

Remembering the Fall

- Seek out the fallen: let them feel the wrath of Angels

Four terminators. Four brothers. Now on each side of the battle line. Waiting for the carnage to begin. Remembering the days before the fall.

Remembering the fall is the story of four Dark Angels Terminators, now divided between those who still fight for the Emperor and those who fell together with Luther. Four terminators that soon will be facing each other in combat. Sitting two and two in each of their teleportation chambers they reflect upon the choices they made that ended up dividing them. In the end they charge out over the battlefield, each succumbing to the enemy's fire in a heroic death.

The background

Dark Angels Chapter was the first chapter to be founded by the Emperor. They are known to be fiercely loyal and rather secretive. In the wake of the Horus Heresy a battle erupted between the Chapter Primarch Lion El'Johnson and his mentor Luther, the latter having succumbed to the forces of Chaos. El'Johnson had returned to the Dark Angels' homeworld of Caliban with a large force after Horus' defeat against the Emperor, but was fired upon from the planet when entering orbit. An assault was launched against the planet, and while Luther and El'Johnson fought to death in an ancient monastery, the rest of the planet was bombarded into oblivion – at the end the monastery was the only part of the planet left whole, and El'Johnson had disappeared while Luther lay dying. The troops loyal to Luther were thrown through time and space when the planet succumbed, and some have later emerged among the ranks of both imperial troops as well as Chaos. They are named 'The Fallen' and are now hunted by the Dark Angels as a penance for the chapter's partial fall from grace. After this disgraced the Dark Angels changed their Chapter color from black and white into the dark green pattern they now wear. At the time the scenario takes place a force of Dark Angels are facing a horde of Chaos, where amongst some of their former brethren are to be found.

The Structure of the Game

The game consists of an prologue, four scenes taking place before the time of the fall, four intermezzo scenes in the the warp during teleportation, four death scenes, and an epilogue. All scenes should be kept short.

Begin with the prologue, then the first player initiates the first memory scene, then the second player initiates the first intermezzo, then the third player initiates the first death scene, then the fourth player initiates the second memory scene, then the first player ...

Repeat until all players have had a memory scene, an intermezzo, and a death scene. Then move to the epilogue.

The structure is shown below:

Prologue

Memory scene #1, player 1
Intermezzo #1, player 2
Death scene #1, player 3
Memory scene #2, player 4
Intermezzo #2, player 1
Death scene #2, player 2
Memory scene #3, player 3

Intermezzo #3, player 4
Death scene #3, player 1
Memory scene #4, player 2
Intermezzo #4, player 3
Death scene #4, player 4

Epilogue

The memory scenes take place on the homeworld of Caliban, and portrays the characters as they grew up together *before the fall*. Intermezzo scenes take place during teleportation into what will be the characters' final battle. Death scenes take place during this battle.

The GM provides the players with ALL information about the structure of the game before it starts.

Uffe Thorsen has suggested that the GM should outline the structure on a blackboard if one is present in the room, so the players can use it as reference.

Rules

No player may ever name the color of his or other Marines' armor, since they should not know who has fallen and who have not.

All four players must sit with their backs against each other, facing the four walls of the room during prologue and epilogue. The GM can move freely around them.

All four players are present in the memory scenes.

One other Terminator is present in the death scene, either as death or alive, and he can be an enemy of a friend – but once a relationship is stated, it cannot be changed for the duration of the game.

Memory scenes are played chronologically, death scenes are not necessarily.

All intermezzo scenes takes place inside the warp, and consists of one of the Terminators reflecting over the forthcoming battle on the basis of his personal war-liturgy.

Prologue

The GM starts by describing the teleportation chamber. How they vibrate as the ancient generator slowly starts up. How the servo-engines on the Terminator Suits hum. How the words of the priests sound over the inter-com. How the bolter feels in the fist. Don't be afraid to describe both imperial and chaotic traits, since none of the players know in which chambers they are standing.

By turn ask each of the players about which feelings and thoughts that runs through his or her character's head. How do he ready himself for battle? What are his fears? His hopes?

End the Prologue by describing how their characters feel a shock running through their suits as the teleportation starts. Everything turns black as they are thrown into the warp.

Memory scene

The GM asks one of the players to stage a scene on Caliban (The Dark Angels home world, now destroyed) prior to the fall and the destruction of the planet. The scene must feature all four characters. The player must name: where the scene is taking place, e.g. 'in the forest' or 'in the training hall'; what is happening in the scene; what the conflict of the scene is (note that there must be a conflict in the scene, but a conflict can be many things); and what the outcome of the scene will be. NPCs, etc. is handled by the GM. The scene ends when the outcome is achieved.

Intermezzo

Each character has a personal war-liturgy. In the intermezzo the player reflects upon the liturgy by performing a monologue about the life of a warrior. No reference should be made by the player to his character's views upon the Emperor or chaos.

Death scene

The death scene is narrated by the player whose character is dying in the scene. The scene takes place on the battlefield during the battle which the Terminators have teleported into. The player must include one of the other characters in his narrative – and present him as either a friend or a foe. Once a relationship is defined by a player, it cannot change; friends cannot become foes and vice versa. The scene ends with the heroic death of the character belonging to the narrating player. The narrating player is free to equip his character with whatever weapons and equipment he feels would be appropriate for his or her character.

Epilogue

The players sit again with their backs against each other. The GM narrates the final seconds before leaving the warp, describing the excitement and fears gripping the characters, the now hearable but still muffled sounds of the unnameable existences in the warp, the feeling of the cold armor, etc. In the end the GM describes how the terminators enters the battlefield. At this point the players must rise from the chair, yelling either 'For the Emperor' or 'For freedom' at their own discretion.

Game over.

"Repent! For tomorrow you die!"

Inspiration sheet for the memory scenes

Remember that a conflict can be many things – the central point is that there must be something at stake for some of the characters.

Places: The trainings hall, the gun range, sleeping quarters, hospital wing, the jungle, a space shuttle in orbit

What is happening: A race on foot, close-combat training, drill exercise, parade before the Primarch, mental training, hunting, an argument

What is at stake: Who gets there first? Who is the better marksman? Do we get there in time? Do you get your Boltgun back? Do you kill the beast? Do you identify the taint of Chaos?

A few facts about Caliban:

Caliban had a cruel and harsh environment, and was mainly covered by tangled, dark forests, where in lived creatures warped by chaotic forces. For a normal human leaving the forest paths would lead to certain death. It was said to be the deadliest of the death worlds in the galaxy. The Dark Angels chapter had fought for the Emperor during the Great Crusade, and when the Emperor arrived to Caliban he saw such a huge potential in Lion El'Johnson that he was given command over the chapter, and Caliban was made their homeworld. The Dark Angels lived in fortress-monasteries on the planets surface until the fall of Caliban

Terminator Brother Langinus

War-Liturgy

By cleansing fire,
 The weapon in my hand,
Will bring forth judgment,
 Destroying my enemies,
Bringing glory to my brothers,
 Living eternally in fire

Whether Brother Langinus has fallen or not is up to you.
Do not make up your mind yet.
Let the story unfold, and then find your place.

Terminator Brother Antorus

War-Liturgy

Strike first,
 Never think,
Destroy them,
 Lay them to waste,
Bring their world down,
 All of it

Whether Brother Antorus has fallen or not is up to you.
Do not make up your mind yet.
Let the story unfold, and then find your place.

Terminator Brother Santori

War-Liturgy

The enemy's time has come,
I will bring the destruction,
Bring it to them,
Strike them down,
Righteous anger burning through my soul,
Battle cries filling my mind
Walk over their corpses,
My feet wading through their blood

Whether Brother Santori has fallen or not is up to you.
Do not make up your mind yet.
Let the story unfold, and then find your place.

Terminator Brother Mortri

War-Liturgy

My hatred fuels me,
Carries me on,
I lay waste to worlds,
I am what they fear most,
I am coming from the dark,
Bringing fire, steel and death

Whether Brother Mortri has fallen or not is up to you.
Do not make up your mind yet.
Let the story unfold, and then find your place.