

Attacking Rules:

Both players are attackers. This means that if a player is constantly running around with his troops, without engaging the enemy (playing for a draw, the player gets a default loss of the match (not the full round))

Single Entity Models do not count as attackers unless you have nothing else left on the field (this excludes single-entity artillery and war machines - defined as any unit with the word "artillery" or "war machine" in its unit type)

IF YOU ONLY HAVE SINGLE MODELS LEFT AS ATTACKERS, THEY MAY NOT RETREAT FROM MELEE

If you have **no skirmish units** in your army, casting spells counts as attacking. In this case (a caster is the only unit in your army attacking), **none of your other units may retreat from the enemy**. Any significant and sustained movement that increases (or attempts to increase) the distance between your unit and the nearest enemy unit is considered a retreat.

*Abilities that do not use winds of magic do *NOT* count as attacking (For example Arrow of Kurnous, Mortis Engine deregen and Fay Enchantress deregen do NOT count as attacking)

*Skirmish fire COUNTS as attacking (units with more than 1 model)

*Artillery and war machine fire COUNTS as attacking (any unit with the words "Artillery" or "War Machine" in its unit type)

*You can *NOT* abuse the invisible wall (white line)

*It is *OK* to wait for your abilities to be ready before you actively start attacking at the beginning of the battle

***This rule is to avoid draw kiting, and nothing else. Tactical retreats, positioning and regrouping are tactics and part of the game.**