Up to 4 elements.

Extra to provide HC with JLS, Sh, in exchange for L, @ 6 points per element. Any or all

Thessalian or Greek ally cavalry "Regular C" HC, JLS, @ 24 points per 3 figure element. Up to 4 elements.

Extra to upgrade Thessalian cavalry from "C" to "B", @ 3 points per element. Up to 4 elements.

Extra to provide Thessalian or Greek ally cavalry with Sh, @ 6 points per element. Any or all

Acarnian and Athamanian cavalry "Irregular C" LC, JLS, @ 8 points per 2 figure element. Up to 6 elements.

Extra to upgrade light cavalry as Aetolian from "C" to "B", @ 2 points per element. Up to 4 elements.

Extra to provide Aetolian, Acarnanian or Athamanian cavalry with Sh, @ 4 points per element. Any or all

Epirot Phalanx "Regular C" MI, P, Sh, @ 16 points per 4 figure element. Min 6 to 24 elements.

Greek ally hoplites "Regular C" MI, LTS, Sh, @ 16 points per 4 figure element. Min 4 to 16 elements.

Illyrian mercenaries "Irregular B" LMI, JLS, Sh, @ 12 points per (3 fig) element. Up to 8 elements.

Extra to give Illyrians LTS in addition, @ 3 points per element. Up to 8 elements.

Archers "Regular C" LI, B, @ 6 points per element. Min 6 to 12 elements.

Extra to give archers Sh as Cretans, @ 2 points per element. Any or all

Epirot slingers "Regular C" LI, S, Sh, @ 8 points per 2 figure element. Min 3 to 6 elements.

Epirot javelinmen "Regular C" LI, JLS, Sh, @ 4 points per 2 figure element. Min 3 to 6 elements.

Heavy bolt-shooter with "Regular C" crew of 3, @ 30 points. Up to 2 models.

Up to 24 regular command factors.

Up to 8 irregular command factors.

Pyrrhus in Italy against Rome
280 BC – 275 BC

C-in-C mounted on horse and equipped as Agema, with standard bearer @ 70 points or as HI P, Sh, with standard and trumpeter @ 60 points. 1 only.

Sub-General mounted on horse and equipped as Agema, @ 50 points. Up to 3

Agema guard cavalry "Regular A" HC, L, @ 30 points per 3 figure element. Min 2 to 4 elements.

Agema can fight in wedge.

Epirot or Macedonian cavalry "Regular B" HC, L, @ 27 points per 3 figure element. Up to 4 elements.

Extra to provide HC with JLS, Sh, in exchange for L, @ 6 points per element. Any or all

Oscan cavalry "Regular A" HC, JLS, @ 30 points per 3 figure element. Min 2 elements.

Oscan cavalry "Regular B" MC, JLS, @ 21 points per 3 figure element. Min 2 to 4 elements.

Italian Greek ally cavalry "Regular C" HC, JLS, @ 24 points per 3 figure element. Up to 4 elements.

Extra to upgrade Italian Greek cavalry from "C" to "B", @ 3 points per element. Up to 4 elements.

Extra to provide Oscan or Greek ally cavalry with Sh, @ 6 points per element. Any or all

Acaranian and Athamanian cavalry "Irregular C" LC, JLS, @ 8 points per 2 figure element. Up to 6 elements.

Extra to provide Acarnanian or Athamanian cavalry with Sh, @ 4 points per element. Any or all

Tarantine mercenary cavalry "Regular C" LC, JLS, Sh, @ 16 points per 2 figure element. Up to 6 elements.

Epirot Phalanx "Regular C" MI, P, Sh, @ 16 points per 4 figure element. Min 6 to 24 elements.

Tarantine Phalanx "Regular D" MI, P, Sh, @ 12 points per 4 figure element. Min 12 to 24 elements.

Oscan, Italiote or Greek ally hoplites "Regular C" MI, LTS, Sh, @ 16 points per 4 figure element.

Min 4 to 16 elements.

Oscan javelinmen "Regular C" LMI, JLS, Sh, @ 16 points per 4 figure element. Up to 16 elements.

Extra to upgrade Oscan javelinmen to LHI, @ 6 points per element. Up to 1/2

Oscan hill tribe javelinmen "Regular C" LMI, JLS, Sh, @ 12 points per 3 figure element. Up to 16 elements.

Illyrian mercenaries "Irregular B" LMI, JLS, Sh, @ 12 points per (3 fig) element. Up to 8 elements.

Extra to give Illyrians LTS in addition, @ 3 points per element. Up to 8 elements.

Archers "Regular C" LI, B, @ 6 points per element. Min 6 to 12 elements.

Extra to give archers Sh as Cretans, @ 2 points per element. Any or all

Slingers "Regular C" LI, S, Sh, @ 8 points per 2 figure element. Min 3 to 6 elements.

Greek or Italian javelinmen "Regular C" LI, JLS, Sh, @ 4 points per 2 figure element. Min 6 to 12 elements.

Elephants with "Irregular C" crew of unarmed driver astride and 2 with JLS in tower, @ 40 points per model. Min 2 to 4 models.

Heavy bolt-shooter with "Regular C" crew of 3, @ 30 points. Up to 2 models.

Up to 20 regular command factors.

Up to 8 irregular command factors.

Pyrrhus in Sicily against Carthage

C-in-C mounted on horse and equipped as Agema, with standard bearer @ 70 points or as HI P, Sh, with standard and trumpeter @ 60 points. 1 only.

Sub-General mounted on horse and equipped as Agema, @ 50 points. Up to 3

Agema guard cavalry "Regular A" HC, L, @ 30 points per 3 figure element. Min 2 to 4 elements.

Agema can fight in wedge.

Epirot or Macedonian cavalry "Regular B" HC, L, @ 27 points per 3 figure element. Up to 4 elements.

Extra to provide HC with JLS, Sh, in exchange for L, @ 6 points per element. Any or all

Sicilian Greek ally cavalry "Regular C" HC, JLS, @ 24 points per 3 figure element. Up to 4 elements.

Extra to upgrade Greek ally cavalry from "C" to "B", @ 3 points per element. Up to 4 elements.

Extra to provide Greek ally cavalry with Sh, @ 6 points per element. Any or all

Tarantine mercenary cavalry "Regular C" LC, JLS, Sh, @ 16 points per 2 figure element. Up to 6 elements.

Sicilian ally cavalry "Irregular C" LC, JLS, @ 8 points per 2 figure element. Up to 6 elements.

Acarnian and Athamanian cavalry "Irregular C" LC, JLS, @ 8 points per 2 figure element. Up to 6 elements.

Extra to provide Acarnian or Athamanian cavalry with Sh, @ 4 points per element. Any or all

Epirot Phalanx "Regular C" MI, P, Sh, @ 16 points per 4 figure element. Min 6 to 24 elements.

Sicilian Greek ally hoplites "Regular C" MI, LTS, Sh, @ 16 points per 4 figure element. Min 12 to 32 elements.

Sicilian javelinmen "Irregular C" LMI, JLS, Sh, @ 9 points per 3 figure element. Up to 16 elements.

Mercenary Peltasts "Regular C" LMI, LTS, JLS, Sh, @ 20 points per 4 figure element. Up to 8 elements.

Illyrian mercenaries "Irregular B" LMI, JLS, Sh, @ 12 points per (3 fig) element. Up to 8 elements.

Extra to give Illyrians LTS in addition, @ 3 points per element. Up to 8 elements.

Greek Archers "Regular C" LI, B, @ 6 points per element. Min 3 to 12 elements.

Extra to give archers Sh as Cretans, @ 2 points per element. Any or all

Greek Slingers "Regular C" LI, S, Sh, @ 8 points per 2 figure element. Min 3 to 12 elements.

Greek javelinmen "Regular C" LI, JLS, Sh, @ 4 points per 2 figure element. Min 3 to 12 elements.

Elephants with "Irregular C" crew of unarmed driver astride and 2 with JLS in tower, @ 40 points per model. Min 2 to 4 models.

Heavy bolt-shooter with "Regular C" crew of 3, @ 30 points. Up to 2 models.

Up to 20 regular command factors.

Up to 8 irregular command factors.

Pyrrhus in Greece

C-in-C mounted on horse and equipped as Agema, with standard bearer @ 70 points or as HI P, Sh, with standard and trumpeter @ 60 points. 1 only.

Sub-General mounted on horse and equipped as Agema, @ 50 points. Up to 3

Agema guard cavalry "Regular A" HC, L, @ 30 points per 3 figure element. Min 2 to 4 elements.

Agema can fight in wedge.

Epirot or Macedonian cavalry "Regular B" HC, L, @ 27 points per 3 figure element. Up to 4 elements.

Extra to provide HC with JLS, Sh, in exchange for L, @ 6 points per element. Any or all

Thessalian or Greek ally cavalry "Regular C" HC, JLS, @ 24 points per 3 figure element. Up to 4 elements.

Extra to upgrade Thessalian cavalry from "C" to "B", @ 3 points per element. Up to 4 elements.

Extra to provide Thessalian or Greek ally cavalry with Sh, @ 6 points per element. Any or all

Aetolian, Acarnanian and Athamanian cavalry "Irregular C" LC, JLS, @ 8 points per 2 figure element. Up to 8 elements.

Extra to upgrade Aetolian cavalry from "C" to "B", @ 2 points per element. Up to 4 elements.

Extra to provide Aetolian, Acarnanian or Athamanian cavalry with Sh, @ 4 points per element. Any or all

Tarantine mercenary cavalry "Regular C" LC, JLS, Sh, @ 16 points per 2 figure element. Up to 6 elements.

Galatian cavalry "Irregular B" MC, JLS, Sh, @ 21 points per 3 figure element. Up to 3 elements.

Epirot or Macedonian Phalanx "Regular C" MI, P, Sh, @ 16 points per 4 figure element. Min 6 to 24 elements.

Greek ally hoplites "Regular C" MI, LTS, Sh, @ 16 points per 4 figure element. Min 4 to 24 elements.

Mercenary Peltasts "Regular C" LMI, LTS, JLS, Sh, @ 20 points per 4 figure element. Up to 8 elements.

Greek Archers "Regular C" LI, B, @ 6 points per element. Min 3 to 12 elements.

Extra to give archers Sh as Cretans, @ 2 points per element. Any or all

Greek Slingers "Regular C" LI, S, Sh, @ 8 points per 2 figure element. Min 3 to 12 elements.

Greek javelinmen "Regular C" LI, JLS, Sh, @ 4 points per 2 figure element. Min 3 to 12 elements.

Oscan mercenary javelinmen "Regular C" LMI, JLS, Sh, @ 12 points per 3 figure element. Up to 16 elements.

Extra to upgrade Oscan javelinmen to LHI, @ 6 points per element. Up to 1/2

Galatian mercenaries "Irregular C" MI, JLS, Sh, @ 12 points per 4 figure element. Up to 10 elements.

Extra to upgrade Galatians to "Irregular A", @ 8 points per element. Any or all.

Illyrian mercenaries "Irregular B" LMI, JLS, Sh, @ 12 points per (3 fig) element. Up to 8 elements.

Extra to give Illyrians LTS in addition, @ 3 points per element. Up to 8 elements.

Elephants with "Irregular C" crew of unarmed driver astride and 2 with JLS in tower, @ 40 points per model. Min 2 to 4 models.

Heavy bolt-shooter with "Regular C" crew of 3, @ 30 points. Up to 2 models.

Up to 20 regular command factors.

Up to 8 irregular command factors.