**General**  
There are 4 phases during a player’s turn:

1. Non-combat moves:
   1. Models are moved their allotted amount, but must remain outside of 1” from any enemy models.
2. Shooting Combat:
   1. Models pick targets and proceed to attempt to roll to hit against the targets based on the range and strength of the weapon.
3. Combat moves:
   1. Models may move their allotted amount, but only if it brings them within 1” of an enemy model.
   2. Stand and Shoot: Before combat begins, the unit being assaulted may choose to fire their ranged weapons instead of engaging in melee combat.
4. Melee Combat:
   1. Enemies within 1” of an enemy model are considered “in combat”.
   2. Models that did not “stand and shoot” make attacks in melee combat.