

# World War Two Role Play

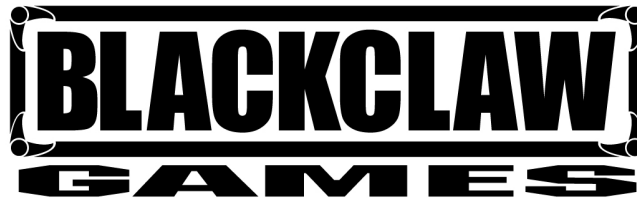
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## Errata sheet for version 1.2.

- “Stamina” and “Vitality” is the same thing. It was decided that “stamina” really fit what we were trying to convey. This change may not have been made to every instance where the term “vitality” was used, particularly notable on character sheets.
- Changing the firing mode of a weapon should be considered a partial action, not a standard action as stated on page 122. Characters firing a full burst and a short burst use the same firing mode on the weapon.
- In addition to their other starting feats, Armored class characters should also start with the Pistol and Automatic Weapon feats.

Please feel free to pass on any questions or suggestions by emailing Blackclaw Games.

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