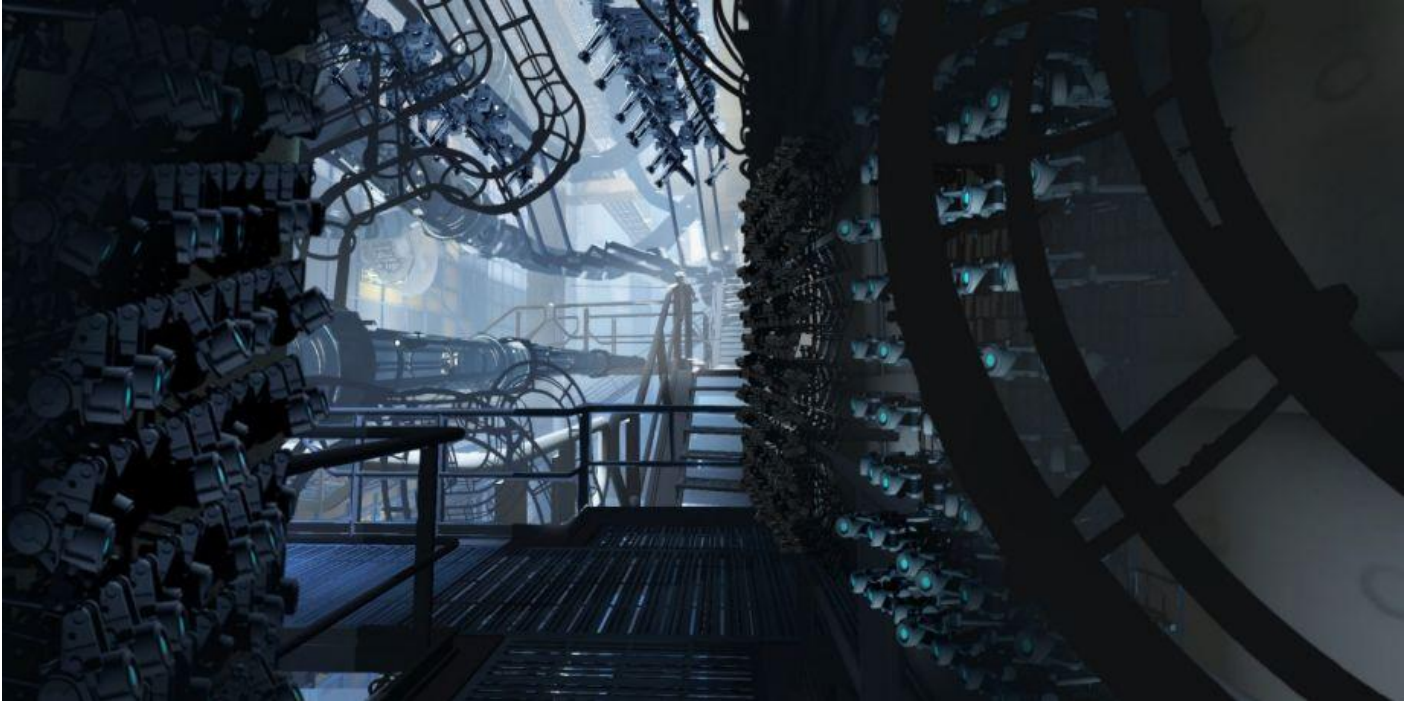


The Central Directive Network



“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.

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.

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.

Revision #4

Created 2025-12-10 15:14:24 UTC by Genevieve

Updated 2026-02-21 13:47:42 UTC by Genevieve