

PYRRHIC

300 BC to 275 BC

Pyrrhus of Epirus was ejected from his Kingdom and served as a subordinate commander to Antigonos "One-eye". He later received aid from Ptolemy Keraunos enabling him to retake his crown in Epirus and to recruit a Macedonian style army from the peoples in his domain. He fought against Rome, Carthage, Macedon and the Greeks, winning battles but not wars, until killed in street fighting in Argos, struck from above by an Argive woman with a roof tile. This list portrays the army during the clashes with Rome and Carthage.

ARMY COMPOSITION

Commanders: up to 6

Cavalry: up to 30%

Phalanx: at least 25%.

Light Infantry: up to 25%

Special Troops and Allies: Up to 50%. One elephant may be taken per 400 points. At least one must be taken.

COMMANDERS

	A	C	Pts
Pyrrhus	+3	9	0
Taxiarch/ Hipparch	+2	+2	20

Pyrrhus and a Hipparch may Ride a Horse.

CAVALRY

	D	C	Pts
0-1 Agema	5	8	24
0-1 Thessalians	5	8	24
Mercenary Horse	6	6	15

Agema have light armour and spear. Superior Fighters. *Stubborn*. *Used to Elephants*. They may have heavy armour (+1) and may add javelins and shield (+2).

Thessalians have light armour and spear. Superior Fighters. Superior Shooters. *Used to Elephants*. They may have heavy armour (+1) and may add javelins and shield (+2).

Mercenary horse have javelins. Inferior Fighters. *Used to Elephants*. May have shield (+1). May be fielded as Skirmishers.

PHALANX

	D	C	Pts
0-1 Guards	5	8	32
Macedonians	5	7	22
Epirotes	5	7	22

All have pike, light armour and shield. *Trained Phalanx*. Macedonians may be upgraded to C8 (+4). There must be at least one Epirote unit for every Macedonian or Guard unit. Guards are Superior Fighters and *Stubborn* and may exchange pike for spear and javelins (-4). If they take this option they are no longer a Phalanx, and have the further option of fighting in Open Order, in which case their cost is reduced to 21 points. There must be at least one phalanx unit in the army.

LIGHT INFANTRY

	D	C	Pts
Aetolian Peltasts	6	6	13
Peltasts	6	5	8
Mercenary Skirmishers	6	6	6
0-1 Cretan Archers	6	7	10
Italian Skirmishers	6	5	4
0-1 Rhodian Slingers	6	6	6

Aetolian Peltasts have javelins and shield. Open Order. *Evade*. May be fielded as Skirmishers at a cost of 7 points per base.

Peltasts have javelins and shield. Open Order. Inferior Fighters. May be fielded as Skirmishers at a cost of 4 points per base.

Mercenary Skirmishers have javelins and shield. Skirmishers. Inferior Fighters. Every second Mercenary skirmisher unit may exchange javelins and shield for bow (-1).

Cretan Archers have bow and shield. Skirmishers. Superior Shooters.

Italian Skirmishers have javelins and shield. Skirmishers. Inferior Fighters. Inferior Shooters.

Rhodian slingers have sling and shield Skirmishers. Inferior Fighters. This unit must be the smallest skirmish unit in the army.

SPECIAL TROOPS & ALLIES

Infantry

	D	C	Pts
Tarentine Conscripts	4	6	14
Retrained Tarentines	5	6	20
Italiotes	4	7	20

Tarentine Conscripts have light armour, large shield and spear. Inferior Fighters. *Phalanx*. Levies.

Retrained Tarentines have light armour, pike and shield. *Trained Phalanx*.

Italiotes have light armour, large shield and spear. *Phalanx*.