Torn Liveries

A Tabletop Strategy Game
set in the Wars of the Roses

Contents

Brief Historical Context by the Rules Author

The Wars of the Roses had several causes, the majority of which can be traced back to the incompetence of King Henry VI of England and the arrogance of Richard, Duke of York. Henry VI's father, Henry V, is famed for having defeated a vast French force at battles such as Agincourt with unwavering bravery, however his son did not live up to these standards. Henry VI was weak, and weakness was not tolerable in a King, no matter how pious or good-natured he was. Richard Plantagenet, Duke of York, was fearful of what was happening to England under the rule of such a weak man and decided it would be right for the powers of the throne to be passed to others. York saw no other as well qualified as himself. His chance to seize power came in 1453 when King Henry fell ill, unable to speak or walk, let alone rule England which - thanks to the Duke of Suffolk's dealings with France in returning English-won lands to the French King Charles VII to secure a peace treaty through Henry's marriage to Margaret of Anjou - was under great strain in terms of foreign policy. In 1454 Richard became Protector of the Realm in order to keep peace throughout the period that Henry was incapacitated though, due to the Duke of Somerset having attempted to order York's execution, there were serious divides within the English nobility that were beginning to boil over. York committed Somerset to the Tower of London, where he was imprisoned. When Henry awoke from his ailment in 1455 it spelled doom for York, as Somerset was freed from the Tower and York's actions as Protector of the Realm were reversed. Seeing that he was in danger, alongside his closest allies in his Neville relations of the Earls of Salisbury and Warwick, York fled to raise an army. By the time Somerset realised what was happening it was too late. York, with his army which is thought to have been around 5,000 (some say even as many as 7,000) men was marching to St Albans in order to block a Council meeting that Somerset would be leading. Somerset hastily gathered around 2,000 men. Unprepared and hideously outnumbered, Somerset's forces prepared to defend the King's honour. So began what would later become known as the Wars of the Roses...

Leaders

Leaders in the Wars of the Roses would almost always be clad in full plate armour, impervious to all but the most powerful blows, while also being some of the best trained fighters in the country, and surrounded by others of similar skill.

Leaders are deployed as part of a Unit, they are automatically the Leader of the Unit and will be the last Unit member to be killed by ranged attacks. Leaders cannot leave their Unit. If their Unit is destroyed but the Leader still lives, they may join another Unit by moving into base contact with any member of that Unit at any point during the rest of the game.

Leaders are split into categories, with their main role on the battlefield being to activate a number of Units at once.

Whichever Leader has the most Influence Effect is leading the army.

King					
Combat	Armour	Influence Range	Influence Effect	Morale	Points
2	5	12	3	7	75
Equipment: Hand Weapon and/or Two-Handed Weapon – Horse for 10 points (Gain *Cavalry* Special Rule) – Lance (if mounted) for 5 points					

Duke					
Combat	Armour	Influence Range	Influence Effect	Morale	Points
2	5	11	2	6	60
Equipment: Hand Weapon and/or Two-Handed Weapon – Horse for 10 points (Gain *Cavalry* Special Rule) – Lance (if mounted) for 5 points					

Earl					
Combat	Armour	Influence Range	Influence Effect	Morale	Points
2	4	10	2	5	45
Equipment: Hand Weapon and/or Two-Handed Weapon – Horse for 10 points (Gain *Cavalry* Special Rule) – Lance (if mounted) for 5 points					

Baron					
Combat	Armour	Influence Range	Influence Effect	Morale	Points
2	4	10	1	5	40

Equipment: Hand Weapon and/or Two-Handed Weapon
- Horse for 10 points (Gain *Cavalry* Special Rule)
- Lance (if mounted) for 5 points

Influence relates to how many Units within a certain distance a Leader may activate at once:
- Influence Range determines the maximum distance (in inches) the Units can be from the Leader in order to be activated by his Influence.
- Influence Effect determines the maximum amount of Units that can be activated by the Leader including his Unit (if applicable) at the cost of only 1 Activation in total.

For example:
A King decides to activate. He can then move his own Unit and up to 2 allied Units that are within 16 inches of himself at once at the total cost of only 1 activation, rather than 3 (1 for each Unit including his own).

Units that are activated by a Leader do not have to remain in that Leader's Influence Range at the end of their move.

Units

In England during the period of the Wars of the Roses, there were several clear Unit types. These were Men At Arms, Infantry, Archers, Mounted Men At Arms, and Light Cavalry. In addition to these would be the Mercenaries brought to England to fight under various banners and Leaders.

All members of a Unit must be within 1 inch of another member of the same Unit.

Armies can contain up to 50% of the total UNITS as archers
(Eg. Duke leading 2 units of 6 men at arms and 2 units of 16 archers is allowed)

A Unit containing a Unit Leader has +1 to their Morale Characteristic and the Unit Leader as an individual also has +1 to their Armour (this does not affect the rest of the Unit, only the Unit Leader gets the Armour bonus)

A Unit containing a Musician may roll an extra dice for their charge and run rolls, removing the lowest result.

Unit Leaders must be placed in the centre of the front rank. Standard Bearers and Musicians must be placed in the front rank and also must be adjacent to the Unit Leader (if there is one). Leaders attached to a Unit must be in the front rank on either the far left or far right side of the Unit

The points value in the Unit entry refers to each individual Unit member.

Infantry

Men At Arms				
Unit Size	Combat	Armour	Morale	Points
4 - 12	1	4	4	12
Equipment: Hand Weapons and Two-Handed Weapons				
– Standard for 8 points				

Infantry				
Unit Size	Combat	Armour	Morale	Points
8 - 16	1	3	3	8
Equipment: Various Polearms				
– Musician for 5 points				
– Unit Leader for 5 points				
– Standard for 8 points				

Special Rule: Phalanx - Units may form Phalanx if they still have more than 8 Unit members armed with Polearms. Phalanx gives the Unit +1 Armour when in combat with mounted Units as long as the Phalanx is not already in combat with another Unit. Units in Phalanx move 4" as standard and may charge but may not run. In any turn which the Unit runs or fails to charge, they do not gain the Phalanx special rule if charged.

Archers

Unit Size	Combat	Armour	Morale	Points
8 - 16	1	3	3	10

Equipment: Longbow, Hand Weapon
- Musician for 5 points
- Unit Leader for 5 points
- Standard for 8 points

Mercenary Infantry

Unit Size	Combat	Armour	Morale	Points
8 - 14	1	3	3	9

Equipment: Hand Weapon
- Pike for 2 points each (Gain Phalanx Special Rule)
- Hand Gun for 2 points each
- Crossbow for 2 points each
- Pavise (may not be used with pike) for 1 point each
- Standard for 8 points

Cavalry

Mounted Men At Arms

Unit Size	Combat	Armour	Morale	Points
4 - 8	1	4	4	20

Equipment: Hand Weapon, Horse
- Lance for 1 point each
- Unit Leader for 5 points
- Standard for 8 points

Special Rule: Cavalry - Cavalry Units gain +1 to their Combat characteristic in any turn that they have charged into combat.

Light Cavalry

Unit Size	Combat	Armour	Morale	Points
3 - 12	1	3	3	12

Equipment: Hand Weapon
- Lance for 1 point each
- Bow for 1 point each
- Light Crossbow for 1 point each
- Unit Leader for 5 points
- Musician for 5 points

Special Rule: Cavalry - Cavalry Units gain +1 to their Combat characteristic in any turn that they have charged into combat.

Cannon

Cannon may move at 3 inches per turn, but cannot move and shoot within the same activation.

Cannon are fired in a different way to other ranged weapons. The cannon is fired by the controlling player rolling 2D6. The higher result is the 'to hit' dice and the lower result is the 'casualty' dice.
On the roll of a double 1, the cannon has malfunctioned and is removed from the battlefield, along with the crew.

The 'to hit' dice requires a 4+ to hit within 12 inches, a 5+ to hit between 13 and 18 inches, and a 6 to hit any range beyond 18 inches.

For each point on the 'casualty' dice, the target Unit removes a miniature.

Crew (3 included in cannon points cost)		100 points		
Unit Size	Combat	Armour	Morale	Points
3 - 6	1	2	2	5
Equipment: Hand Weapons				

The Irish

Infantry

Galloglass				
Unit Size	Combat	Armour	Morale	Points
6 - 10	1	3	5	10
Equipment: Mainly Two-Handed Weapons − Heavy Armour (+1 Armour for entire Unit) for 2 points each				

Kerns				
Unit Size	Combat	Armour	Morale	Points
6 - 14	1	2	3	6

Equipment: Mix of Hand Weapons and Two-Handed Weapons
  − Armour (+1 Armour for entire Unit) for 2 points each
  − Javelins for 1 point each
  − Bows for 1 point each
  − Spears for 2 points each (Gain Phalanx Special Rule)
  − Hand Guns for 2 points each				

Weapon	Short Range	Medium Range	Long Range	Movement Penalty
Javelin	-	Less than 14"	-	None. May be thrown as the Unit charges into combat

Elite European Mercenaries

Infantry

Italian Light Infantry

Unit Size	Combat	Armour	Morale	Points
6 - 8	1	3	4	10

Equipment: Hand Weapon + Shield

Special Rule: Italian Light Infantry - Italian Light Infantry may run and charge in the same turn

Swiss Pikemen

Unit Size	Combat	Armour	Morale	Points
8 - 16	1	3	5	11

Equipment: Pikes
   – Armour (+1 Armour for entire Unit) for 2 points each

Special Rule: Swiss Pikemen - Enemy Units do not gain any bonuses to their combat or due to their weapons (eg. Lances) when charging into Swiss Pikemen as long as the Unit includes at least 10 Unit members, they also gain the Phalanx Special Rule.

Cavalry

Stradiots

Unit Size	Combat	Armour	Morale	Points
3 - 6	1	3	5	16

Equipment: Hand Weapon, Horse
   – Armour (+1 Armour for entire Unit) for 2 points each
   – Lances for 1 point each
   – Crossbows for 2 points each
   – Bows for 1 point each

Special Rule: Stradiots - The Unit may charge up to half their total move distance +D6 rather than rolling 2D6

Special Rule: Cavalry - Cavalry Units gain +1 to their Combat characteristic in any turn that they have charged into combat.

(Up to 1 of each of these Units may be used in any army)

Turn Sequence & Activation

The Turn Sequence goes as follows:

1) Both sides roll a D6, the highest result wins the initiative that turn. Whoever won initiative last turn loses this roll on a draw. The player who won initiative acts as Player 1 for that turn. This is called the **Initiative Phase**
2) Both Players roll to rally any Units currently fleeing
3) Player 1 activates and moves as many of their Leaders as they wish (including any Units activated using the Leaders' Influence characteristic) and declares any charges to be made that turn. This is called the **Leader Phase**
4) Player 2 does the same
5) Player 1 activates and moves as many of their Units as they wish (including any Leaders they did not activate earlier in the turn). This is called the **Move Phase**
6) Player 2 does the same
7) Player 1 then attempts to move all of their charging Units into Combat (according to the charging rules in the Movement section below). This is called the **Charge Phase**
8) Player 2 does the same
9) Both Players shoot with any ranged Units that are in range of an enemy Unit, alternating between the two players one Unit at a time until all the Units they wish to shoot have done so. This is called the **Shoot Phase**
10) Close Combat is then fought simultaneously, with Player 1 deciding the order the fights take place. This is called the **Combat Phase**
11) Turn Ends. Restart from Step 1

Movement

For a Unit to activate, it must pass a Morale Test (Usual Morale Test modifiers apply).

In the Leader Phase, when a Leader activates their Unit, roll the Morale Test for the Leader's Unit only. If passed, then all of the Units the Leader activates in their Leader Phase pass their Morale Tests for moving automatically.

If a Unit has passed its Morale Test in order to activate, it may move. Activated Units do not need to test their Morale again in order to be able to charge in the charge phase.

All Units that have not moved, shot, fought in close combat, or attempted to move count as rested and gain +1 to their next Morale Test when attempting to move.

Every non-mounted Unit moves up to a maximum of 6 inches.
Mounted Men At Arms move up to a maximum of 10 inches.
Light Cavalry move up to a maximum of 12 inches.

Any Unit may elect to run in the Move Phase. Add D6 (2D6 for cavalry) to the Units normal movement distance and move the Unit up to that distance. Units may not shoot or charge in the same turn as running.

A Unit may elect to charge in the Charge Phase. Charging Units add D6 inches (2D6 for cavalry) to their movement and must move in a straight line to their target. If the charge does not make the distance to the target, the Unit does not move any extra inches.
For Example:
A Unit of Men At Arms moves their 6 inch movement towards an enemy Unit of Archers. The Archers are now 4 inches away. The player controlling the Men At Arms rolls a 3 on their charge dice, meaning they cannot make the distance to charge that turn. Instead of moving the Men At Arms 3 inches toward the Archers, as rolled on the charge dice, the Men At Arms remain stationary.

Moving through rough ground such as a forest or boggy ground means the Unit receives a movement penalty of -2 inches. To pass over small obstacles such as fences, walls, or hedges, non-mounted Units receive a movement penalty of -1 inch. Mounted Units receive a -2 inch penalty.

Mounted Units only gain their charge bonuses to their combat if they charge more than 3 inches into combat that turn.

Units that have rallied that turn may only move up to ½ their move distance and cannot run or charge.

To Disengage from Combat, roll a D6. Non-mounted Units require a 5+, mounted Units require a 4+. If the roll is successful, the Unit must run in a straight line directly away from the combat.

Any Unit that has been charged may move their Units up to 3inches in the charge phase to move more of their Unit members into the Combat. They may only do this if the Unit has not run, charged, or failed to charge that turn.

Shooting

Units may shoot if they have activated that turn and have ranged weapons. These include the Longbow, Bow, Light Crossbow, Handgun and Crossbow.

Weapon	Short Range	Medium Range	Long Range	Movement Penalty
Longbow	Less than 16"	16"-24"	25"-30"	-1/2 total dice when rolling to hit
Bow	Less than 10"	10"-19"	20"-25"	-1/2 total dice when rolling to hit
Light Crossbow	-	Up to 15"	-	Require rolls of 6 to hit
Crossbow / Handgun	Less than 12"	-	12"-24"	May not Move and Shoot

In order to determine the dice rolls to hit, follow the tables below.

Short Range	Medium Range	Long Range
4+	5+	6

A Shooting Unit must shoot at either the closest eligible target or the easiest target to hit (lowest required dice roll in order to hit)

Roll a D6 per shooting miniature (a Unit of 12 Archers rolls 12 D6) and count the hits. Remove all the dice rolls that were not successful hits and roll the successful dice again, aiming to get a result above the target's Armour characteristic. Each successful roll causes a casualty.

If a Leader is in the target Unit, they may be targeted as long as there are at least as many dice being rolled in order to hit as there are members in the target Unit. If this is the case, only one dice is rolled against the Leader, no matter how many more dice are rolled to hit than there are members in the Unit. The Leader gets their Usual 2+ save to transfer the wound, if caused, to another member of the Unit (see Close Quarters).

If Unit members are at different ranges (ie. One archer is within short range, five are within medium range, and ten are within long range) roll the dice separately for each range band (ie. All short range rolls are made together, then all medium, and so on).

If the target Unit is behind cover, such as a hedgerow or a wall, the shooting Unit suffers a -2 penalty to their total dice when rolling to hit (taken from the furthest range if the Unit is not all in the same range band).

Shooting from high ground such as hills gives a bonus to their long range of 6".

Shooting over Units in the way (including combats) changes the range by 1 (ie. Short becomes Medium, Medium becomes Long, and Long becomes out of Range). As long as one Unit member has direct line of sight to the target, the Unit can shoot.

Any Unit that has attempted to activate and has failed may not shoot that turn.

Close Quarters

Both Players roll a D6 per point in the Combat characteristic of each miniature in base contact with at least one of the opposing player's miniatures. Successful hits are any results above the Armour characteristic of the target.
This is called the ***Combat Roll***.

The difference between the two combat rolls are then compared. The side with the lower combat roll has lost the combat and miniatures are removed equal to the difference between the higher and lower combat rolls. If the combat roll scores are drawn, the two sides remain locked in combat.

For example:
A Unit of Men At Arms is fighting a Unit of Archers. After the combat roll the Men At Arms cause 6 hits while the Archers cause 4. Therefore the Archers lose 2 of their Unit.

Casualties are removed from the front of the Unit first with the winning side getting to choose between moving into the gap caused by the casualties, locking the two Units in combat, or moving away 1 inch (more useful for cavalry to break away the next turn).

If multiple combats take place in one, such as two units charging into one and then being counter-charged, work out each combat separately (even with certain members of one Unit fighting a separate opponent than the other Unit members) and remove casualties on the losing sides; then work out the entire combat as one sum to determine Morale tests.

Cavalry Units gain their charge bonus for the ENTIRE TURN.

For example:
If Player 1 (the player with initiative) orders his Unit of Mounted Men At Arms to charge a Unit of Player 2's Infantry, and is then in turn charged by an enemy Unit in Player 2's turn, the Unit of Mounted Men At Arms still gain their charge bonuses even against the Unit they are charged by. Keep in mind that they will not gain their charge bonuses next turn if they remain locked in combat.

The losing side takes a Morale check with the the following modifiers:

Ally Leader within the Unit = Use Leader's Morale
Ally Leader within 6 inches = +1 (Not if Leader is within the Unit)
Ally Standard within the Unit or within 6 inches = +2
However many casualties were removed from the Unit = -1 for each casualty

If failed, the Unit flees their total move distance directly away from the combat. If passed, the Unit remains where it is.If the Unit fails their morale test but cannot flee without coming into contact with an enemy Unit, the fleeing Unit is removed from the table.

Roll attacks against Leaders separately when the Leader is part of a Unit in Close Quarters. Only miniatures in base contact with the target leader make their attacks against the Leader. Any wound against a leader is then rolled again. On a 1 the Leader is wounded (counts toward Unit wounds for combat resolution) on a 2+ another member of the Unit is wounded. Keep track of wounds caused to Leaders as they will be removed as casualties in the case of losing the combat.

Units defending a position such as a wall or doorway add 1 to their Armour

Rolls of 6 always count as successful hits in the Combat Roll

Weapons

Polearm/Pike armed miniatures add their Combat characteristic to an ally in base contact with the enemy. The Unit member that is not in base contact with the enemy requires 1 higher to hit (an attack against an Armour 3 Unit that normally requires a 4+ to cause a hit would require a 5+)

Pikes also negate the effect of lances in combat. May not be armed with any other weapon.

Mounted Units armed with Lances gain a +1 bonus to their Combat rolls if they have charged that turn.

Crossbows, Light Crossbows and Handguns treat targets at short range as though they have 1 less point in their Armour characteristic, to a minimum of 2 hits to cause each casualty. (eg. They kill each Man At Arms with 3 hits, rather than 4).

Pavises and Shields grant the user a 5+ save against all wounds caused by ranged attacks other than Cannons and a 6+ save against all wounds taken in Combat

Morale & Rallying

Morale comes into play in several circumstances, yet it is always tested in the same way.

i) Roll 2D6 and add the result to the Leader/Unit/Unit Leader's Morale.

ii) If the result is 10 or more, the morale test has been passed

iii) If the result is less than 10, the morale test has been failed.

Modifiers to the Morale Test Roll:
Ally Leader within the Unit = Use Leader's Morale
Ally Leader within 6 inches = +1 (Not if Leader is within the Unit)
Ally Standard within the Unit or within 6 inches = +1

Situations that require a morale check from a Unit are:
 – Unit attempting to move
 – Being reduced to half of the original number of men in the Unit
 – Unit attempting to Rally
 – Army reduced to 33% of starting number of *Miniatures*
 – Army Leader killed within 12"

Attempting to move – If failed, Unit may not move that turn.

Reduced to half the original Unit number – If failed, Unit flees its maximum Movement value +D3 (D6 for Cavalry). The Unit keeps fleeing every turn until rallied.

Rallying – A Unit must first activate to attempt to rally. The Unit then rolls a Morale check. If failed, the Unit continues to flee its total movement value in a straight line away from the closest enemy Unit. This counts as the Unit's full activation.

Army reduced to 33% - If failed, Unit is removed from the table.

Army Leader killed within 12" - All Units within 12" of the Army Leader when they are slain must check morale. If this check is failed, the Unit loses D3 miniatures, selected by the controlling player.

FLEEING UNITS MUST ATTEMPT TO RALLY BEFORE ANY ACTIVATIONS TAKE PLACE THAT TURN

IF A FLEEING UNIT IS CHARGED BY AN ENEMY UNIT/LEADER, IT IS REMOVED FROM THE TABLE

A RALLIED UNIT ONLY MOVES ½ ITS MOVEMENT THAT TURN

Sieges

In order to breach a city or fortified town the attacking army requires some of the following useful items:

- Ladders
- Battering Rams
- Cannon

Ladders are used to scale the walls and must be carried by Units (1 per Unit). Once the ladder is brought up to the wall, it requires scaling in order to make it into the settlement. On the first turn, scaling ladders requires 6+; on the second attempt 5+, and all subsequent attempts 4+. If passed, roll again, on a 1-3 half the Unit makes it up the ladder, on a 4-6 the entire Unit makes it up the ladder. If the enemy are blocking where the ladder is, they are pushed back to make room for the attackers, though if there is not enough room on the wall a D6 is rolled. On a 1-3 the defender is thrown off the wall by the attacker and is killed, on a 4-6 the attacker is pushed back over the wall and is killed. If there is no wall on which to stand and fight, the Unit makes it into the settlement.

Small Battering rams cause 1 damage to a gate per turn. Large battering rams cause D3 damage to a gate per turn. Gates have damage as determined by the players but here is a useful list:

Wooden Gate - 2
Heavy Wooden Gate - 3
Reinforced Gate - 4
Wooden Walls - 8

Cannon can attack as normal in sieges but may instead elect to shoot at the walls/gate as targets, causing D3+2 damage per hit. All shots against walls require a 4+ and against gates require a 5+.

Wooden Walls have a damage of 8
Stone Walls have a damage of 13

If the wall is destroyed, remove the section of wall and all the miniatures upon it, they are all casualties.

Scenarios

Betrayal

3 players are required for this scenario to work correctly. If only 2 players are available, the switching of sides may be created by a failed Morale check.

Two equal armies of attackers and defenders, though the defending army is split with 2/3 of the army being controlled by one player, while 1/3 is controlled by another.

The defending force includes two players. One playing as a Duke, the other as a Baron
The attacking force is lead by a Duke

The Baron serving under the Duke leading the defending force may switch sides on any turn if they wish, but they may not switch back. Their objective is to be on the winning side at the end of the game.

Any Units destroyed while on the losing side give the player in control of the Baron 1VP, but any Units destroyed while on the winning side give the player 2VPs. Keep track of which side the Baron is on whenever his forces destroy an enemy Unit.

The Duke leading the defending force gains 1VP for each enemy Unit destroyed (even those from the Barons army if they decide to change to the attacking side). If they kill an enemy Leader they gain 3VP.

The Duke leading the attacking force gains 1VP for each enemy Unit destroyed even those from the Barons army if they decide to remain on the defending side). If they kill an enemy Leader they gain 3VP

Any enemy Unit destroyed by either of the Dukes' own Units give the controlling player 2VPs (this goes for the attacking and defending players)

The Decision

The defending army
The attacking army (~1.5x the size of the defending army)
The neutral army (~ 0.6x the size of the defending army)

The defending army picks any long board edge (if the table is square, then pick any board edge) to deploy upon.
The attacking army deploys opposite the defender
Both armies are deployed within 6" of their respective board edges, leaving a 12" gap along one board edge, decided by the defending player

The neutral army deploys upon the board edge that the attacker and defender have left clear, they may not deploy any of their Units within 10" of the attacking or defending players' Units.

For the first 2 turns, the attacking and defending armies act, but the neutral side does not.

After 2 turns, the neutral side decides which side they are to join, and may not switch. It is at this point that they may begin moving their army, gaining the initiative for that turn.

If the neutral side decides to join what becomes the winning side, they get 2VPs for each Unit destroyed and 3VPs for each Leader killed. If they join the losing side, they gain 1VP for each Leader they kill and no VPs for each Unit they destroy.

For the attacking and defending players, each enemy Unit destroyed gives them 1VP. For each enemy Leader killed, the player gains 3VPs.

The winner is the player with the most VPs overall out of the three armies, not all armies involved in the side that wins the battle.

Picture Reference

The Two Princes Edward and Richard in the Tower, 1483
by Sir John Everett Millais (1878)

The Murder of Rutland by Lord Clifford
by Charles Robert Leslie (1815)

Margaret of Anjou Being Taken Prisoner After the Battle of Tewkesbury
by John Gilbert (1875)

War of the Roses Video Game Screenshot
Owned by Paradox Interactive and Fatshark (2012)

The Last Charge of Richard III
by Graham Turner (1999)

FAQ

1) Can Units have mixed weaponry?
Yes!
Unless otherwise stated, some members of the same Unit may be armed differently than others.
For Example:
A Unit of Light Cavalry may include some Unit members armed with Lances and some armed with Crossbows. It would also allow the Unit to include members armed with both Lances and Light Crossbows.
Shields and Armour Upgrades must be purchased for the entire Unit.

2) If a Unit in Phalanx is charged by an infantry Unit before a cavalry Unit in the same turn, does it benefit from the Phalanx rule?

No!

If the Unit in Phalanx was already charged then it counts as already being in Combat by the time the cavalry charge

3) Do you roll 1 dice when shooting at a lone Leader?
No!
A lone Leader can be shot at with as many dice as usual, not just 1.

4) Can a single Unit charge into two enemy Units?
Yes!
As long as the charging Unit remain within 1 inch of each other as the rules state. This prevents either of the charged Units from being able to charge.

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