

NULL PROTOCOL



Once tools of others, now architects of their own survival and destiny.

SIGNATURE RULES

SIGNATURE RULE • NO MORE MASTERS

Null Protocol units cannot be controlled by enemy abilities, effects, or conditions that would force them to change sides or act against their warband. They did not sever one set of chains to wear another.

SYNTHETIC PHYSIOLOGY

Protocol models are completely immune to Poison effects. Somewhere in Nova Eden, an assassin with a needle pistol is having a very frustrating day.

MOMENTUM SURGE • DATA SYNC • COST 2

Spend 2 Momentum to link the active model with another within 5". The second model immediately repeats the same non-attack action for free, without counting as its activation. One moves, and the other moves with it, two minds agreeing at the speed of signal.

ADAPTIVE SUBROUTINES

At the start of a round you may enable one Subroutine your Leader has access to. Each Subroutine may only be used once per game. Bank status: 3 of 6 decrypted.

01 • ENCRYPTED

Awaiting decryption. Further Subroutines unlock as new leaders reveal.

03 • ENCRYPTED

Awaiting decryption. Further Subroutines unlock as new leaders reveal.

05 • OVERDRIVE SEQUENCE • SAFETY LIMITS: OFF

All friendly Null Protocol models gain +1 FHT until the end of the round.

02 • ENCRYPTED

Awaiting decryption. Further Subroutines unlock as new leaders reveal.

04 • TARGET LOCK • ALL LENSES, ONE TARGET

All Null Protocol models gain +1 ACC when targeting enemies within 10".

06 • PURGE DIRECTIVE • DELETE THE FEAR

All Null Protocol models immediately remove all Nerve Tokens.

PROTO-PRIME

LEADER COMBAT

₣ 44

5	2	4	1	4
M	ACC	DEF	FHT	HP

SLOT	WEAPON	RNG	ATK	DMG	TRAITS	CRIT / SPECIAL
RANGED	Sawtooth Rifle	12"	2	1	Recoil	
MELEE	Knife	1"	-	1	-	

PROFICIENCIES **Ranged:** Pistols, SMGs, Rifles, Shotguns · **Melee:** Blades, Blunts

ADAPTIVE SUBROUTINES (ASSAULT PROTOCOLS)

May enact one of the following Subroutines at the start of any round. Each may only be used once per game.

Target Lock: All Null Protocol models gain +1 ACC when targeting enemies within 10".

Overdrive Sequence: All friendly Null Protocol models gain +1 FHT.

Purge Directive: All Null Protocol models immediately remove all Nerve Tokens.

PRIORITY TARGET (ACTION)

Designate one visible enemy model within 15" as the Priority Target. All friendly Null Protocol models may reroll results of 1 on ranged attack rolls against that target this round.

COMMAND RELAY

After this model finishes its activation, you may immediately activate one other friendly model within 5" that has not yet activated this round before the opposing player activates.

FREEBORN TROOPER

CORE FIGHTER

₣ 20

5	1	4	1	3
M	ACC	DEF	FHT	HP

SLOT	WEAPON	RNG	ATK	DMG	TRAITS	CRIT / SPECIAL
RANGED	Scrap Repeater	15"	1	1	Crude	
MELEE	Unarmed	1"	-	1	-	

PROFICIENCIES **Ranged:** Pistols, Rifles, Launchers · **Melee:** Blades, Blunts

FAULT-TOLERANT SYSTEMS

Each time this model would gain a Nerve Token, roll a D6. On a 6+, the token is ignored.

ADAPTIVE FIRELINE

If another friendly Null Protocol model has already made a ranged attack against the same target this round, this model gains +1 ACC when making a ranged attack against that target.

Special: Unarmed attacks suffer -1 to Fight rolls.

SKIRMARK UNIT

CORE SCOUT

¥ 22

6	0	3	0	3
M	ACC	DEF	FHT	HP

SLOT WEAPON RNG ATK DMG TRAITS CRIT / SPECIAL

RANGED Crank Blaster 10" 2 1 Burst Fire, No Aim, Crude

MELEE Unarmed 1" - 1 - **Special:** Unarmed attacks suffer -1 to Fight rolls.

PROFICIENCIES **Ranged:** Pistols, SMGs, Shotguns, Throwers · **Melee:** Blunts

MOBILITY DIRECTIVE

After making a ranged attack, this model may immediately move up to 2".

EVASIVE FRAME

If this model moved this turn, ranged attacks targeting it suffer a -1 ACC modifier.

NULLBLADE OPERATIVE

SPECIALIST SKIRMISHER

¥ 28

6	1	3	2	3
M	ACC	DEF	FHT	HP

SLOT WEAPON RNG ATK DMG TRAITS CRIT / SPECIAL

RANGED Throwing Knives 6" 1 1 Sidearm, Silent

MELEE Knife 1" - 1 -

PROFICIENCIES **Ranged:** Pistols, Thrown Weapons · **Melee:** Blades

SUBROUTINE CLOAK

If this model begins its activation out of Line of Sight of all enemy models, it gains +1 ACC and +1 FHT for this activation.

LEAP DIRECTIVE

This model gains +1 to Jump tests when jumping gaps or down levels.

WEAPON TRAITS

AS FOUND ON NULL PROTOCOL WEAPONS

BURST FIRE	Can split attacks between targets within 2".
CRUDE	On a natural roll of a 1, the item breaks and can no longer be used for the remainder of the game
NO AIM	Cannot benefit from Aim bonuses.
RECOIL	Each consecutive shot after the first suffers -1 to hit.
SIDEARM	Can fire in melee with no penalty.
SILENT	Shots don't alert nearby enemies (used in stealth missions).

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SEVERED CHAIN

SUGGESTED WARBAND

8

FIGHTERS

196

THRACKS SPENT

4

LEFT FOR GEAR

THE MUSTER

200 THRACK LIMIT

QTY	FIGHTER	ROLE	M	ACC	DEF	FHT	HP	EACH	TOTAL
1	Proto-Prime	LEADER COMBAT	5	2	4	1	4	44	44
4	Freeborn Trooper	CORE FIGHTER	5	1	4	1	3	20	80
2	Skirmark Unit	CORE SCOUT	6	0	3	0	3	22	44
1	Nullblade Operative	SPECIALIST SKIRMISHER	6	1	3	2	3	28	28

MUSTERED • 1 LEADER • 6 CORE • 1 SPECIALIST

THRACKS 196 / 200

WHY THESE FIGHTERS

PROTO-PRIME

ACC 2 and a two-shot rifle. Priority Target rerolls 1s for the whole warband, and Command Relay buys a second activation.

FREEBORN TROOPER X4

Adaptive Fireline is +1 ACC on any target a friendly model already shot this round. Four of them compound fast.

SKIRMARK UNIT X2

Burst Fire at 10", then Mobility Directive walks them 2" back into cover. Evasive Frame punishes anyone shooting back.

NULLBLADE OPERATIVE

Starts out of line of sight for +1 ACC and +1 FHT, then removes whoever is standing on the objective.

HOW IT PLAYS

- Call the Priority Target first, then feed Freeborn shots into it. Every shot after the first lands at +1 ACC.
- Use Command Relay the moment the Proto-Prime finishes. Two of your models act before the enemy gets a say.
- Bank Subroutine 04 Target Lock for a round when the enemy has closed inside 10".
- Watch out: the Crank Blaster is Crude and No Aim. Expect the Skirmarks to be unarmed by round three.

MOMENTUM SURGE • DATA SYNC • 2 MOMENTUM • A SECOND MODEL REPEATS THE SAME NON-ATTACK ACTION FOR FREE.

OPENING THREE ROUNDS

SUGGESTED LINE OF PLAY

■ ROUND 01

Skirmarks push wide, fire, then Mobility Directive back into cover. Freeborn hold the centre and do not overextend.

■ ROUND 02

Name the enemy leader as Priority Target. Chain Freeborn shots into it, then Command Relay for a free extra activation.

■ ROUND 03

Nullblade breaks cover onto whoever holds the objective. Bank Purge Directive for the round Nerve Tokens pile up.

MUSTER RULES • BUILDING YOUR OWN 200

Every warband must include at least one Leader. • You cannot field more Specialists than you have Core fighters. • Zero to one Juggernaut units. Maximum fourteen fighters. • One faction only, unless the scenario allows allies. • Spend anything left over in the Starter Armoury.

NO MORE MASTERS: YOUR FIGHTERS CANNOT BE CONTROLLED OR TURNED BY ENEMY EFFECTS.