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NMX Processing Facility

A "Processing Facility" is a large planetary complex where NMX ships can offload their captives. Its purpose is to transform these captives into something useful to the war effort.

Products

- Ashes
- NMX Factory Workers
- Meat for NMX Field Rations, Type 31
- NMX Type 31A Light Infantry

Processing Captives

Preliminary Process

Dropoff

Captives are unloaded by shuttle into a heavily-guarded landing zone protected by forcefields. They are made to stand above marks on the floor so they can be easily counted and are divided into groups of ten. The groups are then moved expeditiously from the loading area into the facility. Any resistance will provoke a reaction from the guards; this can range from electric shocks to stun beams to lethal force. Typically the guards look for someone they can make an example of.

Any NH-27 Nekovalkyrja or other especially dangerous model of Nekovalkyrja is removed from the main group and sent into the facility in a special entrance where they are trapped in furnace-like chamber and burned with aether until there is nothing left but ash.

Confiscation

Captives are scanned and stripped of any remaining possessions and jewelry, which are sent to another part of the facility for sorting and processing. The captives are then informed they will be showering and are required to remove all of their clothing. The clothing is sent away to be sorted and/or burned.

Cleaning

Nude captives are sent into a large tiled shower room where they are sprayed with a foamy soap. Sponges are provided and their use is encouraged. After being rinsed off, the captives walk through a drying tunnel and into the sorting area.

Sorting

Captives are sorted by species and gender.

Holding

Captives are moved to various storage blocks where they are provided meager accommodations while they await the second stage of processing.

Processing

Species-Specific

- NH-29 are implanted with a mind-controlling parasite or are "reprogrammed" via ST overwriting. Alternatively, they can be used for ovipositation.
- Human and humans are sent to an NMX Butcher Room.

Making Soldiers

Nepleslians male captives are rendered unconscious and transported to a laboratory facility where they are placed on a table to undergo a series of automated operations performed by robotic arms.

- Mental reprogramming designed to make the soldier obedient and to remove his memories. Combat programming is added if needed.
- Removal of some organs?
- Rapid healing substance sprayed on the soldier

After the operations, the newly-made soldiers are equipped with the gear needed to become NMX Type 31A Light Infantry.

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