



ATLAS NEWS REPORT

OVERWATCH RESPONDS TO THE NULL SECTOR THREAT



ATLAS NEWS: *After months of turmoil, Null Sector has retreated. Yesterday evening, Overwatch's acting commander, Vivian Chase, also known by her callsign, Sojourn, delivered a report to Secretary-General Osei and the International Justice Commission Central Command, followed by a brief interview with our correspondent. Sojourn described her comments as a summary of after-action reports and observations provided by Overwatch agents, detailing the organization's approach to combating the Null Sector threat.*

ACTING COMMANDER CHASE: As IJC Central Command is aware, Overwatch has supported missions to repel Null Sector forces in Paris, Busan, Rio, and several other fronts. These attacks targeted cities with a high population of omnics, wherein millions were fitted with unidentified “subjugation devices” that seemingly rendered omnics unresponsive. The majority of these “subjugated omnics” were abducted by Null Sector throughout the invasion, but a small percentage were recovered by Overwatch and ally militaries. Efforts by former Overwatch agent Torbjörn Lindholm to understand the function of these devices and how to safely remove them are ongoing.

Two days ago, at 0620 hours local time, a strike team was dispatched to Buenos Aires to investigate reports of a new warfront opening. At 1235 hours, all remaining Null Sector units entered a state that Agent Brigitte Lindholm described as “sentinel configuration.” Null Sector abruptly ceased all offensive maneuvers, formed a tight perimeter around their command ship, and began loading the remaining subjugated omnics onto the ship. Further reports confirmed that all thirty-seven global holding facilities for rescued, subjugated omnics were being breached and raided.

SECRETARY-GENERAL OSEI: Does Overwatch have any theories as to why Null Sector’s units would suddenly act this way?

ACTING COMMANDER CHASE: The sentinel configuration was designed to stop Overwatch forces from interfering with Null Sector’s retreat. Nulltroopers were observed carrying subjugated civilian omnics onto their command ships. Unfortunately, all attempts to breach these defenses proved beyond Overwatch’s current capabilities.

SECRETARY-GENERAL OSEI: “Designed to stop Overwatch forces . . .” You seem very confident in that conclusion. Do you have definitive proof?

ACTING COMMANDER CHASE: Overwatch agents discovered that a signal was being broadcast to warbots across all active fronts. With the aid of Efi Oladele, a newly recruited robotics specialist, this modified Omnicode was recorded, transcribed, and translated.

Miss Oladele’s translation revealed a series of commands that altered Null Sector warbot programming, culminating in the abduction of subjugated omnics followed by a mass retreat. However, by the time we had enough information to respond, all units exited sentinel configuration and began to retreat with the subjugated omnics.

COMMISSIONER NIELSEN: So you are saying Overwatch was not strong enough to stop Null Sector.

ACTING COMMANDER CHASE: That’s not my assessment. Null Sector’s actions targeted and devastated populations across the globe. No organization could have anticipated and countered this retreat with 100% effectiveness. The invasion was a calculated maneuver, intended to exhaust our resources.

Overwatch agents did their best in difficult circumstances, and it is thanks to their efforts that we have any intelligence to share today. I can’t emphasize enough Miss Oladele’s contributions; without her expertise, the Omnicode broadcast and its contents may have remained unknown to our agents and the world at large.

SECRETARY-GENERAL OSEI: Noted. Did Overwatch attempt to pursue the command ships to their destination?



ACTING COMMANDER CHASE: Overwatch dispatched all our available pilots in pursuit of command ships, but our pilots were intercepted by aerial warbots. Though our agents were ultimately successful in eliminating these units, we lost visual on the retreating ships.



COMMISSIONER BANGURA: Does Overwatch have any leads as to where they might have gone?

ACTING COMMANDER CHASE: Not at this time. We believe Null Sector utilized cloaking devices, which interfered with satellite surveillance systems. Our agents are currently attempting to recover this corrupted satellite data and determine where the command ships may have fled. It's unclear what Null Sector's intentions are, or what this means for the invasion.

SECRETARY-GENERAL OSEI: Thank you, Commander Chase. Do you have any further remarks before we conclude this briefing?

ACTING COMMANDER CHASE: Though Null Sector caused no further damage or casualties to the occupied territories, they successfully absconded with 99.2% of all previously subjugated omnis. In the wake of this attack, I want to take a moment to recognize what a tremendous loss this is for the global omnic community. I would encourage the IJC and world governments to extend all available resources to support their omnic citizens.

To better prepare the world against further threats from Null Sector, Overwatch will share our complete findings with the IJC. Thank you.

ATLAS NEWS: *Sojourn! Is Overwatch disbanding now that Null Sector has retreated?*

ACTING COMMANDER CHASE: Under the IJC's directive, Overwatch is currently on standby.

ATLAS NEWS: *It was your testimony during the Petras Act hearings that led to Overwatch being shut down, yet you now sit in a role as acting commander. Will you order Overwatch to disband again if the IJC demands it?*

ACTING COMMANDER CHASE: The Overwatch agents who responded to the Null Sector invasion did so out of a desire to do what was right when they were needed. I stepped into this role for the same reason. When the IJC determines the world is safe, I won't be needed any longer. I'll heed the order knowing I've done my part.

