

DIPLOMACY IN THE OLD WORLD

AN UNOFFICIAL ALLIANCE EXPANSION FOR WARHAMMER: THE OLD WORLD

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Amend the official lists of Allies for each Grand Army composition list to those over the following pages. Changes from the official lists are shown in **magenta**).

All Grand Army composition lists (including Legacy factions) may additionally take any Army of Infamy composition list of the same faction as an allied contingent (provided they have an Allies allowance). For Armies of Infamy belonging to Legacy factions, check out the Unofficial Arcane Journal series at oldworld.alwaysstrikesfirst.com.

FORCES OF FANTASY

DWARFEN MOUNTAIN HOLDS

- Empire of Man
- Kingdom of Bretonnia (Uneasy)
- High Elf Realms (Suspicious)
- Grand Cathay
- **Ogre Kingdoms (Suspicious)**

THE WOOD ELF REALMS

- Empire of Man (Uneasy)
- Kingdom of Bretonnia
- High Elf Realms
- Grand Cathay (Suspicious)
- **Dark Elves (Suspicious)**

THE EMPIRE OF MAN

- Dwarfen Mountain Holds
- Kingdom of Bretonnia
- Wood Elf Realms (Suspicious)
- Grand Cathay
- **Ogre Kingdoms (Uneasy)**

THE HIGH ELF REALMS

- Empire of Man (Uneasy)
- Kingdom of Bretonnia
- Wood Elf Realms
- Grand Cathay (Suspicious)
- **Lizardmen (Uneasy)**

KINGDOM OF BRETONNIA

- Dwarfen Mountain Holds (Suspicious)
- Empire of Man
- High Elf Realms
- Wood Elf Realms (Suspicious)
- Grand Cathay

ARMIES OF GRAND CATHAY

GRAND CATHAY

- Dwarfen Mountain Holds
- Empire of Man
- Kingdom of Bretonnia (Suspicious)
- Wood Elf Realms (Suspicious)
- High Elf Realms

RAVENING HORDES

ORC & GOBLIN TRIBES

- Warriors of Chaos (Uneasy)
- Beastmen Brayherds (Uneasy)
- Tomb Kings of Khemri (Suspicious)
- Ogre Kingdoms
- Skaven (Suspicious)

WARRIORS OF CHAOS

- Orc & Goblin Tribes (Uneasy)
- Beastmen Brayherds
- Tomb Kings of Khemri (Suspicious)
- Chaos Dwarfs
- Dark Elves (Suspicious)

BEASTMEN BRAYHERDS

- Orc & Goblin Tribes (Uneasy)
- Warriors of Chaos
- Tomb Kings of Khemri (Suspicious)
- Chaos Dwarfs (Uneasy)
- Skaven (Suspicious)

TOMB KINGS OF KHEMRI

- Orc & Goblin Tribes (Uneasy)
- Warriors of Chaos (Uneasy)
- Beastmen Brayherds (Uneasy)
- High Elves (Suspicious)
- Vampire Counts (Suspicious, and only if the army does not include any named characters)

LEGACY FACTIONS

CHAOS DWARFS

- One of the following Grand Army composition lists:
 - Warriors of Chaos
 - Ogre Kingdoms (Uneasy)
 - Orc & Goblin Tribes (Suspicious)

DARK ELVES

- One of the following Grand Army composition lists:
 - Warriors of Chaos (Uneasy)
 - Wood Elf Realms (Suspicious)
 - Vampire Counts (Suspicious)

LIZARDMEN

- One of the following Grand Army composition lists:
 - High Elf Realms
 - Wood Elf Realms
 - Dwarfen Mountain Holds (Suspicious)

OGRE KINGDOMS

- One of the following Grand Army composition lists:
 - Orc & Goblin Tribes
 - Beastmen Brayherds
 - Grand Cathay (Suspicious)
- Ogre Kingdoms Maneaters are available as Mercenaries to any Grand Army or Army of Infamy with a Mercenary allowance.

SKAVEN

- One of the following Grand Army composition lists:
 - Warriors of Chaos (Uneasy)
 - Orc & Goblin Tribes (Uneasy)
 - Tomb Kings of Khemri (Suspicious)

VAMPIRE COUNTS

- One of the following Grand Army composition lists:
 - Tomb Kings of Khemri
 - Empire of Man (Uneasy, and only if the army contains a Vampire with the Beguile Vampiric Power)
 - Kingdom of Bretonnia (Uneasy, and only if the army contains one or more units of Blood Knights)

DAEMONS OF CHAOS

Daemonic Pacts

Daemons of Chaos do not enter into alliances in the same way as the mortal forces. Instead of being available as an allied contingent, Daemons only fight alongside other larger armies as part of a Daemonic Pact.

Daemonic Pacts allow Daemons of Chaos units to be taken as Mercenaries with the following changes:

- Daemonic Pacts are only available to an army that contains a Wizard using spells from the Lore of Daemonology, or an army whose General has a Mark of Chaos.
- Daemonic Pact units count against the Mercenaries allowance for the army and gain the Mercenaries special rule as normal. An army may forego any Allies allowance it would normally have available and allocate those points to their Mercenaries allowance instead.
- When rolling the D6 for each mercenary unit prior to deployment, units as part of a Daemonic Pact must roll on the Misbehaving Mercenaries table on a result of 1 or 2, instead of just 1.
 - If the army General has a Mark of Chaos, this initial D6 may be re-rolled for any Daemonic Pact unit with a Daemonic Alignment that matches the Mark of Chaos.

- Misbehaving Mercenaries results apply as normal, though rather than drunkenness or apathy the effects are attributed to the strength of the Winds of Magic instead.
- Daemonic Pact units are chosen from the Daemons of Chaos Grand Army composition list as follows:
 - 0-1 Greater Daemon or Daemonic Herald. The Daemonic Allegiance of this choice affects the availability of Core and Special units in the same way as the Daemons of Chaos General normally would.
 - 1+ Core choices
 - 0-1 Special choice, Rare choice, or additional Daemonic Herald per Core choice taken
- Note that since the Daemons of Chaos Grand Army composition list contains no Mercenaries category, it cannot itself take a Daemonic Pact.

ORDER VS DESTRUCTION

In an Order vs Destruction campaign, the forces at involved need to be divided equally into two Alignments. Use the following spectrum of Order to Destruction to balance numbers for the two Alignments.

For example, in a campaign with two Warriors of Chaos players, a Skaven player, and a Bretonnia player, dividing the factions evenly will see Bretonnia and Skaven unexpectedly joining forces to protect their separate civilisations from the destructive onslaught of the Chaos players.

Order					Destruction				
Lizardmen	Grand Cathay	Kingdom of Bretonnia	Wood Elf Realms	Ogre Kingdoms	Dark Elves	Skaven	Beastmen Brayherds	Daemons of Chaos	
	High Elf Realms	Dwarfen Mountain Holds	Empire of Man	Tomb Kings of Khemri	Vampire Counts	Orc and Goblin Tribes	Chaos Dwarfs	Warriors of Chaos	

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