

Alliance War Event Companion



Ver.1.2

Last Updated: August 25, 2025

Updated sections are highlighted in **yellow**

【Date】

October 12, 2025 (Sunday)

【Venue】

Tokyo Metropolitan Industrial Trade Center,
Taito Hall (4F)

【Capacity】

20 players per game (Game 1 / Game 2)

【Entry Fee】

1,100 JPY (tax included) per game
(Venue admission ticket required separately)

【Registration】

Opens June 5, 2025, until sold out
(via Giant Hobby Online Shop)

【Items to Bring】

- An AoS 1000-point army
- General's Handbook 2025–26 set
- Battletomes and other necessary rules
- Measuring tape, dice, etc.

【Roster Check】

No roster check will be performed.
Players are responsible for verifying their own lists.

【Event Overview】

This Warhammer AoS game event gathers many players to decide the strongest Grand Alliance.

Each participant battles with their own 1000-point army, and the results of each battle are tallied to determine the power struggle among the four Grand Alliances:

“Order”
“Chaos”
“Death”
“Destruction”

Your battles will determine the fate of your alliance!

【Schedule】

Game 1: 10:30–14:00

Game 2: 14:30–18:00

Miniature setup	15 minutes
Gameplay	180 minutes
Clean-up	15 minutes
Total	210 minutes

【Game Size】

Matched Play format, 1000 points

【Rules Used】

- Warhammer AoS 4th Edition
- Latest General's Handbook
- Data published on the Warhammer Community download page (excluding Legend units)
- Rules released after September 28, 2025 will not be used in this event

【Miniature Restrictions】

- Proxy models of currently sold products are not allowed.
- Models with offensive designs or infringing on others' rights are not allowed.
- For units with selectable options, match appearances as closely as possible.
- If uncertain, please contact the organizers.

【Game Flow】

Alliance War will proceed according to the following steps:

①Army Composition

Each player assembles a 1000-point army using the rules described in “Army Composition (Advanced Rules).”

②Battleplan

Instead of dice rolls, the battleplan will be announced by the organizers on the day of the event.

③Battlefield Setup

Players roll off. The winner chooses which player is the attacker and which is the defender. Special terrain and objective markers are placed as shown in the [Battlefield Layout] diagram on the next page. The attacker chooses their deployment zone; the other becomes the defender's zone. Deployment begins with the attacker.

④Battle Length

Alliance War ends at the end of Battle Round 5.

⑤Victory Conditions

At the end of the battle, if one player has 5 or more Victory Points than the opponent, that player achieves a Major Victory. If one player has more Victory Points but the difference is less than 5, that player achieves a Minor Victory. If Victory Points are tied, the player who achieved more Tactical Objectives wins a Minor Victory. If both Victory Points and Tactical Objectives are tied, the battle is a Draw.

⑥Tactical Objectives

In Alliance War, players must choose Tactical Objective cards from the “General’s Handbook 2025–26” and add them to their Army Roster during army building.

At the start of the battle, you must reveal your chosen Tactical Objectives to your opponent. If an objective requires you to select a specific target, you must inform your opponent. The same applies in reverse.

【Prizes】

After the battle, each player must complete a score sheet and submit it to the organizers. Prizes from Table (1) will be awarded upon submission. Each Grand Alliance also gains GA Points as shown in Table (2).

Table (1)

Results	Prizes
Major/ Minor Victory	Event-exclusive Sticker (Rare Ver.)
Draw	Event-exclusive Sticker
Minor/ Major Defeat	Event-exclusive Sticker

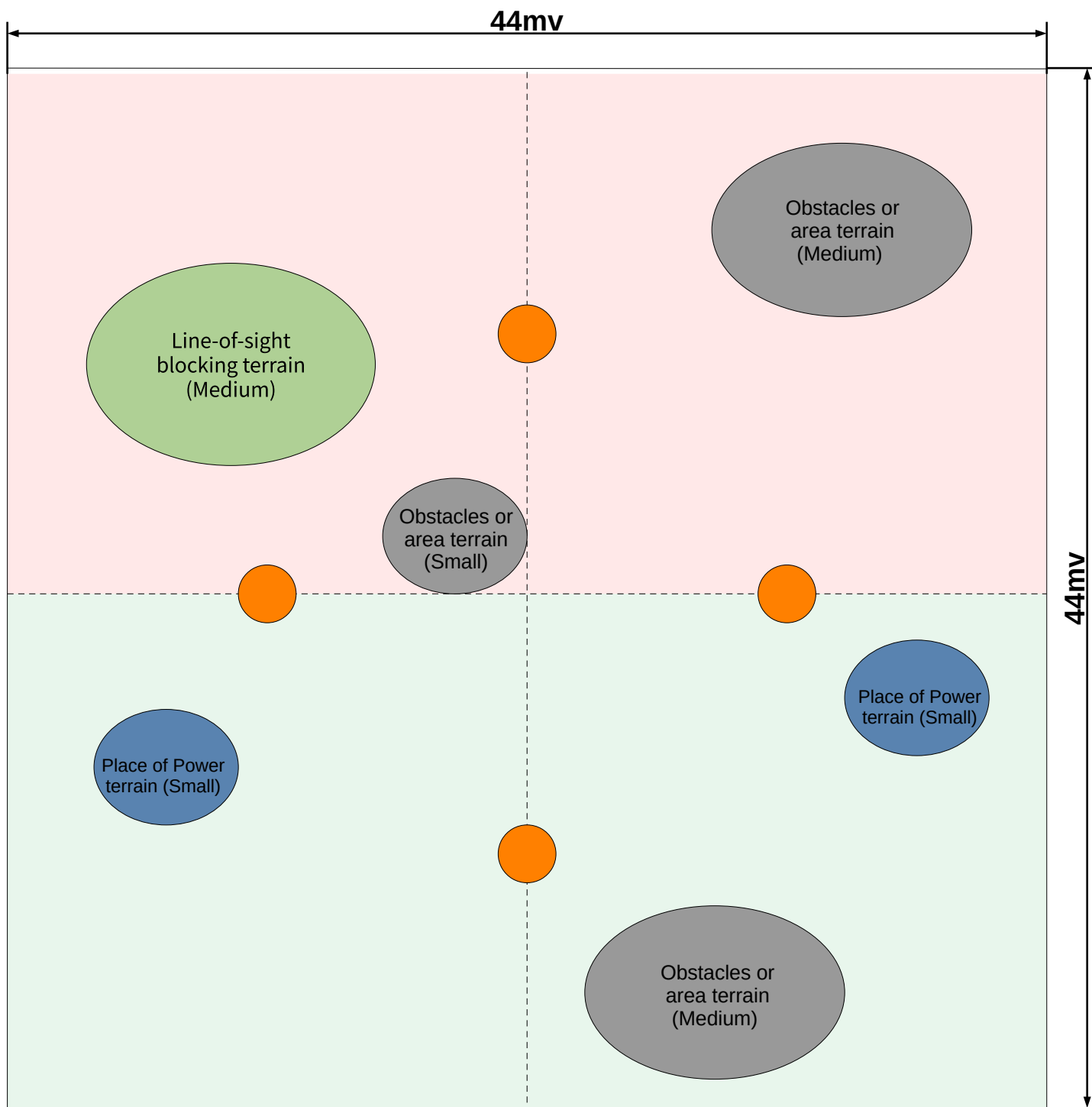
Table (2)

Results	GA Points
Major Victory	5 points
Minor Victory	4 points
Draw	3 points
Minor Defeat	2 points
Major Defeat	1 points


【Grand Alliance Outcome】

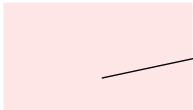
After both games conclude, the alliance with the most total GA Points will earn the title: “The Strongest Grand Alliance” for the coming year.

【Battlefield Layout】
All tables will use the same layout.



<Explanatory note>

 Objective markers are placed 11" from the battlefield center.

 Attacker side

Defender side 

【FAQ】

Q.

A.

More entries will be added as inquiries arise.
