


# Iemochi Innovations & Sales

IIS is run by the [Iemochi Clan](#). Formed in [YE 35](#), Iemochi Innovations & Sales (IIS) has designed and produced many internal electronics for several organisations, including as a government contractor. Since their founding, while the majority of sales are in this area. The company also dabbles in a plethora in other services and operates its own small security fleet to protect their assets. As an independent company, they are always looking for an investment opportunity to please the shareholders. The current CEO is [Iemochi Chiyo](#) after the Founder - [Iemochi Jonnex](#) - retired to pursue his own interests.

## General Information

Iemochi Innovations & Sales	
Founder	<a href="#">Iemochi Jonnex</a>
CEO	<a href="#">Iemochi Chiyo</a>
Faction	<a href="#">Independent</a> / <a href="#">Yamatai Star Empire</a>
Product Symbol	
Established	<a href="#">YE 35</a>
Personnel	29,759,321
Headquarters	<a href="#">Kyoto, Yamatai (Planet)</a>
Clients	<a href="#">Yamatai</a> , <a href="#">Nepleslia</a> , <a href="#">Elysia</a> , <a href="#">Section 6</a> , <a href="#">'Spacers</a>

## Additional Information

- [History & Ventures of IIS](#)
- [HQ & Structure of IIS](#)

## Subsidiaries

*Iemochi Innovations & Sales is a [holding company](#) for the below*

- [Iemochi Personal Security](#)
- [Iemochi Lifestyle](#)
- [Iemochi Applied Technology](#)
- [Iemochi Health & Psych](#)
- [Iemochi Insurance](#)
- [Iemochi Adult Entertainment](#)
- [Iemochi Agriculture & Consumables](#)<sup>1)</sup>
- [Nexus Private Security](#) (Off the Books)

## Notable Affiliated Characters

- [Iemochi Seinosuke](#), Non-Employed Family Member - [Senator of Virginia](#)
- [Iemochi Feyani](#), Non-Employed Family Member - [Chujo](#) of the Elysian Naval Arsenal
- [Iemochi Chiyo](#), Employed Family Member - CEO
- [Iemochi Nagamura](#), Employed Family Member - R&D
- [Iemochi Yakena](#), Employed Family Member - Traveller/IA
- [Iemochi Jonnex](#), Non-Employed Family Member, Founder
- [Lisa Alice "Thorn" Ironhart](#) - Creator of the Oracle, which the Eye-II is based off
- [Jack Pine](#) - S6-IIS Relations
- [Lazarus](#) - Shadow Subsidiary Owner
- [Justin McCallum](#), VIP Retrieval Contractor

## Products

### Current Products and Projects

#### Ships

Type	Name	Description	Price
Fighter	<a href="#">IIS Drone</a>		
Corvette	<a href="#">Eye-II Class Scout Corvette</a>		
Corvette	<a href="#">Eye-III Stealth Corvette</a>		
Mobile Shipyard	<a href="#">Mercian Class Autonomous Mothership</a>		
Heavy Cruiser	<a href="#">USO-SS1 Class Cruiser</a>		

#### Weapons and Ammo

Type	Name	Description	Price
Weapon (Handheld)	<a href="#">Mutagenic Assault Weapon</a>		
Ammo	<a href="#">Integrated Retroviral Infusion System (IRIS)</a>		
Weapon (Handheld)	<a href="#">Sonic Suppression Rifle</a>	A sonic rifle that uses sound waves of varying pitch and decibel to incapacitate targets. From agreement.	1 250KS
Ammo	<a href="#">Galactic Horizon Energy Cores</a>	The standard power source for many GH products. From IIS Drone.	100-250KS
Weapon (Starship)	<a href="#">Orbit Jumper Missile System</a>	Starship grade missile launcher, suited to fighters and smaller attack craft. From the IIS-Drone.	6 000KS
Ammo	<a href="#">GH Mini Missile</a>	Munitions for use in the Orbit Jumper, both AP and HE variants. From the IIS-Drone.	500-800KS

Type	Name	Description	Price
Weapon (Starship)	<a href="#">Shooting Star Machine Gun</a>	An automatic cannon suited for fighters and small attack craft that uses flak style ammo, more to be added. From the IIS-Drone.	8 000KS
Ammo	<a href="#">GH Flak Round</a>	Flak ammo for the Shooting Star, has standard and tracer rounds. IIS-Drone.	50-75KS

## Vehicles and Components

Type	Name	Description	Price
Vehicle (Non-combat)	<a href="#">Redback ATV</a>	A single seating motorcycle style 4 legged scout model vehicle, can also hover and reach high ground-speeds. From agreement.	10 000KS

## Other Goods

Type	Name	Description	Price
Drone (Non-combat)	<a href="#">Volumetric "Spider" Pad</a>	A mobile volumetric pad for telepresence	1250KS
Survival Suit	<a href="#">IIS-G1 "Last Resort" Self-Contained Survival Apparatus</a>	A fully upgradeable emergency survival and crash apparatus	500KS
Thermal Undersuit	<a href="#">IIS-G1-U1 Peltier Bodysuit</a>	A undersuit that can warm, cool or generate electricity	500KS
Medical Injector	<a href="#">IIS-G1-U2 Medicinal Reservoir Autoinjector</a>	An emergency autoinjector capable of combat stims, cryo etc.	200KS
Defibrillator	<a href="#">IIS-G1-U3 Electromedical Mesh</a>	A heart monitor, muscle stimulator and defibrillator wrapped into one.	300KS
Recycler	<a href="#">IIS-G1-U4 Bodily Waste Recycling Module</a>	A waste reprocessing utility.	150KS
Crash Cocoon	<a href="#">IIS-G1-U5 Nanomachine ADNR Cocoon</a>	A emergency carapace for impacts or space.	400KS
Bubble Blower Shield Grenade	<a href="#">Bubble Blower Grenade</a>	A portable insta-shield device that can be used in combat and other dangerous events. From IIS-Drone	500KS
Drone Dawn AI	<a href="#">Dawn AI</a>	The first AI developed by Horizon prior to the public launch of the company. It acts as the digital assistant to the business and is used just as much within Horizon products. From IIS-Drone	Enquire
Cirrostratus Ion-Grid Propulsion Drive	<a href="#">Ion Drive</a>	Designed in mid YE 40 by Galactic Horizon as the first step towards full-scale starship development and specifically for the IIS commission order they had at the time. From IIS-Drone	

## Projects

- Employing [Freespacer Junkers](#)

- Yamataian national Neko rehab and after care.
- Ship internals for the [Star Army of Yamatai](#)
- Has a sector-wide comms net like Skype.
- Personal Security Devices
- Civilian Products of all types
- Ships and Ship Components
- Healthcare and Rehabilitation
- Insurance
- Adult Products
- Electronic Components, all the way to capacitors and wiring
- Mayfly Class Swarmer Drone

## Current Fleet

### Ships

IIS has an internal directive not to have a standing military, even if it technically could. As it has no courier designs, it also has no couriers of its own, nor does it need to own any. A SS1 would sell for about 15,800,000 KS when compared to other ships, so that would be per shipyard per 8 days. This is about 1,975,000 KS per shipyard per day.

### Effective Shipyards

- 40 Shipyards
- 3 Shipyards from Elysian gift
- Total: 43 Shipyards for restrictions, assuming no exponents.<sup>2)</sup>

### Consumer Goods Conversions

- 6 [Gold Sector Bays](#)<sup>3)</sup>
- 48 [Orange Sector](#)<sup>4)</sup>
- 192 [Blue Sector](#) T1 Bays for smaller ships / products
- 192 [Blue Sector](#) T2 Bays for smaller ships / products
- 216 [Blue Sector](#) T3 Bays for smaller ships / products
- "Countless smaller fabrication bays producing thousands of assorted devices and vehicles at any given moment"<sup>5)</sup>

## Past Products and Projects

- Public Transport Systems
- ~~NAM Involvement~~ (Recently re-entered)

## OOO Notes

[ethereal](#) created this article on 2017/08/18 01:40. Approved by [Wes](#) on October 16, 2017<sup>6)</sup> If [ethereal](#) is to go inactive, the company passes to [Madi Harper](#). If [Madi Harper](#) is inactive, the company passes to [Arbitrated](#) who may retain it or decide who it goes to. 12 Oct 2017 shipyards came online for [ship building restrictions](#). As of 11 Feb 2021, that's 40 months.

1)

65,983.247km<sup>2</sup> Farmland

2)

With exponents, 2<sup>39</sup> Shipyards

3)

Can hold 432 Mercians in total

4)

Can hold 384 Mercians in total

5)

corp:geshrinari\_shipyards:ge-h1-7a\_kodaina\_minato\_orbital\_installation

6)

<https://stararmy.com/roleplay-forum/index.php?threads/iemochi-systems-again.60102/>

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