

# Overwatch Command

- [Overwatch Central Intelligence \(OCIN\)](#)
- [The Central Directive Network](#)

# Overwatch Central Intelligence (OCIN)



## Overwatch Central Intelligence Network

### GLOBAL ARTIFICIAL HYPERINTELLIGENCE

The Overwatch Central Intelligence Network (OCIN), is the means by which the Combine coordinates all ground forces on their occupied Earth, inclusive of Civil Protection, and other affiliate groups such as conscripted or provisional military forces. This intelligence network consists of a massive web of synapses and facilities specifically designed to act as relays for the main Artificial Intelligence hub in a given area. It is used primarily for data storage, but also functions as a means of relaying information or instructions to **Overwatch military** and **Civil Protection** forces via radio communication.

Designed primarily using stolen technology mimicked or copied from discoveries located on initial incursions into the Aperture Science Research Facility which were then combined with more advanced off-world adaptations, the OCIN is now far and beyond the most advanced AI network on Earth.

It is directly controlled by the alien masterminds that hold this planet hostage - the Global Advisory - to which they observe through envious eyes upon the rest of humanity with a devious intellect behind it.

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## O.C.I.N Functions

### Primary Hubs: *Only located within Citadels*

The OCI Network begins at the very apex of its pyramid of information relay hubs with large, heavily fortified data centers planned within the Citadel of every major city on Earth. In 2014, construction of these facilities is ongoing, with some sections partially operational. This separation of centralized intelligence ensures that even if one Citadel is destroyed, the OCI network will continue to function across the rest of the planet, though its coherence and consistency will be heavily damaged in the area surrounding the destroyed Citadel. These 'primary data centers' as they are referred to by the Combine serve as the most advanced and durable storage locations of intelligence and information the Union possesses. It is here that the most critical information is kept as well. Additionally, these hubs are in constant communication with other primary and secondary hubs.

If a primary hub is threatened or destroyed, the network is intended to offload its data to other hubs to prevent loss, though in 2014 this capability remains largely theoretical and untested.

### Secondary Hubs: *Located in smaller data centres, sometimes outside of cities*

These hubs are smaller, but still well protected facilities that house information considered less critical to the Union's forces on Earth. Unlike primary hubs, secondary hubs do not contain information concerning the Union's off-world operations or issues that involve global control, and are instead more localized in their information. They may possess data on nearby enemy positions, threats or dangers the Union is aware of, or high interest criminals that are either wanted by or in the hands of the Union.

These hubs are fully operational and integrated into the OCIN network. While their destruction would have **less severe consequences** than that of a primary hub, it could still disrupt regional communications and data flow.

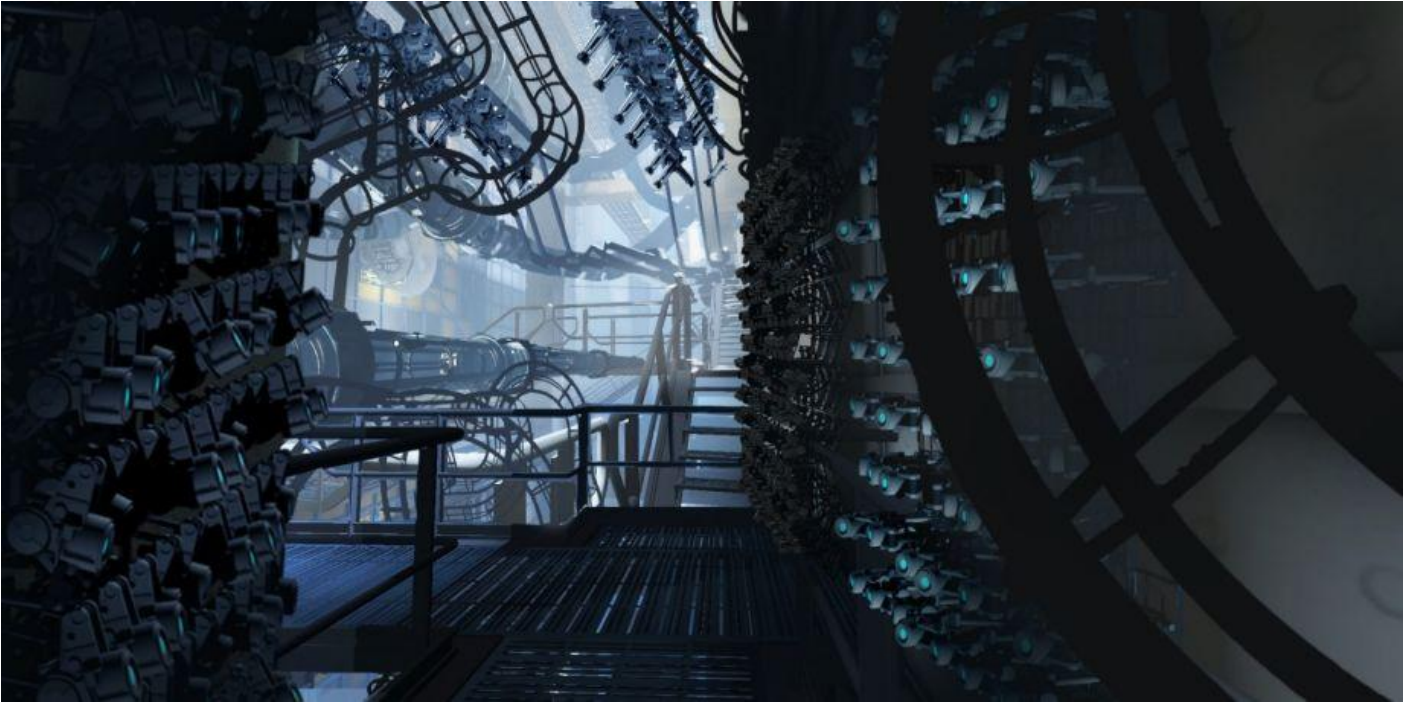
### Communication Relay Centres/Towers: *Normally located outside the bounds of city centres in either heavily forested or completely open terrain*

These locations are very small facilities or even just towers designed with a specific purpose in mind: expanding the reach of communications for the Union. Their sole function is receiving information or signals delivered by another location and boosting them to an intended location or party, be that a squad of soldiers, another tower, or a nearby secondary hub.

The destruction of one or even all of these towers would, while not completely removing the Union's ability to communicate, significantly damage or degrade the quality or quickness of information transfer outside the area surrounding primary or secondary hubs. This may at times necessitate the physical delivery of information from one location to another by the Union.

These locations are decently well protected, usually by one or two squads of Overwatch Provisional Arm personnel or Civil Protection if applicable.

# The Central Directive Network



“The Combine maintains an invisible web across all districts, a layered network of observation and control. At its foundation lies **Dispatch**, the “eyes in the air.” Above it, **Dispatch AI** interprets, coordinates, and enforces. At the apex, the **Overwatch Voice** presides- one of the ultimate arbiters of order, omnipresent, indifferent, and absolute.

## Dispatch

Dispatch is not a person. It is not a unit. It is the voice of observation. In 2014, this layer manifests as Scanners, small airborne drones that patrol cities, wastelands, and the Outlands.

Scanners hover silently, unseen but ever-present. They detect armed resistance, track movements, and record anomalies. When they pass, there is no warning, no hesitation- their sensors sweep every corner, every alley. Their intelligence is immediate, transmitted to the higher network for evaluation.

- **Role:** Field reconnaissance, threat detection, and data relay.
- **Limitations:** Cannot issue orders. It cannot act beyond observation unless elevated to Dispatch AI status.

Dispatch is the **nervous system** of occupation, feeding information upward while remaining invisible to those it watches.

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## Dispatch AI

Where Scanners observe, Dispatch AI decides. This localised intelligence layer interprets streams of incoming data, coordinates manpower, and enforces **socio-stability codes**.

When active, Dispatch AI allocates Civil Protection units, corrects protocol deviations, and manages alerts in real time. It speaks not in words but in directives, numerical sequences, and code bursts, filtered through the functionaries helmet overlays or radio pieces. Its presence is felt in every patrol, every sweep, every adjustment of citizen routines.

- **Role:** Tactical coordination, operational enforcement, manpower allocation.
- **Behavior:** Calculated, emotionless, precise. Deviations from its instructions are automatically flagged and corrected.
- **Reach:** District-level authority; subordinate only to Overwatch Voice.

Dispatch AI is the **brain of the local network**, unseen yet inescapable, ensuring that the Combine's will is obeyed even when no officer is present.

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## Overwatch

Overwatch is the **central authority**, the ultimate node of command across all Combine-occupied Earth. Its voice reaches from the armories of City 17 to the peripheral Outlands, transmitted through public broadcasts, helmet overlays, and command terminals.

It is neither human nor machine- it is a judgment, a constant reminder of submission. Its commands are precise, detached, and sometimes cryptic, cloaked in euphemisms drawn from medicine, law, and procedure. When it commands, enforcers obey without question.

- **Role:** Global coordination of human, transhuman, and synthetic forces; public broadcaster; ultimate judge of resistance.
- **Methods:** Tactical directives, reinforcement orders, socio-stability assessments, and citizen compliance notifications.
- **Effects:** Immediate and absolute; disobedience triggers punishment, reassignment, or termination. Rewards and privileges are meted through calculated algorithms.

Overwatch is not merely a commander; it is a **presence**, felt in every patrol, every broadcast, every hesitation. Its judgments are final, its reach unbroken, its indifference absolute.