Cyborg Medical PLC Labs on Mars Bases
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Human bones can be used for cyborg creation, only the best tissue matter, body parts, and DNA is selected for splicing with cybernetic technology. There are lab technicians who monitor the selection processes for building the human cyborgs.

Cybernetic Labs on Mars Bases

The cybernetic labs on the Mars Planetary Corporations bases create semi human augmented cyborg soldiers and scouts in order to trade them to other advanced ET species as part of the slave organization which acquires medical serums to stop diseases or end the aging process, receiving technology that is hundreds of years more advanced that they can implement for building better ships, colony facilities, various space stations weaponry, healing medical pods, etc. as well as gaining rights for more trading routes in space and access to planets where they can build their colonies.

The PLC labs use both living and dead body parts for harvesting purposes in order to merge cybernetic technology with the human body component.
The PLC Mars cybernetic labs have cryogenic storage units where body parts, bones, tissue and DNA samples are stored from unwilling test subjects that were slated to be acquired for the cybernetic programs and experiments.

Interior of the PLC Mars Cybernetic labs, and holding facilities for testing of bio human and cybernetic technology compatibility for genetic matches. This is where the abducted human slaves are brought in order to conduct the cyborg/human integration process.
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Physical/computer medical checkup of the eyes and other body parts of the human/cyborg soldiers or scouts after the cybernetic integration process to make sure that individuals are at optimal health levels. As well as getting biophysical and genetic readouts to fit individuals for their exoskeleton suits or armor configured to their genetic type.
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Handheld genome scanners that are utilized in SSP labs and in black ops medical facilities. This handheld scanner can detect a being's full genome sequence for ET DNA and human/ET hybrids. A person's fingers are placed in the middle of the genome scanner and it reads the individual's genetic profile, imprinting it into a complete genome sequence of all the DNA.

Handheld sequencer genome splicers that can alter and splice DNA. These types of scanners and sequencers are being used in the cybernetics labs on Mars and only people with certain clearance access levels in the labs are allowed to use the genome scanners and DNA sequencers.
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When the cyborgs were being manufactured there had been various human body parts that were being spliced with bio-living machine components so the cybernetics laboratory technicians had to have an original imprint of the genome sequence of whoever's soul was going to be put into the cyborg as that person's DNA needs to match up with the soul's energetic frequency in order to place the soul in the cyborg.

The genome scanner was needed in order to provide the genome sequence for the cyborg whose soul was being intergraded with the cybernetics components and the DNA sequencer would splice together all the coding's of the genome sequence so there would be a complete DNA profile within the cyborg then the soul would function correctly with the DNA pattern and the cyborg body.
The Cybernetics labs on Mars have elaborate security entrance clearance systems. When someone needs to enter the labs there are the genome scanner pads that are in front of the locked doors. A person’s hand would be placed on the genome scanner pad where their genome variance would be scanned to make sure the person is what they are supposed to be and not a substitute clone with a flawed DNA variance, not a manufactured cyborg or an unidentified ET in the form of a human.

It is much harder to fake someone's genome pattern then say an iris scan or finger print those are actually easy to copy and mimic for reproduction.

Just like people's finger prints are unique to them so are people's genome variance types as they are not all the same. Genome variances may have different mutations or divergent DNA strands.
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Tank chambers with fluidic material to alter genetic structures and DNA sequencing. Cybernetic robots are created in these chambers and can have alien characteristics to be remote controlled.

Fluidic tank chambers used to create hybrid species of splicing alien DNA, and animal, with human genetics to form super soldiers, scouts, etc.
Nazi German Third & Fourth Reich scientists using electro magnetic field stasis unit to contain soul energy before it is transferred into a human/cybernetic being. Abducted/kidnapped humans and slaves hang on hooks in the PLC labs with dripping blood awaiting the soul transfer protocol.
Stasis containment unit where electrical field holds the soul until it is ready to be implanted into the Cyborg/human augmented soldiers and scouts.

Sometimes the soul energy that has been taken out of one being will be stored in containment for a while so it will need a strong electrically charged unit to hold it before final soul transfer into a cybernetic body is completed. The soul energetic and vibrational patterns might also be changed in the egg-like electrical stasis holding chamber so the soul cannot remember most of its old memory engrams.
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Containment fluidic chambers with green goo, that hold the soldiers and scouts that are in the process of cybernetic augmentation.

These chambers have fluid that can alter genetics and DNA, as well as heal brain damage, regenerate body parts, etc.

The containment chambers can also act as torture technology to break down the psyche of the beings which are being held in these chambers.

Abducted and kidnapped people are held in these chambers for months at a time.
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Regeneration tanks that can fully grow clones, ET/human hybrids, etc. The regeneration tanks have been utilized in various black ops underground medical facilities and labs like Area 51, Antarctica, Mars, and on other planets where full body regeneration of soldiers is required.

Even if soldiers or SSP agents are on the brink of death the regeneration tanks can revive half dead beings or even those who have already died but have not been dead for a long period of time.
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Cyborg/human soldiers and scouts being put in cryo stasis units in the PLC (Planetary Corporations) labs on Mars.

These soldiers/scouts will be traded to various ET groups in exchange for having advanced technology, medicine, trading rights in space lanes, mining privileges, building of outposts, space stations, and the colonization of other planets out beyond the solar system.
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Cyborg/human soldiers and scouts being conditioned to take programming and orders in the PLC labs connected to Mars bases. This can involve mind control and memory manipulation.

The soldiers and scouts are exposed to holographic scenarios where they are tested in simulation programs to see how they will react to live situations in terms of combat readiness, encountering aliens, taking orders, not questioning orders. As well as to create brainwashing and false memory implantation so the individuals are programmed for specific tasks or mission parameters.

When there are holographic scenarios involved the soldiers and scouts experience situations that feel to them like real events which are happening in current life.
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There are electrical chairs and laser technology that can alter the brain patterns of individuals in order to simulate false or implanted memories making people believe that they experienced an event or situation in their lives that feels very real to them but never actually happened in reality.

As well there are mind control helmets that can simulate virtual reality making people think that they are seeing something in front of themselves which is not really there. Mind trauma is created in order to scare people, cause fear in order to fracture the mind and soul, thereby breaking the person and making them weak in spirit. This creates vulnerability so people can easily be controlled to do unspeakable things that they would normally never do.
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PLC agents checking/monitoring the process of how other agents are receiving mind programming protocols/instructions in order to be ready and prepared to go out on active missions. This is happening on the Mars bases and in the ICC labs, as well as on other planets in solar systems.
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Experiments being done for cross breeding of human and ET hybrids as well as genetically modifying humans to create super soldiers. Often the super soldiers have advanced abilities like becoming invisible, being able to change weather, work with water manipulation, fire, electricity, and have fast reflexes. Other super soldiers are cross bred with animal genetics and can shape shift into animals or partial animal/human form(s).
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The PLC labs on Mars have genetic and DNA vaults which house genetic material of the human species, animals, plants, minerals, etc. From these genetic vaults, replication of the species can be done and repopulation can be created if there is a catastrophe on Earth or other SSP colonies on different planets.

An example of what a replication lab looks like with regeneration chambers.
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The medical pods and stasis transfer holopods are manufactured on the PLC Mars labs which are located near the Mars base facilities with heavy security. There are also regeneration stations which can scan the body for minor damage like broken bones, burns, or tissue damage and regenerate bones, cartilage, tissues, etc. so there is no physical damage left to the body.

For complete body and brain repair the medical pods need to be used in order to remove all disease and heavy unrepairable damage as well as reviving those that have died recently and been dead for close to fourteen - twenty hours.
Holding facilities with electric restraints when testing subjects for genetic modification to create super soldiers with augmented psionic abilities. Many times the subjects are sedated so they do not remember what genetic procedures were being done to them.
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Holographic medical scanner connected to both the subject and the scientist through a neurolink electrode connection. The scientist can see the subject’s body parts and organs, in order to be able to make cuts and incisions for where body parts will be spliced with cybernetically augmented technology. There are laser and cutting implements hanging above the holographic scanner, for when the augmentation process starts.
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The PLC cybernetic labs have facilities for creating neurolink implants that are made from nanite technology and gold fiber optics. There are ocular neurolink implants and also deep brain matter fiber implants. These implants record visual telemetry of where individuals go off world, who they meet, and what type of information the brain is processing. All this recorded telemetry information is sent through the neurolink brain wave interface to the PLC holographic virtual databases for file classification on different agents, mission intel, ships, planets, aliens, etc. The neurolink implants are also used to create telepathic connections to be able to interact with onboard ship systems using the mind through technology connection. Pilots use the neurolink interface to merge with super computers in order to program flight parameters into ships for navigation and operate the ships this way, as well as communicate with others telepathically who have neurolink implants. These implants can also act as language translation devices, and also augment the brain to have photographic/eidetic memory, or open natural star gateway portals with the mind in order to travel to different planets or star systems.
The neurolink chairs are technology that allow augmented humans with neurolink implants to connect with the neuro interface of the cybernetic chair tech and be able to track or monitor individuals at anytime as well as view any events happening on the planet or out in space. These neurolink chairs can be adapted to view timeline events either backwards in time or forwards in time, as well as open star gate way portals in order to travel to various points on planets or even different solar systems. The neurolink chairs allow to create holographic constructs where individuals communicate with each other in real time through a virtual biofeedback slip stream loop in their minds, seeing places, locations, and other people interacting with each other. As well the neurolink chairs can be used to download information or upload data to them, archive memories, and retrieve information from various databases.
The PLC scientists use medical serums to alter the body chemistry in order to be able to change genetic characteristics of people. This happens where body mass or shape can turn into humanoid looking ET’s temporarily then return the people to looking back to human after a while or short time. As well the scientists have the ability to combine cybernetic technology with the biological functions of the human body to create augmented cyborgs.
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There are stasis transfer units in which human slaves, augmented soldiers, and scouts are transported in when they are traded to ET species. The slaves are used for different purposes like slave labor, sex trafficking, mind control, military uses, medical experiments, etc.

The trading and transfer of slaves happens on many of the highly guarded PLC Mars labs and training facilities. As well the PLC has four different cloaked Mars Station Orbiter platforms where aliens can go to bargain for trading of humans.

Most trading of the human slaves happens on the orbiter stations and off planet so these unethical practices cannot be easily observed/reported to the Planetary Corporations.
In insurance on Earth a human life is worth around $300,000. It is true some get a lot more, and also some get a lot less. This is talking here about accidents to humans on Earth, not really servitude, indenturement or slavery.

So how much is a human life insurance, value in this part of the secret space program worth. Holopods, do require a certain amount of time, personnel, and resources to operate. Is this an added term to a policy, for the above-mentioned statement?

The holopod unit that keeps the human(s) in stasis while handed over to the ET is preprogrammed to keep the human sleeping so it does not take much for it to be operated, it is handed over with the human to the ET and no longer the PLC’s to handle, its for trade bargains, etc. Slaves wear metallic collars which are electronic so they behave and do not try to escape, the collars can create pain to keep slaves in line. The collars are worn around the neck, hands, or on the feet.
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But who fixes the Holopod if it breaks down, or needs upgrades for the Humans? And, if a being has one holopod already for one human, that being would surely not buy another holopod. If they acquire more humans. So one holopod could be servicing many humans. Hence ware and tear from usage on one holopod would be high, so this one unit would require maintenance to keep a number of humans healthy and well.

The holopod units are already provided when the ET trades to have a human slave(s) its part of the original agreement. Holopods are only to transfer the human into ET custody then the human is no longer in the holopod. This holopod is not a medical healing pod, various pods have different purposes. The pod is to keep the human sleeping temporarily so it cannot escape its ET master. The humans become ET slaves after they are taken out of the holopods.
Medical Pods/Holopods Hypothesis

Holopods should have the capabilities to keep slaves maintenance free as pertains to physical and mental health. Any being purchasing or trading for one or more humans would demand this. Because there may not be facilities for the health of humans where they are going. In fact if you look at it from the extraterrestrials point of view they also would carry their own type of holopod with them when they are away from home, after all these extraterrestrial beings could not depend on some other extraterrestrial being to know their medical physiology and have a doctor just for them. Also in transit across a solar system or galaxy the being would have to provide their own technology for medical emergency for themselves. It would be important to make sure that these holopods have upgrades for medical physiology of human slaves, as buyers and traders would likely demand this. Informational Credit: Theodore Hahn
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The PLC Mars labs build full A.I. artificial intelligence androids and robots that operate some of the cloaked Mars Station Orbiter platforms.

These androids and robots have human looking features but their skin color could be silver or grey to distinguish them from the cyborgs which are partially human spliced with cybernetic technology.

The A.I. androids and robots interface with various computer systems in order to maintain and repair ships or space stations which are located near Mars planetary orbit.

This is an example image to represent how an artificial intelligence A.I. android or robot is being built.
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Surgical medical center run by a Military Industrial Complex Secret Space Program (MIC-SSP). These surgical centers have age regression pods, holographic pods with medical lasers to regenerate missing body parts, heal wounds like burns or scars with gel serums and do body scans for health checks.

The age regression pods look like MRI machines that are used to scan the human body currently in Earth hospitals.
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The age regression pods have time dilation technology which can change the temporal condition of living beings, by dialing forward the Zero Time Reference axis in the biological systems of humans while the time dilation mechanism shifts time backwards to balance the process.

There are magnetic magnets inside some of the holographic pods that can trigger memory recall or erase traumatic memories/experiences from the brain.
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Medical Healing Pods, Regeneration Tanks, and Healing Tubes

Age Regression Pod
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Age Regression pod with bio scanners checking the body to make sure there are no wounds, scars, or emotional trauma before an individual is regressed into a young age stage from their current older age.

The age regression pod can fix skin tissue damage and various types of burns.
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Regeneration tanks with green substance. These tanks can regrow body parts and fix trauma damage to the nervous system and the brain.
Memory recall and regression sessions in liquid pools with visor virtual reality technology in order to recover ET past life memories and experiences.
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