

Tampa Bay Homeschool Model United Nations



2024 Summer Crisis Committee

WARHAMMER: Defiers of the Dark

Background Guide

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Letter From the Committee Director

Greetings Delegates,

As someone who was once a delegate myself and enjoyed Tampa Bay Model United Nations crisis committees when I was in high school it is my honor to welcome you to our first 2024 Summer Crisis Committee. I am proud to be a part of TBHMUN's history as a delegate, a staffer, and now a director. I am thrilled to do my part and exile Matthew to the committee room to be your chair for Warhammer: Defiers of the Dark.

Warhammer is an ever-present fantasy combat board game that has had many great books and sci-fi series inspired by it that became even more popular and has been an influential force in different forms of literature from books, TV, and video games. It has been a goal of mine to test the waters of such a chaotic and complicated world in MUN, especially for TBHMUN. Due to the complicated and contradictory nature of the Warhammer world, there were many liberties taken to make the world more approachable. I hope you take this committee as a challenge to show your innovativeness and skills so that you can leave your mark and shape the Old World to your will.

~ David Schiereck

Committee Director

Committee Staff

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Rules of Procedure

Terms & Jargon

Quorum

A majority of voting members answering to the roll at each session shall constitute a quorum for that session. This means that half plus one of all voting members are physically present. A quorum will be assumed consistent unless questioned through a Point of Order. Delegates may request to be noted as “Present” or “Present and Voting.”

Chairs

The chairpersons are seated in the front with their gavels and facilitate the debate. This is also known as the **Dias**. They call on speakers, time speeches, and maintain the rules of procedure. If the conference gives awards, they will also evaluate your performance.

Decorum

Order in committee. The chair may call decorum if delegates are loud or disrespectful, to ask for their attention during the committee.

Motion

A specific action made by delegates to direct debate in a certain direction.

Yield

This is when a speaker decides to give up the remaining time in his or her speech. Typically, the three types of yields are:

- 1) **Yield to the Chair** meaning you give up the rest of your time,
- 2) **Yield to another delegate** meaning you give up the rest of your time to another delegate, or
- 3) **Yield to questions** from other delegates or **Yield to comments** on your speech by other delegates.

Blocs

Different groups have similar ideas and opinions about the topics. In the real United Nations, there are regional blocs, but delegates can choose to build their blocs in Model UN. These blocs will typically work together to create a directive.

Directives

Directives act as a replacement for Draft Resolutions when in crisis committees and are the actions that the body decides to take as a whole. Directives are not required to contain operative or preambulatory clauses.

A directive should contain:

- a. The name(s) of the author(s),
- b. A title,
- c. The number of signatories/sponsors signatures necessary to introduce, determined by the Director.

Sponsors

Delegates who authored the directive or actively contributed ideas. They support the directive and want to see it get passed, so they should vote for it. All directives will require a minimum number of sponsors.

Signatories

Delegates who wish to see the directive debated but may or may not agree with all of the ideas. However, they think there is some merit to it and want to see it presented. Directives will require a minimum number of signatories.

Plagiarism

TBHMUN maintains a zero-tolerance policy in regards to plagiarism. Delegates found to have used the ideas of others without properly citing those individuals, organizations, or documents will have their credentials revoked for the duration of the TBHMUN committee. This is a very serious offense.

Crisis Notes

A crisis note is an action taken by an individual in a Crisis Committee. Crisis notes do not need to be introduced or voted on and should be given to the Crisis Staff by sending the notes to a designated pickup point in each room. TBHMUN Crisis Committees use the dual pad system; whereby all crisis notes will be written on one of two legal pads which will be provided to delegates at the start of the first session.

Points

Points of Order

Points of Order will only be recognized for the following items:

- a) To recognize errors in voting, tabulation, or procedure,
- b) To question the relevance of debate to the current Topic or
- c) To question a quorum.

A Point of Order may interrupt a speaker if necessary and it is to be used sparingly.

Points of Inquiry

When there is no discussion on the floor, a delegate may direct a question to the Committee Director.

Points of Personal Privilege

Points of personal privilege are used to request information or clarification and conduct all other business of the body except Motions or Points specifically mentioned in the Rules of Procedure.

Please note: The Committee Chair or Director may refuse to recognize Points of Order, Points of Inquiry, or Points of Personal Privilege if the Committee Chair or Director believes the decorum and restraint inherent in the exercise has been violated, or if the point is deemed dilatory.

Rights of Reply

At the Committee Chair or Director's discretion, any delegate may be granted a Right of Reply to answer *serious* insults directed at the dignity of the delegate present. The Chair or Director has the ABSOLUTE AUTHORITY to accept or reject the Rights of Reply, and the decision IS NOT SUBJECT TO APPEAL.

Motions

Motion to Set the Speaker's List

TBHMUN will not use the Speaker's List for its crisis committees. Any motions to set the Speaker's List will be ruled dilatory and not considered by the dias. Should all motions on the floor fail, rather than reverting to a Speaker's List, the dias will reopen the floor for new points and motions and vote on these, continuing the process until a valid motion is passed by the committee.

Motion for a Moderated Caucus

This motion must include three specifications:

- a. Length of the Caucus;
- b. Speaking time, and;
- c. Reason for the Caucus.

During a moderated caucus, delegates will be called on to speak by the Committee Director. Delegates will raise their placards to be recognized. Delegates must maintain the same degree of decorum throughout a Moderated Caucus as in all other aspects of formal debate. This motion requires a simple majority to pass.

Motion for an Unmoderated Caucus

This motion must include the length of the Caucus. During an unmoderated caucus, delegates may get up from their seats and talk amongst themselves. This motion requires a simple majority

to pass. The length of an unmoderated caucus in a Crisis committee should not exceed fifteen minutes.

Motion to Introduce a Directive

A simple majority vote is required to introduce a directive, and multiple directives may be introduced at once. Press releases produced on behalf of the body must also be voted on as Directives. Upon a successful vote to be introduced, directives will be read out loud to the committee. The floor will then be opened up for new points and motions, motions to enter voting procedure, motions to introduce friendly amendments, and motions to introduce unfriendly amendments may be entertained.

Motion to Introduce a Friendly Amendment

Friendly Amendments are any changes to a formally introduced Directive that all Sponsors agree to either verbally or in writing. The Committee Director must approve the Friendly Amendment and confirm each Sponsor's agreement either verbally or in writing. Friendly Amendments do not require a committee vote to be adopted.

Motion to Introduce an Unfriendly Amendment

Unfriendly Amendments are any substantive changes to a formally introduced Directive that are not agreed to by all of the Sponsors of the Directive. To introduce an Unfriendly Amendment, the Unfriendly Amendment must be the number equivalent to 1/3 of the Quorum confirmed signatories. The Committee Director has the authority to discern between substantive and non-substantive Unfriendly Amendment proposals.

Motion to Enter Voting Procedure

Once this motion passes and the committee enters Voting Procedure, no occupants of the committee room may exit the Committee Room, and no individual may enter the Committee Room from the outside. A member of the Dias will secure all doors.

- No talking, passing notes, or communicating of any kind will be tolerated during voting procedures.
- Each Directive will be read to the body and voted upon in the order in which they were introduced. Any Proposed Unfriendly Amendments to each Directive will be read to the body and voted upon before the main body of the Directive as a whole is put to a vote.
- Delegates who requested to be noted as “Present and Voting” are unable to abstain during the voting procedure.
- The Committee will adopt Directives and Unfriendly Amendments to Directives if these documents pass with a simple majority.

Roll Call Voting

A counted placard vote will be considered sufficient unless any delegate to the committee motions for a Roll Call Vote. If a Roll Call Vote is requested, the committee must comply. All delegates must vote: “For,” “Against,” “Abstain,” or “Pass.”

During a Roll Call vote, any delegate who answers, “Pass,” reserves his/her vote until the Committee Director has exhausted the Roll. However, once the Committee Director returns to “Passing” Delegates, they must vote: “For” or “Against.”

Accepting by Acclamation

This motion may be stated when the Committee Director asks for points or motions. If a Roll Call Vote is requested, the motion to Accept by Acclamation is voided. If a delegate believes a Directive will pass without opposition, he or she may move to accept the Directive by acclamation. The motion passes unless a single delegate shows opposition. An abstention is not considered to be opposition. Should the motion fail, the committee will move directly into a Roll Call Vote.

Motion to Suspend Debate

This motion is in order if there is a scheduled break in the debate to be observed. This motion requires a simple majority vote. The Committee Director may refuse to entertain this motion at their discretion.

Motion to Adjourn Debate

This motion is in order at the end of the last committee session. It signifies the closing of the committee.

Character List

Boris Todbringer <i>Elector Count of Middenland</i>	Kurt Helborg <i>Reiksmarshal and Grand Marshal of the Order of the Reiksguard</i>
Valmir von Raukov <i>Elector Count of Ostland</i>	Lotte Hochsvoll <i>Chancellor of the Exchequer</i>
Alberich V Haupt-Anderssen <i>Elector Count of Stirland</i>	Agatha von Böhrn <i>Supreme Lord of the Law</i>
Helmut Feuerbach <i>Elector Count of Talabecland</i>	Arne Damstadt <i>Chamberlain of the Imperial Household</i>
Emmanuelle von Liebwitz <i>Elector Countess of Wissenland</i>	Markus Wulfhart <i>The Huntsmarshal of the Empire</i>
Hisme Stoutheart <i>Elder of the Moot</i>	Otto Kross <i>The Commandant of Heldenhame</i>
Volkmar the Grim <i>Grand Theogonist of the Cult of Sigmar</i>	Reban Greiss <i>General of the Imperial Talabecland Army</i>
Ar-Ulric Emil Valgeir <i>High Priest of the Cult of Ulric</i>	Magnus von Abresicht <i>General of the Reikland Army</i>
Isabella Giovanna Luccelli <i>Aguila Ultima in Estalian of the Cult of Myrmidia</i>	Heinrich von Torlichhelm <i>The Order of the Knights Panther</i>
Siegfried von Walfen <i>Chancellor of Reikland and Master of Spies</i>	Rein Volkhard <i>Knights of the White Wolf Grandmaster</i>
Supreme Patriarch Balthasar Gelt <i>Advisor on Magic</i>	Siegfried Trappenfel <i>Order of the Blazing Sun Grandmaster</i>
Amadeus Mencken <i>Chamberlain of the Seals</i>	

Character Descriptions

Lords of the Empire

Elector Count of Middenland: Boris Todbringer

Elector Count Boris Todbringer of Middenland is a figure of formidable strength and unwavering resolve, renowned for his leadership in one of the most powerful provinces of the Empire. During the 2502 IC election for the emperor, he was outmaneuvered by the underestimated "foolish young pup" Karl Franz. He was furious at not being elected emperor; However, the Beastmen's attacks on the edges of his territory reminded him that his responsibilities to his home and people were far more crucial than any political office. His rule is characterized by a fierce determination to protect his people and lands, particularly from the recurrent threats posed by the Beastmen that lurk within the dark forests of the Drakwald. Todbringer's vendetta against the Beastmen's leader, Khazrak One-Eye, has become legendary, symbolizing his broader commitment to the safety and security of Middenland.

As the ruler of the capital city of Middenheim, known as the "City of the White Wolf," Boris Todbringer is also a devout follower of Ulric, the god of wolves, winter, and warriors. This devotion influences his governance and military strategies, often favoring a more direct and confrontational approach to conflict. His leadership style is marked by a blend of martial prowess and a deep sense of duty to the traditions and people of Middenland.

Elector Count of Ostland: Valmir von Raukov

Valmir von Raukov, the Elector Count of Ostland, stands as a steadfast and resilient leader in the face of the myriad threats that loom over his rugged and often embattled province. His rule is marked by a grim determination and a martial prowess that befits the harsh, frontier

lands of Ostland, which are frequently beset by incursions from malevolent forces such as marauding Greenskins and the insidious agents of Chaos. Von Raukov's leadership is characterized by a staunch commitment to the defense and security of his people, often leading from the front in the thick of battle.

As a scion of a noble line that has long held the Electorship of Ostland, Valmir von Raukov is well-versed in the complexities of Imperial politics and the delicate balance of power among the Elector Counts. His governance is underscored by a pragmatic approach to both domestic affairs and external relations, always with the survival and prosperity of Ostland as his paramount concern.

Elector Count of Stirland : Alberich V Haupt-Anderssen

Alberich's governance is notably characterized by his deep-seated aversion to followers of Ulric, which significantly influences his administrative decisions. This bias is evident in his systematic removal of Ulricans from any governmental positions, replacing them with loyalists who share his devout Sigmarite faith. This purge underscores Alberich's intent to consolidate his power base and ensure that his governance aligns closely with Sigmarite principles.

Alberich's disdain extends beyond religious lines, manifesting in a marked contempt for mutants, halflings, and notably, the citizens of Talabecland. This animosity has, at times, threatened to escalate into open conflict. However, such tensions were adeptly mitigated by Emperor Karl Franz's diplomatic skill and patience, preventing any outbreak of war between Stirland and Talabecland. Alberich's complex web of allegiances and prejudices plays a significant role in the intricate political landscape of the Empire, reflecting the challenges of

leadership and governance in a realm as diverse and fraught with internal divisions as the Warhammer Empire.

Elector Count of Talabecland: Helmut Feuerbach

Helmut Feuerbach, the Elector Count of Talabecland, is a figure marked by his formidable presence and a ruling style that leaves a significant imprint on his province. Known for his notoriously foul temper and heavy-handed governance, Feuerbach's leadership is characterized by strict adherence to order and discipline, traits that have earned him both respect and disdain among his peers and subjects alike. His tenure as Elector Count since 2512 has been a period of rigorous enforcement of law and a staunch defense of Talabecland's interests within the broader political landscape of the Empire.

Despite the challenges posed by his abrasive personality, Feuerbach's rule has been instrumental in maintaining Talabecland as a key player in the Empire's intricate tapestry of power. His lack of an apparent heir adds an element of uncertainty to the future of Talabecland's leadership, highlighting the precarious balance of power and succession within the Empire.

Elector Countess of Wissenland: Emmanuelle von Liebwitz

Emmanuelle von Liebwitz, the esteemed Elector Countess of Wissenland and ruler of the prosperous city of Nuln is a figure of elegance, intelligence, and formidable political acumen. Her rule is characterized by a blend of cultural patronage and shrewd economic policies, which have elevated Nuln to a center of innovation, particularly in the field of engineering and artillery. As a patron of the Imperial Gunnery School, she has played a pivotal role in advancing the military prowess of the Empire through technological innovation.

Von Liebwitz's background is steeped in the complex politics of the Empire's noble elite, where she has navigated the treacherous waters of court intrigue with grace and tact. Her leadership style combines a keen understanding of diplomacy with a subtle yet effective exercise of power. Emmanuelle's vision for Wissenland and the Empire at large is one of progress and stability, ensuring that her lands remain a beacon of enlightenment and prosperity amidst the tumultuous political landscape of the Old World.

Elector Count of Hochland: Aldebrand Ludenhof

Aldebrand Ludenhof, the Elector Count of Hochland, is a stalwart defender of his province and a steadfast ally of the Empire. Hailing from a long line of noble leaders, Ludenhof's rule is marked by a keen strategic mind and an unwavering commitment to the security and well-being of his people. As the ruler of the rugged and often isolated lands of Hochland, Ludenhof has faced numerous challenges, from the encroaching threats of Chaos in the north to the ever-present danger of Beastmen incursions from the Drakwald Forest. Yet, through his decisive leadership and the martial prowess of his subjects, he has managed to safeguard Hochland's borders and maintain its strategic importance within the Empire.

Cult Leaders

Cult of Sigmar: Grand Theogonist Volkmar the Grim

Grand Theogonist Volkmar the Grim, a formidable and zealous leader of the Cult of Sigmar, stands as a paragon of unwavering faith and a bulwark against the forces of darkness that threaten the Empire of Man. Appointed as the head of the Church of Sigmar, Volkmar's influence extends far beyond the spiritual, as he wields considerable political power within the Empire's Elector Counts' council. His reputation as "the Grim" stems from his stern demeanor and the relentless fervor with which he pursues the eradication of heresy and corruption.

Volkmar's character is defined by his deep devotion to Sigmar Heldenhammer, the Empire's patron deity, and founder, and his commitment to upholding the god's teachings. This devotion manifests in his tireless efforts to strengthen the faith of the Empire's citizens, as well as in his crusades against the enemies of humanity, including the insidious forces of Chaos, the undead scourge, and any who would dare to undermine the unity and sanctity of the Empire.

Cult of Ulric: Ar-Ulric Emil Valgeir

Ar-Ulric Emil Valgeir is the esteemed High Priest of Ulric and the leader of the ancient and powerful Cult of Ulric, which venerates the god of wolves, winter, and warriors. As the patriarch of House Valgeir, he holds a position of immense religious significance within the Empire, particularly in the city-state of Middenheim, the heart of Ulric's worship. His role as Ar-Ulric not only makes him a spiritual guide for his followers but also a formidable political figure with influence that extends into the martial affairs of the Empire.

Emil Valgeir is known for his fearsome reputation, both as a mighty Warrior Priest capable of slaying formidable foes such as the Chaos Champion Haargroth in combat and as a

leader who can inspire his followers with divine fervor. His leadership is marked by a deep-seated hatred for the enemies of Ulric and the Empire, and he is known to project an aura that bolsters the fighting spirit of his troops, particularly against those with low morale.

Cult of Myrmidia: La Aguila Ultima Isabella Giovanna Luccelli

La Aguila Ultima Isabella Giovanna Luccelli is a revered high priestess and a strategic mastermind within the Cult of Myrmidia, the goddess of war and wisdom, who is predominantly worshiped in the southern realms of the Old World, such as Estalia and Tilea. As a figurehead of the cult, Isabella embodies the martial prowess and tactical genius that Myrmidia represents, and she is known for her role in not only guiding her followers in spiritual matters but also in the art of war.

Isabella's leadership is characterized by a combination of intellectual rigor and battlefield experience, reflecting the dual aspects of Myrmidia as both a deity of strategy and combat. Her teachings often focus on the importance of discipline, order, and the strategic use of knowledge to overcome adversaries. She is also a proponent of the virtues of heroism, justice, and the protection of the innocent, which are central to the Myrmidian faith.

Imperial Chosen

Chancellor of Reikland and Master of Spies: Siegfried von Walfen

Chancellor Siegfried von Walfen of Reikland is a figure shrouded in mystery and intrigue, serving as both the chief political advisor to the Emperor and the clandestine Master of Spies. His role as Chancellor places him at the very heart of the Empire's political machinations, where he deftly navigates the complex web of alliances and enmities that define the realm's governance. As Master of Spies, von Walfen oversees a vast network of informants and agents, gathering intelligence crucial for the security and prosperity of Reikland.

Von Walfen's reputation for discretion and his ability to manipulate the flow of information make him an invaluable asset to the Emperor. His political acumen is matched by a keen understanding of the subtleties of diplomacy and the dark arts of espionage. Despite his prominence in the Empire's hierarchy, he prefers to operate from the shadows, influencing events from behind the scenes.

Advisor on Magic: Supreme Patriarch Balthasar Gelt

Supreme Patriarch Balthasar Gelt is the preeminent authority on magic within the Empire, serving as the head of the Colleges of Magic and the chief advisor on all arcane matters. Renowned for his mastery over the Lore of Metal, Gelt is a figure of both awe and mystery, his visage forever concealed behind an ornate golden mask. His profound knowledge and control of alchemy and transmutation are unparalleled, and he is instrumental in harnessing the Winds of Magic to protect the realm from supernatural threats and to bolster its might.

As the Supreme Patriarch, Gelt is responsible for the regulation of magic throughout the Empire, ensuring that its use remains disciplined and in service to the greater good. His position

requires a delicate balance between the pursuit of magical knowledge and the need to safeguard against the corrupting influence of dark sorcery. Gelt's influence extends into the political arena, where his counsel is sought by the Emperor and other high-ranking officials on issues that transcend the mundane, particularly when facing adversaries that wield arcane powers.

Chamberlain of the Seals: Amadeus Mencken

Chamberlain of the Seals Amadeus Mencken is a key figure within the political landscape of the Reikland, holding a position of significant influence and responsibility. As the Chamberlain, Mencken is entrusted with the safeguarding and management of the Empire's most important documents and treaties, a role that requires meticulous attention to detail and a profound understanding of the legal and diplomatic intricacies of the realm.

Mencken's position as the Chamberlain of the Seals places him at the nexus of Reikland's political affairs, where he oversees the authentication of decrees and the maintenance of the Empire's bureaucratic integrity. His role is crucial in ensuring the smooth operation of the state's administrative functions and in preserving the sanctity of the Empire's legal processes.

Military Advisor to the Emperor: Kurt Helborg

Kurt Helborg, the esteemed Reiksmarshal of the Empire and the personal military advisor to the Emperor is a figure renowned for his martial prowess and strategic acumen. As the commander of the Reiksguard Knights, Helborg is responsible for the protection of the Emperor and the enforcement of his will throughout the Empire. His reputation as one of the finest swordsmen in the land is matched only by his tactical brilliance and his unwavering loyalty to the throne.

Helborg's role as a military advisor is critical in shaping the Empire's defense and military policies. His experience in leading troops and his deep understanding of the art of war make him an indispensable figure in the Empire's ongoing struggles against both internal and external threats. His counsel is sought not only for matters of warfare but also for the maintenance of order and the stability of the Empire's vast territories.

Chancellor of the Exchequer: Lotte Hochsvoll

Chancellor of the Exchequer Lotte Hochsvoll is a key economic figure within the Empire, tasked with overseeing the financial health and fiscal policies of the realm. Her role requires a deep understanding of economics, taxation, and resource management to ensure the prosperity and stability of the Empire's diverse territories. Hochsvoll's expertise in financial matters makes her an essential advisor to the Emperor, particularly in times of war and peace, where the allocation of funds and resources can determine the fate of the nation.

As Chancellor of the Exchequer, Hochsvoll is responsible for balancing the Empire's budget, managing its debts, and stimulating economic growth through wise investments and trade policies. Her decisions have far-reaching implications, affecting everything from the maintenance of the Empire's armies to the well-being of its citizens. Hochsvoll's approach to her duties is marked by prudence, innovation, and a keen awareness of the complex economic dynamics that drive the Empire's prosperity.

Supreme Lord of the Law: Agatha von Böhrn

Hailing from a long lineage of legal scholars and jurists, Agatha von Böhrn has dedicated her life to the pursuit of justice and the preservation of the Empire's legal traditions. Her rise

through the ranks of the Imperial legal system has been marked by a steadfast adherence to principles of fairness, objectivity, and a deep understanding of the complexities of Imperial law.

In an era marked by political intrigue, social unrest, and the ever-present threat of Chaos, Agatha von Böhrn's role as the Supreme Lord of the Law has become increasingly vital. Her unwavering dedication to upholding the rule of law and maintaining the delicate balance of power within the Empire has been instrumental in preserving stability and order during these tumultuous times.

Chamberlain of the Imperial Household: Arne Damstadt

Hailing from a long lineage of distinguished nobles, Damstadt has risen through the ranks of the Imperial bureaucracy, earning the trust and respect of successive Emperors through his unwavering dedication, keen administrative skills, and deep understanding of the complex web of Imperial politics.

As Chamberlain, Damstadt oversees a vast array of responsibilities, from the management of the Imperial finances and the coordination of ceremonial events to the supervision of the Emperor's staff and the maintenance of the Imperial residences. Beyond his administrative duties, Damstadt also serves as a trusted advisor to the Emperor, providing valuable insights and counsel on matters of state. His deep knowledge of the Empire's history, its institutions, and the complex relationships between the Elector Counts and the Imperial throne make him a crucial asset in the Emperor's decision-making process.

Military Officers

The Huntsmarshal of the Empire: Markus Wulfhart

Markus Wulfhart, known as the Huntsmarshal of the Empire, is a legendary figure renowned for his unmatched skills as a tracker and hunter of the most dangerous beasts and monsters that threaten the lands of men. Appointed by Emperor Karl Franz himself, Wulfhart's role is to lead the Emperor's Huntsmen, an elite cadre of trackers and archers tasked with protecting the Empire's borders from the predations of unnatural creatures.

Wulfhart's reputation is built upon his extraordinary exploits, which include slaying a variety of formidable creatures and his uncanny ability to navigate the most treacherous wilderness with ease. His leadership style is one of quiet confidence and self-reliance, inspiring his men to perform feats of great bravery and skill in the face of monstrous adversaries.

The Commandant of Heldenhame: Otto Kross

Otto Kross, the Commandant of the formidable Heldenhame Keep, is a figure of infamy and dread within the Empire. His decades-long military career has hardened him into a bully and a tyrant, his grubby soul calloused by the brutality of his command. Kross's rule over Heldenhame Keep is marked by a complete disregard for the well-being of his subjects and a ruthless determination to maintain his grip on power. He is known to be a cruel and capricious leader, quick to mete out harsh punishments to any who dare to defy his authority.

General of the Imperial Talabecland Army: Reban Greiss

Reban Greiss, the esteemed General of the Imperial Talabecland Army, is a seasoned military commander whose unwavering dedication to the defense of the Empire has earned him the respect and admiration of his peers. Greiss's military career spans decades, during which he has led Talabecland's forces in numerous campaigns against the Empire's enemies. His tactical acumen and ability to inspire his troops have been instrumental in securing victory in the face of daunting odds. Reban Greiss's unwavering commitment to the protection of the Empire and its people is the driving force behind his actions. He is a stalwart defender of the realm, ever vigilant against the threats that lurk within the shadows of the Old World.

General of the Reikland Army: Magnus von Abresicht

Magnus von Abresicht, the General of the Reikland Army, is a distinguished military leader known for his strategic brilliance and unyielding courage. His command has been pivotal in safeguarding the heartland of the Empire, ensuring that Reikland remains a bastion of strength and prosperity amidst the myriad threats that besiege the realm. Von Abresicht's reputation is built upon a foundation of notable military successes, which have not only secured the borders of Reikland but also reinforced the unity and might of the Empire.

His leadership is marked by a keen understanding of both the art of war and the nuances of statecraft. Von Abresicht is adept at rallying his troops with rousing speeches and leading by example, often placing himself in the thick of battle. His strategic foresight and ability to adapt to the ever-changing tides of war make him a formidable opponent to any who would challenge the Empire's sovereignty.

Grand Order of the Reiksguard Reiksmarshal : Kurt Helborg

Kurt Helborg, the Reiksmarshal of the Grand Order of the Reiksguard, is one of the most esteemed and formidable warriors in the Empire. As the commander of the Reiksguard Knights, Helborg is charged with the protection of the Emperor and serves as one of his most trusted military advisors. His role places him at the forefront of the Empire's defense, leading his elite knights into battle against the myriad threats that endanger the realm, from the marauding forces of Chaos to the rampaging hordes of Greenskins.

Helborg's reputation as a master swordsman is matched by his strategic acumen and his unwavering loyalty to the Empire. His leadership is characterized by a blend of valor, discipline, and a deep sense of duty, inspiring those who serve under him to strive for excellence in the defense of their land. His coat of arms, a symbol of his noble lineage and martial prowess, is revered across the Empire.

The Order of the Knights Panther: Heinrich von Torlichhelm

Heinrich von Torlichhelm, the Grand Master of the Order of the Knights Panther, is a noble and valiant leader, renowned for his chivalry and martial skill. The Knights Panther are a prestigious knightly order within the Empire, known for their distinctive panther heraldry and their dedication to the pursuit of honor and the eradication of the Empire's enemies. Von Torlichhelm's leadership has been instrumental in upholding the order's esteemed traditions and in leading his knights in the defense of the realm.

As Grand Master, von Torlichhelm embodies the virtues of the order: bravery, nobility, and a relentless commitment to justice. His command has seen the Knights Panther become a formidable force on the battlefield, feared by the Empire's foes and respected by its allies. His

strategic prowess and his ability to inspire his knights to acts of great heroism have solidified his reputation as a protector of the Empire and a paragon of knightly virtue.

Knights of the White Wolf Grandmaster: Rein Volkhard

Rein Volkhard, the Grandmaster of the Knights of the White Wolf, is a figure of immense respect and authority within the Empire, particularly in the northern province of Middenland. The Knights of the White Wolf are famed for their ferocity in battle, their unwavering faith in the god Ulric, and their mastery of combat with warhammers. As Grandmaster, Volkhard leads this esteemed order with a combination of martial prowess, spiritual fervor, and a deep commitment to the protection of the Empire against its many foes.

Volkhard's leadership is characterized by his bold and direct approach to both warfare and worship. Under his guidance, the Knights of the White Wolf have become synonymous with valor and the relentless pursuit of the Empire's enemies, embodying the fierce and unyielding spirit of their patron deity, Ulric. His deeds in battle are legendary, inspiring his knights to strive for greatness and to uphold the highest ideals of courage and sacrifice.

Order of the Blazing Sun Grandmaster: Siegfried Trappenfeld

Siegfried Trappenfeld, the Grandmaster of the Order of the Blazing Sun, is a distinguished leader known for his valor and dedication to the goddess Myrmidia, the patron deity of strategy and warfare. The Order of the Blazing Sun is a knightly brotherhood within the Empire that is renowned for its disciplined approach to combat and its members' deep understanding of military tactics, inspired by the teachings of Myrmidia.

As Grandmaster, Trappenfeld is responsible for maintaining the order's martial traditions and ensuring that its knights are not only formidable warriors but also tactically astute. His leadership is marked by a commitment to excellence and a strategic mindset that values both physical prowess and intellectual acumen. Trappenfeld's guidance has led the Order of the Blazing Sun to numerous victories, solidifying its reputation as a key asset to the Empire's military strength.

Words from a Madman

As everyone does their research they may find it hard in some cases to find good information, while others might see that with the given dates their character should not be in power or have some other title. The Warhammer stories were not closely controlled which led to many stories having overlapping timelines and some characters only being mentioned a few times and having no real details. In these cases, the background guide is king. What is stated here is the world, and any limitations you see I expect you to turn into expectations for great ideas and strong crisis arcs. So go forward and let loose the dogs of war.

The World

Empire

In the grim darkness of the Old World, the Empire of Man stands as a beacon of civilization, its people bound together by martial prowess and xenophobia which have allowed it to endure despite the unrelenting dangers that surround it. The Empire's cosmopolitan cities and fortified strongholds serve as bulwarks against the tides of savagery that seek to destroy it, a testament to the indomitable will of its people.

In the year 2502 IC, the young and inexperienced Karl Franz secured his election as Emperor, a position he would use to great effect in the face of a dire threat to the realm. During his reign, it was discovered that the Skaven, a foe who does not exist, was constructing a grand chaos device in their lair of Slagmire, a device whose completion would have brought ruin upon the Empire. A three-year war ensued, ending in the defeat of the Skaven and the destruction of their weapon. The Skaven, once more, were reduced to rumors in the Old World.

In the present year of 2513 IC, with the external threats momentarily held at bay, the Empire turns its sights inward, its swords and spies focused on the issues that eat at it from within. The Elector Counts, united in name under the Emperor's rule, often find themselves at odds over matters of territory, influence, and power, leading to a complex web of intrigue and conflict that can escalate into feuds and war. The Grand County of Averland, for example, is currently embroiled in a crisis of succession, as the mad count's illness has created a power vacuum that many seek to fill.

Meanwhile, the various religious cults that permeate the Empire's society vie for power and influence, their leaders seeking to sway the decisions of rulers or gain positions of authority within the government. These cults, dedicated to the worship of their gods, wield significant political clout and are not above using their influence to further their agendas.

The Empire's borders, too, remain under constant threat from the raids of Orcs and other hostile forces, a drain on its resources and a test of the elector counts might. It is now the year 2502 of the Imperial Calendar, the Empire stands as a testament to the indomitable will of its people, a nation that has thrived in instability, war, and plague. It remains a land where law and order are constantly challenged by the threats that lurk within its dark forests inside and beyond its borders, a land where only the strongest will survive.

Brettonia

The Kingdom of Brettonia stands as a realm steeped in the virtues of chivalry and honor, governed by the Royarch, a sovereign who exemplifies the valor and knightly prowess bestowed by the Lady of the Lake. This majestic land, renowned for its idyllic landscapes and fertile territories, boasts a warrior class that is unrivaled in both gallantry and martial expertise, commanding respect on both land and sea. Brettonia's power is rivaled only by the Empire, with whom it shares a complex relationship oscillating between staunch alliance and intense rivalry.

Brettonian society is deeply rooted in a culture that venerates chivalric ideals, with honor and martial skill held in the highest regard. The nobility is often at odds with the more pragmatic and politically driven approach of the Empire, finding the latter's reliance on political maneuvering and sheer military might to be at odds with their values of noble conduct and heroic warfare.

In recent times, the kingdom has been beset by the insidious threats of Skaven and the Undead. Despite a history of resilience against such malevolent forces, Bretonnia has endured significant losses in these conflicts. The Empire's denial of the Skaven's existence has led to a downplaying of the threat, framing the situation as a localized issue involving an alliance of the Undead and so-called Chaos Mutants. This stance has left Bretonnia to contend with these perils largely unaided, reinforcing the kingdom's resolve to rely on its strength and the blessings of the Lady to preserve its lands and people.

Kislev

The Tzardom of Kislev, standing as the stalwart northern bulwark of the Old World, is renowned for its illustrious history of exceptional horsemanship. Since its inception, Kislev has been embroiled in perpetual conflict, its people honed by the relentless necessity to repel the Chaos warriors from the north, who seek to ravage their homeland. This constant state of warfare has ingrained in the Kislevites a martial tradition unparalleled in the realm, with each citizen adept in the saddle, ready to defend their territory and exact retribution upon their foes.

Following the demise of Tzar Boris, his daughter, Katarin, ascended to the throne, marking the dawn of a new era for Kislev. Tzarina Katarin, known to her subjects as the Ice Queen, embodies the fierce and indomitable spirit of Kislev. Her rule is characterized by an enigmatic and frosty sovereignty, her powers as an Ice Witch commanding both reverence from her people and instilling dread in the hearts of her adversaries. Katarin's mystical prowess and immortal nature have only further cemented her status as a formidable leader in these tumultuous times.

In recent years, Kislev has faced an escalating threat from the north, with the Chaos raids intensifying in both frequency and ferocity. The Northmen, emboldened by dark powers, have

launched relentless assaults on Kislevite lands, prompting Tzarina Katarin and her people to prepare for a significant military campaign. This looming conflict stands as a testament to Kislev's enduring resilience and the unyielding courage of its people, who stand ready to confront the encroaching darkness with valor and the might of their storied cavalry.

Maps



¹ <https://static.wikia.nocookie.net/warhammerfb/images/6/6a/TheEmpire.jpg/revision/latest?cb=20100820043040>



²https://static.wikia.nocookie.net/warhammerfb/images/b/b6/Dukedoms_of_Bretonnia.png/revision/latest?cb=20230215182823