



Each player will require an army of no more than 1,000 points to play at this event. These two armies then combine in your games to create a Team Army. Your Team's army roster comprises the rosters of both players' armies.

When building your army roster, use all the most up-to-date Warhammer Age of Sigmar rules found in the Warhammer Age of Sigmar Faction Packs, any legal battletomes, and the points and regiment options in the most recent Battle Profiles document, which can be found in the download section on warhammer-community.com.

No army rules that have not been officially released for more than one week will be in effect.

Each player's 1,000-point army is entirely their own and must be fully contained within their army roster, with the following exceptions:

- First rule, don't be a prick. This is for a laugh, and Team England will not be using this as a scouting event
- Players are going to be randomly assigned to each other on the day

- Timings will be tight, and efficient rolling is expected; players are encouraged to work as a team when ensuring a timely game. If overly slow play happens, you may forfeit your game result.
- If you happen to draw into the same army, you are still independent armies whose abilities are insular
- Highlander rules are in place; you cannot repeat ANY warscroll. You can, however, still reinforce
- You're Ally's models are considered friendly for rules purposes. They, however, cannot be targeted or benefit from any ability that is not from their army, even if they are the same faction.
- A fully painted army is required. If you think you cannot accomplish this, message the TO (Joe Jackson), who can lend you an army if required
- Each roster will include 2 battle tactics. When teams are selected, both players can choose one of the two for the entire tournament
- Both players can select an endless spell lore when creating their army; however, when teams are decided, only one lore will be used by both players. Either player can cast these spells with typical restrictions
- Both players build a list with command traits, artifacts of power per player, not per team
- You share CP; they are generated as if you were a singular player. Typical restrictions, such as you can't use the same ability, such as All Out Attack, more than once per phase
- Rules that target a friendly unit can only target a unit from your 1000pt list and not one of your allies' units

