**WARPS INSTRUCTIONS**

**FOR THE 2300 AD CAMPAIGN**

For the 2300 AD Campaign, I would like to draw your attention to the following rule sections as I think one will definitely be used, and if the group concurs, so will the second:

* 17-Social Interactions (plus check the WARPS Reaction Chart document as it is more nicely formatted)
* 18-Aspects (this is new and I think you will find the concepts to be interesting)

For the 2300 AD Campaign, you may ignore the following rule section as it will not be used:

* 14-Spirits and Other Planes

In addition, if you look at the tabs in the WARPS Character Sheet 2019, you will likely see items in RED. Those items are specific to the 2300 setting. For example, if you look on the Species tab, you will see several entries for humans with DNAmods as well as the alien races. Other tabs with 2300 items include armor, firearms, melee, and distance weapons; for these categories of items, it is preferred that you chose from the 2300 specific items. Generally, you will be restricted to buying things on the 2300 AD Price List spreadsheet. However, note that other items may be (and in many cases, probably are) available. Just ask.