Feisar Arms

History

Having reorganized itself as a defense contractor, the company formerly known as Federated Engineering and Industrial Science Advanced Research was now in a position to begin capitalizing upon the tremendous demand for its products and services.

Now under the leadership of the former leader of FEISAR's operator team, Feisar Arms continued to reinvest a significant amount of its money, equipment, and manpower to the cause that had made it famous in the first place: bringing order to the chaos that was Ayenee. While these investments did little to civilize the world, it firmly established Feisar Arms as a "Lawful Good" company that made good guns for good guys. That positive image translated to numerous lucrative contracts with military, paramilitary, and law enforcement agencies. Money was coming in faster than the company could spend it, and Feisar Arms became a megacorporate entity in record time.

Flush with the kind of talent that kind of money brings, Feisar Arms began acquiring the assets which would allow it to extend its reach to the stars and become an interstellar entity. Indeed, Feisar Arms was among the first interstellar megas to originate from Ayenee, a fact that the company's employees took considerable pride in.

At this point it seemed as if the stars had aligned behind Feisar Arms and that the company could do no wrong. Unfortunately, dark times were ahead for the company. If not for the sheer cussedness that comes from growing up in an environment like Ayenee, the company might not have survived the double-whammy that was quickly approaching.

The first blow of the double-whammy came in the form of a business plan that was fundamentally at odds with Feisar Arms being a defense contractor. The CEO's grand vision of "technological homogenization" — a plan whereby Feisar Arms would produce a universal framework that would allow normally incompatible forms of xenotech to function in concert — generated a tremendous amount of legal trouble for the company. With its off-world assets tied up by lawsuits, Feisar Arms' attempts to expand into the broader galaxy were stalled out.

While the company might have been able to ride out these lawsuits and subsist on their domestic income under normal circumstances, circumstances on Ayenee are rarely normal. War had come to Ayenee and much of the Capital City was now occupied by hostile invaders. Unwilling to take such an existential threat lying down, the CEO initiated a major military operation that only ended when the entire district surrounding Feisar Arms HQ had been liberated.

With the Feisar Arms military being the only thing preventing the district from being retaken, the CEO made a decision that would haunt the company for the rest of its existence: he invoked the philosophy of "might makes right" and declared that if the city government wasn't strong enough to protect the district, then they didn't deserve to rule it. He announced that the entire district was now corporate property, and that anyone who wanted to dispute that claim could "come and take it." When no challengers stepped up he renamed the district Merqury City and began rebuilding the ruins into a futuristic, near-utopian enclave.

The expense of rebuilding Merqury City and providing humanitarian aid to its citizens left the company's domestic assets exhausted. Still, the management had projections which painted a brilliant financial future for Merqury City, and were hopeful that the company would be back in the

black before the company would be in any real financial danger. Those hopes were shattered, however, when a rogue agent detonated a nuclear warhead within Merqury City.

Merqury City, its residents, and the corporate HQ itself were all vaporized in an instant. The company's reputation was left in the same state as Merqury City's remains: a shattered, radioactive mess. It was an unmitigated catastrophe, but it was a catastrophe that could have been avoided but for the increasingly irrational and incompetent decisions being made by the company's CEO. With his back against the wall and no other options available, the CEO resigned in disgrace. He seemingly disappeared from the face of the galaxy following this announcement, leaving the mantle of leadership to settle upon the shoulders of the one senior officer that hadn't died, resigned in disgust, or outright defected to another faction: his wife, Camaryn.

Camaryn White had never really been a public-facing member of the company's leadership, and when she took over as CEO nobody really believed that she could reverse the company's fortunes quickly enough to avoid bankruptcy. Having just lost her husband, Camaryn wasn't particular certain in her own abilities either. Still, she knew that there were still good people in the company depending on her, so she rolled up her sleeves and got to work.

Desperate measures would be needed to save Feisar Arms, and Camaryn's first priority was to stop the financial bleeding. She directed what remained of the company's legal teams to begin immediately settling the numerous lawsuits levied against the company out of court; the company was effectively paralyzed so long as its remaining assets were tied up in court. Having seen that Feisar Arms was on the ropes, the plaintiffs quickly decided that low-ball settlement offers were better than the nothing-burgers they'd get if Feisar Arms went into bankruptcy.

While the legal dust was still settling, Camaryn took stock of what exactly the company still had to work with. What she found is that the lawsuits had left much of the company's non-defense assets relatively intact. She also concluded that the idea of highly-customizable, broadly-compatible technology wasn't a bad one, but that the company needed to stop trying to adapt classified military technologies.

With these two things in mind, Camaryn hatched a three-phase plan that would save the company from bankruptcy. After securing initial investments to float the company through the transition period, she held a press conference where she announced her plan:

The first phase of the plan was to create Federated Technologies, a parent company which would serve as the controlling entity for a new, decentralized corporate group. As the CEO of Federated Technologies, Camaryn would effectively become the supreme executive authority for the entire group and its holdings throughout the galaxy.

Phase two was to break Feisar Arms up into a number of subsidiary companies that would each focus on a specific market segment. Federated Biotech, Federated Dynamics, Federated Computer Systems, Federated Heavy Industries, and numerous other companies all spun off from Feisar Arms. To avoid accusations of attempting to whitewash the company's history, Feisar Arms would retain its original name and branding despite having a much more limited role.

And finally, Federated Technologies would be establishing its new corporate headquarters on the planet Akora, a Feisar Arms colony located on the fifth planet of the Trappist-1 system.

The age of Feisar Arms came to an end as Camaryn ended her announcement with a bold boast: "The future is Federated."

Today, Feisar Arms is a shadow of its former self.

In the wake of Camaryn's reorganization, Feisar Arms has almost completely halted production of weapons and other military technologies for export. Demand for those technologies had all but evaporated following the Merqury City disaster, and only those lines for which demand remained steady are still produced today. Likewise, many of the subsidiary's research and development teams have been relocated to other members of the Federated Technologies group, with the remaining teams focused entirely on improving the equipment used by Federated soldiers.

The main duty of Feisar Arms in the modern day is to screen, hire, train, equip, and assign Federated military and security personnel to protect Federated people and assets throughout the galaxy. There is also some speculation that Feisar Arms maintains the intelligence arm of Federated Technologies, but nobody has ever been able to substantiate those rumors.

OOC Notes

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