

YAUTJA

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X.X Document Content Listing

0.0 Introduction	Pg. 3
1.0 Origins	Pg. 3
1.1 Encounters with Humanity	Pg. 3
2.0 Physiology	Pg. 3
2.1 Natural Capabilities	Pg. 3
2.2 Female Yautja	Pg. 3
3.0 Society	Pg. 4
3.1 Honor	Pg. 4
3.1A Social Hierarchy	Pg. 4
3.1B Transgressions and Outcasts	Pg. 4
3.1C The Honor in Others	Pg. 4
3.2 Religious Beliefs	Pg. 5
4.0 Yautja Technology	Pg. 5
4.0A Yautja Technology Track	Pg. 5
4.0B Acquisition of Gear	Pg. 5
4.1 Field Gear	Pg. 5
4.2 Personal Armory	Pg. 6
4.2A Yautja Weaponry	Pg. 6
4.2B Melee Weaponry	Pg. 6
4.2C Ranged Weaponry	Pg. 6
4.2D Personal Armor	Pg. 9
4.3 Spaceship Technology	Pg. 10
4.3A Ship Systems	Pg. 10
4.3B System by System	Pg. 10
4.4 Starship Systems	Pg. 10
4.4A Hunters' Shuttle	Pg. 11
4.4B Huntership	Pg. 12
4.4C Mothership	Pg. 13
4.4D Egglayer	Pg. 14
Appendix I: Yautja Hunters	Pg. 15
App. IA: Yautja Characteristics	Pg. 15
App. IB: Yautja Campaigns	Pg. 15
App. 1C: Yautja Hunter SCMs	Pg. 16
Appendix II: Language	Pg. 17
Special Thanks	Pg. 18
Sources and Copyrights	Pg. 18

0.0 Introduction

They are the ultimate hunters in the universe. They see everyone as prey. They are the Yautja! The Yautja are an alien species that live for the hunt. Commonly referred to as Predators by humans, the yautja are hunters to the extreme, their entire society revolves around "The Hunt" and a personal code of honor. Feared where ever they go, yautja hunting parties, or even the solo hunter, is a deadly and often fatal encounter for those unprepared.

1.0 Origins

The exact origins of the yautja aren't known, but are believed to originate somewhere outside the boundaries of humanspace. This seems to hold up as no expedition has ever found a yautja homeworld, or if they have none have survived the encounter. With this, the theory goes, is that the yautja are a nomadic species, traveling the stars searching for the new great hunt.

1.1 Encounters with Humanity

There have been many previous encounters with the yautja, though up until now they were always seen as demons, spirits, and monsters. They have visited Earth on many occasions, from the early stages of human existence to the present day and some even speculate, the hunting of the now-extinct dinosaurs. There seems to be some evidence linking the yautja to several mythical figures of various world cultures, the most evident was found the ruins of aztec culture. The two most referred documentation on the yautja on Earth is the encounter of a covert-operation team on a rescue mission in the jungles of South America and another in the city of Los Angeles. During both these encounters the hunters were presumed killed, but no bodies were ever recovered.

The most recent encounter was on the desert colony Ryushi. During this encounter, the local populace was overrun by an unknown infestation of alien lifeforms now believed to be the same species that was on LV426. This incident seemed to make a connection between the lifeform on LV426 with yautja hunters. Rumor goes that the hunters had somehow "seeded" the planet with the LV426 lifeform to create a hunting ground for them. With this incident only a few of the populace made it out alive.

2.0 Physiology

Averaging around 2.1 to 2.4 meters in height and is about 150 kilograms in weight, but with all things both vary from individual to individual. They have a similar build to humans with the few exceptions on their hands and feet which end in small thick claws. Their skin is tougher than a human's and have a wide range of skin coloration, from off-white to a greenish-blue to a deep ruddy orange. They also seem to exhibit various patterns located on and around their torsos and forehead, and these vary greater as well. Their blood glows a bright green.

The yautja have body hair, but it is remarkably distinct from that of human hair. It's appearance look like thick rubbery tentacles than actual hair. They have small hairs of similar makeup on their eyebrows, jawline, and head.

Their most distinctive feature is their mouth, that which is said to resemble that of a crab's. It consists of a set of four mandibles centered around the mouth which has fang-like teeth that suggests a pure carnivorous diet.

2.1 Natural Capabilities

The natural capabilities of the yautja seem to defy logic; it has been said that they are stronger than what their size would indicate, are quite agile, and can jump amazing distances as well. They are capable of running at a fast rate of speed to even catch a moving vehicle with ease. They seem resilient to diseases and toxins, and it has been suggested that their lifespan is rather long if they don't die of unnatural causes. They also have a very unique ability to learn and mimic most sounds they hear, and with their advanced technology, they can accurately duplicate known ranges of human speech.

2.2 Female Yautja

The physiological descriptions of the yautja describes both male and female of the species, except with size. Female predators are reported to be larger and more aggressive than the males, and allegedly much stronger. There have been little evidence to show that the females hunt as well, as very few have ever been encountered.

3.0 Society

With such little evidence about the yautja, it is hard to make a clear picture of how their society works. What has been gathered suggests a caste-structure hierarchy, where one's position in the social order predicts their treatment amongst their peers. This makes for a lot of competition among the lower ranks for each tries to become higher on the social ladder. With such a competitive atmosphere the occasional disagreement happens, and most disputes are handled with both combatants fighting until someone quits, thrown out of the ring, or dies. The one left standing is the victory and the one in the right.

What makes up the yautja government is something similar to a Clan. Each clan is lead by the Clan Elders, followed by those hunters of experience and the those who have little or no hunting experience. Each clan handles their own laws in their own way, but all seem to follow a very particular code of Honor, that if broken, has severe punishments. This implies that while each clan governs its own they all follow a strict set of rules that go beyond mere clans.

Every once in a while, a meeting of the clans gather. It is here that new technology is exchanged, new laws set, warning each other of renegades, and of course, the bragging rights of their accomplishments.

3.1 Honor

Yautja social hierarchy revolves the concept of personal honor, displayed by their combat prowess and collected war trophies. The belief in such honor is so ingrained into yautja society that while all the various Clans have their own ways on laws, they all follow a very similar strict code of honor. It is surmised that this code is changed during The Hunt, depending on the type of prey being hunted.

Their honor code restricts the killing of children and pregnant women, and the hunting unarmed or unworthy opponents. It is also implied that their code of honor prohibits the use of their cloaking device when on the Hunt, but this act has been observed and gives credit to the alterations of their code.

The benefits of having honor is the respect amongst their peers, and also newer and better equipment and if they are one of the more honorable, a ship or even a Clan of their own to lead. It is also suggested that honor plays a large part in their undertaking for a mate, but such little detail on how their society works, this remains unclear.

3.1A Social Hierarchy

It seems the hierarchy of the hunters' society is based on their 'collected' honor, and is separated into different social groups, or Castes. There is obviously a leader of the Clan, usually the most experienced and oldest of hunters, though it isn't uncommon for younger yautja to rise to this position after challenging the former leader. There also seems to be a "second-in-command" rung of the social ladder. These yautja are those experienced hunters that have seen many battles and have many trophies. The next rung in the ladder are those newly appointed hunters and those who have yet to prove themselves. This step of the ladder is by far the most numerous. The final Caste in the social hierarchy is that of those who have no honor or are dishonored but are still within their society. Outcasts are outside the society and are renegades.

3.1B Transgressions and Outcasts

Within their society, the abuse or breaking of their Honor code provokes swift actions on the hunter who discarded their laws of honor. Most of the time, their transgressions mean they are stripped of valuable equipment, but sometimes, if the offender does real heinous or makes many transgressions, they may become Outcasts of yautja society. These outcasts of their society are usually hunted down and killed by any 'honorable' yautja.

One of the more serious of transgressions is those against other hunters. The punishment for such actions is severe and always the stripping of the transgressor of their equipment and their social status.

3.1C The Honor in Others

While the yautja are a very wa-like species and tend to stay to themselves, making for a very difficult first-contact without bloodshed. However, there have been cases reported that the yautja have had mutual respect for another species because they showed great honor in combat. There is a rumor that states a human female was given a the Mark of Honor, a symbol upon their brow signifying they are worthy and acceptance, and traveled with them for a time. There also seems to be a common practice to trade trophies by both sides.

3.2 Religious Beliefs

It is unknown if the yautja have any sort of religious beliefs among their people. With what of their language that has been translated, it seems that they make references beings translated to 'gods' in the human language and at least seem to personify death as the "Black Warrior". It is assumed that with their rigid code of honor that it plays a part in their way they govern their life and may possible be a philosophical view of the universe.

4.0 Yautja Technology

With such a competitive and brutal society and way of life, it is amazing how far advanced the yautja technology have over the technology of humans. Perhaps the hunters did invent and create their technology on their own or perhaps they salvaged those pieces of technology from their former prey. One thing is clear though, they know the equipment and know how to use it effectively.

4.0A Yautja Technology Track

Yaujta have very sophisticated technology compared to humans; cloaking technology, advanced energy control, etc. Here is a technology track of the yaujta, as presented in the format in the Warships supplement.

- **PL 8 Tech Tracks:** Gravity manipulation, Super-materials.
- **PL 7 tech Tracks:** Dark matter tech, Fusion tech, Quantum tech, Energy transformation, Computer tech.
- **PL 6 Tech Tracks:** Antimatter tech, Matter coding, Matter transmission.
- **Unused Tech Tracks:** Psi-tech.

4.0B Acquisition of Gear

From observations, it seems the yaujta don't have anything resembling currency, but this ain't surprising seeing how there is little information on their actual lifestyle with thier homeworld. Perhaps the hunters have a barter system, each trading various goods and services to recieve what they want, or maybe they must earn their equipment through competitons or the Hunt. Whatever the case, the yaujta have no need for hard currency, so within the this section no item will have an effective price.

4.1 Field Gear

The field gear of the standard hunter is marvelous, but many of their tools resembles and have functions that are similar to that of mankind. All of their weapons and armor is made of a metallic alloy that is very lightweight but very resilient, out performing even the best of metals used by mankind.

- **Audiowave Analyzer:** A unqie device that can detect the faintest of sounds amongst a battlefield, the audiowave analyzer allows a hunter to know if there is a threat outside his vision and react accordingly, giving the attack a +2 penalty to their attack checks. This also gives a -3 bonus to any checks required to listen for opponents. Another feature is that it can playback any sound it records with perfect quality, enabling the yautja to mimic human voice patterns.
- **Body Mesh:** This is a full-body mesh covering that is the closest thing the yautja have to a flightsuit. It can also run a small electrical charge through the mesh to provide comfortable heat zone for the hunter in cold atmospheres and environments. With this they can survive in sub-zero tempatures for an extended period of time, but makes them real detectable by thermal-IR sensors, giving them a -4 bonus.
- **Cloaking Device:** A remarkable piece of technology and very advanced is the device that can wrap lightwaves around the hunter, effectivly making them almost invisibile from sight. While it makes them nearly impossible to spot, they can still be detected by IR heat signatures, EM detectors, motion-trackers, and other sensors that don't rely on visual recognition. Another drawback is that while the device bends light around the hunter, distorting the light and makes a ripple effect that can be spotted, especially when moving. It also is ineffective when water is splashed on the device, rendering the cloaking field inoperable for a time. It can be completely shutdown by damaging the computer gauntlent as well. This acts like a *Stealth Softsuit*.
- **Computer Gauntlent:** This gauntlent seems to be the control center for all the other technology the hunters uses. The audio-waave analyzer, self-destruct device, cloaking, and others can all be controlled through this gauntlent. Also, the plasmacaster and lasercaster can be manually aimed with this device as well, but without the bonus from the laser targeting system. Another neat trick of the gauntlent is to provide a quick, but powerful electric

surge to electronic devices to short them out. Treat this as a Good-grade Computer Gauntlet.

•**Field Recharge Unit:** This unit can quickly gather and replenish a hunters' energy stores to their equipment. It takes a few phases (1d4+1) to completely restore all their gear, but using the device they must remain still, it makes a bright light (Amazing), and a loud humming sound when used (Good), making it easier for others the find the hunter.

•**Hunters' Helm:** This is the helmet of the yaujta. It is made of the same alloy as their equipment and is pretty thick and weighs 2 kg. The helm is another piece of the technology that gives the hunters an edge. First it is an atmospheric filter, allowing a hunter to survive even in some of the more deadlier environments and has a comm-link to all other hunters within a 10km range. It has a variety of different vision modes; Magnification, Thermal-IR, Bioelectric, Electromagnetic, Spectrovisual, and Starlight. It also has the Laser Sight targeting system and the Audiowave Analyzer.

Table 1: Vision Modes

•**Magnification:** This has a magnification zoom of x20 and built-in rangefinder. This provides a -1 bonus to Awareness-perception checks out to 2km distance.

•**Thermal-IR:** This mode allows the hunter to see heat, like that of a pit viper. When hunting such prey that gives off body heat, like humans, you gain a -1 bonus when fighting them, but a +2 penalty to all others.

•**Bioelectric:** This vision mode seems to be geared towards the detection of xenomorphs. When fighting xenomorphs, you gain a -1 bonus against them, but a +2 penalty against all others.

•**Electromagnetic:** This vision mode allows one to see through the yaujta cloaking devices completely.

•**Spectrovisual:** An unusual vision mode, this allows a hunter to see hard, non-ambient lights, like flashlights beams. When fighting those with lights in the darkness, you gain a -1 bonus against them, but a +2 penalty to all those without lights.

•**Starlight:** This is night-vision, reducing penalties from darkness by 1 step.

•**Hunters' Mask:** This is a lesser version of the helm. It has the features of magnification, starlight, the audiowave analyzer, and the filter and communication functions.

•**Laser Sight:** Part of the helmet the hunters wear, this laser sight can project three thin beams of light in a triangular fashion out to 400 meters or so. When used in conjunction with the plasmacaster,

lascaster, smart disc, or spear gun, they reduce penalties from range by 2, to a minimum of +0.

•**Medikit:** This is a kit filled with yautja medicine and other medical gear. Various blades, needles, chemicals, and bandages are found inside. This acts like a Trauma Pack II.

•**Rebreather:** This is a small hand-held breathing filter found within the head gear of the hunters. It allows for the yautja to continue hunting even without their masks and helms.

•**Self-Destruct Device:** Although this could be classified as a weapon, the self-destruct device, or SDD for short, isn't used in an offensive or even a defensive manner, but as a way to keep their technology from the hands of enemies and unworthy prey. The SDD can deliver a tremendous explosion and has a blast radius of somewhere around 100 meters and is capable of massive damage to the surrounding environment. This weapon is often used as a last resort to save their honor by taking down the prey along with them.

The blast causes Energy damage of Amazing-grade d8+3m out to 10 meters, Good-grade d6+1m out to 30 meters, and Ordinary-grade d6+1w out to 100 meters.

4.2 Personal Armory

The personal armory of the yautja contains many implements of warfare that far exceed that of mankind. It is a strange thing that the hunters both use highly advanced plasma-based weaponry and simple and primitive, but effective melee weapons of spears and blades.

4.2A Yautja Weapons

The weapons of the yautja are quite similar to the various devices throughout human history. With their weapons made out of their alloy, the weapons are incredibly durable and can withstand massive amounts of abuse before breaking, if at all.

Note on Availability

It should be noted that since the yaujta have a slightly different approach to attaining gear and their lack of currency, the Availability of the items are as follows: "Any" and "Common" gear is found from the lowest unblooded hunter to the highest Clan Elder.

"Controlled" gear is usually suited for blooded hunters or used when the leader of a hunt allows it. "Military"

is usually for Clan Elders and other high-ranking yautja. "Restricted" gear is for those times where the yautja are either at war or on a very dangerous hunt.

4.2B Melee Weapons

- Armblades:** This is similar to the wristblades, but it has a singleblade underneath the forearm and is also able to retract into a smaller size.
- Collapsible Sword:** Another weapon that can collapse in on itself. The blade measures 1.5 to almost 2 meters in length, with a handle that can be used by two hands. When not in use, can collapse to make for a total length of less than half a meter in length.
- Combistick:** Also referred to as a "Telescopic Spear", the combistick is a remarkable weapon. It is a collapsible spear that is around two meters long when out-stretched and is only a meter in length when compacted.
There are two versions of this weapon, one has a single bladed end and the other ends in a spear point. The other version has a spear or bladed end and the other has a unique device that is filled with twelve arrows. To shoot the arrows, the hunter only needs to do is use a slide-action to "pump" the arrows out.
- Naginata:** This is a doubled-bladed polearm and is a very prestigious weapon among the yautja. It measures a total of meters in length and the blades are always razor-sharp and different and unique from weapon to weapon.
- Sideblade:** A sideblade is a last-ditch weapon and resembles the shortsword of history in size, but does not have a cross-section handguard.
- Wristblades:** A unique weapon that is somewhat of a signature weapon of the hunters is the wristblades. This is a gauntlet that houses two serrated and razor-sharp blades that can snap out with a flick of the wrist. This is a prized weapon and is very common amongst all the castes of the yautja.
- Wristblades, extended:** This weapon is a longer version of the wristblades, being able to extend in two stages.

4.2C Ranged Weapons

- Burner:** This is the standard "rifle" of the yautja. It fires a quick beam of plasma per shot and is capable of autofire. Oddly enough, the weapon has no form of magazine or battery, and when empty most hunters toss the thing or use it as an improvised club. Speculation concludes that the weapon is rechargeable onboard their hunting vessels.
- Dart Gun:** The yautja version of a pistol. It fires a needle-like projectile and can deliver any form of toxin.
- Gauntlet Rocket:** This is a fast, small rocket that is quite destructive for its size. It normally isn't used much, but is fitted to the left gauntlet and can be fired with a flick of the wrist. It uses the laser targeting system to pin-point the impact spot of the rocket before launching it, but doesn't guide the rocket when fired.
- Lasercaster:** Another version of the shoulder cannon is the Lasercaster. It fires a thin blue laser beam instead of a bolt of plasma. While it doesn't have the effectiveness of the plasmacaster in sheer destructiveness, it out ranges it and doesn't require one to "lead" a moving target.
- Net Gun:** This weapon fires a thin wire net that is capable of pinning a target to a wall or similar solid object. The wire is thin enough that struggling against it causes deep cuts on unarmored areas. The net can be cut relatively easy with a sharp blade.
- Plasma Pistol:** This is another pistol-like weapon of the yautja. It fires a smaller bolt of plasma like the plasmacaster in its primary firing mode. On the secondary, it is much deadlier, but the range is shortened because the plasma arcs real quick, making it more look like a hand-held artillery piece than a sidearm. It too must be recharged in the yautja spaceships.
- Plasmacaster:** Also known as a "shoulder cannon", the plasma-caster is a very potent weapon. It fires a small bolt of plasma that can sear any object hit by the bolt.
- Scattergun:** This is a "shotgun" version of the Burner. It fires a net of plasma energy that can reach out to long range, but cannot be used in an autofire role. Anyone standing within 2-meters of the target may also be hit if they fail a Dexterity feat check. It too must be recharged in the yautja spaceships.
- Shoulder Launcher:** This is a large cannon that resembles an anti-tank missile weapon and is used much in the same way. It fires a larger and more powerful plasma bolt than the plasmacaster, but due to its sheer size, it has one helluva recoil and has a

very low ammo count. This is mostly used against heavily armored opponents or fortifications, not when hunting prey.

•**Shuriken, yautja:** These are large disc-shaped weapons that can spring forth many small retractable blades from within. These weapons can be thrown and return like a boomerang. Due to the returning action of this weapon, it can only be used once per two phases.

•**Smart-Disc:** A disc with an edge even keener than a razor, this is another signature weapon of the yautja hunter. The disc can be thrown and returns in an arc a short time later or can be used in melee. The edges are so sharp that it can slice through all

manner of personal armor with ease and can even penetrate into light vehicle armor.

•**Spear Gun:** This weapon is the closest to what the yautja have as a sniper's rifle. It fires a lightweight but durable two-pronged spear-head at amazing speeds. It is capable of penetrating body at considerable distances and is fatal out to 400 meters away. When not in use, this weapon also retracts into itself about a meter in length.

•**Wrist-darts:** These are small high-speed darts fired from gauntlets. Though widely inaccurate, these weapons provide a surprise to anyone within their range.

Tables 2A and 2B: Melee Weaponry

Weapon	Skill	Acc	Range	Type	Damage
Ardblades	Melee-blade	+2	Personal	LI/O	d6w/d6+1w/d4+2m
Collapsible Sword	Melee-blade	0	Personal	LI/O	d6+1w/d6+2w/d6+1m
Combistick	Melee-blade	+1	Personal	LI/O	d4+1w/d4+2w/d4+1m
arrows	Mod-pistol	+2	5/10/20	LI/O	d4w/d4+1w/d4+2w
Naginata	Melee-blade	+1	Personal	LI/O	d6+1w/d4+3w/d4+1m
Side Blade	Melee-blade	0	Personal	LI/O	d4+1w/d4+2w/d4+3w
Wristblades	Melee-blade	0	Personal	LI/O	d4+1w/d6w/d4m
Wristblades, ext.	Melee-blade	+1	Personal	LI/O	d4+1w/d6+1w/d4+1m

Weapon	Clip Actions	Clip Size	Cost	Hide	Mass	Avail	Cost
Ardblades	2	-	-	-	5	Con	-
Collapsible Sword	2	-	-	+2*	4	Mil	-
Combistick	3	-	-	-1*	3	Com	-
arrows	4	12	-	-	-	-	-
Naginata	1	-	-	-	5	Con	-
Side Blade	4	-	-	+2	2	Any	-
Wristblades	4	-	-	-	3	Com	-
Wristblades, ext.	2	-	-	-	4	Com	-

* Only applies when the weapon is retracted.

Tables 3A and 3B: Ranged Weaponry

Weapon	Skill	Acc	Md	Range	Type	Damage
Burner	Mod-rifle	0	F/B/A	80/200/400	En/O	d4+3w/d6+4w/d6+1m
Dart Gun	Mod-pistol	0	F	10/20/60	HI/O	d4w/d4+1w/d4+2w
Gauntlent Rocket	Hvy-direct	+1	F	20/40/120	En/O	d6+1w/d6+2w/d6+1m
Lasercaster	Hvy-direct	-1	F	50/150/300	En/O	d4+1w/d6+1w/d4+1m
Net Gun	Mod-pistol	-1	F	5/10/20	LI/O	d4w/d4+1w/d4+2w**
Plasma Pistol	Mod-pistol	0	F	10/30/60	En/O	d4+1w/d4+2w/d4m
secondary fire	Mod-pistol	+2	F	5/10/30	En/G	d4+2w/d6+1w/6m
Plasmacaster	Hvy-direct	+1	F	40/80/200	En/G	d6w/d6+1w/d6+1m
Scattergun	Mod-rifle	+1	F/B	40/100/300	En/G	d4+2w/d6+2w/d6m
Shoulder Launcher	Hvy-direct	+2	F	50/300/1200	En/A	d6+2w/d6+3w/d6+1m
Shuriken, yautja	Athl-throw	0	F	Per STR	LI/O	d4w/d4+1w/d4+2w
Smart Disc	Athl-throw*	+1	F	50/100/200	HI/G	d4w/d4+1w/d4m
Speargun	Mod-rifle	-1	F/B	100/250/400	HI/G	d4+2w/d6+1w/d4+1m
Wrist-darts	Mod-pistol	+2	F	10/20/30	LI/O	d4w/d4+1w/d4+2w

* Or when using it in melee, Unarmed-brawl.

** Each phase damages the target another d4-1w, and an extra +1 when struggling against it.

Weapon	Actions	Clip Size	Clip Cost	Hide	Mass	Avail	Cost
Burner	3	50	-	-	6	Con	-
Dart Gun	3	20	-	+2	1	Com	-
Gauntlent Rocket	2	1	-	-	2	Mil	-
Lasercaster	4	60	-	-	2	Com	-
Net Gun	3	6	-	+1	2	Con	-
Plasma Pistol	2	30	-	+2	2	Con	-
Plasmacaster	4	30	-	-	3	Mil	-
Scattergun	2	50	-	-	6	Con	-
Shoulder Cannon	1	10	-	-	15	Res	-
Shuriken, yautja	2	-	-	+1	1	Con	-
Smart Disc	2	-	-	+1	1	Com	-
Speargun	3	30	-	-1*	4	Con	-
Wrist-darts	2	2	10	+3	2	Con	-

4.2D Personal Armor

●**Half Armor:** This is a set of armor that covers only the shoulders and upper torso and also the lower legs and forearms, but gives the greatest maneuverability. This is the most common armor found amongst the yautja.

●**Full Armor:** This offers more protection than Half Armor. It covers the entire body, but there are some gaps at the joints and other areas to provide good maneuverability while keeping the protective quality of the armor.

●**Ceremonial Armor:** This is a suit that covers their entire body in plated armor like the Full Armor, but even covers the weak points of said armor. This is mostly a prized possession by the Clan Elders and other high-ranking yautja.

Table 4: Personal Armor

Armor	Skill	AP	Type	LI / HI / En	Hide	Mass	Avail	Cost
Half	Armor Op	0	O	d4-1 / d4 / d4	-	6	Com	-
Full	combat	+1	O	d6+1 / d6 / d6	-	10	Con	-
Ceremonial	combat	+2	O	d8+2 / d8+1 / d8+1	-	35	Mil	-

4.3 Spaceship Technology

Along with their advanced personal technology, they also have far superior starship technology. The starships are usually a dull silver hull and all are designed with no visible viewing ports and no straight surface besides what is thought of as wings. They are made of the same alloy that their technology is which makes their ships are extremely durable. Also, most of their ships don't conform to specific designs, yet they are all easily identifiable as starships of the yautja.

4.3A Ship Systems

Even though they are an alien species their spacecraft still has components and systems that are still the same compared to their human counterparts systems. Below is a list of the more unique systems of their starships. It is unknown if the ships themselves carry any weapons. It is common assumption that they use energy-based plasma weapons similar to their burners and shoulder-cannons.

Note: This section relies on the rules presented in *Chapter 11: Spaceships* found within the Gamemaster's Guide and the companion sourcebook, Starships. For those who want the following to use the Warships supplement are going to have to write it themselves, for I do not use them.

4.3B System by System

Engines and Power: Most of the engines of the yautja ships contain a form of Ion propulsion drives and the bigger ships have a very advanced gravity-based engine. The powerplants of the ships tend to be using some form of mass reactors that utilize the matter known as "Dark Matter".

The Faster-Than-Light drives that the yautja possess are only seen on the bigger ships. It is unknown exactly how this is achieved, but it is thought to be some sort of "Hyperspace" drive allowing them great speeds of travel without the ramifications of traveling at-or-beyond the speed of light.

Armaments and Defenses: The most intriguing of the hunters' ships are its weaponry and defenses. Most of the weaponry is plasma-based cannons, while the defenses have the radar-absorbing materials, energy resistant reflective hulls, jammers, and the best defense is their cloaking unit. Similar in the workings as their personal cloaking units, the ship-bound device allows the ship to remain completely invisible to most forms of sensors.

Computers and Electronics: Surprisingly the yautja ships don't have that much in the way of computer technology onboard. Only the Command Deck has any amount of consoles, screens, and other electronics within, all other areas of the ship seem to only have the most basic consoles and screens.

Crew Quarters: What has been seen of the yautja ships is that most of the crew quarters and other facilities are sparse and mediocre at best. Most crews of a ship share a single deck for berthing and the high-ranking hunters usually get a single hunter room to themselves, but these only have the basic commodities and no luxury items, besides what the hunter brings with them.

Miscellaneous: What is left that might be encountered on a ship, like a medical bay or cargo hold, is sparse and very basic like everything else within the ship. The only thing that might be well equipped are the areas that hold the eggs and specimens of the xenomorphs, especially the cargo hold for the Queen, which is a large hold with industrial-sized chains and little to no lighting within and thickened walls and little viewports into the hold..

Unique Systems: There are some systems within the ships that are truly unique; such as the cloaking unit described above, as well as the environmental protection shielding that allows their ships to enter a chronosphere of a star for short periods of time. Other unique systems include remote operation, advanced sensor equipment, and a ship-board self-destruct device.

4.4 Starship Classes

Here are some of the more common spacecraft that have been identified with the yautja hunters. Each is given a brief description of the most likely use of the ship and possible armaments and defenses.

4.4A HUNTERS' SHUTTLE [Cutter-class]

The smallest vessel design encountered is just big enough to fit a single hunter and the trophies and equipment with ease or up to possibly four hunters with very little room.

Progress Level: 8. **Cost:** \$3,385,000.
Compartments: 2. **Dur:** 20.
Maneuver Rating: -1. **Acc:** .05.
Cruise Speed: .15. **Berthing:** 4.
Armament: Plasma cannon.
Defenses: Jammer, Stealth Shield, Cloaking Unit.
A armor: Light Crysallis (0 Dur; d6-1 LI / d6 HI / d6+2 En).
Computer: Ordinary-grade Computer Core.
Engines: Ion Engines rated at 2 movement points.
Power: Mass Reactor rated at 15 power factors.
Drive: None.
Hatches: Standard.

Compartments

Roll	Compartment	Systems (Dur/Pow)	Dur
1-7	Command	Command Deck (0/0) Airlock (0/0) Computer Core, O (1/0) Ded. Sensors, G (0/0) Multiband Radar (0/0) EM Detector (0/0) Ladar (0/0) Laser Transceiver (0/1) Radio Transceiver (0/1) Jammer (0/1) Cloaking Unit (1/3) Stealth Shield (2/2) Remote Operation (*/*) Plasma Cannon (3/3) Autosupport (0/1) Suite (1/0)	16/16/8
8-20	Engineering	Ion Engines (4/2) Mass Reactor (6/*) Self-destruct Device (0/*) Stabilizer (1/0)	24/24/12

Weapon Data

System	Acc	Range (Mm)	Type	Damage	Actions	Facing
Plasma Cannon	0	4/8/16	En (e)	d6+2w/d8+2w/d6+1m	3	Forward

4.4B HUNTERSHP [Corvette-class]

A larger vessel with about two or three decks that houses a single yaujta hunting pack, complete with cargo bay, equipment for the hunters, and reasonable living quarters for all involved.

Progress Level: 8
Cost: Unknown.
Compartment: 6. **Dur:** 60.
Maneuver Rating: +1. **Acc:** 2.
Cruise Speed: 1.5. **Berthing:** 22.
Armament: Plasma cannons x3 (top, port, starboard).
Defenses: Jammer, Stealth Shield, Cloaking Unit.
A armor: Moderate Crysallis armor (4 Dur; d6 LI / d6+1 HI / 2d4+1 En).
Computer: Core, Ordinary-quality; Sensors, Good-quality.
Engines: Interial Flux Engines rated at 2 movement points.
Power: Quantum Cell rated at 40 power factors.
Drive: Warpdrive.
Hatches: Standard.

Compartments

Roll	Compartment	Systems (Dur/Pow)	Dur
1-4	Command	Command Deck (0/0) Airlock (0/0) Computer Core, O (1/0) Ded. Sensors, G (0/0) Multiband Radar (0/0) IR (0/0) EM Detector (0/0) CE Array (2/1) Ladar (0/0) Internal Monitors (0/0) Laser Transceiver (0/1) Radio Transceiver (0/1) Jammer (0/1) Cloaking Unit (1/3) Stealth Shield (2/2) Remote Operation (*/*) Autosupport (0/3)	16/16/8
5-9	Engineering 1	Inertial Flux Engines (2/2) Warpdrive (4/*)	12/12/6
10-12	Engineering 2	Quantum Cells (12/*)	24/24/12
13	Auxiliary	Self-destruct Device (0/*) Stabilizer (3/0)	6/6/3
14-16	Cargo	Dediated Hangar, 10 pt. (10/0) Cargo Space (168 cu. m) (7/0) Probe (1/0)	36/36/18
17-18	Crew	Crew Quarters (3/0) Suites (1/0) Hydroponics Bay (4/2) Recycler Unit (1/1)	8/8/4
19-20	Weapons	Plasma Cannon (3/3) Plasma Cannon (3/3) Plasma Cannon (3/3)	18/18/9

Weapon Data

System	Acc	Range (Mm)	Type	Damage	Actions	Facing
Plasma Cannons	0	4/8/16	En (e)	d6+2w/d8+2w/d6+1m	3	Top, Port, Starboard

4.4C MOTHERSHIP [Capital-class]

This is the biggest ship known of the yaujta designs seen so far. It can comfortably fit (if one can call it that) an entire clan of yaujta hunters and has about four to six decks.

Note: Because of the massive size and crew of the Mothership, there are no statistics as the other ships have. Instead I have put what I think is the best solution for each entry.

Progress Leve: 8

Cost: Unknown.

Compartments: 24-60.

Dur: 120.

Maneuver Rating: +3.

Acc: 0.5.

Cruise Speed: 1.

Berthing: upto 600.

Armament: Plasma cannons x7 (all angles).

Defenses: Jammer, Stealth Shield, Cloaking Unit, Point-Defense Guns.

Armor: Heavy Crysallis (d8 LI / d8+1 HI / 3d4 En).

Computer: Core, Good-quality; Sensors, Amazing-quality; Battle, Good-quality; Communications, Good-quality.

Engines: Inertial Flux Engines.

Power: Quantum Cells.

Drive: Warpdrive.

Hatches: Standard.

Ship Systems by Compartment

- **Command (Roll: 1-3):** Computer, Sensors (EM, IR, Radiation, Ladar, Probes (64), Multiband Radar, CE Array), Communications (Laser and Radio), Battle Computer, Engineering Computer, Communications Computer, Damage Control, Internal Monitors, Jammer, Self-destruct Device, Remote Operation.
- **Engineering (Roll: 4-8):** Quantum Cells, Inertial Flux Engines, Warpdrive, Autosupport, Recycler Units.
- **Auxiliary (Roll: 9-10):** Hydroponics Bay, Cloaking Unit, Stealth Shield, Environmental Protection, Planetary Thrusters, Stabilizers.
- **Cargo (Roll: 11-16):** Cargo Space and Dedicated Hangars (Huntership vessels).
- **Crew (Roll: 17-18):** Crew Quarters (320 hunters), Suites (80 hunters), and Sick Bay
- **Weapons (Roll: 19-20):** Plasma Cannons, Point-Defense Guns.

Weapon Data

<u>System</u>	<u>Acc</u>	<u>Range (Mm)</u>	<u>Type</u>	<u>Damage</u>	<u>Actions</u>	<u>Facing</u>
Plasma Cannons	0	4/8/16	En (e)	d6+2w/d8+2w/d6+1m	3	All

4.4D EGGLAYER [Cutter-class]

This is an automated ship that is about the size of the Hunters' Shuttle. It is used to land a few days before the hunters' arrive. During this time, the ship sends out a few robotic drones to release the xenomorph eggs. After it has done it's duty, it goes into orbit waiting to the arrival of the hunters and then rejoins the main ship.

Progress Level: 8
Cost: \$3,535,000.
Compartments: 3. **Dur:** 20.
Maneuver Rating: 0. **Acc:** .03.
Cruise Speed: .1. **Berthing:** 0.
Armament: None.
Defenses: Jammer, Stealth Shield, Cloaking Unit.
Armor: Light Crysallis (0 Dur; d6-1 LI / d6 HI / d6+2 En).
Computer: Ordinary-grade Computer Core.
Engines: Ion Engine rated at 1 movement point.
Power: Mass Reactor rated at 10 power factors.
Drive: None.
Hatches: Standard.

Compartments

Roll	Compartment	Systems (Dur/Pow)	Dur
1-3	Command	AI Computer (0/0) Computer Core, M (*0) Multiband Radar (0/0) Laser Transceiver (0/1) Radio Transceiver (0/1) Jammer (0/1) Cloaking Unit (1/3) Stealth Shield (2/2) Remote Operation (*/*)	6/6/3
4-11	Engineering	Ion Engine (2/1) Mass Reactor (4/*) Self-destruct Device (0/*) Stabilizer (1/0)	14/14/7
12-20	Cargo	Dedicated Hangar, 4 pts (8/0) 48 cu. m, Cargo Space (2/0) Airlock (0/0)	20/20/10

Egg-Layer Drone

In each Egg-Layer ships there are two small robotic drones that will release the eggs into the surrounding environment. The drones have two crab-like front limbs that allow it to scale any terrain and a rear track assembly, though it does move at a slow pace. It has no form of weaponry, but does boast the yautja alloy armor and a radar-absorbing hull. Each drone can carry up to 12 xenomorph eggs at any one time.

Skill: Land, AI-controlled (see below).
Drv: +2.
Acc: 4 mpp.
Cruise: 6 kph.
Max: 14 kph.
Type: Good.
Dur: 8/8/4.

Systems

Automated operation (treat as having a skill rating of 12)
Crysallis armor, light (d6-1 LI/d6 HI/d6+2 En)
Mass detector
Radar, multiband
Stealth configuration
Thermal imager

Appendix I: Yautja Hunters

Sooner or later someone, somewhere will want to run a group of yautja hunters. With that in mind, I have written up the yautja as a player character species, detailed below. Because of the yautja have been fully detailed above, I will only list the essentials to get a player character yautja up and running.

App. IA: Yautja Characteristics

Ability Score Limits

STR	9/16	INT	4/14
DEX	7/14	WIL	4/14
CON	4/14	PER	4/12

Free Broad Skills

Athletics, Unarmed Combat, Melee Weapons, Stamina, Knowledge, Awareness.

Special Abilities

Superior Durability: When determining their durability, figure as their Constitution score multiplied by 1.5.

Superior Health: The yautja gain a -2 bonus to resist all manner of diseases, their Stamina skill checks, Resolve skill checks, and Constitution feat checks.

Superior Reflexes: The yautja have superior reflexes compared to humans and gain a +1 to their Dexterity resistance modifier.

Natural Athlete: Gains a -2 bonus to any Athletic skill checks.

Gas Breather: The yautja requires methane as a human requires oxygen. They can survive other atmospheres for a little time, but require a breathing-filter device after 48 hours or start to suffocate. From then on, they must make a check each day with a cumulative +1 penalty each day. The GM may impose additional penalties based on the environment the hunter is in.

Aggressive: The yautja are very aggressive and easily offended, treat as the flaw, Temper at 4 points. This cannot be bought off completely, but only reduced to Temper at 2 points.

Hunters' Code: Yautja have a strict code of honor. Treat as the flaw, Code of Honor at 4 points. This cannot be bought off, unless the character is an Outcast, in which case they gain the Powerful Enemy flaw instead.

App. IB: Yautja Campaigns

While it would be interesting to play a yautja character, because of their whole obsession around the Hunt, it can become boring and stale real quick. With this in mind, it should be that the hunters shouldn't always face either aliens or humans on a constant basis, but also the strange alien lifeforms of other planets. Perhaps some of them might even resemble the core species of the Star*Drive setting or the horrors of the Dark*Matter setting.

The Beginning: Blooding Rituals

This should be the starting point of a yautja-centered campaign, the Blooding Ritual. This determines if the hunters-to-be are skilled and worthy enough to become one of the most feared predators in the universe, or die trying.

Campaign Ideas

The Seeded Planet

This campaign is about hunting on a planet "seeded" with alien eggs and allowed a hive to form. To spice things up a bit, maybe the planet is also colonized by humans or some other sentient alien lifeform and the hunters now have to deal with both.

Or perhaps the campaign is to hunt and capture a live queen. This would be for high-level PCs since the alien drones don't take kindly to having their taken from them and a simple mistake can be fatal for all. For a good example of this, the Alien versus Predator novel, War, starts off with such a scene where the yautja are entering a hive with the intent on capturing a live Queen.

Vs. Humans

Perhaps the hunters are hunting humans actively. In this campaign, the hunters travel to a human world and begin their hunt. The unwritten code of honor should be played up to keep the game more interesting then having the PCs just be cloaked and using their plasmacasters all the time.

Clan Wars

Another campaign could revolve around the feud between two rival clans and now has become a full blown war. In this sort of campaign, there wouldn't be any sort of military tactics like Special Forces operations behind the lines or what not, but pure face-to-face carnage.

Renegades

In this campaign, the PCs are outcast hunters of one reason or another. Maybe they betrayed their clan, abused the Hunters' Code, or were betrayed themselves, but now they travel space in search of a new home or the next Hunt. In this campaign the PCs are still hunters but are now being hunted by their former clan and the danger of humans and xenomorphs are still there as well. This would possibly one of the more tougher campaigns for the PCs since their equipment, if damaged, lost, or runs out, must be replaced by raiding yautja ships or settlements.

Prey Amongst Hunters

This could be an interesting campaign where the PC(s) are human hunters traveling along the yautja. The AvP novels, Hunters Planet and War, can provide a good look into how a human hunter will possibly be treated amongst the hunters.

Total War

The final type of campaign is a giant one mixing both humans and yautja against a total onslaught of xenomorphs. Maybe the seeded planet the hunters were on got infested a bit too quickly and now both must band together or die. Or the planet was already infested by human hands and the hunters have found a new spot in the galaxy for a hunt.

App. IC: SCM Yautja Hunters

Below is a list of Supporting Cast Member yautja hunters. Marginal hunters are those that haven't gone through with the Bleeding Ritual. Ordinary are those who have recently undergone the ritual or are lowranking hunters. Good hunters are those who are experienced in the Hunt, while the Amazing hunters are those Elders, Leaders of the Hunt, and very experienced hunters.

Note: Yes I do realize that the SCM hunters here have about one extra broad skill then allowed, but that really shouldn't matter as these are supposed to be GM-controlled characters, not PCs.

Marginal (Unblooded; 0-level)

Str: 11 (+1) Int: 8 (-) Profession: Non-professional
Dex: 10 (+1) Wil: 9 (-) Action Check: 9/4/2
Con: 9 (-) Per: 7 (-) #Actions: 2

Skills — Athletics [11]-Throw 1 [12]; Melee Weapons [11]-Blade 1 [12]; Unarmed Combat [11]; Stamina [9]; Modern ranged Weapons [10]; Stealth [10]; Knowledge [8]; Awareness [9]-Intuition [10]; Resolve [9]

Equipment — Body Mesh, Emergency Breather, Sideblade, Hunters' Mask

Notes — Non-professional (No Action Bonus, Base Situation die is +d0. No skill point reduction cost).

Ordinary (Young Bloods; 1st-level)

Str: 11 (+1) Int: 8 (-) Profession: Non-professional
Dex: 10 (+1) Wil: 9 (-) Action Check: 9/4/2
Con: 9 (-) Per: 7 (-) #Actions: 2

Skills — Athletics [11]-Throw 1 [12]; Melee Weapons [11]-Blade 1 [12]; Unarmed Combat [11]; Stamina [9]; Modern ranged Weapons [10]; Stealth [10]; Knowledge [8]; Awareness [9]-Intuition [10]; Resolve [9]

Equipment — Body Mesh, Emergency Breather, Sideblade, Hunters' Mask

Good (Blooded; 6th-level)

Str: 12 (+1) Int: 9 (-) Profession: Combat Spec
Dex: 12 (+2) Wil: 10 (-) Action Check: 19/8/4
Con: 10 (-) Per: 8 (-) #Actions: 2

Skills — Armor Op [12]-Combat 1 [13]; Athletics [12]-Jump 1 [13], Throw 2 [14]; Heavy Weapons [12]-Direct [13]; Melee Weapons [12]-Blade 1 [13]; Unarmed Combat [12]-Brawl [13]; Stamina [10]; Modern Ranged Weapons [12]-Rifle [13]; Stealth [12]; Knowledge [9]; Leadership [8]; Awareness [10]-Intuition [11]; Resolve [10]

Equipment — Sideblade, Wristblades, Plasmacaster, Hunters' Helm, Laser-sight, Body Mesh, Cloaking Device, Computer Gauntlet, Self-Destruct Device, Emergency Breather, Medikit, Full Armor, Burner, Combistick, Field Recharge Unit, Smart Disc, Netgun

Notes — Action Check Increase (4 pts), Ability Score Increase #1 (Dex; 10 pts), Danger Sense (5 pts)

Amazing (Elders; 12th-level)

Str: 12 (+1) Int: 9 (-) Profession: Combat Spec
Dex: 12 (+2) Wil: 10 (-) Action Check: 19/8/4
Con: 10 (-) Per: 8 (-) #Actions: 2

Skills — Armor Op [12]-Combat 2 [14]; Athletics [12]-Jump 2 [14], Throw 2 [14]; Heavy Weapons [12]-Direct [13]; Melee Weapons [12]-Blade 3 [15]; Unarmed Combat [12]-Brawl 2 [14]; Stamina [10]-Endurance 2 [12]; Survival [10]; Acrobatics [12]-Dodge 2 [12]; Modern Ranged Weapons [12]-Rifle 3 [15]; Stealth [12]-Hide 2 [14]; Knowledge [9]; Law [9]-Yautja Code of Honor 2 [11]; Teach

[9]-Yautja Techniques 2 [11]; Leadership [8]-Inspire 1 [9]; Awareness [10]-Intuition [11]; Resolve [10]

Equipment — Sideblade, Wristblades, Plasmacaster, Hunters' Helm, Laser-sight, Body Mesh, Cloaking Device, Computer Gauntlet, Self-Destruct Device, Emergency Breather, Medikit, Ceremonial Armor, Naginata, Scattergun, Plasma Pistol, Netgun

Notes — Action Check Increase (4 pts), Ability Score Increase #1 (Dex; 10 pts), Danger Sense (5 pts)

Appendix II: Language

In this final section I have listed a few words and phrases that have popped up in the various Predator comics, novels, and other sources. The list originally came from the net, but since I don't have the exact site addresses, I can't give them props for it. When I do, I will place them here.

Language and Word Comparison Listings

This is a listing of all the yautja phrases and words found within the AvP novels and such. The list originally came from the net and I did not have anything to do with it.

<u>Yautja Word/Phrase</u>	<u>Human Equivalent</u>
● awu'asa =	armor
● ch'hkt-a =	anxious, excited
● chiva =	Leadership trial
● cjit =	generic swear word
● c'ntlip =	alcoholic beverage
● dhi'ki-de =	coma, near death
● dlex =	metal, steel etc.
● dtai'kai'-dte =	battle, fight etc.
● dto =	forest
● gkinmaaru =	camera, sensor, etc
● gkei'moun =	simple
● gry'sui-bpe =	panic
● h'dui'se =	musk, pheromone
● hiju =	lower hand battle style
● h'ulij-bpe =	crazy
● hma'mi-de =	Remember Gods Practice
● jehdin/jehdin =	hand to hand (combat)
● kainde amedha =	hard meat, alien.
● ka'rik'na =	The summoning call
● kehrite =	sparring room
● ki'cte! =	enough!, now!, etc.
● ki'cti'pa =	wrist blades
● kv'var =	exercise, practice
● kwei =	coward

- lou-dte kalei = derogatory female term, literally "child maker"
- mei'hswei = friend/ally
- mesh'in'ga = battle dreamtime, meditation etc
- mi = fuel
- nain-desintje-de = pure win
- nain-de = victory
- nan-dethan-gaun = battle cry, fight to death "kiss of midnight"
- nan-ku = alive, conscious
- nok = measurement, eg cm.
- pauk! = fuck!
- paya = conqueror
- payas-leitjin-de = I acknowledge your submission etc.
- pyode amedha = soft meat, literally humans, or Ooman.
- setg' = in shadow, stealthy
- s'yuit-de = traitor, etc.
- tarei'hsan = animal
- te'dqi = alien secretion, spittle etc.
- thei-de = death, dead
- thin'de le'hsaun = learn the gift
- thwei = blood
- tjau'ke = sand, dirt
- tyioe-ti = escape pod
- u'sl-kwe = final rest, formal for death

Letters and Number System

The yautja have a 9-digit numbering system.

Special Thanks

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Then there is everyone at Alternity.Net (www.alternityrpg.net), especially *Paladin* and his help and advice on the Predators, and everyone who has every replied to any of my AvP threads (sorry I can't remember you all). Another thanks goes out to “Slipstream2” of SerenaDawn and his Fuzion: Alien vs Predator write-up. Without that to guide me I would be in a world of hurt. Thanks fellas!

Sources and Copyrights

This last section is for the listing of all the sources I have used, even in the slightest. All books, novels, comics, web sites, movies, and anything else are all given credit where credit is do. If there is a source that I used but isn't here, please notify me so I can add them in their rightful spot. Also, to keep my butt from seeing the legal system, it has the copyright information on the Alien, Predator, and Aliens vs Predator franchises.

- **ALIEN DESIGN** by H.R. Giger.
- **ALTERNITY PLAYER'S HANDBOOK** ©1998, **ALTERNITY GAMEMASTER'S GUIDE** ©1998, **ALTERNITY STARSHIPS** ©1999; by TSR.
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- **PREDATOR** ©1987, **PREDATOR 2** ©1990; by 20th Century Fox.
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- **PREDATOR COLD WAR** ©1997 by Bantam Books.
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- **COLONIAL MARINE TECHNICAL MANUAL** ©1996 by Lee Brimmicombe-Wood, HarperPrism.
- **PREDATOR COLD WAR** comic mini-series ©1991 by Dark Horse Comics.
- **ALIENS VS PREDATOR GOLD** ©2000 and **ALIENS VS PREDATOR 2** ©2001, by Sierra Games.
- **ANCHORPOINT ESSAYS** (www.anchorpointessays.com).
- **ALIEN UNIVERSE TIMELINE** (time.absoluteavp.com/index.html).
- **YAUTJA (PREDATOR) ENCYCLOPEDIA** (www.geocities.com/gunsandgod/intro.html).
- **PREDATOR - THE HUNTED** (members.iinet.net.au/~jaherne/thehunted/yautja/index.php).
- **SERENA DAWN - ALIENS VS PREDATOR FUZION** (www.serenadawn.com/AlienRPG-Contents.htm).