



# Map With Comments: Executive Office

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The following are a few comments that elaborate on items appearing on the map below, as well as possible features involving security, technology, and the like.

## Statues

Statues may contain automated sentry weapons. These may either be controlled externally by security personnel (which is unlikely because the last thing a CEO wants is for somebody to be able to hose him if the security office or system is breached), personally by the individual in the office, or automatically via a smart weapon system. A popular form of the automatic system works by analyzing the thermo images of everyone in the room - and then shooting anybody who doesn't match the executive's signature (after the executive activates the system, of course). A safer system involves the executive wearing a beacon of some kind (often built into a watch) that is read by the security devices, which then keep him/her out of the line of fire.

Statues are also a good place to hide redundant metal/weapon detectors, since it is customary for visitors to admire an executive's art collection before proceeding deeper into the office.

## Fountain

If the executive happens to be a mage, the fountain is a very popular place to keep a Water Elemental on stand-by. Other uses include placement of sentry weapons or concealment of an elevator escape route.

## Coat Room

Coat rooms often contain weapon detectors and chemical sniffers. Chemical sniffers are very popular, as coat rooms seem to be one of the preferred places to plant bombs in executive offices.

## Impact Glass Wall

Have an average barrier rating of about 12. Additional panels can slide into place over the openings in the event of an emergency and they windows may be fully or directionally tinted by command (the isolated areas can also be pumped with Stun or other gasses on command). Openings are usually equipped with sound cancellation equipment that keeps conversation and sound from flowing in/out of the Lounge/Conference Room while still maintaining a feel of office "openness".

## AutoBar

While bars that automatically mix a variety of drinks are fairly common, executive AutoBars are generally built with additional equipment that chemically tests the drinks for the presence of toxins before releasing them. This feature is mainly for the comfort of paranoid visitors.

## Storage

The storage room is generally built with reinforced impact alloy walls to protect the rest of the office in the event of an explosion caused by bombs sneaked in with supplies. Chemical sniffers are also a popular storage room enhancement.

## **Cameras**

Cameras are almost always absent from executive offices for obvious reasons ("Gee, Mr. CEO, is that YOU cutting a deal with Ms. Mafia?").

## **Shields**

Shields are reinforced steel panels about 1 or 2 meters high that pop up through the floor or down through the ceiling on command. These are intended to create obstacles in the event of the firefight and are placed at random to thwart detection.

## **Safe Desk**

Looking almost identical to a normal executive desk, the innards of Safe Desks are constructed from die-cast impact steel and are designed to give the executive a safe (albeit small) place to hide in the event of a crisis. You can usually tell if a desk is a Safe Desk if the drawers appear to take up 2/3 the space they should. In the event of an emergency, the executive can crawl under the desk (actually, "into" would be a more accurate description, since the leg hole is a box) and slide a reinforced steel plate closed in front of him. The unit will seal (providing protection against almost all gasses) and provide enough life support for nearly 24 hours. Security controls and a combination radio/hard wired communication system are standard. Executives who regularly find themselves in peril also usually install a small trideo unit for entertainment. The barrier rating of a Safe Desk averages around 15.

## **White Noise Generators**

Executive offices tend to be so laced with white noise generators that radios and TVs sometimes crackle while they're OFF. The only communication units that will operate during full noise generation are those actually installed in the office. Several "openings" in this noise grid can be activated at the request of a visitor.

## **Executive Computer**

Usually a glorified tortoise, executive computers actually have very little access to the primary matrix grid of a corp. Its operations are usually highly specific, generally oriented towards messaging, financial analysis, and personal security. Of course, if the executive runs a computer division, you might find an Excalibur mounted to his desk. In any case, access usually requires a DNA scan of some kind and virtually all input devices are equipped with active print scanners (keyboard, mouse) or brain wave matchers (datajack).

## **Drones**

Deployed through a small opening in the floor, a variety of non-combat drones are usually responsible for the everyday maintenance of an office. One or two more lethal drones may also be kept around "just in case". Also, some modified versions of normal cleaning drones exist that support stun weaponry ("Look out, Braack! That vacuum cleaner's got a bead on you!")

