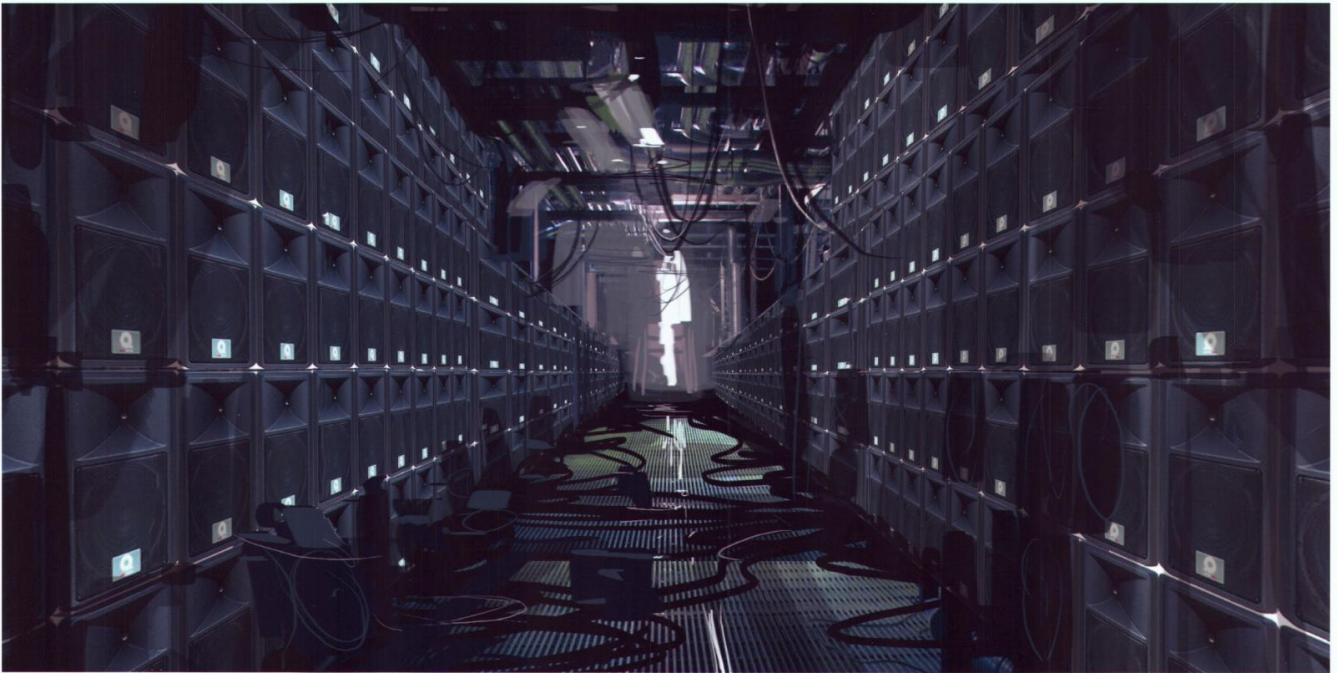


Restricted Access

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Overwatch Forces



The Overwatch Forces of Earth

The Transhumans

During the Seven Hour War, the Combine deployed its apex military force - the Overwatch Synthetic Arm - to lead the invasion and rapid subjugation of Earth. This fleet consisted of highly advanced synthetic warforms engineered for swift, overwhelming warfare across multiple dimensions. These machines, many of which have since vanished, represented the zenith of Combine martial technology and acted as the spearhead of the invasion effort.

From 2004 through to 2008, this Synthetic Arm remained Earthside, acting as both occupation and enforcement. Synthetics were frequently seen roaming the wastelands, derelict cities, and unincorporated regions of Earth, executing search-and-capture operations on remaining human populations. Survivors were relocated to Combine-administered zones, where their identities were registered and their freedoms restructured. In the absence of fully trained human collaborators or domestic enforcers, these machines served as the de facto security force, coldly efficient and ruthlessly logical.

But the Synthetic presence was never meant to last.

As global occupation stabilized and compliance mechanisms were established, the Overwatch Synthetic Arm withdrew through interdimensional corridors, redeploying to more active warfronts across the multiverse. In their place came a new breed of enforcer is planned to take over: the Overwatch Transhuman Arm - humans, reconditioned and physically augmented to serve as the boots on Earth's soil.

This Transhuman program began its planning phase around 2009-2010, with selected human candidates undergoing surgical and neurological augmentation through the Overwatch Provisional Arm in 2014. The result will be a soldier more capable than baseline Civil Protection, yet more cost-effective and adaptable than fully synthetic units.

The program is divided into two main classes:



Grunts: Pending

Intended as the core infantry of the Transhuman Arm, Grunts are projected to be augmented for enhanced physical resilience and tactical reliability. While preliminary prototypes may still retain traces of individual cognition, the goal is to produce units capable of disciplined frontline operation, constant vigilance, and adherence to Overwatch protocol. Emotional variance and hesitation are anticipated to be minimized through controlled conditioning, ensuring that Grunts function as consistent, efficient enforcers across all deployment zones.

Ordinals: Pending

Ordinals are envisioned as the next tier: squad leaders, field tacticians, and operational overseers. Conditioning protocols are designed to eliminate behavioral variance and enforce strict obedience, producing units that operate with precision and predictability. Ordinals are intended to execute complex, high-priority missions, coordinate subordinate units effectively, and maintain operational stability in escalated environments, serving as the human embodiment of Overwatch's strategic

will.

As development progresses, additional operational classes are **projected** to supplement the Transhuman Arm. Details remain highly classified and subject to continuous revision.

Suppressors: Pending

Role: ██████████

Armament: ██████████-grade systems integrated with reinforced armor.

Operational Notes: Designed for escalation zones and area denial. Field capabilities and visual identification ██████████.

Chargers: Pending

Role: Breach and assault operations ██████████.

Armament: ██████████ ██████████ with integrated shielding mechanisms.

Deployment Notes: Intended for close-quarters intervention.

Spikewalls: Pending

Role: Rapid-response support and escort ██████████ units.

Mobility: Enhanced ██████████ and limited ██████████

Operational Notes: Integration with existing enforcement networks is ██████████.