

Theoi: Yammu

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Oh shit, it's Cthulhu!

Description:

Taka-kun is a big, burly humanoid with an octopus-like head. It is proportionally squat and stocky, and moves in a waddling hunch. It has two draconic wings on its back, which are actually fins for use in the water. The tentacles hanging from its face might be involved in sensing, as they twitch and slither even when the creature is otherwise inactive. The two large eyes on its bulbous head glitter with an alien malice.

Approach:

Taka comes in over the sunken delta, swimming with incredible grace for his bulk. The U.N. Mediterranean fleet had detected him earlier, and are in pursuit. Unfortunately, the aircraft that make visual contact with him crash into the sea, and when the fleet eventually orders a saturation shelling of the area, it only makes him angry. He erupts from the water in the middle of one destroyer group, latching onto the lead vessel and rolling it upside-down. As he is capsizing it, all crewmembers on the other ships who witnessed this act begin to gibber incoherently, go berserk, or become catatonic. The last semi-coherent transmission is "He rises! HE RISES!" This is the point where ATEN summons the pilots to their entry plugs.

Battlefield:

Taka emerges from the sunken ruins (Sector 1) which are waist-high water, and stomps through the beach-head (Sector 2).

Strategy:

It uses Float and Expert Grappler to close with ranged foes, once it determines they are a bigger threat than those up close. It can chuck cars, boats, and pieces of buildings at enemies who are just out of reach. It tries to knock opponents into water when possible, where it can drag them down, or at least hinder their flight. It has no Absolute Defense, and relies entirely on fortifying itself with AT powers/fields, and on its own ridiculously tough body.

Best way for the players to drop it would be to unleash as much Soft Damage on it as they can to increase CM, then hope their Glancing Hits can take out its arms. Progressive pistol (check Reddit about ranged use of Progressive quality) has Cutter quality. Araceli could take another Requisition upgrade, give the pistol to Adam, then use her rifle while Adam uses knife/pistol.

ALSO NOTE: Each Pharaoh has storage in one wing, so each should have a spare magazine. Starting Equipment includes Pallet Rifle, Combat Knife, Progressive Knife, and whatever other tech the characters start with. Requisition is IN ADDITION to these starting items.

Difficulty (3)

Tactic (Assault)

70 Martial, 40 Ranged

Large Humanoid (+10 to hit Taka, 28 Reflexes, 0/6 mod points)

Str 5, Armor 1, Tough 9, Ref 28, ATS 2, ATP 5,

Physique 60, Int 20, Emp 20

Maneuver Traits

Swimmer

Walker

Core Traits

Either on its upper chest, hidden behind some tentacles, or it has no core.

Potential Boost (1), Undying (3)

Defense Traits

Deep Sea (2), Staying Power (3)

AT Traits

Float power (1), Fortify power (1)

Terror Trait

Dread Display, inflicts Fear on non-Pilots who witness one of its kills

Offense Traits

Massive Claws, Claws 1 (1d6+S, can trigger Repulsion quality every 4 intervals, launch target 1 sector)

Hurled Object, Shot 1 (1d6+2)

Talents and Skills

Expert Grappler (Power Tackle)

Opportunity Attacks

Accurate, Denial, Retreat

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After-Action Report

Theoi, codename "Yammu" made landfall, engaged U.N. ground forces, and defeated them. Yammu was then engaged by Pharaoh units 01 and 03. The Theoi proved extremely resistant to Pharaoh-scale small arms, but burst-fire from the Pallet carbine and sustained fire from the P-8 eventually wore down its defenses. Yammu attempted to retreat back into the water, but was pursued and brought down by Pharaoh unit 01. Theoi defeated, with minimal damage to the Pharaoh units.

Theoi remains are currently being collected from the north shoreline, and taken for analysis. So far, no "core" structure has been identified. Minor concern over water contamination due to where the subject was brought down, but results inconclusive; isolation measures in progress.

U.N. military casualties are high, and include General Pentecost. Additional ground forces have been routed in, and overall command will be given to General Kaneko. Strategists are assessing the battle, and are expected to deliver a formal summary within the next two days.

Media reports of the engagement are effectively under control. Independent reports are scattered, confused, and hampered by the terror effect the Theoi exhibited. Mainstream media is looking to the U.N. military and ATEN Media Relations for answers. Media Relations has nearly completed a press release package, and is on schedule to release it just ahead of the U.N. military's own press release.

Collateral damage was minimal, under the circumstances. All civilians were successfully evacuated. A popular and historic bakery was destroyed, but no greater loss beyond that.

All-in-all, a far greater success than we anticipated.

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Biology Analysis Summary, Codename "Yammu"

After more than a decade of preparation, we finally encountered one of these things, alive and kicking. Well, I suppose I'll only ever encounter them when they're dead, if I'm lucky. Anyway, most of our findings are in line with our predictive models, so I will focus on what doesn't jive.

First off, this thing is much tougher and denser than we anticipated. Or at least, it was. We have noticed a marked decrease in physical resilience in the few hours since death, accompanied by an alarming growth of material. This thing somehow "folded" itself inside itself, as if its internal organs and structures weren't entirely in Euclidean space. That seems to be why it was able to take so much punishment; its organs were enveloped in far more flesh and muscle than we imagined. Now that it's dead, it's slowly "unfolding". Which is going to make storage and disposal a bit tricky.

And speaking of organs, we're finding an impressive level of redundancy. The bastard had organs for days! If it had some actual armor to boot, we might not have been able to bring it down. But for all those organs, there is no sign of a core. Dr. Vahlen and I are still floating theories, but it is possible that our tentacled friend either disseminated the core throughout his entire body, or "folded" it away so well that it won't be coming back to Earth.

Either way, dude is dead, no question.

- Dr. O. Salieri

[Addendum: I hasten to add that Dr. Salieri is being jocular in her references to the entity being male. As far as we can tell, it has no obvious means of reproduction, let alone sex characteristics. This is consistent with our models. - Dr. M. Vahlen]

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Tactical Analysis Summary, Codename "Yammu"

The battle results were ultimately in the 90th percentile of STARS simulations, but there is still much we can learn from this successful engagement.

The effect of conventional forces on the target were predictably minimal; anything short of Pharaoh-scale weapons were ineffective. The UN had been apprised of this likelihood, but their failure to account for it has at least provided us with excellent data on Theoi capabilities. If possible, I would recommend using conventional forces for this purpose ahead of every Pharaoh deployment.

Post-battle analysis has given us greater insight into the target's psychic attack. While such a weapon had been theorized, we had no prior models to work from, so it was not fully incorporated into our plans and simulations. Now, we know that the Theoi can directly assault the minds of human beings, and that in some cases an active AT field can provide protection from such attacks. We will need to develop countermeasures.

Once engaged by the Pharaoh units, the creature proved to be relatively uncomplicated in its tactics and capabilities. Main strength and resilience, paired with focused aggression on what he perceived to be the biggest threat at any given moment. While it could certainly have flattened a Pharaoh in a protracted engagement, and indeed seemed to have several methods for keeping in range, it lacked damage capabilities on par with our heavier weapons. However, we must be careful not to let this lull us into a false sense of confidence. In particular, I recommend that the Pharaoh pilots be given further training in defensive use of AT Fields.

Finally, the creature's goals and motivations are yet unclear. It seemed unconcerned with human

presence (it bypassed several fishing vessels while crossing the delta) unless it was attacked, in which case it pursued its foe with increasing vigor. Only when it realized that our forces could severely harm it, did it exhibit any signs of disengaging. While it was unambiguously headed towards Cairo-3, as we predicted, it did not seem to have a specific destination in mind. It is possible the creature simply became "distracted" by the forces opposing it, but I speculate that, had the Pharaohs not intercepted it, the creature might have begun a search pattern.

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GM's Notes:

The Stamina disparity meant that Yammu spent a lot of time chasing down the players. They could theoretically have kited him all battle. Any melee-focused enemies need to have ways to close in, like Sachiel's stretchy arms or a Charging attack.

Even with Undying and Staying Power, Yammu was racking up his damage pool. Armor is more important than I thought, as it helps to keep damage pool down. It can be bypassed with the right weapons, though.

Yammu was impressive in terms of toughness, but his physical strength was lacking. Yes, he could chuck people around, but he couldn't quite batter through their armor enough to deliver solid hits. This was intentional in his design, but I think later opponents need a better balance of offense and defense. The fight is more interesting if both sides have similar Critical Momentum.