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# PYRRHIC

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*“One of them advancing a good way before the rest, large of body and in bright armour, with a haughty voice challenged him to come forth if he were alive. Pyrrhus, in great anger, broke away violently from his guards, and, in his fury, besmeared with blood, terrible to look upon, made his way through his own men, and struck the barbarian on the head with his sword such a blow, as with the strength of his arm, and the excellent temper of the weapon, passed downward so far that his body being cut asunder fell in two pieces.”*

*Plutarch, Life of Pyrrhus*

This army list is designed to help you create a Pyrrhic army for Warhammer Ancient Battles. King Pyrrhus of Epirus was one of the warlords who fought for hegemony in the Hellenistic world after Alexander the Great's death torn the Macedonian Empire asunder. He is most famous for his campaigns against Rome (280 to 275 AC), where he defeated the romans in several pitch battles but at such a cost in men and treasure as to make the victories fruitless, giving birth to the phrase “pyrrhic victory”. The Pyrrhic army was composed by a core of cavalymen and pikemen trained in the Alexandrian fashion, to which Pyrrhus added lighter infantry from the Italian peoples who allied with him against Rome. He also used war elephants skilfully, being credited with the invention of the elephant tower.

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## ARMY COMPOSITION

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**Characters:** The army may have a General and Army Standard Bearer.

**Cavalry:** Up to half of the points value of the army.

**Infantry:** At least a quarter of the points value of the army.

**Special Troops & Allies:** Up to half of the points value of the army. May only have one elephant per 1,000 points, (e.g., in a 2,000 point army you could have 0-2 elephants).

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## SPECIAL RULES

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### WEDGE FORMATION

Many of the cavalry units in Pyrrhus' army fought in 'arrowhead' or 'rhomboid' wedge formations that were highly manoeuvrable and effective in close combat. To represent this, shock cavalry units drawn from the army list that have between five and ten models may fight in a wedge formation. A wedge has one model in the first rank, two in the second, etc. While in wedge formation the following rules apply:

- The unit's front, flank and rear arcs are based on the models in the rear rank of the unit.
- As long as at least one model in the unit is in contact with the enemy, then all models in the unit may fight, even if they are not in base contact with the enemy. However, for every two unengaged models in the wedge that this allows to fight, one enemy model in the unit touching the wedge, but not in base contact, may fight. This rule represents the wedge 'punching' into the enemy formation and turning the combat into a swirling melee. This applies even if the wedge is charged or attacked to the front or rear, it is being assumed that the wedge would counter-charge to some extent.

### MACEDONIAN PHALANX

Hellenistic pikemen fought in a special formation called a phalanx. To represent this, as long as they are in a unit of at least 16 models and have a front rank bonus of at least +1, then the following special rules apply, in addition to the special rules that already apply to pikes. As soon as a phalanx is reduced to less than 16 models or loses its rank bonus (included when attacked in the flank or rear) then the following rules no longer apply:

- Cavalry may not charge the front of a phalanx.
- Models in a phalanx may charge and still fight in two ranks.
- All enemy attacks (shooting and hand to hand) at the front of a phalanx suffer a -1 to hit modifier.
- The *only* formation change allowed to a phalanx is an 'about face' (ie, a turn through 180°). Phalanxes may wheel, but they charge or march at half speed if they do so.

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## CHARACTERS

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### 0-1 ARMY GENERAL

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	6	6	4	4	3	6	3	9	175
Warhorse	8	3	0	3	n/a	n/a	3	1	n/a	-

**Equipment:** Armed with a sword. May have light armour (+3 pts), heavy armour (+4 pts), shield or buckler (+1 pt), spear (+2 pts), spear (+3 pts), kontos (+3 pts). May ride a Warhorse (+4 pts).

**Special Rule:** *Army General*.

### 0-1 ARMY BATTLE STANDARD

	M	WS	BS	S	T	W	I	A	Ld	Pts
Standard Bearer	4	4	4	4	4	2	4	2	8	80
Warhorse	8	3	0	3	n/a	n/a	3	1	n/a	-

**Equipment:** Armed with a sword. May have light armour (+3 pts), heavy armour (+4 pts), shield or buckler (+1 pt). May ride a Warhorse (+4 pts).

**Special Rule:** *Army Standard Bearer*.

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## CAVALRY

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### SHOCK CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
0-1 Royal Guard	8	4	4	3	3	1	4	1	9	28
Thessalian	8	4	4	3	3	1	3	1	8	24

**Equipment:** Royal Guard are armed with sword and kontos. May have light armour (+3 pts), heavy armour (+4 pts). Thessalians are armed with sword and thrusting spear. May have light armour (+3 pts).

**Special Rule:** Royal Guard and Thessalians may fight in Wedge formation. Royal Guard are stubborn.

### LIGHT CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Tarentine	8	2	4	3	3	1	3	1	8	18
Mercenary	8	3	3	3	3	1	3	1	7	16

**Equipment:** Tarentines are armed with sword, javelins and shield. Mercenary light cavalry is armed with sword and javelins, and may have throwing spear (+1 pt).

**Special Rule:** *Light Cavalry*.

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## INFANTRY

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### PHALANX INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
0-1 Logades	4	4	4	3	3	1	3	1	9	20
Macedonian	4	3	3	3	3	1	3	1	8	15
Epirote	4	3	3	3	3	1	3	1	7	10
Tarentine	4	2	2	3	3	1	2	1	6	6

**Equipment:** Armed with sword, pike, light armour and shield. May replace light armour with heavy armour (+1 pt).

**Special Rule:** May fight in phalanx formation (see opposite). Macedonians and Logades are *stubborn*.

### THUREOPHOROI

	M	WS	BS	S	T	W	I	A	Ld	Pts
Thureophoroi	5	3	3	3	3	1	3	1	7	7

**Equipment:** Armed with hand weapon, javelins and shield. May have thrusting spear (+1 pt).

**Special Rule:** *Light Infantry*.

### PSILOI

	M	WS	BS	S	T	W	I	A	Ld	Pts
0-1 Cretan	5	2	3	3	3	1	3	1	7	6
Psiloi	5	2	3	3	3	1	3	1	5	4

**Equipment:** Armed with a hand weapon and javelins. Every second unit purchased may replace javelins with a sling or a short bow (free), or a bow (+1 pt). Any model may be given a shield (+1 pts). Cretans must be armed with bows.

**Special Rule:** *Skirmishers*.

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## SPECIAL TROOPS & ALLIES

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### OSCAN WARRIOR

	M	WS	BS	S	T	W	I	A	Ld	Pts
Oscan Warrior	5	3	3	3	3	1	3	1	7	7

**Equipment:** Armed with a throwing spear, sword and shield. May have light armour (+2 pts), large shield (+1 pt).

**Special Rule:** *Light Infantry*.

### OSCAN CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Oscan Cavalry	6	3	3	3	3	1	3	1	7	15

**Equipment:** Armed with a throwing spear, sword and shield. May have light armour (+2 pts), javelins (+1 pt).

### ELEPHANTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Elephant	6	4	0	7	6	6	3	4	4	170
Mahout	4	2	2	3	3	1	3	1	7	-
Crew	4	3	3	3	3	1	3	1	7	-

**Equipment:** Elephants have an unarmed mahout and a tower with two crewmen armed with light armour and javelins. The elephant tower gives a +2 armour save to the crew.

**Special Rule:** *Elefant!*

**MAGNA GRAECIA:** Any number of units of Hoplites (but not Spartans or Sacred Band), Heavy and Light Cavalry, Peltasts and Skirmishers may be purchased from the Ancient Greek army list in *Armies of Antiquity*.

**GALATIANS:** Any number of units of Barbarian Noble Cavalry or Warriors (but not Fanatic Warriors) may be purchased from the Barbarian army list in the *Warhammer Ancient Battles* book. These are subject to the special rules for Warbands. Any enemy Greek or Macedonian *bates* Galatians. You may not have Thessalians if your army contains any Galatians.