

# THE FALL

A Backstory Cards Setting Grid for use with your favorite RPG  
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*Elite soldiers drop from space to take on harsh enemies, but the real drama happens when the gunfire stops.*

When beachheads need to be made on enemy territory, Terran Command calls in the 92nd Orbitborne Division— shock troopers dropping from low orbit to secure what can't be secured by planes and ship cannons alone. Known as "Craters," you and your fellow soldiers are held in high esteem by the rest of Command. And that means you're being put through the ringer in this very bloody war.

## PLAY NOTE

This setting presents elements pertaining to the Craters' life off of the front, to foster richer drama for those moments between missions. It also gives characters things to talk about during quiet moments on the front, like around a campfire or in a foxhole. None of the elements have to do with the Enemy—we leave those details to you for play.

## INSPIRATIONS

*Band of Brothers* meets *Starship Troopers* (literature or TV/movie versions, as you like), the Void Engineers from *Mage: the Ascension*, Halo's ODSTs.

## INDIVIDUALS

- 1 First Lieutenant Fu-han Cheng**  
Bravo Platoon's commanding officer. He's the sort of lieutenant any Crater would be proud to serve under: competent, daring but not reckless, and genuinely strives for honor. *[Avoid antagonistic relationships with Fu-han, unless your character doesn't serve under him.]*
- 2 Mariam "Jaguar" Diaz**  
If you need something, legal or not, Mariam's who you need. She's the Crater's Supply Coordinator, and has contacts (and trouble) from Phobos to beyond the Tatharn DMZ. She fights bare-knuckle matches for fun—and makes good money winning.
- 3 Corporal Ren**  
Ren is the sort of person who flirts with everyone. Everyone. But make no mistake—Ren's a hell of a Crater, one the squad is proud to have. *[When first selected, come up with some details about Ren.]*

## GROUPS

- 1 Research Corps**  
The wing of the Terran Military responsible for both intelligence analysis and rapid technological prototyping. Research invented the jump pods and other advanced equipment Craters use.
- 2 385th Fighter Squadron**  
The Comets are the Navy's version of the Craters: badass combat pilots that clear the way for others to follow. Comets pilot your dropships and escorts, but being on the same team never stops the typical Army/Navy rivalries from bubbling up.
- 3 Jensen's Privateers**  
One of the more prominent military contractors, the Privateers are often hired to oversee commercial interests in hotspots. Jensen in particular takes a keen interest in special units like Craters, but make no mistake: they aren't there for the same reason you are.

## PLACES

- 1 Station Yemaja**  
Deep-space outpost near the Seconnas Wormhole. Hub for resupply and medical treatment, with a prestigious contingent from the Research Corps permanently stationed there.
- 2 FOB**  
Whether it's on a Chaj-class starship before you fall or a center you've claimed from the enemy, your forward operating base is your home away from home. *[When first selected, detail where this FOB is located.]*
- 3 Kinji's Saloon**  
If you're on leave on Vento Prime, Kinji's is the place to go for all sorts of fun. Just don't let yourself get caught up in trouble there—or if you do, don't get caught by the MPs! *[When selected, describe a distinctive thing about this location, and don't connect this place to an event.]*

## EVENTS

- 1 During Crater Training**  
Getting selected as a Crater candidate was just the first step. You're put through hell; more than half of you wash out or get critically wounded. You personally endured, but not without scars of your own.
- 2 The Night Before Shipping Out**  
One last night on terra firma (literally) before boarding a shuttle to space, possibly to never see Earth again. Some of you partied damn hard, others wanted to spend it in contemplation.
- 3 One Quiet Night**  
Whether it was leave or a night on the front with no fighting, the unit got a chance to do breathe... and a few of you no doubt made it an *interesting* night to remember.



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	<b>INDIVIDUAL</b>	<b>GROUP</b>	<b>PLACE</b>	<b>EVENT</b>
<b>1</b>	<i>First Lieutenant Fu-han Cheng</i>	<i>Research Corps</i>	<i>Station Yemaja</i>	<i>During Crater Training</i>
<b>2</b>	<i>Mariam "Jaguar" Diaz</i>	<i>385th Fighter Squadron</i>	<i>FOB</i>	<i>The Night Before Shipping Out</i>
<b>3</b>	<i>Corporal Ren</i>	<i>Jensen's Privateers</i>	<i>Kinji's Saloon</i>	<i>One Quiet Night</i>