

銀河英雄伝説

Ginga Eiyū Densetsu

## LEGEND of the GALACTIC HEROES

Depending on who you ask, the date is Universal Calendar 791 or the Imperial Year 482. A historian might remember that this equates to 3591 CE - in a long obsolete dating system.

Mankind has reached out to the stars, united in peace and divided in war. Rule has been vested in tyrants and patriots, presidents, ministers and emperors. We have stagnated, burned out the rot and built once more with new vigour.

As the stars watch, uncaring, blood is shed amongst them. For over a century the Galactic Empire has fought the 'rebels' of the Free Planets Alliance. Autocracy versus democracy. Each was once vibrant and strong. Both are now weary and corrupt, each dominating different arms of the galactic spiral, linked by only two narrow corridors.

One corridor is blocked by the neutral trading world of Fezzan - the wealthiest world in the galaxy. The other is blocked by the nigh impregnable Imperial fortress of Iserlohn.



Tens of thousands of ships, millions of uniformed men and women, fight upon the borders while more subtle wars are fought in the corridors of power and manipulators pull strings in the shadows.

As the wheel of history turns, angry young men are rising to challenge the established order. As so often before, their elders won't be making way gracefully.

Today, Yang Wen-li is a young hero of the FPA, lauded as the Magician

of El Facil. Reinhard von Musel is merely the brother of the Emperor's favorite concubine - barely graduated from the Imperial Military Academy. Five years from now, they are destined to face each other in battle in the Astartes star system. Ten years from now, the galaxy will have been reshaped by these two men and those around them.

This is the age of the Galactic Heroes. An age when the right person, in the right place, can make all the difference. Take 1,000 character points and be that person.

## Location

1

**Odin** – the site of Neue Sansoussi, the residence of the Galactic Emperor Friedrich IV, and the ministries that govern the Galactic Empire. Most nobles of note have estates here and naturally it also serves as the home base for much of the Imperial Fleet.

*To determine your starting location, roll 1d8. If you don't like the result you can spend 100cp to start wherever you want in this universe. Options 1-7 have you appearing at the table of an upmarket restaurant in the principal city, with the waiter having just taken your order for a nice meal and a drink.*

2

**Heinessen** – the first world of the FPA and still its capital. The Alliance High Council meet here and fleet headquarters is a towering skyscraper in Heinessen City. Heavily populated and industrialised, the world is protected by the Alliance First Fleet and by a ring of satellites called the Artemis Necklace.

3

**Castrop** - an Imperial world ruled by Eugen von Castrop, secretary of the imperial treasury. As a result of his infamous embezzling the world the planet is defended by a copy of the Artemis Necklace. The local culture is influenced by greek and roman fashions.

4

**Kapche-Lanka** - a world in the Iserlohn corridor. Experiencing almost daily blizzards for more than six hundred days in a 668 day year, the world is rich in hydrocarbons and while not strategically vital neither side of the war wishes to see the other side control it.

5

**Iserlohn** – a gigantic space station dominating the Iserlohn Corridor with the fleet-destroying energy weapon known as Thor's Hammer. While mostly a military facility, tens of thousands of civilians live here in support capacities. The FPA have tried four times to destroy Iserlohn.

6

**Fezzan** – technically the world is a noble fief of the Empire but in practise Fezzan is entirely independent. Trade is king here with more goods and wealth than any other world known. Sights include a space elevator connecting the surface to orbit.

7

**El Facil** - An Alliance colony world near the Iserlohn Corridor. Until recently there was a civilian population of 3 million. Lieutenant Yang Wen-li masterminded their evacuation during a recent Imperial attack and the world has since been recaptured for the Free Planets Alliance.

8

**Free Choice** – Wherever you want in either galactic arm



## Identity

Roll 16+4d8 to determine your age at the start of the Jump. You retain your previous gender or switch gender to male for free. You may pay 50cp to choose your age and gender freely. It's not impossible for a woman to make a difference in this universe but you do have to work a little harder.

You may choose freely to be from the Galactic Empire, the Free Planets Alliance or Dominion of Fezzan.

### Galactic Empire

Five centuries ago, as the Galactic Federation grew stagnant, war hero Rudolf von Goldenbaum captured the public imagination as a reformer. Elected both Prime Minister and President, In UC 310 Goldenbaum transformed the Federation into the Galactic Empire with himself as Emperor. Rudolf's allies received noble titles and headed both a strong military and an efficient military that prosecuted brutal purges of those the Emperor's social darwinism declared unfit. Out of a human population of 300 billion, some 4.5 billion died in revolt or in prison camps.

The Goldenbaum's Empire still dominates the Orion Arm of the Galaxy. In theory an absolute monarchy, the Emperor's power is constrained by the plutocratic high nobles who ruled many worlds as private fiefs. In any case, Friedrich IV has little interest in exercising political authority over his inheritance. Social mobility has entirely ceased and populations 'liberated' from the Alliance are sent to work camps to purge them of republican beliefs. Rudolf the Great is still the centre of a cult of personality with citizens required to salute his statues.

### Dominion of Fezzan

Officially subject to the Galactic Empire, the Dominion has been granted unique autonomy on the petition of a Terran merchant, Leopold Laap, who became its first Landsherr. Located on one of only two routes connecting the Orion and Sagittarius Arms of the galaxy, Fezzan remains neutral between the Empire and Alliance, profiting through trade with both. Despite its small size, Fezzan has a population of 2 billion and makes up 12% of the galactic economy. In contrast with the Empire and Alliance, Fezzan has wide availability and affordable prices for luxury goods.

To ensure the war continues and Fezzan's uniquely profitable status was maintained, the current Landsherr Adrian Rubinsky deliberately leaks military secrets to each side and has loaned vast sums to the smaller Alliance, leveraging these debts to influence government policies. Like all his predecessors he is secretly an agent of the Terraist church, who desire that humanity's birthworld be restored to dominance over the galaxy.

### Free Planets Alliance

In UC 473, a refugee fleet by Arle Heinessen fled a Galactic Empire's prison world. After a multi-generational exodus, Heinessen's successor founded the Free Planets Alliance in the Sagittarius Arm of the galaxy, laying the foundations for a fleet and for colonies across the Sagittarius Arm. After contact with the Galactic Empire took place in UC 640 the Imperial Fleet was defeated in the Dagon system and millions of refugees flooded into the democratic Alliance, which attracted not only republican dissidents but also non-white minorities as the Galactic Empire's nobility were without exception from the European ethnicities.

Despite a much smaller population, the FPA is almost as strong as an economy but the massive government debt to fund the war was becoming unsupportable. The National Legislative Assembly is now dominated by the High Council while a private paramilitary group, the Patriotic Knights Corps, function as an unofficial secret police for Secretary of Defense Job Trunicht. Although technically terrorists, the PKC allow Trunicht and his war party to strong arm both military and civilian opposition.





## Origins

### **Drop-In (0)**

You've appeared with no memories of any life in this world, which could be good or bad. You have the necessary identification for your home nationality and that's it.

### **Politician (50)**

Whether you're democratically elected in the Alliance or one of the many scions of nobility in the Empire, you're involved in the powerplays of government for your nation.

### **Soldier (50)**

As long as the war lasts, there'll be a place for professional soldiers and you're just such a man or woman. You might serve in the ground or space arm of your nation's military.

## Perks

**The Freedom not to Get Involved** (100, discount for Drop-In)

Let someone try to sway you with appeals to your emotions, your patriotism or your pride. You are true to your own ideals and mission. No matter what manipulations are tried, you can withstand the rhetoric and cut to the centre: how does this matter serve your goals?

**Even a Tenth of my Intelligence** (100, discount for Drop-In)

Some men are just smarter than others and you know you're in the first group. Problems are identifiable and solutions suggest themselves to you all the time. You've long since grown used to the fact that those around you largely have trouble keeping up with you intellectually.

**The Sin of Every Citizen** (100, free for Politician)

You have a keen eye for political analysis, letting you determine who the major and minor players are. Who has the power on paper, and who wields it in reality. When you need to know who has - or will - be to blame for a decision you can point the finger invariably at the guilty party.

**One Defeat, One Victory** (300, discount for Drop-In)

You may suffer defeat, but if you survive your superiors will grant you a second chance to triumph in the same field, whether it is politics, battle or the arts. This doesn't guarantee you a third chance though so you'd better make sure you learn from your mistakes.

**Only Living Survivor** (300, discount for Drop-In)

There's a time to hold 'em and there's a time to fold 'em. Faced with a disaster beyond your control you have a knack for finding a way out. You might not be able to get anyone out, you might not be able to save your possessions (or your dignity), but you can escape alive where others would not.

**The Color of Blood** (300, discount for Politician)

There's a common ground everywhere if you need it - even enemies you were shooting at will at least consider overtures from you to form an alliance. You have a silver tongue when it comes to convincing people to work with you despite any past experiences that may have soured them on you or your other allies.

**Devil Gets Caught by a Monster** (600, discount for Drop-In)

Let's face it: you have powers beyond those of an ordinary man. It might be hard for some people to accept that. That isn't a problem for you. No matter what bizarre power you display, everyone will accept it as reasonable that you - if only you - would have remarkable talents and powers. You're just that special.

**Destroyed as Magnificently as Possible** (600, discount for Drop-In)

There is a grandeur to you - something larger than life. Those around you may not wish to admit it but you are impossible to ignore. Those around you will love you or hate you but they will never be lukewarm. Your deeds can echo to eternity, although whether it will be in fame or infamy depends on your skills.

**Talent Equal or Greater than My Own** (600, discount for Politician)

You have a knack for drawing to you people with qualities and skills you need. Whether its an architect to plan an new imperial city, a member of the low aristocracy to serve as your political voice or just a superb fleet handler to put your strategy into play then you will find people near you who have both these skills and loyalties compatible with your own. It's child's play for you to build up a staff - or fill out the ranks of a ship's crew for that matter.

**War of Words, War of Blood** (100, discount for Politician)

Politics is deadly for the stakes are power and the players are ruthless. You're no naive outsider or bluff military pawn - you're a player in your own rights. The tools are blackmail, assassination, spies and money - and you have mastered their use.

**Corruption in the Military** (100, free for Soldier)

It's endemic on both sides from the bottom to the top: soldiers willing to sell hardware under the table - or their souls for the right price. You have the knack to profit from military service, building yourself a personal empire at government expense - or even ensuring that it doesn't happen if you feel so inclined.

**Spare Time to Eat** (100, discount for Soldier)

You can endure great hardship - lack of sleep, lack of food - and still fulfill your duties. This will take a toll, but you can defer it for the duration of an emergency. Just remember to take time to recover or the strain on your body may prove too great to survive even victory.

**Force Patriotism and Self-sacrifice on Others** (300, discount for Politician)

It should be plain that while you could perhaps do anything, you can't be expected to do everything. You are excellent at finding persuasive reasons that someone else should carry part of the burden for you - although whether you are foisting off the most dangerous roles on others is up to you.

**The Goddess of Victory**(300, discount for Soldier)

You can read the tides of battle - here the attack is wavering but there it is succeeding. There supplies are low but the enemy is mustering to attack here... This can make you a splendid military advisor or simply let you navigate through the horrors of war with the minimum chance of getting swept up in them.

**'Screaming in place of his Superior'** (300, discount for Soldier)

You don't get distracted by little things - you know, dropped drinks, rogue pets, getting shards of metal through your vital organs. Through sheer determination you can ignore distractions and focus on your responsibilities, perhaps even making some snappy remarks to get others to do the same.

**Temper Duke Lohengramm's Severity** (600, discount for Politician)

There are things that can be said only at great peril. No matter how unwelcome your message may be, you have the gift to deliver it without incurring wrath. Indeed, you will earn respect and trust for being willing to say what no one else will. Also barring clear evidence to the contrary, you will be accepted as delivering a message sincerely - even if you choose to shade it to serve your own means.

**Unmatched Skill in Battle** (600, discount for Soldier)

You don't just understand a battle as it unfolds, you're two or three steps ahead, already scripting the next act before the combatants take the stage. Against even an average opponent, victory is all but foreordained unless the odds are greatly against you and even then you have a good chance of achieving some of your objectives.

**Even Iserlohn Will Fall** (600, discount for Soldier)

You have a cunning mind, well suited to finding the vulnerabilities of a defensive position - and not just military positions. Perhaps it's seeing a weakness in the technology or a keen assessment of the reactions of the men behind the defense, but either way - set your mind upon a target and its defenses will not be able to withstand you.

**Out of Foppery and Whim** (100,  
non-discounted)

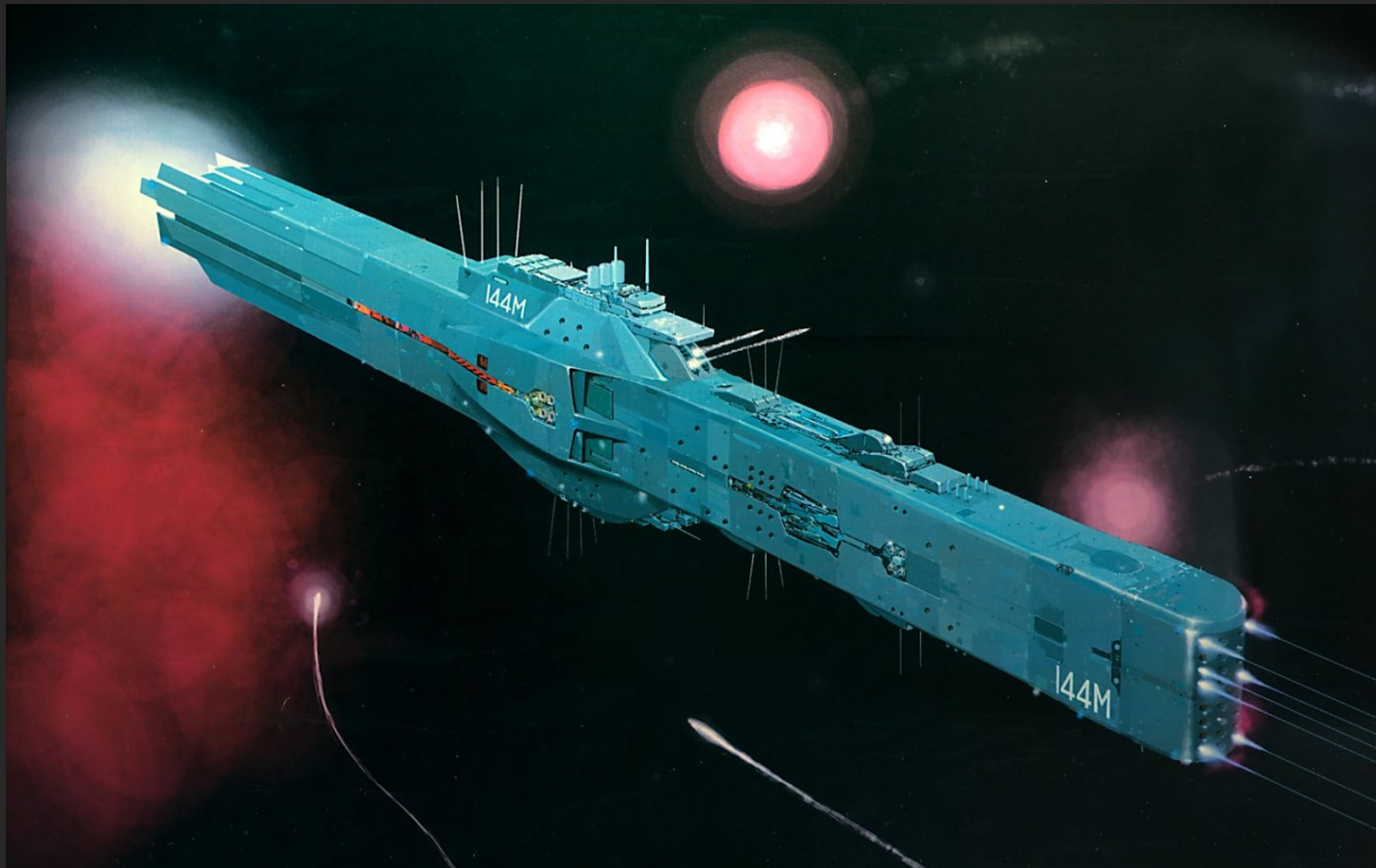
You have the rare knack of keeping a sense of humour about whatever grim business you may be about. Used well it can be charming and boost morale, appealing to the humanity of those around you in the face of adversity.

**Only Beautiful Women's Tears** (300,  
non-discounted)

Love can move mountains and shake heavens. You aren't necessarily prone to such devotion yourself but you can inspire it in others when you wish to. You have the smooth moves to romance even a hardened heart among the opposite gender (or your own). Whether you abuse this for your own benefit is up to you.

**Let's Fight So That We Don't Die** (600,  
non-discounted)

Your eloquence is unrivalled and allows you to sway crowds or even nations. It isn't what you say but how you say it - you have a distinct style all your own that may be unconventional but that reaches out and inspires those who hear it to believe in you. No matter how trite your words might seem to you, they have a power that may shape the entire galaxy.





## Items

### Beam Pistol (-50)

Distressingly easy to get hold of, you have an energy based handgun, either a military sidearm or a comparable model. More than adequately lethal to unarmoured targets. The pistol comes with two power cells. Both will be fully charged by leaving it in your warehouse for 24 hours. Comes with a concealed holster for the small of your back.

### FPA or Imperial uniform (-50, free for Soldier)

The uniform of an officer in the armed forces of your nation. The Galactic Empire wear snug black jackets and pants with silver trimmings. The Free Planets Alliance wear dark green jackets and cream pants with black berets. You may select any rank up to Captain. As with any uniform item, you can expect to be given assignments and sent into harm's way. On the other hand, you also get paid.



### Boarding Axe (-50)

Commonly used in boarding actions or storming military bases, this space axe has a six foot haft, two blades and a nasty spike at one end. Not strictly illegal for civilians to own but rather inconvenient to carry around. You can have an armoured space-suit to go with it, those often come in handy.

### Formal Court Dress (-50, free for Imperial Politician)

You have a wardrobe full of clothes suitable for someone at the court of Freidrich IV of the Galaxy (or Frederick the Great of Prussia). For a man, this includes knee breeches and for a woman expect huge floofy skirts. The wardrobe itself can be closed up for easy transport and if left in your warehouse, all clothes inside will be laundered and repaired.



### Seffle Particles (-200)

A suitcase sized dispenser of Seffle particles, enough to fill a good sized building. The particles explode violently if energy weapons or open flames are encountered. Once you've used the dispenser, you can leave it in your warehouse for 24 hours and it'll be fully reloaded.

### Nice Suit (-50, free for Alliance or Phezzan Politician)

You have a suitcase of clothes suitable for business or politics in the late 7th century of the Universal Calendar (or mid-20th century AD). The suitcase is quite large but it's man-portable and if left inside your warehouse, the clothes inside will be laundered and repaired overnight..





### **Soldiers Follow Me (-50)**

The uniform of a Commodore or Rear Admiral in your nation's armed forces. For the duration of this jump you have command of several squadrons of warships, anything up to a thousand ships. As such you'll be answerable to a fleet commander but upon completion of the jump you will emerge as a seasoned senior military officer, competent in the logistics, administration and leadership challenges of a large military formation. Anyone seeing you in this uniform will accept as a given that you're a genuine military officer, even if (in future jumps) they may not be sure whose military it is.

### **The Command is in Good Health (100, discount if you took *Soldiers follow me*)**

The uniform of a Vice Admiral or Admiral in your nation's armed forces. For the duration of this jump you have command of a fleet of at least ten thousand warships. This is a position of considerable authority and responsibility but by the end of your jump you will have had the opportunity to prove yourself as a major field commander with millions under your command. Anyone seeing you in this uniform will accept as a given that you're a genuine military officer, even if (in future jumps) they may not be sure whose military it is.

### **Those in Command are Far From the Battlefield (-200, discount if you took *Command is in good health*)**

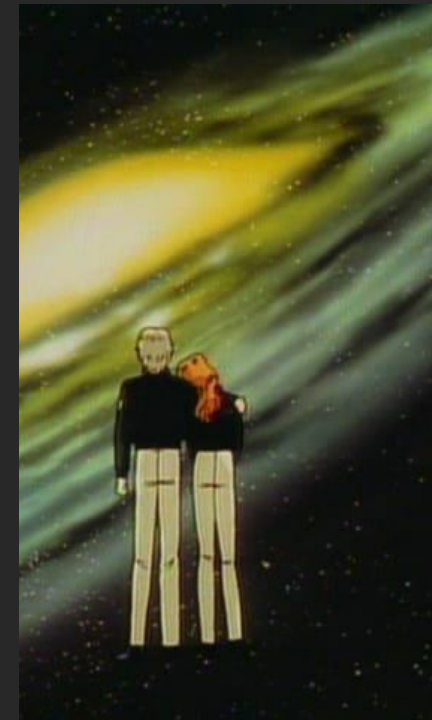
The uniform of a High Admiral or Fleet Admiral in your nation's armed forces. Comes with an elegant cape for imperial officers. For the duration of this jump you have a prestigious office at military headquarters and control of up to half your nation's fleets of warships. You have awesome authority but correspondingly immense responsibilities. This gives you a virtually unparalleled chance to build up expertise as supreme military commander for a galaxy-spanning nation.

### **Power, Wealth and Glory (100, first purchase discounted for all, may be taken up to 3 times)**

Taken once it's enough money to cover your restaurant bill and a week in a mid-rank catered hotel. Taken twice its enough money that you can live humbly for the next decade with no other income. Bought thrice it's a vast fortune that can support you indefinitely in great luxury and fund any number of illicit activities - and if you're from the Empire the third purchase also gives you the title of Baron.

### **The Ulysses' Luck (-800)**

You have a unique and distinctive warship under your command, either personally or as flagship of your fleet. Armed with dozens of beam cannon, missile launchers and possibly onboard fighters this ship is a match for any line battleship on either side of the Alliance-Imperial War. Unlike fleets assigned to your command, this ship will follow you into future jumps. Due to advanced automation, the minimum crew is three. Feel free to select a suitable name from mythology for your new ship.



## Companions



### **People Admire and Stay Loyal** (varies)

You are a leader and leaders have followers. You may import up to eight companions into the jump. Each receives the same background and nationality as you or you may pay 50cp for each that has different background and/or nationality. If you have less than eight companions you may recruit up to this limit at the same cost. Each companion receives both of the 100cp perks for their background.

### **If the Whole Universe Were My Enemy** (varies)

You have one boon companion who you can trust above all others. Chose a single companion and for every 50cp you invest in them, they may spend 100cp on Perks and Items. This companion may take drawbacks but gains no more points from them than they do from the points you have invested in them.

## Drawbacks

You may take as many drawbacks as you desire, but cannot receive more than 600cp total from them.

### **Those Stars Will be in this Hand! (+100)**

The fires of ambition burn deep inside you. Whether for its own merits or to accomplish some specific goal, you crave power. It is hard for you to decline an opportunity to increase your rank or influence.

### **Alcohol is Humanity's Friend (+100)**

Not going to lie, you are definitely too fond of the bottle. It's not a matter of just having a taste for it - you need a drink regularly just to get through the day. Deprived of it you'll find your concentration suffers and your emotions unstable.

### **I Want Victory (+100)**

You have pride - and that can be your downfall because you take satisfaction only in accomplishments that are difficult and are actually prone to make things harder for yourself in pursuit of that satisfaction. You know - like sending away most of your fleet so you can battle a respected foe with equal numbers.

### **Just by Surviving I am to be Punished (+200)**

You are associated with a terrible defeat or disgrace. While you may not personally be responsible, you are symbolic of the shame and will carry that weight wherever you go. Some individuals may look past this, but for the most part the stigma will stain your reputation.

### **We Have to Wait for Chairman Trunicht's Decision... (+300)**

You have given your allegiance to another... and even gone beyond it to the point you find it hard to make a decision without some sure indication of what they want. This loyalty is blind and to the point that it can cripple you with indecision.



### **Both of my Eyes are Cybernetic (+200)**

Part of your body is naturally dysfunctional and has had to be replaced with a prothesis. While this does not leave you at any particular physical advantage or disadvantage, you'll face social consequences. Extreme conservatives will even say you should have been killed as defective.

### **Already, I Have Nothing to Lose (+300)**

You've lost everything - all access to your warehouse, all contact with your companions, every power and skill gained since the start of the jump chain except those in this jump. But hey, that means that you have everything to gain, right? (Don't worry, you'll get it all back next jump... probably).

## The Future

All drawbacks are removed at the end of ten years, leaving you with a simple choice.

### Go Home

After the events of the last decade, you may be thinking wistfully of a home where worlds aren't destroyed by atomics at the hands of arrogant nobles, where politicians don't have private armies of thugs to beat up dissenters and where the lives of billions don't rest on the skills of a handful of Admirals. By all means, if you wish to return to your home, you may do so.

### Stay Here

On the other hand, you may feel that the galaxy now has hopes for just this either under your leadership or another's. If you prefer to wait here, whether as guardian of a New Galactic Empire, to overthrow it or to seek out new frontiers opened by the end of the wars, you may certainly do so. Perhaps the next great conflict won't wait for the next generation.

### Next Jump

Finally, you may move on. Another universe, another decade of adventures beckon. Will any rival the grandeur and the horrors of this one? There's only one way to find out, but never forget this era and the days you were one of the heroes shaping the galaxy.

## Notes

Legend of the Galactic Heroes was originally a series of science fiction novels by Yoshiki Tanaka, published in the 1980s. There was an immense anime adaption released as OVAs and theatrical movies in the 1980s and 1990s. Long popular as fan-translations, these are only just receiving official English licensing now. Please support the official release. Thanks to Tabularosa for pushing me to complete the jump.

LoGH Jump v1.03  
Drakensis

### Military Ranks

Fleet Admiral

High Admiral

(Galactic Empire only)

Admiral

Vice Admiral

Rear Admiral

Commodore

Captain

Commander

Lieutenant Commander

Lieutenant

Sub-Lieutenant

Ensign

### Canonical Timeline of the next Ten Years

791 UC - Battle of Kapche-Lanka (The Silver-White Valley OVAs)

792 UC - Fifth Battle of Iserlohn; Herzheimer Incident (Retreiver OVAs)

793 UC - The von Reifeisen Murder (Dreams of the Morning, Songs of the Night OVAs)

794 UC - Battles of Van-Fleet & Sixth Iserlohn (A Hundred Billion Stars, A Hundred Billion Lights OVAs), Third Battle of Tiamat (Third Battle of Tiamat OVAs)

795 UC - Battles of Legnica & Fourth Tiamat (My Conquest Is the Sea of Stars movie), Siegfried Kircheis vacations on Kreuznach III (Dishonour OVAs)

796 UC - Battle of Astarte (Overture to a New War movie, Episodes 1-2), Seventh Battle of Iserlohn (Episode 7), Battle of Amrtisar (Episodes 15-16)

797 UC - Imperial Civil War (Episode 18-26), Alliance Civil War (Episodes 19-24)

798 UC - Eighth Battle of Iserlohn (Episodes 31-33)

799 UC - Invasion of Fezzan (Episode 44), Battle of Rantemario (Episode 48), Battle of Vermilion (Episodes 51-52), Kaiserin Catherine I abdicates in favour of Reinhard von Lohengram (Episode 54)

800 UC - Battle of Marr-Adetta (Episode 71-72), Battle of the Corridor (Episodes 79-81), Death of Yang Wen-li (Episode 82), Reuenthal Rebellion (Episodes 90-98)

801 UC - Death of Reinhard von Lohengram (Episode 110)