

# WARHAMMER<sup>®</sup>

## THE OLD WORLD

### ROLEPLAYING GAME



## PLAYER'S GUIDE

GRIM AND GLORIOUS ADVENTURES IN THE WORLD OF LEGEND

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## APPENDIX

## AN EMPIRE DIVIDED

The Empire stands, divided yet unyielding. Victory in the Vampire Wars ushered in an era of relative peace and prosperity, but it has not brought unity. Emboldened by overcoming the accursed counts von Carstein, the Elector Counts who govern the cities and states fell to bickering, unable to agree who should rule as Emperor. They eye each other with suspicion, squabbling over petty borders, turning a deaf ear to doomsayers and augers alike.

But the Old World remains a dangerous place. Many hungry eyes look upon the divided Empire and know their hour is close at hand.

