

Operation: Overtime

WARNING: 80 HOUR LIMIT REACHED

assessing salvage status...

assessing salvage status...

assessing salvage status...

assessment complete

Conclusion: **QUOTA NOT MET**

loading employee reprimands...

QUOTA override by user 3no5ichth0n

awaiting new input...

OVERTIME PROTOCOL ACTIVE

Welcome back Myxini Operatives. You have been granted emergency overtime status. Your resources have expanded to include all equipment available to Myxini Salvage, and all personnel required to complete your quota.

Overtime protocol is not optional. You did not earn this through effort, and you were not granted it out of kindness. As your contract dictates, your boots will not know home till you put a stop to what is happening on the MS Zathura.

We will spare no expense to ensure you meet this goal, but be warned that the path home is still up to you. Should you perish, hope that your team will find that path for what remains of you.

Myxini Salvage

This company came into prominence in the aftermath of the fall of Seccomm. Due to the extra wreckages from the wide-ranging conflicts, the salvage and removal of dangerous materials became extremely profitable. Myxini absorbed a few other companies involved in excavation and long-range scanning technologies to become the salvage and containment operations they are today. The company's attitude is focused on luck and chance. Whether this is because their salvage operations are compared to fishing, or because even the company executives themselves have no clue how they got here, Myxini is glad the galactic tides brought you their way.

MS Zathura

This Amazon-class line carrier housed a little over a thousand Myxini employees, consisting of a roughly 2 to 3 split between researchers and crew respectively. The on board printer aided in a majority of resource needs, with occasional shipments of exotic material and special requests being shipped to the carrier periodically.

Research aboard the Zathura spanned multiple fields and disciplines, including Nerkology. The carrier was known to have several salvaged Nerka pearls, and one ██████████ held in the ██████████. The current theory is that the extended presence of these research materials led to a chain of events that triggered a Feeding Frenzy.

Frenzies occur in such rare conditions, and so far apart in documented company time, that strategic research must be weighed against the elimination of the Frenzy itself. At time of reading, this station is on course to impact with Photic Station, leaving not a second to lose.

Nerka

Any frame that is not piloted by a human and or comp/con, that follows the orders of the Leviathan (their creator of unknown origin) is considered a Nerka. They are made out of a wide variety of materials depending on what has been scavenged for the Leviathan recently. Thus everything from naturally occurring rocks to printed armor plating can be combined to form a formidable foe. None display ample intelligence to be considered sentient, but a few demonstrate the ability to command other Nerka and organize their forces.

All Nerka leave behind a congealed mass upon death that is commonly referred to as a Pearl. This mass has an unknown purpose, but most intriguingly its internal structures imply some form of intelligent design. Pearls are the central focus of acquisitions for research and trade by Myxini operatives.

Feeding Frenzy

When Nerka hordes have accumulated enough material to begin bolstering their numbers without assistance from the Leviathan, the horde enters a state known as a Feeding Frenzy. Frenzied Nerka are far more dangerous and cunning than before as their appetite for salvage only worsens. Where a Nerka horde will prioritize collecting discarded mechs and rubble, a Feeding Frenzy will hunger for anything, and even gains a preference for organic subjects to consume, dead or alive. During a Feeding Frenzy certain Nerka will “evolve” into brand new forms. These forms, only ever encountered in Feeding Frenzies, are classified as Prawn-Class Nerka, and often possess unique abilities over their unevolved counterparts. In many cases, Prawn-Class Nerka display heightened intelligence as well, although they are still subservient to the will of the Leviathan, whatever that will may be.

Photic Station

Photic Station is a free floating refueling and transit shipyard, the vessel is unique in that it is the only remaining station in known Nerka territory. This is in part due to the relationship the station’s people have with Myxini Salvage, as the shipyard was one of Myxini’s earliest clients, accepting contracts to salvage lost goods damaged in transit. Slowly, as the presence of Nerka began to proliferate in the sector, Myxini’s contracts shifted from salvage to protection. Given that many Myxini Operatives are first onboarded at Photic Station, the threat the Nerka pose is towards a second home, not just a company asset.

Who are the PCs?

Operation: Overtime assumes the PCs are Myxini Operatives who were (un)fortunately aboard Photic Station when the Zathura was detected on its impact course and, as per their contract with Myxini, cannot clock out of shift until the Feeding Frenzy has been dealt with.

Content Warning

This mission has several motifs that allude to the deep sea and oceanic life along with light elements of body horror when representing the Nerka, we have a wonderful artist who made

NPC tokens to represent the Nerka Frenzy and I am proud to say they made a group of little freaks. While we do not intend to instill Thalassophobia in the players, it is a possibility given the inspirations used to characterize the Nerka and mission setting.

A Note on Playtesting

The goal of this mission is to test an upcoming mission module for the Suji's LANCER Jam 2 (<https://itch.io/jam/sujis-lancer-jam-2>). This means that throughout the mission, we will be asking for feedback on the combats, homebrew NPCs, terrain effects, story beats, and new mechanics presented to the PCs during the mission. Applying to this mission means accepting the expectation you will be delivering constructive feedback throughout the mission, in both verbal and written format.

Details

Players: 3-5

Starting LL: 5

Length: 1 mission, 3 sessions with one combat per session, each session going for 3-5 hours.

Type: This mission will be hosted in a private discord server using voice chat (in English) and Foundry VTT for gameplay

Theme/Vibe: Corporate-and-Cosmic Horror

Focus: 80% Combat, 20% RP.

Experience: This is not a beginner friendly mission, at LL5 your PCs will be fighting Tier 2 NPCs (improved stats, HP, and sometimes multi-attacks). You do not need to have seen Tier 2 combat before, but we are looking for experienced pilots and will not be accepting newbies to the system.

Applying

In order to apply to this campaign, please fill in the following google form, please do not friend request/DM me, message me in P-Net's Campaign Hub if you have any questions: [Operation: Overtime Application Form](#)

Please take your time to fill out the application, this is not first come first serve and I will be looking for detailed responses in the application. If you submit an application without a mech build (or say that you will have one later), you will not be selected. If you submit multiple applications, you will not be selected.

Players will be selected based on:

- Completing the google form application, I will not accept applicants via any other means.
- Their character concept and how well it fits within the presented setting ([For advice on what I mean by this, please watch this 20 minute YouTube video](#)), the more thought out character concepts are, the more likely they are to get selected.
- Their experience with giving in depth feedback ([For what I mean click here, this link will take you to Pilot-Net](#)) and prior combat experience in the Lancer system.
- Their ability to follow the mech/pilot character creation rules presented in the google form.