

EQUIPMENT REQUISITION POLICY

BASIC EQUIPMENT:

- You get **ONE** backpack unit: either one **PROTON PACK** (with attached **NEUTRONA WAND**) or **SLIME BLOWER**.
- Included: uniform and name badge, **ID card** (in ectoplasm-resistant protective holder), flashlight (with optional red filter), walkie-talkie, notebook, and pen.
- You may requisition up **15 POINTS** worth of additional equipment. Additional allowances may be made for more experienced team members who have proven themselves in the field and kept collateral damage to a minimum.
- You may “loan” equipment to other team members, but you are personally liable for any lost or damaged equipment checked out in your name.

EQUIPMENT CLASSIFICATIONS:

- **BACKPACK:** You can wear only **ONE BACKPACK**.
- **TANK:** A Backpack can be equipped with only **ONE** optional **TANK** item at a time. You can swap **TANKS** back at the Ectomobile.
- **GEAR:** You can have any number of **GEAR** items.
- **UPGRADE:** You can have any number of **UPGRADES**, as long as you have the prerequisite piece of equipment that is being modified.
- **OPTION:** You can have any number of **OPTIONS**, as long as you have the prerequisite piece of equipment that is being modified. You have the *choice* to use an **OPTION** at any given time; you may however find that the benefits offered by an **OPTION** may be outweighed by the costs (such as increased **HEAT BUILDUP**), as indicated.

RECHARGING:

- **TRAPS** and **GHOST BAIT** can be recharged off your Ectomobile's power supply. To empty filled **TRAPS**, however, you need access to a **LASER CONTAINMENT GRID** (available back at Headquarters).

REPAIRS:

- Overheated **PROTON PACKS** and other damaged equipment can be repaired or replaced back at Headquarters.

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GHOST TRAP GUIDE

USING GHOST TRAPS:

- First it's best to weaken the ghost with protonic disruption via a proton pack, or else by the application of positively-charged ectoplasmic slime with a slime blower. You can't "kill" a ghost with such attacks, but you can weaken it ("Shake" it) and reduce its ability to escape a ghost trap or to attack you.
- Once the ghost is weakened, place a ghost trap in a location where the ghost is likely to pass over, or where you can maneuver it with a particle stream. Placing a ghost trap in an adjacent space takes one Action, no skill check required. Alternately, you can Throw a ghost trap (range 1/2/4) into position with a successful Throw check; failure means deviation from the intended target; a "1" on the skill die means it doesn't land upright, and fails to deploy.
- Once the trap is deployed, activate it with the retractable foot pedal (maximum range 6"). This takes a single Action, no skill check required.
- An activated ghost trap is anchored to the nearest stable surface, and affects a Small Burst Template around it. The ghost trap can remain activated for about 5 minutes before it has to be recharged back at the Ectomobile. A ghost trap will automatically deactivate once it has caught a ghost.
- Fellow team members may trigger a trap for you (if they are adjacent to the foot pedal), with your permission.
- A ghost within the Small Burst Template must make a Spirit test each round to resist being drawn into a ghost trap. If you have it Snared, it must also beat your Shooting roll with its Spirit test. If it is Snared multiple times, each snaring Ghostbuster rolls Shooting, and the ghost must beat the highest of the Shooting results.
- Standard activated ghost traps (successful or not) must be recharged at the Ectomobile or Headquarters before they can be used again. Occupied ghost traps must be emptied into a laser confinement grid (at Headquarters) or else you set the ghost loose and waste all that hard work.
- Some apparitions, particularly lesser "swarmers," are not independent ectoplasmic entities, and can be "destroyed" by protonic disruption or ectoplasmic charging. These entities, if they fail to resist the attractive field of a ghost trap, are not actually captured, but are merely disrupted or dispersed. (In other words, you don't need to "empty" the trap afterward, because nothing's really in there, and the trap does not deactivate.)

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