

# BATTLEGROUND WEIRD WAR II

by Brian Cottrell



**The Yautya:** Not much is known of these creatures, other than they can be found on battlefields in which they hunt humans as prey. Reports from these attacks say that they are nearly invisible and that they are so savage and ruthless that next to nothing can stop them. Reports of strange and advanced weaponry have been reported when these creatures appear. It is generally thought that they may be alien in origin and that they hunt humans as game. One report claims that they are headhunters and once they achieve a kill, they take the head as a trophy and nothing else. There has never been an "official" sighting of these creatures, let alone a picture taken, and they are often dismissed as delusions brought on by combat stress. However, if these creatures do exist and are encountered, it is best to withdraw from the area and seek immediate support or reinforcement. Reports claim that one of these creatures are capable of taking out a platoon of men within minutes under ideal circumstances. This level of skill is unlikely, but consider any contact with these creatures as highly dangerous and take appropriate action to deal with them.

**Yautya Profile:** The Yautya are distinctly larger, taller, faster and more resilient than normal humans. Their average height is 7' tall and their weight is roughly 400lbs. The creatures' skin is very thick, similar to that of a rhino's, and varies with color. The Yautya are capable of sustaining extreme amounts of injury and trauma before they succumb to their wounds and they do not suffer from the effects of extreme heat or cold. When wounded, the creatures' blood is fluorescent green in color and is very bright and distinguishable to the human eye. It is believed that there are both male and female sexes within the race and that they procreate similar to that of humans. All creatures have long, tube-like hair and the distinctive quad mandibles that surround their mouth. Older creatures are known to grow horns from their head, which are unique to the individual. These creatures are able to communicate verbally and have been known to mimic human speech rather well. They have superhuman hearing and their sight is believed to be on the infrared spectrum. The Yautya breathe oxygen and are capable of consuming food and water found on Earth. However, long-term exposure to Earth's alien atmosphere is believed to weaken the creature, so it is common for them to have breathing apparatuses that produce an oxygen mixture more similar to theirs on their home world. These creatures are capable of incredible speeds for their size and have been known to leap great distances without much effort. Their strength has been displayed by easily smashing through exterior buildings' walls and penetrating armor with their fists.

**Hunter Culture:** The Yautya are natural hunters and have developed a culture that emphasizes the hunt as their greatest achievement. They have honed their skills to such a level that they almost exclusively hunt alone on alien worlds. However, it is common for there to be others present in an orbiting space craft or planet-side landing site. These creatures will rarely intervene in their comrade's hunt, but it isn't unheard of. It is believed that they also have a level of sportsmanship in which they display whilst hunting. Examples of this are the hunting of only armed individuals and they have been known to disarm humans and halt the killing blow due to the detection of pregnancy or helplessness. Other examples are the exchange of trophies with other non-Yautya when they have been found to be exemplary fighters, but this is extremely rare. These creatures will take trophies in the form of the head once the kill is satisfied. They have also been known to skin adversaries, but this is believed to be done when the dead failed to give the creature the fight it expected and thus, the creature is skinned as a sort of strange hunter's rite. Other instances of human mutilations have been witnessed as either to strike fear into others or even as a marker to other Yautya that may be in the area that this is their hunting ground.

**Technological Level:** The Yautya technology is radically advanced compared to 20<sup>th</sup> Century technology. They are capable of interstellar flight and their weaponry is of such an advanced degree it is only theorized of what it is capable of. The hunters have a wide array of weapons and equipment to choose from when hunting. The most common configuration of equipment and weaponry is that of a Bio-Mask, Cloaking Device, Medicomp, Sat-Com, Plate Armor, Mesh Jump Suit, Self-Destruct Device, Wrist Blades, Plasma Caster and other equipment like wire, ropes, bedding, rations, etc that are usually kept at its base camp in case it may be needed. Although these items are the most common, the Yautya are able to field numerous other pieces of equipment and weaponry if they choose.

**Actions:** All Yautya have 3 Actions per turn.

**Senses:** Due to the creature's Bio-Mask, they will be able to see in any environment, day or night with an addition -2 bonus to all Sighting Checks. If for some reason the Yautya has lost its Bio-Mask, then they will only be able to see within the infrared spectrum and they will lose the Sighting bonus. That said, they do have trouble disseminating terrain features of similar heat and will slow to half Movement as they transverse the terrain more carefully. The Yautya normally hear and smell at double the normal Human rate and if their Bio-Mask is present then they can hear up to triple the normal range. Due to their advanced technology and natural senses, all Yautya will make any sensory-based test at a -2.

**Strength:** The Yautya are capable of lifting/pressing 1000lbs at a ¼ Skill Check, throw anything triple the normal human range. They also have an armor penetration value of 2 with a +10 result on the Vehicle Damage Table when attacking with their bare hands.

**Toughness:** Due to their thick skin and near immunity to pain, all Yautya will gain a +2 to all damage taken and will ignore their first Gory Death result. It will take another Gory Death result to effectively kill one of these creatures.

**Movement:** These creatures are able to move up to 8", leap up to 6" and crawl up to 4" per Action. They are also capable of rising

from a prone position without any penalties. These creatures are expert swimmers, as well, and may move at double the normal Human rate and are capable of holding their breath for 2D20+20 Actions.

**Training:** The Yautya are trained at a level that most Humans will never attain and will roll 4 dice when in close combat and choosing the lowest. Because their level of technology is far beyond Humanities, they will be able to comprehend any and all Human weaponry and explosives with a successful Skill Check. However, other items such as telephones, radios, and other antiquated equipment compared to their own will cause them more thought to manipulate. To use such items effectively they must first pass a ½ Skill Check. However, if the hunter spends an Action studying the use by a human they will be able to operate it at a normal Skill Check. Hunters will never suffer from Crew Served, Captured Use or the Unqualified rules.

**Leadership:** There are 3 levels of Yautya: the Spawnlings, Hunters and Elders. Spawnlings are young, untried Yautya and are often found in groups and they have a Leadership of 18-3. All other Yautya are immune to Breaking and will never do so. The Hunters make up the majority of Yautya and will have a -6 modifier to all dice rolls. The Elders are the masters of their race and will receive a -9 to all dice rolls in addition to having an unlimited Leadership Range when leading other Yautya in a hunt. These creatures will ignore all Gut Checks, Man Alone, Enemy Vehicle, Breaking Points and all Suppression result unless within a blast. Only Spawnlings will test on their Leadership while Hunters and Elders will not. If a Spawnling rolls a 1 they will automatically be elevated to a Hunter class and if they roll a 20 they will opt to use their self-destruct mechanism as they think they are in danger of failing at the hunt and will end their life to save face with their comrades.

**Weapons and Equipment:** Although these are not all the weapons and equipment available to the Yautya, they are the basic kit and will be the default. A Spawnling may choose a single additional weapon or piece of equipment not issued as basic and Hunters and Elders may carry up to 3 additional items. Weapons and equipment that are not basic issue are not listed, as it would be such an exhaustive list to make. If any player wants to add weapons and equipment not listed here, then they must have the GM permit them. If a GM is not present, roll a 5 or less on a D20 at the beginning of the game. If successful, you may have as many additional weapons or equipment as allowed and if failed, the items will not be available to the hunter at this time. Detailed rules of the new weapons or equipments function must be available at the time of the game.

NOTE: Remember when designing new weapons or equipment that it must stay within the context of the creatures that use it and that is as an aid to hunting. No super weapons and equipment that takes away from a good hunt is allowed. If there are any disputes between players about the equipment added, roll and the lowest player gets to decide.

**Bio-Mask:** This device is unique in appearance to each Yautya and is fitted with a built in gas mask, respirator, translator that is capable of translating all 20<sup>th</sup> century languages, voice/sound amplifier, recording system, communicator, Com-Sat, targeting lasers and multiple visual spectrum sights. The helmet allows the user to see in any environment, day or night, with the bonus listed above. It also allows the user to ignore all poisonous gases and breathe indefinitely underwater. This equipment also allows the Yautya to communicate with others as well as their mother ship and is able to scan the frequencies used by Humans to eavesdrop on conversations and hone in on the users locations. The helmet also allows for telescopic sight and if they use an Action to zoom in they can take advantage of an additional -2 to the already -2 to their Sighting Check. The Bio-Mask's laser targeting allows the creature to fire its shoulder-mounted weaponry with a -2 bonus. The mask also ignores all smoke, fog, heavy rain and other such effects when sighting.

**Cloaking Device:** This device bends light, in turn projecting a semi-transparent image of the Yautya giving them near total invisibility. This effect looks similar to that of a mirage in a desert. Although this device allows for near visibility, it doesn't achieve it totally and can be disseminated at very close ranges. A cloaked Yautya during the daytime within 8' of a Human may be seen with a successful Sighting Check as if they were Infantry-Concealed with a +3 modifier to the check. Humans using binoculars or other such device can make a Sighting Check at 16". Otherwise, a cloaked Yautya will NEVER be seen and this is always the case if at night. The cloaking device is susceptible to water and if it is submerged it will deactivate. When in rain the device will deactivate in D10 turns.

**Medicomp:** The Medicomp is the Yautya version of a First Aid Kit, although much more advanced and capable. This piece of equipment is fitted with numerous instruments, chemicals, stimulants and other medical paraphernalia that allows the Yautya to see to any wounds they may receive during the hunt. It is because of this device that the first Gory Death is ignored.

**Plate Armor:** All Yautya wear plate armor of various degrees that protect them from harm. This armor will provide the Yautya with an additional +1 to all wound results.

**Mesh Jumpsuit:** This system of wires that rap around the hunter is thought to be similar to Human combat webbing where equipment, weapons, armor and other pieces of equipment are fitted onto the wearer that allows for optimal

performance during a hunt.

**Wrist Blade:** These blades vary in size and number but are all attached to the hunter's wrist. These would be considered similar to that of a bayonet or sword carried by Human warriors. No special rules are applied.

**Plasma Caster:** The Plasma Caster is a shoulder-fired weapon that discharges a burst of super hot blue plasma. The weapon is aimed via a laser targeter fitted to the Bio-Mask and also moves with the Yautya's head movements. The plasma has several settings that allows it to launch a range of attacks, from firing a small burst to knock a Human-sized target unconscious to being able to penetrate the heavy shielding of interstellar spacecraft. There are 5 settings that indicate the degree of power the plasma burst fires.

1) This setting is usually intended to knock out their target or to kill small creatures, such as a small dog or cat. This setting has the same characteristics of a Pistol except that it will only have a ROF of 1 and has an unlimited range. Any targets smaller than Human-size will receive a -2 to the wound result. Any wounds are considered to have incapacitated the target or killed it, depending on what the Yautya player chooses to do.

2) This is the most common setting for the Plasma Caster when hunting Humans. It has the same characteristics of a LMG except that it has a ROF of 1 and an unlimited range.

3) This setting allows for limited armor penetration against thin armored vehicles or large creatures. It has the same characteristics, as a LCMG except it has a ROF of 1, unlimited range and has an AP of 10.

4) This is yet a more powerful setting used to penetrate dedicated armored targets and very large creatures. This setting has the same characteristics as 88mm XL cannon. It has a ROF of 1 and an AP of 40. Because of the amount of energy used to generate this discharge, it will take the Plasma Caster D4 Actions to recharge until it can fire any lever again.

5) This is the largest setting a shoulder-mounted Plasma Caster can discharge. To fire it on this level, the Yautya must first brace themselves for 1 Action and then it may be fired. Failure to brace will cause the weapon to power down until the Yautya does so. This bracing has to do with activating several devices that compensates for the weapons discharge so as not to harm the shooter. This discharge has the same characteristics of a 150mm XL cannon. It has a ROF of 1 and an AP of 60. Once fired, the Plasma Caster is out for D20+10 Actions as it cools and recharges. The weapon is only capable of firing at this setting twice per game if it has not been fired at any other level. If the weapon has fired before then it will only be able to fire at level 5 once and then will deactivate for the remainder of the game. This is done because to use this level of fire is considered dishonorable during a hunt as it is a huge advantage against almost any prey being hunted. The only reason this setting would ever be used is if the Yautya's ship is in danger or if instructed to do so by an Elder. This level is normally used when engaging in open combat with another army and not against prey.

When firing the Plasma Caster, the Yautya player will always fire it as if it was in the Effective Range category. The Yautya will never fire this weapon at close range, as they would opt to use a hand weapon so all rolls are against the Effective Range band. The laser targeter fitted to the Bio-Mask allows for more accurate fire and a bonus is given as described in the Bio-Mask section. In addition, the Plasma Caster will never Jam but it will just miss its target. If missed, the target point will be D4" away in a random direction from the intended target and will cause whatever damage it would have normally. This weapon can be fired in the vacuum of space as well into water without any penalties.

**Self-Destruct Device:** Every Yautya has a device that is used when they are in danger of being discovered. This device has similar technology as the Plasma Caster but instead of directing the plasma into a tight burst, this device explodes the plasma into a devastating blast centered on the individual utilizing it. The temperature of this detonation is well above 1,000,000 degrees and causes devastating damage and destruction to anyone or anything within its blast. The detonation will have a 5D20" radius and anything touched by the blast will be destroyed or killed. The only way to survive this blast is some type of shelter designed for such attacks, either supernatural in nature or equipped with some type of equipment that would protect them from a 1,000,000-degree blast.

**Trophy Hunters:** The Yautya are avid trophy hunters and will always take a trophy of their hunt to show the others of his kind. To represent this trait, if a hunter kills an armed combatant and is not in immediate danger of attack, then they will drag the body off to any +5 terrain and spend 2 Actions preparing their trophy. Once finished, the trophy will be convened and usually affixed to the creatures webbing. The hunter will then act as normal for the remainder of the game. Note that this is compulsory only once per game but if the hunter chooses to take more than one trophy they may choose to, as the more they take the faster they will move up within the hunting party's hierarchy.

**Blood Trail:** Yautya blood glows in a florescent green and can easily be located and followed. If any creatures is looking for a blood trail during the day a ½ Skill Check is required to locate the blood, but at night it will automatically be seen within 10’.

**Suicide:** The Yautya’s most convened creed is that no alien society must ever witness a dead hunter if possible. This means hunters that are too injured to return to their ship or that are on the brink of death must destroy all traces of themselves so they are not discovered and defiled by alien hands. If a Yautya sustains a HW after ignoring the 1<sup>st</sup> Gory Death, the creature will spend his next action arming their Self-Destruct Device. The device will then detonate in D6+2 Actions.