Command Phase: Assign command to wing(s)

Action Phases: (table below in order)

Initiative Phase: Player with initiative marker can play it (see special rules) or pass turn to opponent

Fire **(No Archers in The Grunwald Swords)**	1. Declaration 2. Target Number Modifier 3. Fire Roll and Result	-1 Shield Wall target +1 Firing Foot on Higher elevation +1 Target is Horse +1 Bonus Counter
Horse **(Only Allies have HORSE command in The Grunewald Swords)**	1. Move 3 hexes 2. May move if in EZOC except HH prevents movement for all adjacent 3. Must stop if enter EZOC 4. Units now in EZOC can attack (CHARGE!)	+2 CC for HH with Bonus +1 CC for LH with Bonus
Withdraw	1. If in EZOC move one hex away from EZOC, must end free of EZOC	May move tow hexes with Bonus
Shield Wall	1. All V, I and L (without Fire Factor) participate	-1 CC on attack -1 CC for attackers Ignore Retreats May not advance Enemy fire –1 May not move
Move	1. Up to three hexes	May be restricted by enemy, terrain or Shield Wall
Second Move	1. Only after completing Move	

Combat	1. Declaration
	2. CC determination
	3. DRM Determination
	4. Attack Roll
	5. Results
		Declaration:
		    1. Best base CC is PRIMARY
		    2. All others are PARTICIPATING
		    3. Foot and Horse attack separately
		    4. For ties active player chooses
		
		CC Determination:
		+1 Target Suppressed
		+1 Pitched Combat
		+1 Attacking Downhill
		-1 Target Shields Wall
		-1 Attacker Shield Wall
		(modifiers cumulative)
		
		DRM Determination:
		Cross Reference Primary Unit with target
		-1 For each participating unit of the same base CC (As primary)
		-1 for every two participating units of lower CC (Round Up)
		Modifiers cumulative
		
		Attack Role/Results:
		See CRT

Second/Pitched Combat	As Combat, except primary unit gets +1 base CC level	