

# THE FORT GRIFFIN ECHO

North Central Texas, Shackleford County, Fort Griffin and the Flat

Vol. 1, No. 1

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Welcome to the inaugural edition of the reborn *Fort Griffin Echo*. Originally published from 1879 to 1882, the *Fort Griffin Echo* was a fine example of a frontier newspaper. Although it didn't stay in circulation for a terribly long period of time, its demise had less to do with the quality of its journalism, and more with the death of its hometown. We here at Dog House Rules hope to continue the proud tradition of this once great American newspaper. As with many of yesteryear's papers, the *Echo's* publishing schedule will be irregular, determined by the events of the day rather than an arbitrary daily or weekly deadline.

In this issue, gentle reader, you will find a veritable gold mine of articles to help you enrich your *Sidewinder: Recoiled* experience, covering new rules, new cultures, and new opponents or allies. Our man for all things technical, Bradley W. Hindman, takes a look at what can go wrong with your favorite shooting iron. Our fine fellow in the field, Geoff Spakes, throws a little light onto the culture and lifestyle of the fearsome Comanche. Thomas L. Gregory shows us, by unearthing a series of period articles originally printed in 1881, that history writes its own adventures. Immediately following, the inimitable Mr. Christopher S. Warner has prepared a group of NPCs for your Judge's use. We hope you'll give a friendly welcome to Sheriff Gustafsen and his posse. And finally, we have an article for those of you who are fans of classic Western films such as *Fistful of Dollars* and *The Good, the Bad, and the Ugly*.

– Bartleby Jupiter Pistlethwaite, Editor in Chief

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# TWO BITS *from a* HIGH HORSE

NOTES FROM THE EDITOR'S DESK

~ THOMAS L. GREGORY ~

So here it is. A late night and I've just sent the last two articles off to the gang for final proofreading when I realize I still have one more paragraph to write, and wouldn't you know it — a blank, nada, zip. Then it hits me . . . hey; I'm the Editor! (*Double check. Yep. Says it right there in the book. Senior Editor*) That means I get to write an editorial. Yippee! My very own High Horse. Life's sweet.

Now, what to write about? Shall I rant? Shall I go for self-aggrandizement? Nah. I'll just keep it simple for now, and talk about the *Echo* and maybe head off a few of your questions. Why Fort Griffin and *The Fort Griffin Echo*? Why not Tombstone and the *Tombstone Epitaph* or Dodge City and the *Dodge City News*, or perhaps Deadwood and the *Black Hills Daily Pioneer*? Simple. They're overrated. Yep, you heard me right pardner, overrated. History has been kind to those towns, giving them a legendary status while overlooking many towns that were wilder and woollier, and just as important to the development of the west. Fort Griffin was just such a town.

Situated in the "Clear Fork country" where the Clear Fork of the Brazos River cuts out of the Cross-Timbers into the rolling plains of West Texas, Fort Griffin was where the taming and building of the West really began. Where explorers and adventurers, buffalo soldiers and buffalo hunters would pave the way for cowboys and settlers — and where gamblers, soiled-doves and outlaws took advantage of them all. This is where the west was

wild. Where the longest continuous warfare between the white-man and the Indians took place. Where the famed Buffalo Soldiers earned their glory in mad cavalry charges. Where the last great herds of buffalo met their end. This is the country that saw legendary cowmen such as Charles Goodnight and Oliver Loving start the drives and blaze the trails that would bring the longhorns to Kansas and the "cow culture" to Colorado, Wyoming and Montana.

These are the streets where the likes of Bat Masterson, Pat Garrett, John Wesley Hardin, and John Selman walked before they became legends. Where Wyatt first met Doc, and Doc first met Big-Nosed Kate. Here, too, is where the "Mob Rule" of vigilantism ended the careers of more rustlers than any place west of the Mississippi. Where the Texas Rangers went from frontier Indian fighters to feared lawmen. This is where the west was wooly.

Pardner, do you recall the scene in *Tombstone* where Kate springs Doc from jail by starting a fire? Well, this is the place. Ever watched John Wayne in *The Searchers*, or *The Sons of Katie Elder*? Yep, this is the place. *Lonesome Dove*? Mr. McMurtry lives just up the road a piece. Keep your Tombstone, Deadwood and Dodge City. I'll take Fort Griffin. What better place can a man have to hang his hat for a Wild West roleplaying game?

## STILL ON DECK THAT OLD AND POPULAR RESORT THE **VARIETY**

WHISKIES      BRANDIES      WINES  
ALES              BEERS              ETC, ETC

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Dr. F. P. Jacobs; Fort Griffin, Shackleford County, Texas

# THE WEAPON REPORT

BRADLEY W. HINDMAN & THOMAS L. GREGORY

Welcome to the first installment of a continuing column that will cover various weapons that appeared in the Old West. In addition to offering statistics, descriptions and histories for weapons not covered in the *Sidewinder: Recoiled* rulebook, "The Weapon Report" will periodically present optional firearms rules (as seen in this issue) and new mastercraft modifications.

## "Blam, Blam, ... Uh-Oh"

The firearms of the Western era were much more temperamental than the guns of today. Misfires, jams — and worse (oh, so much worse) — occurred with unfortunate regularity. While annoying (and perhaps even lethal) to the shootist of the day, in a roleplaying game such quirks are part of a firearm's charm and mystique. Today's column presents an optional rule to account for the unreliability and, at times, downright dangerous nature of some firearms in the Wild West.

Of the thousands of firearm models designed and manufactured in the 19th century, only a handful are detailed in *Sidewinder: Recoiled*. While that number was limited largely because of space constraints, many of the more interesting firearms of the era didn't make the cut because they couldn't be given a proper treatment without the inclusion of misfire rules. A case in point was the Colt revolving rifles. While innovative and extremely effective when they worked properly, they never achieved widespread popularity because of the catastrophic results when they failed to work as the designers intended. Percussion weapons with revolving cylinders occasionally suffered a mishap where sparks or hot gases escaping from the firing of one chamber ignited one or more of the remaining chambers. While having all of the chambers of a pistol ignite simultaneously could be rather bad for a pistoleer, it doesn't take much of an imagination to realize that to the rifleman in the typical firing stance, with his face near the cylinder and one hand in front of the revolving breech, the same mishap would be down right devastating. *Helloooo Stumpy.*

Adding misfire rules into a *Sidewinder: Recoiled* game will not only add a level of realism, but will also allow a Judge to include some of the more interesting, but quirky, weapons in his or her Western campaign. In a campaign without misfire rules, many of these quirky weapons might be too powerful and unbalancing to game play.

## Misfires

Whenever a character using a firearm makes an attack roll and a 'natural' 1 comes up on the d20 die, a misfire has occurred. To avoid the harsher effects of a misfire, the shooter must succeed on a Concentration skill check against a DC of 15. Table FGE1.1-1: Misfire DC Modifiers provides common modifiers to this Difficulty Class. Apply all pertinent modifiers.

**Table FGE 1.1-1: Misfire DC Modifiers**

Circumstance	DC Modifier
Percussion firearm	+2
Flintlock firearm	+2
Unreliable firearm	+2
<i>poorly maintained firearm, poorly designed firearm, firearm older than 20 years, cheap knock-off</i>	
Notoriously unreliable firearm	+4
<i>abysmally maintained firearm, dangerously designed firearm, firearm older than 50 years, shoddily made knock-off</i>	
Damaged firearm	+2
<i>more than half grit remaining</i>	
Heavily damaged firearm	+4
<i>less than half grit remaining</i>	
Inclement weather	+2
<i>rain, snow, fog, etc.</i>	
Unfamiliar firearm <sup>1</sup>	Varies

<sup>1</sup> For firearms not loaded or maintained by the firing character, the Judge should feel free to set the DC.

The Concentration check represents how carefully the character loaded the firearm and how methodically the user has cleaned, repaired, and maintained the weapon over time. A character with 5 or more ranks in Repair

gains a +2 synergy bonus on the check. The result of this Concentration check depends on its value relative to the DC.

**Dud (Check Exceeds DC):** If the skill check succeeds, the primer either doesn't fire or fails to ignite the main charge of powder. The exact consequences depend on the type of weapon being fired.

**Percussion or Flintlock:** The percussion cap or priming-powder fails to ignite the main charge. Although the weapon remains loaded, the cap or priming-powder needs to be replaced before the ammunition may be discharged. This requires a move action to accomplish by itself, or occurs automatically during reloading.

**Metallic Cartridge:** For weapons that use metallic cartridges, the primer fails and the bullet must be completely replaced. Removing the dud round is no trickier than removing a spent casing, happening automatically during reloading or whenever a spent casing would be ejected normally by the lever or pump action of the weapon.

**Jam (Check Fails):** If the Concentration skill check fails by less than 5, the ammunition not only fails to fire, but becomes jammed in the barrel or breech. Clearing the jam requires a Repair or Dexterity check (character's choice). The DC and time necessary to accomplish this check depends upon the weapon. See Table FGE1.1-2: Jam Clearing for both the DC and clearing time.

Removing jammed ammunition from a percussion revolver or breechloader typically involves boring into the ammunition and pulling it out using special tools. Muzzleloaders must be disassembled to remove a jam. When metallic cartridge ammunition becomes jammed due to swelling relative to the barrel, the shell must be pried or bored free.

**Table FGE 1.1-2: Jam Clearing**

Ammunition Type	DC	Time
<i>Percussion or Flintlock</i>		
Revolving breech	15	4 full-round actions
Breechloader	15	4 full-round actions
Muzzleloader	20	1 hour
<i>Metallic Cartridge</i>		
Revolving breech	10	2 full-round actions
Breechloader	10	2 full-round actions
Repeating longarm	10	2 full-round actions
Gatling gun	10	4 full-round actions

The continued functionality of a jammed weapon also depends on the type of firearm, as indicated by the following:

**Pepperbox or Revolver:** If the weapon is a pepperbox or revolver (pistol or longarm), only the chamber with the dud cannot be reloaded until the jam is cleared. The

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**The Most Effective Weapon in the World.**

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The size now made is 44-100 inch bore, 24 inch barrel, and carries a conical ball 32 to the pound. The penetration at 100 yards is 8 inches; at 400 yards 5 inches; and it carries with force sufficient to kill at 1,000 yards.

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At Rail Road Building, near the Depot.

remaining chambers can still be reloaded and fired normally; however, each time the jammed ammunition comes up in the firing sequence, the shooter must advance the cylinder or firing pin to the next chamber. For a pepperbox this requires a move action; for a revolver it requires the expenditure of one of the character's available attacks.

**Single-barrel One-Shot Firearm:** If the weapon is a single-barreled muzzleloader or breechloader, the jam must be cleared before the weapon can be used again.

**Double-barrel Firearm:** If the weapon is a double-barreled muzzleloader or breechloader, the jammed barrel cannot be used again until the jam is cleared. The remaining barrel can still be loaded and fired as normal.

**Repeating Rifle or Shotgun:** The breech must be cleared before the weapon may be fired again.

**Gatling Gun:** If the weapon is a Gatling gun, the jam must be cleared before the weapon can be fired again.

**Minor Mishap (Check Fails by 5 or More):** If the Concentration skill check fails by 5 or more, the weapon fails to fire properly and is damaged in the process. This mishap can include any of the following events:

**Mechanical Failure:** A spring, pin, roller, or other critical component breaks. The ammunition is unspent, but the weapon is no longer functional.

**Misaligned Cylinder:** The cylinder doesn't lock into



place correctly and the bullet doesn't enter the barrel cleanly.

*Over fire:* The charge of powder exploded with a force too large for the breech or barrel to hold and the weapon is damaged.

*Under fire:* The bullet fails to escape the barrel and becomes lodged.

The Judge may either roll randomly to determine which of the above mishaps occur, or choose one. In any event, the weapon suffers damage equal to twice the amount the weapon normally inflicts (e.g., a S&W Schofield that normally inflicts 2d6 on a successful attack would inflict 4d6 upon itself when a minor mishap occurs). The weapon cannot be used again until repaired. To fix the weapon, the damage must be repaired (see page 220 of *Sidewinder: Recoiled*). Even if the weapon didn't suffer damage (due to its hardness), repairing the weapon is considered a complex task (see page 91 of *Sidewinder: Recoiled*).

**Major Mishap (Check Fails by 10 or Greater):** If the Concentration skill check fails by 10 or greater, the weapon not only doesn't fire, but a catastrophic failure ensues. This type of mishap includes one of the following events:

*Chainfire:* If the weapon is a percussion weapon with a revolving breech (or a percussion multi-barreled breechloader or muzzleloader) the ignition of one chamber sparks the other chambers as well, leading to the uncontrolled simultaneous firing of all remaining ammunition.

*Explosion:* A metallurgical failure occurs and the chamber blows out, launching shrapnel in an area around the shooter.

The Judge should choose an appropriate type of mishap (or roll randomly if either is possible). In the event of a major mishap, the weapon is destroyed and all char-



acters and unattended objects within 5 feet of the weapon take ballistic damage. This damage equals twice the normal damage inflicted by the weapon on a successful hit. A successful DC 12 Reflex save reduces the damage by one-half. For example: a fully loaded Colt New Model Army pistol chainfires; since the weapon would normally inflict 2d6 on a successful hit, the weapon now inflicts 4d6 damage on all characters and unattended objects within 5 feet. Those characters succeeding on a DC 12 Reflex save would suffer only one-half damage.

*In our next installment, we will cover early Colt pistols and longarms using percussion cap technology. To whet your appetite, we have included in this issue an abridged version of the entry for the Colt Ring-Lever Rifle (first production model).*

## COLT RING-LEVER RIFLE



The ring-lever rifle was the first production model of the revolving rifle manufactured by Colt. The cylinder was advanced and the internal hammer cocked by pulling back on a lever (with a ring on the tip) mounted just forward of the trigger. Reloading the weapon required removal of the barrel to access the cylinder. The cylinder could then be reloaded in place (requiring 24 full-round actions), or completely replaced with a preloaded spare cylinder (requiring 4 full-round actions).

**Barrel Length:** 32 inches, **Overall Length:** 49 inches, **Cylinder Replacement Time:** 4 full-round actions, **Full Reload Time:** 24 full-round actions, **Misfire DC:** +6 (+2 percussion, +4 dangerous design).

**Quirk:** Whenever a major mishap occurs while firing this Colt ring-lever rifle, the shooter takes 8d6 ballistic damage (8d8 for the .44 caliber model). All others within 5 feet take 4d6 ballistic damage (4d8 for the .44 caliber model). Anyone succeeding on a DC 14 Reflex save suffers only one-half damage.

**Table FGE1.1-3: Colt Ring-Lever Rifle**

Weapon	Date	Ammo	Dam	Crit	Rng ft	Rate of fire	Mag	Size	Wgt lbs	Pur DC	Pur Price
Colt Ring-Lever Rifle (.34)	1837	.34 P	2d6	20	60	SS	8 cyl.	L	12	21	\$130
Colt Ring-Lever Rifle (.44)	1838	.44 P	2d8	20	60	SS	8 cyl.	L	15.5	22	\$150

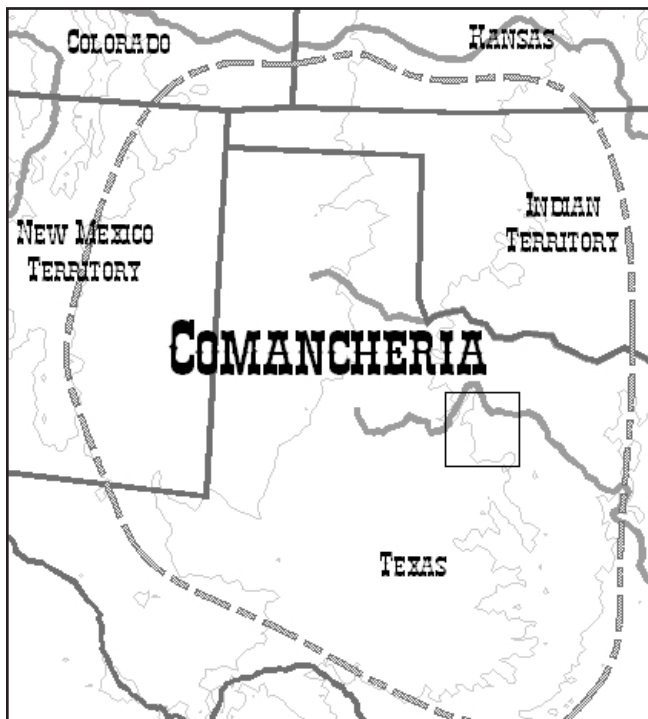
# COUNCIL FIRES

GEOFF SPAKES

Join us as we investigate the first of many tribal nations in our series of Council Fires articles. In this inaugural installment, we will take a look at one of the most fearsome horse cultures the West ever produced, the Lords of the Southern Plains, the Comanche.

## The Comanche

Long before the white-skinned Easterners began to move west, even before the Spanish moved north from Mexico, the Comanche (believed to be a Spanish corruption of the Ute word *Kohmahts*, meaning "those who are always against us") were originally a part of the Shoshoni tribes dwelling in the Platte River area of current-day eastern Wyoming. Known for their excellent horsemanship, the Comanche probably acquired their first horses from the Spanish sometime in the 17th century. At this



### TIMELINE — 19TH CENTURY

- 1803 The Comanche and Pawnee war against each other; the Pawnee are defeated.
- 1805 The Comanche and Kiowa make peace after a Kiowa warrior lives among the Comanche for a summer.
- 1810 Approximate end of the Kiowa-Apache peace treaty. The Hidalgo Revolt, often known as the prelude to Mexican independence, occurs.
- 1811 Comanche Chief El Sordo is imprisoned in Coahuila. As a result, relations between Mexico and the Comanches break down.
- 1816 American John Jamison meets with Comanche Chiefs in an attempt to foster trade.  
Smallpox spreads throughout Comancheria.
- 1821 Mexico wins independence from Spanish rule.  
The Santa Fe Trail is opened.
- 1822 Mexico signs treaty with the Texas Comanche.
- 1825 Mexico does not honor its treaty with the Comanche; as a result, the Rio Grande war breaks out.  
Comanches raid Chihuahua.  
United States begins construction of Fort Gibson in present-day Oklahoma.
- 1826 Mexico again signs treaty with the Texas Comanche.
- 1830 Comanches wage war against a Cheyenne and Arapaho alliance.
- 1831 Mexico bans trading with the Comanche by any of its citizens.
- 1832 Comanches catch horse stealing Pawnee raiders and kill them all.  
Bent's Fort is constructed along the Arkansas River in present-day Colorado.
- 1833 Sam Houston brokers a peace treaty between Texas settlers and the Comanche.
- 1834 Mexico signs a treaty with the Texas Comanches for the third time; later Mexico again dishonors its peace treaty and the Comanche resume their raids against Mexico.
- 1835 The U.S. signs a treaty with the Comanche, Wichita, Osage, Quapaw, Seneca, Cherokee, Choctaw and Creek nations at Camp Holmes in Indian Territory.

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time they split-off from their Shoshoni origins and migrated south and eastward into the Staked Plains, an area that would come to be known as "Comancheria." Extending from present-day western Oklahoma across the Texas Panhandle and westward into New Mexico, Comancheria encompassed a vast stretch of land from the Arkansas River, across central Texas down to San Antonio, west to the Pecos River and then north, running alongside the foothills of the Rocky Mountains and back up to the Arkansas River, an area of over 250,000 square miles.

## Short History of the 19th Century Comanche

The history of the Comanche in the 19th century was dominated by cycles of war, treaty, and peace with Mexico, Texas, the United States, the Confederacy, other tribes, and even other Comanche bands. The beginning of the century saw the Comanche as the dominant power on the southern plains, with a population numbering in the tens of thousands. But, by the beginning of the 20th century, the Comanche population had dropped to less than ten thousand due to war, deprivation, and most importantly, small pox.

Because of their much-weakened position, most Comanche bands were forced to sign the Treaty of Medicine Lodge in 1867. Those tribes who signed were moved first to Fort Cobb and then again to Fort Sill in Oklahoma. One Comanche division, the Kwahada, led by Quanah Parker, refused to sign the Treaty of Medicine Lodge and continued to raid until 1875. At that time, due



## TIMELINE — 19TH CENTURY

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- 1836 Cynthia Anne Parker is captured during a Comanche raid against Ft. Parker, Texas.  
Texas wins independence from Mexico; Sam Houston becomes president of the new Republic.
- 1837 Chief Diwali of the Texas Cherokee makes peace and begins trade with the Comanche.
- 1838 Texas and the Comanche sign peace treaty.
- 1839 Texas expels the Cherokee, Shawnee, and Delaware in a forced removal. Another smallpox epidemic sweeps through Comancheria.
- 1840 Peace is made between the Cheyenne, Arapaho, and Comanche.  
Council House Fight and the Great Linnville Raid — Comanches and Texans meet at council in San Antonio; negotiations sour and twelve Comanche chiefs are killed and 27 women and children are taken prisoner. In retaliation, Chief Potsana Kwahip (Buffalo Hump) leads over 500 warriors against Texas on a thousand-mile raid that reaches all the way to the Gulf coast. The town of Victoria is besieged and the small port of Linnville is pillaged and burned. Over 28 Texans are killed and over 3000 horses are taken. Texan volunteers, along with Tonkawa allies, retaliate against Buffalo Hump's retreating Comanches at Plum Creek.  
The Texas Rangers are formed to fight the Comanches.
- 1841 Texas has its second war with Mexico.
- 1845 A treaty between the Republic of Texas and Texas Comanches is signed.
- 1846 The United States annexes Texas.  
The Butler-Lewis Treaty with the Comanche, Anadarko, Caddo, Lipan, Wichita, and Waco tribes is signed.  
A delegation of Comanches travels to Washington D.C. to meet with President Polk.
- 1847 The German Treaty with the Comanche signed at Fredericksburg.
- 1849 Gold seekers traveling along the Canadian River again bring smallpox to the Comanche.

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to starvation, privation, and continual harassment by the United States Army, the Kwahada finally surrendered and were removed to Fort Sill.

## Tribal Organization

Despite appearances, the Comanche were never a single, unified nation. The Comanche "Nation" actually consisted of anywhere from eight to twelve culturally similar, but politically independent divisions cooperating with each other the majority of the time; however, sometimes their intra-tribal conflict could be surprisingly violent.

The social organization of the Comanche reflected their straightforward and individualistic outlook on life and the world; however, with such value placed on individuality, there were no hard-and-fast rules. Each division contained several independent bands, with some individuals, and even whole bands, moving from one tribal division to another at will. The extended family formed the basic social unit within the tribe.

## Tribal Divisions

The number of divisions and their names changed over time, due to various mergers and splits. Following are the best known divisions, with any known alternate spellings and pronunciations in parentheses.

- Hois — timber people
- Jupe (or Hupene, Yupini)
- Kotsoteka (or Caschotethka, Koocheteka, Kotsai) — buffalo eaters
- Kwahada (or Kwahadi, Kwahari, Kwaharior, Quahada) — antelopes
- Parkeenaum — water people
- Nokoni (or Detsanyuka, Naconee, Nakoni, Nawkoni, Nocony) — people who return
- Pehnahterkuh — wasps
- Penateka (or Penande, Penetethka) — honey eaters
- Tahneemuh (or Dehau, Tanima, Tevawish, Yanimna) — liver eaters
- Tenawa (or Tahnawah, Tenahwit) — those who stay downstream
- Widyunuu (or Widyu Yapa) — awl people
- Yamparika (or Yamparack, Yapparethka) — root eaters

## Tribal Bands

The following is a sample listing of tribal bands that were known to exist. Some of these bands shared names with their division, while other, lesser bands would change divisional alliances as necessity dictated.

Detsanayuka, Ditsakana, Guage-johe, Hainenaurie (or Hainenaurie), Itchitabudan, Ketahto, Kewatsana, Kotsai, Kotsotika, Kwashi, Motsai, Muvinaore, Nauniem, Nonaum, Parkeenaum, Pagatsu, Penateka, Pohoi (adopted Shoshoni), Tanima, Titchakenah, Waaih, Yamparika, and Yapaor.

## TIMELINE — 19TH CENTURY

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- 1851 The Comanche population drops from around 20,000 to 12,000 due to smallpox.
- 1854 The Texas congress provides the U.S. >23,000 acres to establish three reservations on the upper Brazos River for the Texas Caddo, Cherokee, Delaware, Shawnee, Wichita, and Tonkawa tribes.
- 1856 Robert Neighbors is charged with the care of Texas Indian reservations and Lt. Col. Robert E. Lee takes command of nearby Camp Cooper.
- 1858 Due to Indian raids the army abandons Camp Cooper.  
Texas Rangers attack a Comanche Village at Little Robe Creek in Indian Territory.  
Captain Earl Van Dorn attacks a Comanche village at Rush Springs, killing a total of 83. Van Dorn also strikes the Comanche at Crooked Creek in Kansas.
- 1859 Indians on the Brazos River Reservations are forced to leave Texas.
- 1860 Cynthia Anne Parker is recaptured by Texas Rangers under the command of Sul Ross.
- 1861 The new Confederate States of America signs two treaties with Comanche bands.  
The Confederates fail to make good on their treaties and the Comanche push the Texas frontier back over 100 miles; forts are abandoned and raids increase.  
The Santa Fe Trail closes due to increased Comanche, Kiowa, Cheyenne and Arapaho raids.
- 1862 Comanches (along with pro-Union Delaware and Shawnee from Kansas) attack the Tonkawa agency in a revenge raid and kill 300 Tonkawa for helping the white man track and fight other Indian Tribes.
- 1864 Colonel Kit Carson, along with Ute and Jicarilla Apache scouts, is sent to deal with the Comanche at the first battle of Adobe Walls. After a four-day battle, Carson leaves, never again entering Texas to fight the Comanche.

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## Family Structure

A patriarchal society, the Comanche practiced polygamy and men were free to take many wives. Comanche women, on the other hand, were not free to choose whom they could marry and usually became a part of their husband's family, although there were exceptions.

Unlike many other Indian tribes, Comanche society never included a totemic lodge or clan structure; however a man could join one of several "warrior societies" whose membership cut across band and division lines. While membership in a "warrior society" was limited exclusively to men, "medicine (or *puha*) societies" also existed, into whose midst both male and female tribe members were admitted.

## Leadership

Men dominated the leadership structure of the Comanche people, but chieftanship didn't pass from father to son. Rather, a man became a *parabio* (chief) through a combination of battle honors, *puha* ("medicine power"), generosity, and family relationships. The Comanche people valued wise judgment over a silver-tongue. Thus, their *parabios* would often use a designated *tlatolero* (orator) to speak for them during negotiations, which could cause great confusion to outsiders. The power of a Comanche *parabio* could vary, from little control over his very own band to absolute authority over an entire division. A general council of the various band *parabios* would be held whenever it became necessary to elect a *parabio* to lead a division. While women could attend councils, they were never allowed to speak.

## Way of Life

Obviously, the horse was crucial to the lifestyle of the Comanche. It is believed that they were the first Indian tribe to use horses in their migrations and battles; even supplying other plains tribes with horses, making the Plains Indian buffalo culture possible. The Comanche especially valued pinto and paint breeds. Being one of the few Indian cultures that knew how to selectively breed horses, they encouraged those favored traits when breeding their own herds. A special mystique surrounded a particular type of pinto known as the *Medicine Hat* or *War Bonnet* (having a light colored body with dark markings on the eyes, flanks, and tail along with a dark "shield" on the chest) and a Comanche warrior believed that he was invincible if he rode one into battle.

As with many tribes of the Great Plains, the Comanche relied heavily on the migrating herds of buffalo. The buffalo provided for most of their basic needs — from clothing and tepee covers to thread and tools of various kinds. As expected, the buffalo was the staple of their diet, supplemented with roots, wild vegetables and fruit gathered by the women of the tribe. The meat of the buffalo was either cooked over an open fire or sun-dried as either jerky or pemmican. The Comanche would trade their pemmican with other tribes for honey and tobacco

## TIMELINE — 19TH CENTURY

*continued from page 8*

- 1865 The Little Arkansas Treaty is signed with the Comanche and other plains tribes.
- 1867 A cholera epidemic strikes Comanche tribes.
- 1867 The Treaty of Medicine Lodge is signed by Comanche Tribes. The Kwahada band under Chief Quanah Parker refuses to sign.
- 1868 The Comanche bands that signed Medicine Lodge Treaty are moved to Fort Cobb, only to leave that summer and return home to the plains. Comanche raids target Texas and Kansas; all tribes are then ordered to Oklahoma. Major Andrew Evans attacks a Comanche village at Soldiers Spring on Christmas Day.
- 1869 The Comanche-Kiowa agency is relocated to Fort Sill in present-day Oklahoma.
- 1870 The Comanche population is estimated at around 8,000.
- 1871 A raid led by Quanah Parker steals 70 horses from the army at Rock Station. General Ranald Mackenzie and his buffalo soldiers fight Quanah Parker for two years on the plains.
- 1872 A combined Comanche and Kiowa force raids into Texas and kills 20; at the same time Texans steal more than 1,900 horses from the tribes at Ft. Sill. General Mackenzie attacks a Comanche village at McClellan Creek, taking 130 women and children hostage and imprisoning them at Ft. Concho, Texas.
- 1873 The Comanche hostages are released and forced to go to Ft. Sill.
- 1874 A large Comanche-Cheyenne war party attacks 23 buffalo hunters camped in the Texas Panhandle at the site of Carson's 1864 battle of Adobe Walls. The Red River (or Buffalo) War begins; this is to be the last great Indian war in the southern plains.
- 1875 General Mackenzie attacks and burns five Comanche villages in Palo Duro Canyon, massacring women and children and destroying over 1400 Comanche horses.

*continued on page 10*



among other things. During the winter months, the Comanche usually sustained themselves by hunting deer, elk and other small game. Unlike so many other Indian tribes, the Comanche never seemed to care for the “fire-water” offered by white traders.

With the need to follow the migrations of the buffalo to keep themselves fed and the need to ensure an ample supply of grass to maintain their large herds of horses, the Comanche were forced to lead a nomadic life, usually living in small, scattered groups and rarely settling in one location for any extended length of time.

During the warm weather months, the Comanche preferred the use of temporary shelters made of brush in lieu of a tepee. When the weather turned colder, they would erect their distinctive looking tepees that used four main poles instead of the more common three; this par-

## TIMELINE — 19TH CENTURY

*continued from page 9*

Winter brings starvation to the Indians and they begin to return to the reservation after relentless pursuit by Federal Troops.

In April, 200 Kwahada who had never submitted, surrender at Fort Sill. In June, the remaining Kwahada along with Quanah Parker surrender.

1901 The Comanche reservation is broken up due to government pressure to open the land for settlement.

ticular construction was a legacy of their Shoshoni heritage.

## Way of War

The Comanche provided the standard against which all other mounted plains warriors would be measured. Since the early Comanche traded primarily with the Spanish, and the Spanish had a strict policy of not trading firearms, the Comanche acquired their first firearms somewhat later than the northern tribes that traded with the French. Because of this policy, the Comanche became very proficient at using their traditional weapons of the lance and the bow from horseback. The lance, sometimes up to 14 feet in length, was the primary weapon used to kill buffalo.

In the mid-eighteenth century, before the use of firearms became predominant amongst the other plains tribes, the Comanche used leather barding and large

## COMANCHE LANCE



The Comanche pride themselves on the use of the traditional lance. They are indeed formidable opponents when barreling towards someone on horseback, lance readied for a devastating attack. This weapon can reach lengths up to 14 feet and is the primary weapon used for hunting buffalo, rather than the bow and arrow.

The Comanche lance can be used in un-mounted combat, and has an extended reach that can be used

to attack opponents 10 feet away, but not adjacent foes. Although the weapon is Large size, due to its design a mounted combatant can wield a Comanche lance in one hand. In addition, when used to attack from a charging mount, a Comanche lance deals double damage. A character without the Archaic Weapons Proficiency suffers a -4 non-proficiency penalty to all attack rolls with the Comanche lance.

**Table FGE 1.1-4: Comanche Lance**

Archaic Weapon	Date	Ammo	Dam	Crit	Rng ft	Rate of fire	Mag	Size	Wgt lbs	Pur DC	Pur Price
Comanche Lance	—	—	1d8 P	20	—	SS	—	L	8	7	\$2

body shields to protect both themselves and their horses during battles. After firearms became more common, they adopted the widely known fast-moving, light cavalry style tactics that would be copied by most Indian horse cultures of the Great Plains. Even when it became easier for them to obtain firearms, Comanche warriors tended to avoid using rifles. While a rifle might have a greater accuracy, the Comanche found them clumsy to use from horseback, preferring the greater rate of fire provided by their bows.

Comanche war parties, feared for their ability to mount attacks over great distances, were capable of striking targets hundreds of miles from their family camps. War parties tended to travel at night to avoid detection from foes, with smaller groups or individuals following alternate routes until coming together at a pre-arranged location. Each warrior would travel with a large string of horses, ensuring a fresh mount for battle as well as a fast getaway.

War parties usually wore black war paint consisting of two broad black stripes across their foreheads and lower faces. Successful war parties would often return wearing the booty from their victory: stovepipe hats, dresses, corsets and the like. While this may have appeared comical to the white-man, to a proud Comanche warrior this was simply a demonstration of his prowess and victory in battle.

The Comanche way of war was no-nonsense and brutal. Male prisoners were usually killed at the site of the battle, often after excruciating torture. Women and children could expect to be carried back to the village as part of the spoils of war. While captive women were often raped and then sold off as slaves, on rare occasions they would be kept for ransom or, even more infrequently, integrated into the tribe. Although captured children might occasionally be sold, more often than not they would be adopted by the Comanche and raised as a part of the tribe. Interestingly, preferential treatment wasn't given to natural-born tribe members as opposed to adopted ones.

## Language

The Comanche language is a part of the Uto-Aztecan language group (which also includes Kiowa, Shoshoni and Ute). Because the Comanche are descended from Shoshoni stock, their languages are nearly identical.

The Comanche refer to themselves in their own language as *Ne-mene* or *Numunuu*, which means "our people," but opposing tribes have less favorable names for them. Other given names for the Comanche are *Bodalk Inago*, "snake men," by the Kiowa, *Catha*, "having many horses," by the Arapaho, *Gens du Serpent*, literally "People of the Snake" but more commonly "enemy," by the French, and *Shishinowutz-hitaneo*, "snake people," by the Cheyenne.

The Comanche were so influential in the creation of the plains horse-culture that their language became the standard used by all plains tribes for horse-trading.

## Appearance

The Comanche were, on the average, shorter than the people of the other plains tribes. The men would typically wear their hair long and parted in the middle, either tied to both sides or braided. Women usually wore their hair short, often above shoulder length.

Comanches favored buckskin attire, with the men wearing breeches and shirts, while the women wore shirts and long decorated fringed skirts. Leggings and fur-lined robes would be worn during the winter. Cloth was sometimes used when it could be traded for, with a preference for blue or scarlet coloring. Unlike the northern tribes, the Comanche didn't wear feathered head-dresses; preferring instead the added protection of a war bonnet or head cover made from a buffalo scalp, often adorned with the horns.

When mounted a Comanche warrior would normally wear riding boots that extended all the way up to the hip. Women, children and males not suited for war usually wore moccasins. Comanche moccasins had sturdy soles made from the toughest part of a buffalo's hide.

## Beliefs and Religion

As in all areas of their life, Comanche religion was uncomplicated, with a belief in the existence of a Supreme Creator, spirits and the existence of a life after death. The main tenant was the individual acquisition of *puha* through the undertaking of "vision quests." While large public ceremonies were rare, private religious observances were an important part of every day life.

Comanche dead were buried almost immediately after their passing, usually in a shallow rock-covered grave located on a hill near the village. The greatest of warriors may also have their horses killed and sent on the journey into the afterlife with them. A period of mourning would follow the burial of a tribal member, during which the women relatives would cry aloud as a sign of loss and grief — a rather disturbing scene for outsiders to witness. Speaking the names of the dead was normally avoided, but sometimes the names of those with great *puha* would be passed on to a new generation.

Councils (whether religious or secular) always started with the ceremonial smoking of a pipe; the first puff being offered to the Great Spirit as a request for guidance and the gift of wisdom.

## Tribal Folklore

Like other Indian cultures of the Great Plains, the Comanche had their own folklore that was passed on to their children. As with all stories passed on by word of mouth, these can become distorted over time. Whether truth or fiction, or somewhere in between, two such stories follow as examples.

## Comanche Creation Story

One day the Great Spirit collected swirls of dust from the four directions in order to create the Comanche peo-

ple. These people formed from the earth had the strength of mighty storms. Unfortunately, a shape-shifting demon was also created and began to torment the people. The Great Spirit cast the demon into a bottomless pit. To seek revenge the demon took refuge in the fangs and stingers of poisonous creatures and continues to harm people every chance it gets.

— original source unknown

## How the Buffalo Were Released on Earth

In the first days a powerful being named Humpback owned all the buffalo. He kept them in a corral in the mountains north of San Juan, where he lived with his young son. Not one buffalo would Humpback release for the people on earth, nor would he share any meat with those who lived near him.

Coyote decided that something should be done to release the buffalo from Humpback's corral. He called the people to a council. "Humpback will not give us any buffalo," Coyote said. "Let us all go over to his corral and make a plan to release them."

They camped in the mountains near Humpback's place, and after dark they made a careful inspection of his buffalo enclosure. The stone walls were too high to climb, and the only entrance was through the back door of Humpback's house.

After four days Coyote summoned the people to another council, and asked them to offer suggestions for releasing the buffalo. "There is no way," said one man. "To release the buffalo we must go into Humpback's house, and he is too powerful a being for us to do that."

"I have a plan," Coyote said. "For four days we have secretly watched Humpback and his young son go about their daily activities. Have you not observed that the boy does not own a pet of any kind?"

The people did not understand what this had to do with releasing the buffalo, but they knew that Coyote was a great schemer and they waited for him to explain. "I shall change myself into a killdeer," Coyote said. "In the morning when Humpback's son goes down to the spring to get water, he will find a killdeer with a broken wing. He will want this bird for a pet and will take it back into the house. Once I am in the house I can fly into the corral, and the cries of a killdeer will frighten the buffalo into a stampede. They will come charging out through Humpback's house and be released upon the earth."

The people thought this was a good plan, and the next Morning when Humpback's son came down the path to the spring he found a killdeer with a crippled wing. As Coyote had foreseen, the boy picked up the bird and carried it into the house.

"Look here," the boy cried. "This is a very good bird!"

"It is good for nothing!" Humpback shouted. "All the birds and animals and people are rascals and schemers." Above his fierce nose Humpback wore a blue mask, and through its slits his eyes glittered. His basket headdress was shaped like a cloud and was painted black with a zigzag streak of yellow to represent lightning. Buffalo horns protruded from the sides.

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"It is a very good bird," the boy repeated.

"Take it back where you found it!" roared Humpback, and his frightened son did as he was told.

As soon as the killdeer was released it returned to where the people were camped and changed back to Coyote. "I have failed," he said, "but that makes no difference. I will try again in the morning. Perhaps a small animal will be better than a bird."

The next morning when Humpback's son went to the spring, he found a small dog there, lapping at the water. The boy picked up the dog at once and hurried back into the house. "Look here!" he cried. "What a nice pet I have."

"How foolish you are, boy!" Humpback growled. "A dog is good for nothing. I'll kill it with my club."

The boy held tight to the dog, and started to run away crying.

"Oh, very well," Humpback said. "But first let me test that animal to make certain it is a dog. All animals in the world are schemers." He took a coal of fire from the hearth and brought it closer and closer to the dog's eyes until it gave three rapid barks. "It is a real dog," Humpback declared. "You may keep it in the buffalo corral, but not in the house."

This of course was exactly what Coyote wanted. As soon as darkness fell and Humpback and his son went to sleep, Coyote opened the back door of the house. Then he ran among the buffalo, barking as loud as he could. The buffalo were badly frightened because they had never before heard a dog bark. When Coyote ran nipping at their heels, they stampeded toward Humpback's house and entered the rear door. The pounding of their hooves awakened Humpback, and although he jumped out of bed and tried to stop them, the buffalo smashed down his front door and escaped.

After the last of the shaggy animals had galloped away, Humpback's son could not find his small dog. "Where is my pet?" he cried. "Where is my little dog?"

"That was no dog," Humpback said sadly. "That was Coyote the Trickster. He has turned loose all our buffalo."

Thus it was that the buffalo were released to scatter over all the earth.

— original source unknown



## Comanche Prestige Classes

As briefly discussed in *Sidewinder: Recoiled* (see page 24), unlike advanced classes, prestige classes are based on specific organizations instead of classic Old West stereotypes. Prestige classes have stricter entry requirements than advanced classes and will usually have some in-game roleplaying requirements that must be met before they can be taken.

In this installment of Council Fires we present you with the first prestige classes explicitly designed for the *Sidewinder: Recoiled* milieu, the Comanche Parabio (or chief) and the Comanche Rider.

## Comanche Parabio

In some cultures leadership is forced upon individuals; in others it is bought or stolen. But in a Comanche band or division, the *parabio* earns his position as a result of his deeds. Possessing great wisdom and commanding the respect of the warriors, hunters and women of the tribe, the *parabio* leads with a strong will and a dedication to ensuring the longevity of his people and their way of life.

To become a *parabio*, a Comanche man must prove his strength of will and the ability to assert his influence with other tribal leaders as well as with the white-man. He must not back down from anyone, using his dominance in battle or prominence in diplomacy to make the deals that will benefit his people, or otherwise represent their best interests. His sheer strength of personality is a force to be reckoned with, coercing or inspiring fear in his enemies and loyalty in his followers. While a *parabio* may be a descendant of previous great leaders or have significant familial connections to support his power, long before reaching such a lofty position, he must gain *puha* in battle, demonstrate enormous generosity, and prove his skill in meaningful dealings with both friends and enemies alike.

Once achieving the position, a *parabio* will continue to hone these traits—polishing diplomatic and oratory skills, boldly leading his people into agreements, motivating them for great battles, and resolving deadly internal disputes – all the while building up the very strength of his name and reputation.

## Requirements

To qualify as a Comanche Parabio, a character must fulfill the following criteria.

**Skills:** Diplomacy 10 ranks, Intimidate 10 ranks.

**Feat:** Trustworthy.

**Reputation:** +6.

**Allegiance:** An allegiance to a particular Comanche band or division.

**Special:** The character either must be a native-born Comanche or have been adopted and raised in the tribe.

The character must be elected to the *parabio* position before taking his first level in this class.

## Comanche Parabio Vitals

The following information pertains to the Comanche Parabio prestige class.

**Grit Die:** A Comanche Parabio gains 1d8 grit per level. The character's Constitution modifier applies.

**Action Points:** A Comanche Parabio gains a number of action points equal to 7 + one-half his character level, rounded down, every time he attains a new level in this class.

**Class Skills:** The Comanche Parabio's class skills (and the key ability for each skill) are: Bluff (Cha), Diplomacy (Cha), Gather Information (Cha), Intimidate (Cha), Knowledge (current events, history, and popular culture) (Int), Listen (Wis), Profession (Wis), Read/Write Language (none), Ride (Dex), Sense Motive (Wis), Speak Language (none).

**Skill Points at Each Level:** 5 + Int modifier.



**Table FGE1.1-5: The Comanche Parabio**

Level	BAB	Fort	Ref	Will	Features	Defense	Reputation
1st	+0	+1	+1	+1	Great orator	+1	+2
2nd	+1	+2	+2	+2	Battle medicine	+1	+2
3rd	+2	+2	+2	+2	Vision quest	+2	+2
4th	+3	+3	+3	+3	Rally war party	+2	+3
5th	+3	+3	+3	+3	Great puha	+3	+3

## Class Features

The following class features pertain to the Comanche Parabio prestige class.

### Great Orator

The Comanche Parabio has learned how to focus his words and actions to inspire his tribe. Beginning at 1st level, he gains a competence bonus to all Charisma-based skill checks equal to his Comanche Parabio class level.

### Battle Medicine

Beginning at 2nd level, the Comanche Parabio can perform great deeds in combat by calling upon his *puha*. By taking a full-round action and spending an action point, a Comanche Parabio may add a +2 morale bonus to all of his attack rolls and saving throws. This effect lasts for a number of rounds equal to the character's Comanche Parabio class level.

### Vision Quest

Beginning at 3rd level, the Comanche Parabio may undertake a Vision Quest in an attempt to acquire more *puha*. If the character's pool of action points is ever reduced to 0, he may attempt to replenish some of them with a Vision Quest. The Comanche Parabio must perform a grueling weeklong ritual of solitary fasting, meditation and praying to the Great Spirit to grant him strength and insight. Completion of the Vision Quest requires a successful DC 15 Wisdom check at the end of the 7 days. The character receives a bonus to the Wisdom check equal to his Comanche Parabio class levels. On a successful check, the character regains a number of action points equal to his Comanche Parabio level plus his Wisdom modifier.

Regardless of the last character class chosen, a Vision Quest may be performed once per character level (but only once, and only if the Comanche Parabio's action points total 0).

### Rally War Party

Beginning at 4th level, the Comanche Parabio can rally a war party during battles. The Comanche Parabio must spend a full-round action exhorting, cajoling and otherwise inspiring the war party to great deeds. To be affected by this ability, a member of the war party must listen to and observe the *parabio* for the full round and the Comanche Parabio must make a successful DC 10 Charisma check. Any member of the war party successfully rallied gains a +1 morale bonus on all attack rolls and saving throws. This bonus stacks with any bonuses from the Charismatic hero inspiration and greater inspiration talents.

The Comanche Parabio cannot affect himself with the use of this ability. He can rally a number of war party members equal to his total number of levels in Charismatic hero and Comanche Parabio. The effects of this ability last a number of rounds equal to the Comanche Parabio's Reputation bonus.

### Great Puha

By 5th level, the Comanche Parabio has accumulated a great amount of *puha* and can now spend two action points in a single round. These action points may not, however, be used to augment the same d20 roll or activate two class features or talents in a single round. For example, a Comanche Parabio can augment two separate d20 rolls (such as a melee attack and a Reflex save) or augment a single d20 roll and activate a single talent or feature in one round.

## Comanche Rider

The quintessential mounted warrior, a Comanche Rider fears no one, excels in combat and yearns for the opportunity to display his extraordinary horsemanship and talent for battle. For such a warrior, it's not enough to be simply victorious; one must also demonstrate incredible courage and unsurpassed style and skill in the saddle (or bareback).

Striving to become as one with the horse, the Comanche Rider focuses on improving his ability to fight while mounted. Trick-riding and special mounted combat maneuvers are the hallmark of an accomplished rider. Any warrior who chooses this class dedicates himself to developing a deadly and magnificent presence while fighting from horseback, perfecting his aptitude with the traditional weapons of the bow and arrow and Comanche lance, often shunning the white-man's weapons as a result.

A warrior must pay his dues, so to speak, before achieving such a prestigious role in his tribal band or division, serving in active war parties for some time and distinguishing himself as deserving of the honor of being called a Comanche Rider. Comanche Riders account for the majority of the members of Comanche warrior societies.

## Requirements

To qualify as a Comanche Rider, a character must fulfill the following criteria.

**Base Attack Bonus:** +4.

**Skill:** Ride 10 ranks.

**Feats:** Archaic Weapons Proficiency, Blazing Saddle, Defensive Riding.

**Special:** The character must be an active participant with a Comanche war party for at least one year (or a significant amount of time; Judge's discretion) before taking his first level in this class.

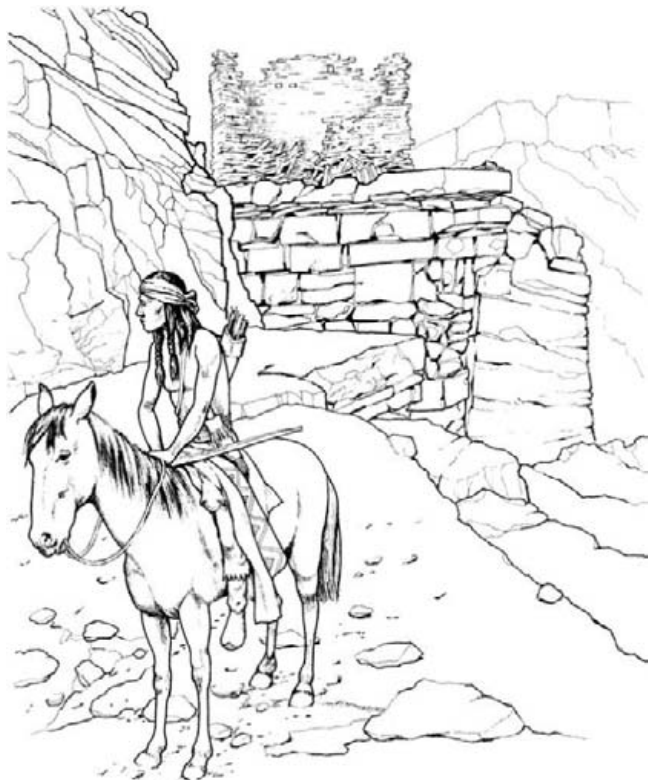
## Comanche Rider Vitals

The following information pertains to the Comanche Rider prestige class.

**Grit Die:** A Comanche Rider gains 1d10 grit per level. The character's Constitution modifier applies.

**Table FGE 1.1-6: The Comanche Rider**

Level	BAB	Fort	Ref	Will	Features	Defense	Reputation
1st	+0	+1	+1	+0	Improved Comanche riding	+1	+1
2nd	+1	+2	+2	+1	Hail of arrows	+1	+1
3rd	+2	+2	+2	+1	Comanche charge	+2	+1
4th	+3	+3	+3	+1	Advanced Comanche riding	+2	+2
5th	+3	+3	+3	+2	Medicine power	+3	+2



**Action Points:** A Comanche Rider gains a number of action points equal to 7 + one-half his character level, rounded down, every time he attains a new level in this class.

**Class Skills:** The Comanche Rider's class skills (and the key ability for each skill) are: Handle Animal (Cha), Hide (Dex), Intimidate (Cha), Knowledge (tactics), Listen (Wis), Move Silently (Dex), Navigate (Int), Profession (Wis), Ride (Dex), Spot (Wis), Survival (Wis).

**Skill Points at Each Level:** 5 + Int modifier.

### Class Features

The following class features pertain to the Comanche Rider prestige class.

#### Improved Comanche Riding

Normally, when using the Comanche Riding action on horseback (see *Sidewinder: Recoiled*, Ride skill on pages

92–93), only one hand may be used to perform an attack action, as the other maintains the rider's grasp on the mount. Improved Comanche Riding allows the Comanche Rider to use both hands to perform an attack action.

#### Hail of Arrows

At 2nd level, the Comanche Rider is able to make one extra attack per round when using a bow. In order to do so, the character must use a full-attack action; the extra attack is made at his highest attack bonus, but all attacks made during the round suffer a –2 penalty to hit.

#### Comanche Charge

Whenever the Comanche rider successfully strikes an opponent with the Comanche Lance while charging from horseback, the Comanche Rider can perform a free trip attack in addition to the normal damage inflicted on the opponent. For characters with the Improved Trip feat, this free trip attack doesn't generate an additional melee attack if the trip succeeds.

#### Advanced Comanche Riding

At 4th level, if the Comanche Rider fails his Ride skill check (see *Sidewinder: Recoiled*, Ride skill on pages 92–93) to perform the Comanche Riding action, he automatically stays on his horse, no longer having to make a Reflex save in order to do so. The Comanche Rider still loses the attack action when he or she fails the skill check.

#### Medicine Power

A 5th level Comanche Rider has accumulated great *puha* and has learned to trust his medicine power in combat. By spending an action point, the Comanche Rider gains a morale bonus to Defense for a number of rounds equal to his Reputation bonus. The size of the Defense bonus is determined by rolling a number of action dice appropriate for the Comanche Rider's character level (see Action Points, page 49 of *Sidewinder: Recoiled*) and keeping only the highest roll.

## H. J. MULFORD

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## Comanche Tribesmen

The Comanche can provide a great source of heroes and villains alike in a *Sidewinder: Recoiled* campaign. Their warlike nature makes Comanche warriors ideal opponents for a Judge to send against player characters. That same nature may also inspire a player to play a character of Comanche heritage.

The following section describes two of the most notable citizens of the Comanche nation, Quanah Parker and Ten Bears. Game statistics for each figure, appropriate for a variety of time-periods, are provided in the event a Judge wishes to introduce either character into his or her campaign. Furthermore, statistics are also provided for a variety of generic Comanche NPCs. These may be used to round-out one of Quanah Parker's war parties or to fill-out Ten Bears' retinue of followers.

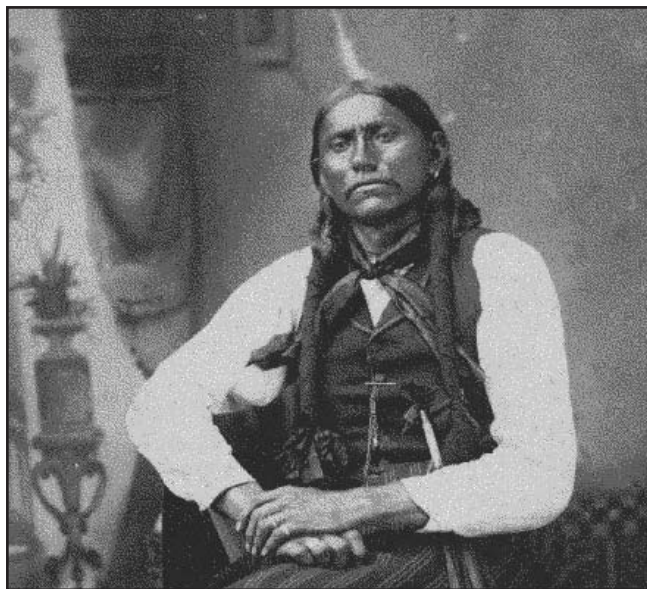
### Quanah Parker

Although not considered the most important chief among the Comanche people, Quanah Parker (*Quanah* meaning "fragrance" or "sweet smell" in Comanche) is perhaps the best known. This notoriety stems in a large part from the story of his mother, Cynthia Anne Parker, an Anglo-American from Texas captured as a young girl by the Comanche during a raid in 1836 and then adopted into the tribe. She would later marry Peta Nocona, a great leader of the Nokoni division, bearing him three children, one of which was Quanah.

Reputedly born in 1845 (although some historians believe it was 1852) near the Wichita Mountains in present-day Oklahoma, Quanah played an important part in the Comanche's resistance to the encroaching settlement of their land by white-men as well as in the tribe's adjustment to reservation life in later years. In 1860 Quanah's father died while defending a Comanche village on the Pease River against Texas Rangers, and his mother, Cynthia Anne Parker, and his sister, Topasannah, were "liberated" and returned to white civilization. With the loss of his family Quanah left the Nokoni division and joined with the Kwahada, becoming an experienced horseman and valuable leader to his people.

The Kwahada division earned a reputation as the most hostile and warlike of the Comanche people. Under Quanah's leadership, the Kwahada refused to attend the Medicine Lodge Treaty Council in 1867 and continued their warlike existence on the Staked Plains. They remained on the warpath and continued raids against encroaching settlers in Texas and the surrounding states.

Perhaps the most famous war party fronted by Quanah was the combined Kwahada and Cheyenne assault on Adobe Walls in 1874, which marked the beginning of the Buffalo War, the last great Indian war on the southern plains of America. While the attack didn't succeed in its own right, as the 23 buffalo hunters cornered at Adobe Walls fended off their attackers, the uprising spurred many other Indians to leave the reservations to fight the white-man.



#### Quanah Parker (early years) (Strong Hero 1, Fast Hero 2, Tough Hero 1, Pony Soldier 1)

**Challenge Rating:** 5

**Level:** 5

**Grit Dice:** 3d8+2d10+5 (30)

**MDT:** 13

**Initiative:** +2

**Speed:** 30 ft.

**Base Attack Bonus:** +2

**Grapple Modifier:** +3

**Space/Reach:** 5 ft. x 5 ft. / 5 ft.

**Action Points:** 3

**Reputation:** +0

**Allegiances:** Comanche, Kwahada

**Defense:** 19 (+7 class, +2 Dex) (+2 if riding)

**Saving Throws:** Fort +4, Ref +5, Will +1

**Abilities:** Str 12 (+1), Dex 14 (+2), Con 13 (+1),  
Int 14 (+2), Wis 12 (+1), Cha 14 (+2)

**Attacks:** Bow +4 (1d6; Range: 40 ft.)

*Comanche Lance* +4 (1d8+1)

*Spencer Carbine* +0 (2d10; Range: 70 ft;

Ammo: 7 box)

**Occupation:** Tribal (bonus feat: Archaic Weapons Proficiency; class skills: Intimidate, Ride, Survival)

**Skills:** Balance +6, Diplomacy +4, Escape Artist +4, Gather Information +4, Handle Animal +6, Hide +6, Intimidate +10, Knowledge (current events) +4, Knowledge (popular culture) +4, Listen +3, Move Silently +6, Navigate +3, Ride +11, Speak Language (Comanche), Spot +5, Survival +5, Tumble +5

**Feats:** Archaic Weapons Proficiency, Defensive Riding, Far Shot, , Simple Weapons Proficiency, Trustworthy, Weapon Focus (Comanche Lance)

**Class Features:** Born in the Saddle +2, Evasion, Melee Smash +1, Remain Conscious



**Quanah Parker (middle years)**  
(Strong Hero 1, Fast Hero 2, Tough Hero 1,  
Charismatic Hero 1, Pony Soldier 3, Comanche  
Rider 2)

**Challenge Rating:** 10

**Level:** 10

**Grit Dice:** 1d6+3d8+6d10+10 (60)

**MDT:** 13

**Initiative:** +2

**Speed:** 30 ft.

**Base Attack Bonus:** +5

**Grapple Modifier:** +6

**Space/Reach:** 5 ft. x 5 ft. / 5 ft.

**Action Points:** 5

**Reputation:** +6

**Allegiances:** Comanche, Kwahada

**Defense:** 21 (+9 class, +2 Dex) (+2 if riding)

**Saving Throws:** Fort +8, Ref +9, Will +3

**Abilities:** Str 12 (+1), Dex 14 (+2), Con 13 (+1),  
Int 14 (+2), Wis 12 (+1), Cha 15 (+2)

**Attacks:** *Bow* +7 (1d6; Range: 40 ft.)

*Bow (hail)* +5/+5 (1d6; Range: 40 ft.)

*Comanche Lance* +7 (1d8+1)

*Spencer Carbine* +7 (2d10; Range: 70 ft;

Ammo: 7 box)

**Occupation:** Tribal (bonus feat: Archaic Weapons  
Proficiency; class skills: Intimidate, Ride, Survival)

**Skills:** Balance +6, Diplomacy +13, Escape Artist  
+4, Gather Information +4, Handle Animal +6,  
Hide +6, Intimidate +12, Knowledge (current  
events) +5, Knowledge (popular culture) +4,  
Knowledge (tactics) +8, Listen +6, Move Silently  
+6, Navigate +5, Ride +15, Search +5, Sense  
Motive +7, Speak Language (Comanche), Spot +6,  
Survival +5, Tumble +5

**Feats:** Archaic Weapons Proficiency, Blazing  
Saddle, Defensive Riding, Far Shot, Personal  
Firearms Proficiency, Renown, Simple Weapons  
Proficiency, Trustworthy, Weapon Focus  
(Comanche Lance)

**Class Features:** Born in the Saddle +2,  
Coordinate, Effortless Control, Evasion, Hail of  
Arrows, Improved Comanche Riding, Melee  
Smash +1, Remain Conscious

On June 2nd, 1875, Quanah finally surrendered himself and his band to authorities at Fort Sill in Oklahoma. Although he was confined to a reservation, he refused to give up all the ways of his people and continued to be a leader for them. He refused to give up polygamy and continued the use of peyote, rejecting the overtures of Christianity — despite the fact that his son, White Parker, became a Methodist Minister — and became instrumental in the formation of the Native American Church.

Nevertheless, to help improve the plight of his people, he adapted by learning English and pleading the cause of the Comanche nation to Congress. He successfully negotiated grazing rights with Texas cattlemen, invested in a railroad

**Quanah Parker (late years)**  
(Strong Hero 1, Fast Hero 2, Tough Hero 1,  
Charismatic Hero 2, Pony Soldier 3, Comanche  
Parabio 4, Comanche Rider 2)

**Challenge Rating:** 15

**Level:** 15

**Grit Dice:** 2d6+7d8+6d10+15 (96)

**MDT:** 12

**Initiative:** +1

**Speed:** 30 ft.

**Base Attack Bonus:** +9/+4

**Grapple Modifier:** +9

**Space/Reach:** 5 ft. x 5 ft. / 5 ft.

**Action Points:** 8

**Reputation:** +9

**Allegiances:** Comanche, Kwahada

**Defense:** 23 (+12 class, +1 Dex) (+2 if riding)

**Saving Throws:** Fort +11, Ref +12, Will +6

**Abilities:** Str 11 (+0), Dex 13 (+1), Con 12 (+1),  
Int 15 (+2), Wis 13 (+1), Cha 17 (+3)

**Attacks:** *Bow* +10/+5 (1d6; Range: 40 ft.)

*Bow (hail)* +8/+8/+3 (1d6; Range: 40 ft.)

*Comanche Lance* +10/+5 (1d8)

*Spencer Carbine* +10/+6 (2d10; Range: 70 ft;

Ammo: 7 box)

**Occupation:** Tribal (bonus feat: Archaic Weapons  
Proficiency; class skills: Intimidate, Ride, Survival)

**Skills:** Balance +5, Bluff +14, Diplomacy +22,  
Escape Artist +3, Gather Information +16,  
Handle Animal +11, Hide +5, Intimidate +19,  
Knowledge (civics) +4, Knowledge (current events)  
+9, Knowledge (history) +7, Knowledge (popular  
culture) +8, Knowledge (tactics) +8, Listen +6,  
Move Silently +5, Navigate +5, Read/Write  
Language (English), Ride +14, Search +5, Sense  
Motive +7, Speak Language (Comanche, English),  
Spot +6, Survival +5, Tumble +4

**Feats:** Archaic Weapons Proficiency, Blazing  
Saddle, Defensive Riding, Far Shot, Frightful  
Presence, Personal Firearms Proficiency, Renown,  
Ride-by Attack, Simple Weapons Proficiency,  
Spirited Charge, Trustworthy, Weapon Focus  
(Comanche Lance)

**Class Features:** Born in the Saddle +2,  
Coordinate, Effortless Control, Evasion, Focus  
Puha, Great Orator, Hail of Arrows, Improved  
Comanche Riding, Melee Smash +1, Rally War  
Party, Remain Conscious, Vision Quest

and counted the famed cattleman Charles Goodnight and President Theodore Roosevelt among his friends. He even became a reservation judge and was appointed deputy sheriff of Lawton, Oklahoma in 1902.

After the sudden onset of illness, Quanah Parker died quietly on February 23rd, 1911. He was buried in full Comanche regalia next to his mother on Chief's Knoll at the Ft. Sill Military Cemetery.

Quanah Parker was truly an amazing man caught

## PONY SOLDIER FOR INDIANS



The Personal Firearms Proficiency feat may not be an appropriate prerequisite for Indian characters wishing to take the Pony Soldier advanced class. Feel free, as we have done here with Quanah Parker and several other following Comanche NPCs, to substitute the Archaic Weapons Proficiency feat as a prerequisite instead.

between two very different worlds. Biographer Bill Neeley once wrote, "Not only did Quanah pass within the span of a single lifetime from a Stone Age warrior to a statesman in the age of the Industrial Revolution, but he accepted the challenge and responsibility of leading the whole Comanche tribe on the difficult road toward their new existence."

## Ten Bears

*"I was born upon the prairie where the wind blew free and there was nothing to break the light of the sun. I was born where there were no enclosures and where everything drew a free breath. I want to die there, not within walls."*

— Ten Bears

If Quanah Parker was the archetypal example of a great war leader of the Comanche, then Ten Bears (or Paruasemena in Comanche) would represent almost the opposite extreme. Born sometime around 1792 on the southwestern plains, by the time Ten Bears reached middle age he had become a leading orator for the Comanche. Known as an eloquent speaker and master negotiator, Ten Bears was a Yamparika *parabio* who effectively represented his people with the white-man. Despite the fact that he never accrued great *puha* on the field of battle, he was held in high esteem by the Comanche and was selected to represent his people at numerous peace conferences.

Always on the forefront to try and win rights for his people in a peaceful manner, Ten Bears traveled to Washington D.C. in 1863, but failed to come away with concessions from the government. In 1867, he represented the Comanche at the Council at Medicine Lodge, the very same meeting that Quanah Parker refused to attend. Despite great doubt, he signed the treaty forcing the Comanche onto a recently established reservation in the southwest area of Indian Territory.

Despite his agreement to various treaties, Ten Bears always resented the intrusion of the white-man into tribal lands and he never forgot their broken promises. In 1873 he set off on another journey to Washington D.C. with the hopes that things would be different this time. During this futile trip to earn rights for his people he became ill. He returned to the reservation he detested and died a few weeks later in Ft. Sill, Oklahoma.



### Ten Bears (early years)

(Charismatic Hero 5)

Challenge Rating: 5

Level: 5

Grit Dice: 5d6 (20)

MDT: 10

Initiative: +1

Speed: 30 ft.

Base Attack Bonus: +2

Grapple Modifier: +2

Space/Reach: 5 ft. x 5 ft. / 5 ft.

Action Points: 3

Reputation: +3

Allegiances: Comanche, Yamparika

Defense: 13, touch 13, flat-footed 12 (+2 class, +1 Dex) (+1 if riding)

Saving Throws: Fort +3, Ref +4, Will +3

Abilities: Str 10 (+0), Dex 12 (+1), Con 10 (+0), Int 14 (+2), Wis 14 (+2), Cha 16 (+3)

Attacks: Bow +3 (1d6; Range: 40 ft.)

Comanche Lance +2 (1d8)

Sharps Carbine +3 (2d8; Range: 80 ft.;

Ammo: 1 int)

Occupation: Tribal (bonus feat: Archaic Weapons Proficiency; class skills: Ride, Spot, Survival)

Skills: Bluff +10, Diplomacy +14, Gather Information +8, Handle Animal +6, Intimidate +10, Knowledge (current events) +5, Knowledge (popular culture) +5, Perform (sing) +9, Ride +10, Speak Language (Comanche, Cheyenne, English, Pawnee), Spot +8, Survival +9, Swim +3

Feats: Archaic Weapons Proficiency, Defensive Riding, Horse Tradin', Indian Lore, Personal Firearms Proficiency, Simple Weapons Proficiency, Trustworthy)

Class Features: Captivate, Charm (men), Favor

**The following speech was given by Ten Bears at the Medicine Lodge Treaty Council:**

*My heart is filled with joy when I see you here, as the brooks fill with water when the snows melt in the spring, and I feel glad as the ponies do when the fresh grass starts in the beginning of the year.*

*I heard of your coming when I was many sleeps away, and I made but a few camps before I met you. I knew that you had come to do good to me and my people. I looked for the benefits which would last forever, and so my face shines with joy as I look upon you.*

*My people have never first drawn a bow or fired a gun against the whites. There has been trouble on the line between us, and my young men have danced the war dance, but it was not begun by us.*

*It was you who sent out the first soldier, and it was we who sent out the second.*

*Two years ago, I came upon this road following the buffalo, that my wives and children might have their cheeks plump and their bodies warm. But the soldiers fired on us, and since that time there has been a noise like that of a thunderstorm, and we have not known which way to go.*

*So it was upon the Canadian.*

*Nor have we been made to cry once alone. The blue dressed soldiers and the Utes came from out of the night when it was dark and still, and for campfires, they lit our lodges. Instead of hunting game, they killed my braves and the warriors of the tribe cut short their hair for the dead.*

*So it was in Texas.*

*They made sorrow come into our camps, and we went out like buffalo bulls when the cows are attacked. When we found them we killed them, and their scalps hang in our lodges.*

*The Comanches are not weak and blind like the pups of a dog when seven sleeps old. They are strong and farsighted like grown horses. We took their road and went on it. The white women cried, and our women laughed.*

*But there are things which you have said to me which I did not like. They were not sweet like sugar,*

*but bitter like gourds. You said that you wanted to put us on a reservation, to build us houses, and to make us Medicine Lodges.*

*I do not want them.*

*I was born upon the prairie where the wind blew free, and there was nothing to break the light of the sun. I was born where there were no enclosures, and where everything drew free breath. I want to die there, and not within walls.*

*I know every stream and every wood between the Rio Grande and the Arkansas. I have hunted and lived over the country. I lived like my fathers before me, and like them I lived happily.*

*When I was at Washington, the Great White Father told me that all the Comanche land was ours, and that no one should hinder us in living upon it. So why do you ask us to leave the rivers, and the sun, and the wind, and live in houses?*

*Do not ask us to give up the buffalo for the sheep. The young men have heard talk of this, and it has made them sad and angry. Do not speak of it no more.*

*I love to carry out the talk I get from the Great White Father.*

*When I get good and presents, I and my people feel glad, since it shows us that he holds us in his eye. If the Texans had kept out of my country, there might have been peace. But that which you say we must live on is too small.*

*The Texans have taken away the places where the grass grew the thickest and the timber was best. Had we kept that, we might have done this thing you ask. But it is too late.*

*The white man has the country we loved and we only wish to wander on the prairie until we die.*

*Any good thing you say to me shall not be forgotten. I shall carry it as near to my heart as my children, and it shall be as often on my tongue as the name of the Great Spirit.*

*I want no blood upon my land to stain the grass. I want it all clean and pure, and I wish it so, that all who go through among my people may find peace when they come in, and leave it when they go out.*

**Ten Bears (later years)**  
**(Charismatic Hero 7, Comanche Parabio 3)**
**Challenge Rating:** 10**Level:** 10**Grit Dice:** 7d6+3d8-10 (31)**MDT:** 8**Initiative:** +0**Speed:** 30 ft.**Base Attack Bonus:** +5**Grapple Modifier:** +4**Space/Reach:** 5 ft. x 5 ft. / 5 ft.**Action Points:** 5**Reputation:** +9**Allegiances:** Comanche, Yamparika**Defense:** 14, touch 14, flat-footed 14 (+4 class)  
(+1 if riding)**Saving Throws:** Fort +6, Ref +7, Will +6**Abilities:** Str 8 (-1), Dex 10 (+0), Con 8 (-1),  
Int 16 (+3), Wis 17 (+3), Cha 18 (+4)**Attacks:** *Bow* +5 (1d6; Range: 40 ft.)*Comanche Lance* +4 (1d8-1)*Sharps Carbine* +5 (2d8; Range: 80 ft.;

Ammo: 1 int)

**Occupation:** Tribal (bonus feat: Archaic Weapons  
Proficiency; class skills: Ride, Spot, Survival)**Skills:** Bluff +18, Diplomacy +23, Gather  
Information +12, Handle Animal +10, Intimidate  
+16, Knowledge (civics) +8, Knowledge (current  
events) +7, Knowledge (history) +7, Knowledge  
(popular culture) +7, Listen +7, Perform  
(percussion) +11, Perform (sing) +13, Ride +10,  
Sense Motive +15, Speak Language (Comanche,  
Cheyenne, English, Pawnee), Spot +9, Survival  
+10, Swim +3**Feats:** Archaic Weapons Proficiency, Attentive,  
Defensive Riding, Horse Tradin', Indian Lore,  
Personal Firearms Proficiency, Point Blank Shot,  
Renown, Simple Weapons Proficiency, Tribal Lore  
(Comanche), Track, Trustworthy**Class Features:** Battle Medicine, Captivate,  
Charm (men), Fast-talk, Favor, Great Orator,  
Vision Quest
**Low-Level Comanche Warrior**  
**(Tough Ordinary 2)**
**Challenge Rating:** 1**Level:** 2**Grit Dice:** 2d10 + 4 (15)**MDT:** 15**Initiative:** +2**Speed:** 30 ft.**Base Attack Bonus:** +1**Space/Reach:** 5 ft. x 5 ft. / 5 ft.**Action Points:** 0**Reputation:** +0**Defense:** 14, touch 14, flat-footed 12 (+2 class,  
+2 Dex) (+1 if riding)**Saving Throws:** Fort +4, Ref +2, Will +1**Abilities:** Str 12 (+1), Dex 14 (+2), Con 15 (+2),  
Int 10 (+0), Wis 13 (+1), Cha 8 (-1)**Attacks:** *Bow* +3 (1d6; Range: 60 ft.)*Comanche Lance* +2 (1d8+1)*M1842 Percussion Musket* -1 (2d12; Range:  
105 ft.; Ammo: 1 mzl)

-OR-

*Spencer Carbine* -1 (2d10; Range: 105 ft;  
Ammo: 7 box)**Occupation:** Tribal (bonus feat: Archaic Weapons  
Proficiency; class skills: Ride, Listen, Spot)**Skills:** Concentration +3, Craft (structural) +1,  
Intimidate +1, Listen +3, Ride +8, Speak  
Language (Comanche), Spot +4, Survival +3**Feats:** Archaic Weapons Proficiency, Defensive  
Riding, Far Shot**Class Features:** NONE

## Ordinary Comanche NPCs

Despite the myths and legends, the majority of Comanches were just ordinary folks going about their day-to-day lives. The following statistics are representative of the Comanche "common man," striving to provide food and shelter for his family and keep them safe from "outsiders."





**Mid-Level Comanche Warrior  
(Tough Ordinary 5)****Challenge Rating:** 4**Level:** 5**Grit Dice:** 5d10 + 10 (36)**MDT:** 15**Initiative:** +2**Speed:** 30 ft.**Base Attack Bonus:** +3**Space/Reach:** 5 ft. x 5 ft. / 5 ft.**Action Points:** 0**Reputation:** +1**Defense:** 15, touch 15, flat-footed 13 (+3 class, +2 Dex) (+1 if riding)**Saving Throws:** Fort +5, Ref +3, Will +3**Abilities:** Str 12 (+1), Dex 14 (+2), Con 15 (+2), Int 10 (+0), Wis 14 (+2), Cha 8 (-1)**Attacks:** Bow +5 (1d6; Range: 60 ft.)

Comanche Lance +4 (1d8+1)

M1842 Percussion Musket +1 (2d12; Range: 105 ft.; Ammo: 1 mzl)

-OR-

Spencer Carbine +1 (2d10; Range: 105 ft; Ammo: 7 box)

**Occupation:** Tribal (bonus feat: Archaic Weapons Proficiency; class skills: Ride, Listen, Spot)**Skills:** Concentration +3, Craft (structural) +1, Intimidate +2, Listen +6, Ride +11, Speak Language (Comanche), Spot +7, Survival +5**Feats:** Archaic Weapons Proficiency, Blazing Saddle, Defensive Riding, Far Shot**Class Features:** NONE**High-Level Comanche Warrior  
(Tough Ordinary 8)****Challenge Rating:** 7**Level:** 8**Grit Dice:** 8d10 + 17 (61)**MDT:** 16**Initiative:** +2**Speed:** 30 ft.**Base Attack Bonus:** +6/+1**Space/Reach:** 5 ft. x 5 ft. / 5 ft.**Action Points:** 0**Reputation:** +2**Defense:** 16, touch 16, flat-footed 14 (+4 class, +2 Dex) (+1 if riding)**Saving Throws:** Fort +7, Ref +4, Will +4**Abilities:** Str 12 (+1), Dex 14 (+2), Con 16 (+3), Int 10 (+0), Wis 14 (+2), Cha 8 (-1)**Attacks:** Bow +9/+4 (1d6; Range: 60 ft.)

Comanche Lance +7/+2 (1d8+1)

M1842 Percussion Musket +4/-1 (2d12; Range: 105 ft.; Ammo: 1 mzl)

-OR-

Spencer Carbine +4/-1 (2d10; Range: 105 ft; Ammo: 7 box)

**Occupation:** Tribal (bonus feat: Archaic Weapons Proficiency; class skills: Ride, Listen, Spot)**Skills:** Concentration +4, Craft (structural) +1, Intimidate +3, Listen +6, Ride +14, Speak Language (Comanche), Spot +9, Survival +8**Feats:** Archaic Weapons Proficiency, Blazing Saddle, Defensive Riding, Far Shot, Weapon Focus (bow)**Class Features:** NONE

## Heroic Comanche NPCs

Just as the player characters in *Sidewinder: Recoiled* campaigns represent the few hardy souls that rise above the common folk, so too, do the Comanche people give rise to such heroic men and women. The following statistics represent just some of these possible heroes.

### Low-Level Comanche Hero (Fast Hero 2)

**Challenge Rating:** 2

**Level:** 2

**Grit Dice:** 2d8+4 (17)

**MDT:** 17

**Initiative:** +2

**Speed:** 30 ft.

**Base Attack Bonus:** +1

**Space/Reach:** 5 ft. x 5 ft. / 5 ft.

**Action Points:** 1

**Reputation:** +0

**Defense:** 16, touch 16, flat-footed 14 (+4 class, +2 Dex) (+1 if riding)

**Saving Throws:** Fort +2, Ref +4, Will +1

**Abilities:** Str 14 (+2), Dex 14 (+2), Con 14 (+2), Int 12 (+1), Wis 12 (+1), Cha 10 (+0)

**Attacks:** Bow +3 (1d6; Range: 60 ft.)

Comanche Lance +3 (1d8+2)

M1842 Percussion Musket -1 (2d12; Range: 105 ft.; Ammo: 1 mzl)

-OR-

Spencer Carbine -1 (2d10; Range: 105 ft; Ammo: 7 box)

**Occupation:** Tribal (bonus feat: Archaic Weapons Proficiency; class skills: Handle Animal, Ride, Spot)

**Skills:** Balance +5, Escape Artist +5, Handle Animal +4, Knowledge (popular culture) +3, Move Silently +6, Ride +8, Speak Language (Comanche, Spanish), Spot +6, Tumble +5

**Feats:** Archaic Weapons Proficiency, Defensive Riding, Far Shot, Improved Damage Threshold, Simple Weapons Proficiency

**Class Features:** Evasion

### Mid-Level Comanche Hero (Fast Hero 3, Pony Soldier 2)

**Challenge Rating:** 5

**Level:** 5

**Grit Dice:** 3d8+2d10+10 (38)

**MDT:** 17

**Initiative:** +2

**Speed:** 30 ft.

**Base Attack Bonus:** +3

**Space/Reach:** 5 ft. x 5 ft. / 5 ft.

**Action Points:** 2

**Reputation:** +1

**Defense:** 17, touch 17, flat-footed 15 (+5 class, +2 Dex) (+2 if riding)

**Saving Throws:** Fort +5, Ref +6, Will +2

**Abilities:** Str 14 (+2), Dex 14 (+2), Con 14 (+2), Int 12 (+1), Wis 13 (+1), Cha 10 (+0)

**Attacks:** Bow +5 (1d6; Range: 60 ft.)

Comanche Lance +5 (1d8+2)

M1842 Percussion Musket +1 (2d12; Range: 105 ft.; Ammo: 1 mzl)

-OR-

Spencer Carbine +1 (2d10; Range: 105 ft; Ammo: 7 box)

**Occupation:** Tribal (bonus feat: Archaic Weapons Proficiency; class skills: Handle Animal, Ride, Spot)

**Skills:** Balance +6, Concentration +5, Escape Artist +6, Handle Animal +5, Intimidate +3, Knowledge (popular culture) +3, Listen +3, Move Silently +7, Navigate +4, Ride +10, Speak Language (Comanche, Spanish), Spot +7, Tumble +5

**Feats:** Archaic Weapons Proficiency, Blazing Saddle, Defensive Riding, Far Shot, Improved Damage Threshold, Simple Weapons Proficiency

**Class Features:** Born in the Saddle +2, Effortless Control, Evasion, Uncanny Dodge 1



**High-Level Comanche Hero****(Fast Ordinary 3, Pony Soldier 4, Comanche Rider 1)****Challenge Rating:** 8**Level:** 8**Grit Dice:** 3d8+5d10+16 (61)**MDT:** 17**Initiative:** +2**Speed:** 30 ft.**Base Attack Bonus:** +5**Space/Reach:** 5 ft. x 5 ft. / 5 ft.**Action Points:** 4**Reputation:** +2**Defense:** 19, touch 19, flat-footed 17 (+7 class, +2 Dex) (+2 if riding)**Saving Throws:** Fort +6, Ref +7, Will +4**Abilities:** Str 14 (+2), Dex 14 (+2), Con 14 (+2), Int 12 (+1), Wis 14 (+2), Cha 10 (+0)**Attacks:** Bow +7 (1d62; Range: 60 ft.)

Comanche Lance +7 (1d8+2)

M1842 Percussion Musket +3 (2d12; Range: 105 ft.; Ammo: 1 mzl)

-OR-

Spencer Carbine +3 (2d10; Range: 105 ft; Ammo: 7 box)

**Occupation:** Tribal (bonus feat: Archaic Weapons Proficiency; class skills: Handle Animal, Ride, Spot)**Skills:** Balance +6, Concentration +6, Escape Artist +6, Handle Animal +6, Intimidate +5, Knowledge (popular culture) +3, Knowledge (tactics) +3, Listen +7, Move Silently +7, Navigate +6, Ride +14, Speak Language (Comanche, Spanish), Spot +9, Survival +4, Tumble +5**Feats:** Archaic Weapons Proficiency, Blazing Saddle, Defensive Riding, Far Shot, Improved Damage Threshold, Ride-by Attack, Simple Weapons Proficiency, Spirited Charge**Class Features:** Born in the Saddle +2, Cavalry Charge, Effortless Control, Evasion, Improved Comanche Riding, Uncanny Dodge 1**References**

Comanches – The History of a People, T.R. Fehrenbach, Anchor Books, 1974

[www.accessgenealogy.com](http://www.accessgenealogy.com)[www.comanchelodge.com](http://www.comanchelodge.com)[www.famoustexans.com](http://www.famoustexans.com)[www.indians.org](http://www.indians.org)[www.wildwest.org](http://www.wildwest.org)

# YE THAT SUFFER

READ! READ! READ!

## DR. PAREIRA'S GREAT ITALIAN REMEDY!!

*For the certain and speedy cure of diseases of a private nature, no matter how long standing, without any injurious affects to the system, or any change of the diet.*

## IT HAS NEVER FAILED-- IT CANNOT FAIL TO CURE.

It has borne to the test of

**FIFTY YEARS,**

and has never yet failed to

**EFFECT A CURE IN EVERY CASE.**

Beware of Quack Nostrums, and use a medicine that has proved itself the only  
**Infallible Remedy on the Earth!**

THIS GREAT REMEDY IS  
WARRANTED PURELY VEGETABLE

# SMITH'S STAPLES

77 Davis Street

# The WAY IT WAS

THOMAS L. GREGORY

Filled with articles detailing the joys and hardships of frontier life, 19th century newspapers can be one of the greatest resources for any Judge creating a *Sidewinder: Recoiled* campaign. There is nothing like reading these real-life stories to spark the imagination. This column will present just such tales, reprinted from their original sources.

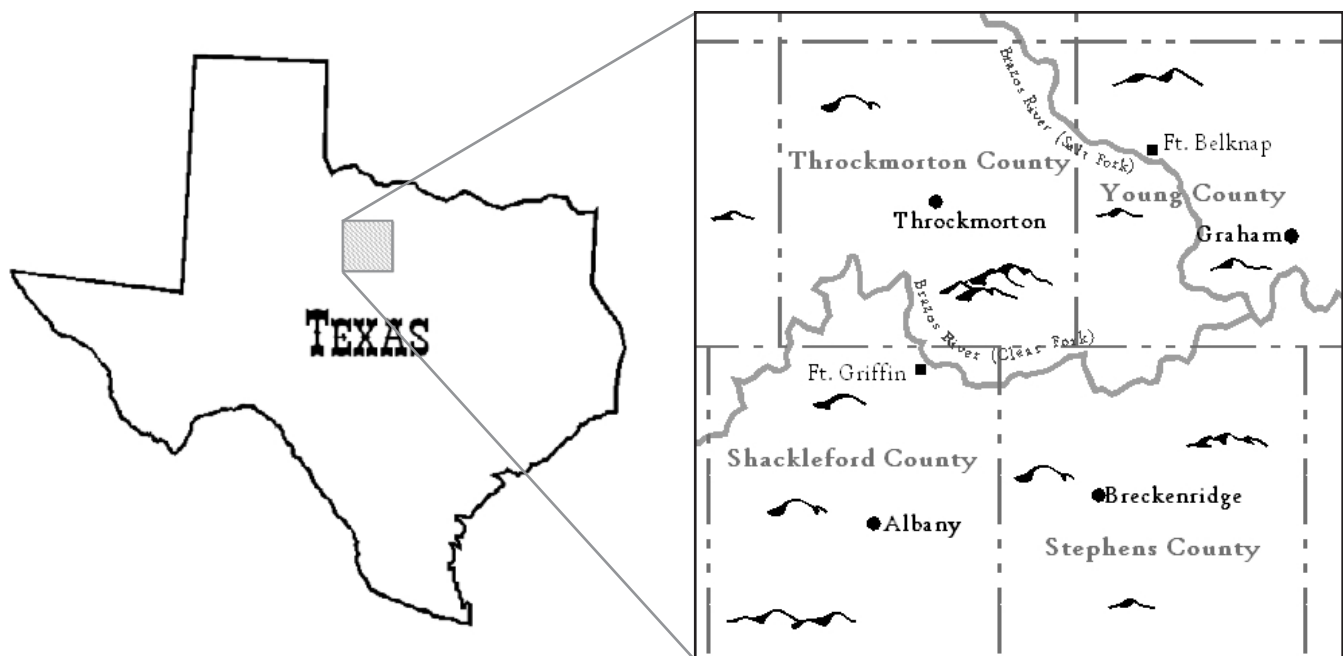
*Ed. Note: Graham, Texas lies approximately 42 miles east of Fort Griffin in Young County. Also lying in Young County is the site of the earlier Ft. Belknap that, like Ft. Griffin, had a small town spring up next to it.*

## ROBBERY AND MURDER

On Thurs night last Mr. J. F. Martin, a prominent merchant of Belknap, was called from his residence by three men, who represented themselves as travelers and desiring to purchase some groceries. Mr. Martin accompanied them to his store, where, Mrs. Martin says they remained for an hour or more, after which time the lights in the store were extinguished and her husband was expected to return. He however did not return, but she was not alarmed, as he had frequently remained at the store all night - having no permanent clerk. At breakfast

next morning Mr. Martin was still absent, when Mrs. M. became alarmed and search was instituted, and on repairing to the store the tracks of horses were seen leading from the store in a north westerly direction which being followed for a half mile presented a horrible scene to the searching party. Partially concealed in a thicket, Mr. Martin was found dead - been shot three times; one ball entering the left eye and coming out at the right, which destroyed both eyes and burned the face with powder. in a shocking manner one ball entering the breast and coming out between the shoulders - the third shot taking effect in one side and coming out on the other.

The perpetrators of this foul deed are unknown, and the whole transaction is enveloped in a mystery that we fear will never be solved. The object was doubtless robbery, as thou obtained something near \$75.00 from Mr.





Martin, and what clothing they wanted - such as leg-gings, shirts, hats, boats, etc.

Sheriff Melton raised a posse here, on Fri morning, and at Belknap was joined by another posse headed by Constable Carmichael of that place. The trail of the murderers was easily followed for about 35 miles - near Griffin - where it became very indistinct and the pursuing party went to Fort Griffin. Our sheriff gave up the chase on Sat night and returned to Graham Sun - not having a description of the men, and only a partial description of the horses, it was a difficult matter to follow them.

This is probably the most cowardly and heinous murder ever committed in our county - excelled in brutality, if possible, only by the McDermot murder, by the Post boys, in 1879. The murderers are supposed to be horse thieves, as they had six horses in their possession, and were being pursued by a party from Grayson County at the time they were in the vicinity of Belknap.

Dr. W.B. Pope and Mr. Jo. H. Graham came down from Belknap on Wed with subscription list, offering a reward for the murderers. They had about \$700 subscribed at Belknap, which was readily increased to near \$1,500 here. They say that the reward can be increased to \$2,000 near Belknap today which will be promptly paid over to any one for the delivery of the three men at Graham or Belknap; or one third of the amount subscribed will be paid for either of them. All additional reward is expected to be offered by the Governor.

Mr. Martin, the victim of those depraved devils in human form, was one of the oldest and best citizens of the community in which he lived - been engaged in merchandising during the past six years. About two years ago he married a Miss Johnson, of Denison, an accomplished lady, whom he leaves disconsolate. Many, very many friends and acquaintances, who in times past have tried and found true, a man loyal to every impulse - whose genial and accommodating nature endeared him to all who knew him, now mourn, and will ever cherish the memory of J.F. Martin.

*Reprinted from the Graham Leader (Graham, Young Co., TX) Jun 17, 1881 (vol. 5, no. 44), page 3 (pages are unnumbered). Microfilm of newspaper at Fort Worth Public Library, Fort Worth, TX. First of three related articles.*

## CHEAP FOR CASH!

Beef, Veal, Mutton, Pork, Ham,  
Bacon and Lard

SOLD AT

## SMITH'S STAPLES

# WHITEHAT BLACKHAT

CHRISTOPHER S. WARNER &  
BRADLEY W. HINDMAN

Law and order, or the lack thereof, is an important component of any Western roleplaying game. Inevitably, characters will find themselves called to take a stand either for or against the Law. This column will present fictional characters facing this very issue. Inspired by the true events detailed by the *Graham Leader* in *The Way It Was*, we decided to cover the white hats in the first installment of this column.

Meet Sheriff Carl Gustafsen and his Deputy, Happy Gilman, along with a posse of locals from in and around Fort Griffin, Texas. Barstow Adams and his men have run afoul of the Law once again. Sheriff Gustafsen has rounded up folks of all sorts to help hunt down Adams and his pack of vicious killers. Men of all ages have answered the call to bring the villains to justice. Following is a description of each, including a character summary.

### Carl "The Swede" Gustafsen Dedicated Hero 4 / Tin Star 5

Carl Gustafsen immigrated with his parents to Govalle, Texas in the early 1850's. Still a youth at that time, his views were shaped by the close-knit community of Swedish, German and Central-European immigrants who had come together to make a life on the frontier.

As an outgrowth of this upbringing, Gustafsen opposed the secession of Texas in 1861, casting his vote with the minority and speaking his mind despite the consequences. Indeed, he and his family suffered through many hardships because of their stand, drawing the ire of fellow residents of Travis County during and after the Civil War.

Gustafsen realized he had to leave the place he had come to know as home, but his views about secession weren't strong enough to make him want to join the Union army. So he headed toward the New Mexico Territory and got himself mixed up in the Apache Wars. Fighting with Kit Carson's men near El Paso against the Mescalero Apaches, Carl distinguished himself with his dedication to whatever duty he was assigned. It's said

**Carl Gustafsen, Sheriff**  
**(Dedicated Hero 4 / Tin Star 5)**
**Sex:** Male**Age/Birthday:** 36 / October 15**Birthplace:** Stockholm, Sweden**Heritage:** Swedish**Weight:** 182 lbs.**Height:** 5 foot 11 inches**Hair:** Blonde**Eyes:** Blue**Challenge Rating:** 9**Level:** 9 (Dedicated Hero 4 / Tin Star 5)**Grit Dice:** 4d6+4 + 5d10+4 (57)**MDT:** 12**Initiative:** +3**Speed:** 30 ft.**Base Attack Bonus:** +6**Grapple Modifier:** +8**Space/Reach:** 5 ft. x 5 ft. / 5 ft.**Action Points:** 5**Reputation:** +4**Allegiances:** Family, Law and Order, Shackleford County Texas**Defense:** 19, touch 19, flat-footed 16 (+6 class, +3 Dex)**Saving Throws:** Fort +6, Ref +5, Will +6**Abilities:** Str 14 (+2), Dex 16 (+3), Con 12 (+1), Int 14 (+2), Wis 12 (+1), Cha 12 (+1)**Attacks:** *Fists* +8/+3 (1d4+2 nonlethal or lethal; Crit: 20/x2)*Knife* +8/+3 (1d4+2; Crit: 19-20/x2)*S&W Schofield* +9/+4 (2d6; Crit: 20/x2), Range: 30 ft.; Ammo: 6 cyl.*Winchester '73:* +9/+4 (2d8; Crit: 20/x2), Range: 70 ft.; Ammo: 17 int.**Occupation:** Law Enforcement (bonus feat: Combat Martial Arts; class skills: Diplomacy, Listen)**Skills:** Bluff +6, Diplomacy +13, Gamble +4, Gather Information +12, Intimidate +6, Investigate +8, Jump +3, Knowledge (civics) +5, Knowledge (current events) +5, Knowledge (popular culture) +4, Knowledge (streetwise) +5, Knowledge (tactics) +3, Listen +5, Profession +6, Read/Write Language (English, Swedish), Ride +11, Sense Motive +12, Speak Language (English, Spanish, Swedish), Spot +7, Survival +8**Feats:** Combat Martial Arts, Hammer Down, Personal Firearms Proficiency, Point Blank Shot, Simple Weapons Proficiency, Slip Hammer, Track, Trail Lore (Texas), Trustworthy**Class Features:** Skill Emphasis (Sense Motive), Deputy, Faith, Flash the Badge, Nonlethal Force, Posse**Possession:** S&W Schofield, Winchester '73, Knife & sheath, 20 rounds .45 center-fire, 50 rounds .44-40 center-fire, cartridge belt, holster, boots (cowboy), spurs, Stetson, shirt, vest, trousers

that Kit himself gave Carl his nickname, calling on "The Swede" anytime he needed a man he could trust for a special mission.

He continued his travels in the New Mexico Territory and sometimes back into Texas, serving as a deputy in a few cow towns and joining many a posse to track down fugitives and other lawbreakers. During this time, The Swede learned that he valued law and order more than anything else. By the time he decided to settle in Shackleford County, he had earned a reputation as being a man of diplomacy unafraid to resort to the use of force when necessary. Despite the grudges many held against him for not supporting secession, he earned the respect of the citizens. Shortly after negotiating a peaceful resolution to a hostage situation that developed after a botched bank robbery attempt in which the lives of seven townspeople were threatened, The Swede was the natural choice to replace retiring sheriff Billy Cruger. These days, The Swede lives a simple life with his new bride, keeping order in Fort Griffin and leading a fine example for all the young folks.

**James "Happy" Gilman**  
**Fast Hero 3**

Known for having a way with handling animals and his penchant for singing lighthearted ditties no matter what the situation, James Gilman originally hailed from Ft. Worth, Texas. He learned how to handle cattle at a young age and easily found jobs as a ranch hand. He also learned how to handle a hogleg and earned a reputation as a crack shot with his favorite weapon, the Colt

**James Gilman, Deputy  
(Fast Hero 3)****Sex:** Male**Age/Birthday:** 21 / July 22**Birthplace:** Ft. Worth, Texas**Heritage:** American**Weight:** 160 lbs.**Height:** 5 foot 10 inches**Hair:** Brown**Eyes:** Brown**Challenge Rating:** 3**Level:** 3 (Fast Hero 3)**Grit Dice:** 3d8+6 (24)**MDT:** 14**Initiative:** +3**Speed:** 30 ft.**Base Attack Bonus:** +2**Grapple Modifier:** +3**Space/Reach:** 5 ft. x 5 ft. / 5 ft.**Action Points:** 2**Reputation:** +1**Allegiances:** Sheriff Gustafsen**Defense:** 17, touch 17, flat-footed 14 (+4 class, +3 Dex)**Saving Throws:** Fort +3, Ref +5, Will +1**Abilities:** Str 12 (+1), Dex 16 (+3), Con 14 (+2), Int 12 (+1), Wis 10 (+0), Cha 12 (+1)**Attacks:** *Fists* +3 (1d4+1 nonlethal; Crit: 20/x2)  
*Knife* +3 (1d4+1; Crit: 19-20/x2)*Colt Thunderer* +5 (2d6; Crit: 20/x2), Range: 30 ft.; Ammo: 6 cyl.*Remington-Whitmore Shotgun* +5 (2d10; Crit: 20/x2), Range: 30 ft.; Ammo: 2 int.**Occupation:** Ranch Hand (bonus feat: Personal Firearms Proficiency; bonus skills: Handle Animal, Survival)**Skills:** Balance +5, Handle Animal +8, Hide +5, Jump +2, Knowledge (current events) +3, Knowledge (popular culture) +5, Move Silently +5, Perform (sing) +3, Profession +3, Read/Write Language (English), Ride +11, Speak Language (English), Survival +4**Feats:** Animal Affinity, Blazing Saddle, Defensive Riding, Point Blank Shot, Personal Firearms Proficiency, Simple Weapons Proficiency**Class Features:** Evasion**Possession:** Colt Thunderer, Remington-Whitmore Shotgun, 20 rounds .41 center-fire, 10 10-gauge shells, holster, knife & sheath, boots (cowboy), spurs, trousers, chaps, cowboy hat, shirt, 3 cigars, matches

Thunderer. A free spirit who loves the outdoor life, Gilman was offered the job of Deputy after he gunned down a corrupt deputy during a public showdown.

Still, above all else, Gilman may be best known for his velvet voice and easy demeanor, for which those who know him call him "Happy." In the daytime, he's often found out on the range singing to a captivated herd. At night, he might be found in one of the local saloons, lifting the spirits of tired townsfolk in exchange for a drink or just a friendly ovation. Either way, it's a safe bet that James will be smilin' and croonin' like it's bound to earn him a place in heaven.

**Timothy "Timmy" O'Lochlann  
Strong Ordinary 3**

Timothy O'Lochlann only recently emigrated from the Emerald Isle. He found work quickly because of the many years he spent blacksmithing back in his hometown of Kilkee. While just a hired hand at the local blacksmith now, he diligently saves his wages in the hopes of moving to a new town and setting up his own shop.

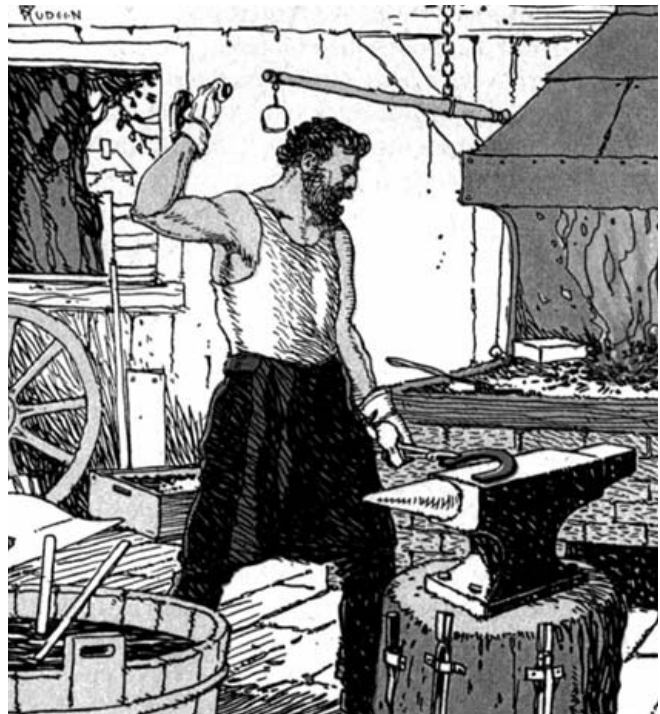
A big, handsome blue-eyed man, O'Lochlann lost his young wife to tuberculosis back in Ireland. Defying stereotypes, he shuns alcohol and doesn't take too kindly to comments about his heritage when it comes to whiskey or other licentious spirits. His strong opinions and thin skin have landed him in a number of fisticuffs since his arrival. Fortunately, he's pretty good in a brawl and one might even say it's his favorite hobby.

**NOTICE - NOTICE**

ON AND AFTER THIS DATE I PROPOSE TO RESOLVE all debts that I have owed to the good peoples of Fort Griffin.

- Lee Thomas Edwards



**Timothy O'Lochlann, Blacksmith  
(Strong Ordinary 3)****Sex:** Male**Age/Birthday:** 38 / March 2**Birthplace:** Kilkee, Ireland**Heritage:** Irish**Weight:** 235 lbs.**Height:** 6 foot 2 inches**Hair:** Brown**Eyes:** Blue**Challenge Rating:** 2**Level:** 3 (Strong Ordinary 3)**Grit Dice:** 3d8+6 (21)**MDT:** 14**Initiative:** +0**Speed:** 30 ft.**Base Attack Bonus:** +3**Grapple Modifier:** +5**Space/Reach:** 5 ft. x 5 ft. / 5 ft.**Action Points:** 0**Reputation:** +0**Allegiances:** Judge's discretion**Defense:** 12, touch 12, flat-footed 12 (class +2)**Saving Throws:** Fort +4, Ref +1, Will +2**Abilities:** Str 15 (+2), Dex 10 (+0), Con 14 (+2),  
Int 13 (+1), Wis 12 (+1), Cha 8 (-1)**Attacks:** *Fists* +7 (1d8+2 nonlethal; Crit: 20/x2)*Fists* +1 (1d3+2 lethal; Crit: 20/x2)*Knife* +5 (1d4+2; Crit: 19-20/x2)*Sharps Rifle* +3 (2d8; Crit: 20/x2), Range: 90 ft.;  
Ammo: 1 int.)**Occupation:** Artisan (bonus feat: Builder; bonus  
skills: Craft (mechanical), Repair)**Skills:** Craft (mechanical) +8, Handle Animal +3,  
Knowledge (current events) +2, Knowledge  
(popular culture) +2, Profession +5, Read/Write  
Language (English), Repair +8, Speak Language  
(English)**Feats:** Brawl, Builder (Craft (mechanical), Craft  
(structural)), Improved Brawl, Personal Firearms  
Proficiency, Simple Weapons Proficiency**Class Features:** None**Possession:** Sharps Rifle, 20 rounds .44  
percussion, knife & sheath, boots, trousers, shirt,  
hat (derby), cloth overcoat

the room above the telegraph office with their sole remaining son, William, who is learning his father's trade, but really wants to be a ranch hand. The older Dean boy, John, also bucked his father's wishes, joining Colonel John Baylor's campaign into New Mexico in the summer of 1861. He died at Glorietta Pass, a fact that his mother has yet to come to grips with.

Zachary Dean is often called upon when posses are formed, because of his general smarts and ability to speak fluent Spanish.

**Zachary Dean  
Smart Ordinary 2**

A Yankee originally from Ohio, Zachary Dean runs the local telegraph office. His friends and family call him Zach and the townspeople in general know him as a prim, proper and quiet man who somehow manages to keep his fancy suit clean as a whistle.

Zach brought his family to Texas several years ago, settling-in and earning respect as a "thinking man" who could repair just about anything. He and his wife live in

**Zachary Dean, Telegraph Operator  
(Smart Ordinary 2)****Sex:** Male**Age/Birthday:** 42 / November 18**Birthplace:** Marietta, Ohio**Heritage:** American**Weight:** 190 lbs.**Height:** 5 foot 10 inches**Hair:** Black**Eyes:** Brown**Challenge Rating:** 1**Level:** 2 (Smart Ordinary 2)**Grit Dice:** 2d6 (8)**MDT:** 10**Initiative:** +1**Speed:** 30 ft.**Base Attack Bonus:** +1**Grapple Modifier:** +2**Space/Reach:** 5 ft. x 5 ft. / 5 ft.**Action Points:** 0**Reputation:** +0**Allegiances:** Law and Order**Defense:** 12, touch 12, flat-footed 11 (+1 class;  
+1 Dex)**Saving Throws:** Fort +0, Ref +1, Will +1**Abilities:** Str 12 (+1), Dex 13 (+1), Con 10 (+0),  
Int 15 (+2), Wis 8 (-1), Cha 14 (+2)**Attacks:** *Fists* +2 (1d3+1 nonlethal; Crit: 20/x2)*Knife* +2 (1d4+1; Crit: 19-20/x2)*Colt Lightning* +2 (2d4; Crit: 20/x2), Range: 20 ft.;  
Ammo: 6 cyl.)*Winchester '73* +2 (2d8; Crit: 20/x2), Range:  
70 ft.; Ammo: 17 int.)**Occupation:** Merchant (class skills: Diplomacy,  
Sense Motive)**Skills:** Craft (electric) +4, Craft (writing) +3,  
Disable Device +4, Diplomacy +9, Handle Animal  
+4, Knowledge (business) +7, Knowledge (civics)  
+6, Knowledge (current events) +6, Knowledge  
(popular culture) +7, Profession +4, Read/Write  
Language (English), Repair +7, Search +6, Sense  
Motive +4, Speak Language (English, Morse  
Code, Spanish), Spot +0**Feats:** Personal Firearms Proficiency, Simple  
Weapons Proficiency, Trustworthy**Class Features:** None**Possession:** Winchester '73, 50 rounds .44-40  
center-fire, Colt Lightning, 20 rounds .38  
center-fire, holster (fancy), knife & sheath, boots,  
suit (fancy), hat (derby)**Wilbur Edwards, Farm Hand  
(Strong Ordinary 1)****Sex:** Male**Age/Birthday:** 30 / February 13**Birthplace:** Ft. Smith, Arkansas**Heritage:** American**Weight:** 170 lbs.**Height:** 5 foot 10 inches**Hair:** Black**Eyes:** Brown**Challenge Rating:** 1/2**Level:** 1 (Strong Ordinary 1)**Grit Dice:** 1d8+1 (6)**MDT:** 13**Initiative:** +1**Speed:** 30 ft.**Base Attack Bonus:** +1**Grapple Modifier:** +3**Space/Reach:** 5 ft. x 5 ft. / 5 ft.**Action Points:** 0**Reputation:** +0**Allegiances:** Family, Fort Griffin**Defense:** 12, touch 12, flat-footed 11 (+1 class,  
+1 Dex)**Saving Throws:** Fort +2, Ref +1, Will +0**Abilities:** Str 15 (+2), Dex 12 (+1), Con 13 (+1),  
Int 8 (-1), Wis 10 (+0), Cha 14 (+2)**Attacks:** *Fists* +4 (1d6+2 nonlethal; Crit: 20/x2)*Knife* +3 (1d4+2; Crit: 19-20/x2)*M1842 Percussion Musket* -2 (2d12; Crit: 20/x2),  
Range: 70 ft.; Ammo: 1 mzl.**Occupation:** Laborer (class skills: Climb, Handle  
Animal, Ride)**Skills:** Climb +4, Handle Animal +9, Profession +1,  
Ride +5, Speak Language (English)**Feats:** Animal Affinity, Brawl, Simple Weapons  
Proficiency**Class Features:** None**Possession:** M1842 Percussion Musket, 20 rounds  
.69 shot, knife & sheath, boots, trousers, hat  
(cowboy), shirt (buckskin)**Wilbur Edwards  
Strong Ordinary 1**

Poor Wilbur Edwards is a bit slow, but he's a strong fella that never gives anyone any trouble. As the older

**Frank Edwards  
Tough Ordinary 1**

Wilbur's younger brother has much larger aspirations. While making paltry wages as a farm hand, he yearns for life out on the frontier, hunting bounties and

**Frank Edwards, Farm Hand**  
**(Tough Ordinary 1)**
**Sex:** Male**Age/Birthday:** 23 / April 22**Birthplace:** Ft. Smith, Arkansas**Heritage:** American**Weight:** 150 lbs.**Height:** 5 foot 7 inches**Hair:** Blonde**Eyes:** Brown**Challenge Rating:** 1/2**Level:** 1 (Tough Ordinary 1)**Grit Dice:** 1d10+2 (11)**MDT:** 15**Initiative:** -1**Speed:** 30 ft.**Base Attack Bonus:** +0**Grapple Modifier:** +2**Space/Reach:** 5 ft. x 5 ft. / 5 ft.**Action Points:** 0**Reputation:** +0**Allegiances:** Family, "The Three Musketeers"**Defense:** 10, touch 10, flat-footed 10 (+1 class, -1 Dex)**Saving Throws:** Fort +3, Ref -1, Will +1**Abilities:** Str 14 (+2), Dex 8 (-1), Con 15 (+2),  
Int 10 (+0), Wis 13 (+1), Cha 12 (+1)**Attacks:** Fists +2 (1d3+2 nonlethal; Crit: 20/x2)

Knife +2 (1d4+2; Crit: 19-20/x2)

Spencer Carbine -1 (2d10; Crit: 20/x2), Range:  
70 ft.; Ammo: 7 box**Occupation:** Sodbuster (bonus feat: Personal  
Firearms Proficiency; class skills: Handle Animal,  
Swim)**Skills:** Handle Animal +3, Knowledge (current  
events) +1, Knowledge (popular culture) +1,  
Profession +3, Read/Write Language (English),  
Ride +1, Speak Language (English), Spot +2,  
Survival +2, Swim +4**Feats:** Hollow Leg, Personal Firearms Proficiency,  
Simple Weapons Proficiency, Toughness**Class Features:** None**Possession:** Spencer carbine, 20 rounds .52  
rim-fire, knife & sheath, boots, trousers, shirt,  
hat (cowboy)

taking names. Any time a posse is formed, Frank will be first in line. His friends Dart Miller and Seth Overland are sure to tag along.

**Seth Overland**  
**Fast Ordinary 1**

Earning his keep as a small-time gambler, Seth Overland tends to make both friends and enemies with just about the same alacrity. He's regularly seen in the saloons and gaming houses, often with his close friends



Frank Edwards and Dart Miller.

Originally from Mississippi, Seth loves to tell tales of his trek to Texas. Most times, his stories are more "blanket stretching" than reality. He often invites Wilbur Edwards to join him and the others for a drink, because he can't resist the urge to tease the burly Edwards brother. While Seth fancies himself a gunfighter and loves to join up with a posse, the truth is he's never shot a man.

**Dartagnon "Dart" Miller**  
**Tough Ordinary 1**

Dartagnon Miller prefers to be called Dart, having grown tired of the townies calling him and his friends the "Three Musketeers." Making his living as a buffalo hunter, Dart does his best to escape the literary influences of his widowed mother, who makes her living as a seamstress and part-time school marm. All the razzing





**Seth Overland, Gambler  
(Fast Ordinary 1)****Sex:** Male**Age/Birthday:** 24 / July 4**Birthplace:** Meridian, Mississippi**Heritage:** American**Weight:** 150 lbs.**Height:** 5 foot 7 inches**Hair:** Blonde**Eyes:** Brown**Challenge Rating:** 1/2**Level:** 1 (Fast Ordinary 1)**Grit Dice:** 1d8+2 (7)**MDT:** 14**Initiative:** +2**Speed:** 30 ft.**Base Attack Bonus:** +0**Grapple Modifier:** -1**Space/Reach:** 5 ft. x 5 ft. / 5 ft.**Action Points:** 0**Reputation:** +0**Allegiances:** "The Three Musketeers"**Defense:** 15, touch 15, flat-footed 13 (+3 class, +2 Dex)**Saving Throws:** Fort +2, Ref +3, Will +1**Abilities:** Str 8 (-1), Dex 15 (+2), Con 14 (+2), Int 12 (+1), Wis 13 (+1), Cha 10 (+0)**Attacks:** *Fists* -1 (1d3-1 nonlethal; Crit: 20/x2)*Knife* -1 (1d4-1; Crit: 19-20/x2)*S&W Schofield* +2 (2d6; Crit: 20/x2), Range: 30 ft.; Ammo: 6 cyl.**Occupation:** Greenhorn (class skills: Diplomacy, Gamble)**Skills:** Balance +6, Diplomacy +4, Gamble +5, Knowledge (current events) +3, Knowledge (popular culture) +3, Profession +3, Read/Write Language (English), Ride +6, Sleight of Hand +4, Speak Language (English)**Feats:** Card Sharp, Personal Firearms Proficiency, Simple Weapons Proficiency**Class Features:** None**Possession:** S&W Schofield, 20 rounds .45 center-fire, holster (fancy), knife & sheath, boots, suit (fancy), hat (Stetson)**Dartagnon Miller, Buffalo Hunter  
(Tough Ordinary 1)****Sex:** Male**Age/Birthday:** 21 / August 12**Birthplace:** Augusta, Georgia**Heritage:** American**Weight:** 150 lbs.**Height:** 5 foot 7 inches**Hair:** Blonde**Eyes:** Brown**Challenge Rating:** 1/2**Level:** 1 (Tough Ordinary 1)**Grit Dice:** 1d10+2 (8)**MDT:** 15**Initiative:** +2**Speed:** 30 ft.**Base Attack Bonus:** +0**Grapple Modifier:** +1**Space/Reach:** 5 ft. x 5 ft. / 5 ft.**Action Points:** 0**Reputation:** +0**Allegiances:** "The Three Musketeers"**Defense:** 13, touch 13, flat-footed 1 (class +1, Dex +2)**Saving Throws:** Fort +3, Ref +2, Will -1**Abilities:** Str 12 (+1), Dex 14 (+2), Con 15 (+2), Int 10 (+0), Wis 8 (-1), Cha 13 (+1)**Attacks:** *Fists* +1 (1d3+1 nonlethal; Crit: 20/x2)*Knife* +1 (1d4+1; Crit: 19-20/x2)*Colt Peacemaker* +2 (2d6; Crit: 20/x2), Range: 45 ft.; Ammo: 6 cyl.*Sharps Big Fifty* +3 (2d12; Crit: 20/x2), Range: 180 ft.; Ammo: 1 int.**Occupation:** Hunter (bonus feat: Far Shot; class skills: Climb, Hide)**Skills:** Climb +3, Hide +3, Knowledge (current events) +2, Knowledge (popular culture) +2, Profession +0, Read/Write Language (English), Ride +3, Speak Language (English), Spot +0, Survival +2**Feats:** Far Shot, Personal Firearms Proficiency, Simple Weapons Proficiency, Weapon Focus (Sharps Big Fifty)**Class Features:** None**Possession:** Sharps Big Fifty, 20 rounds .52 rim-fire, Colt Peacemaker, 20 rounds .45 center-fire, holster, knife & sheath, boots, trousers, shirt, hat (cowboy)

he's taken over the years has made Dart one tough hombre and he's beginning to earn a reputation as a deadly shot with his Sharps Big Fifty. Preferring the open range, Dart will take advantage of any opportunity to get out of town. He keeps saying he's going to go north and make a name for himself, but he always seems to return to his mom's shack.

*Don't miss our next column, where we present Barstow Adams and his gang!*

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# CINEMA STYLES

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BRADLEY W. HINDMAN & THOMAS L. GREGORY

Periodically, we plan to demonstrate that Western roleplaying games come in many stripes. They are as varied as the Western frontier itself. In this issue, we will visit the cinematic west as seen through the eyes of such hombres as the German writer Karl May and the Italian directors Sergio Leone and the “Other Sergio,” Sergio Corbucci. Let’s visit the West of Clint Eastwood, Lee Van Cleef, and Eli Wallach.

## SEDEWINDER: EYE-TALIAN STYLE

➤ NOW WITH FREE BREAD-STICKS ◀

### Feats

Feats separate the seasoned trail hand from the tenderfoot. Any hombre who aspires to the likes of the Man with No Name should consider taking some of the following feats.

#### Bad Translation

What your cowpoke says is rarely what other characters hear. Oddly enough, this is usually to his benefit.

**Benefit:** Whenever your cowpoke fails a Diplomacy check, he or she may make a new Diplomacy check as a free action. This new Diplomacy check is used instead of the original check. The new check must be used, whether it results in a success or failure.

#### Man with No Name

Your character is a complete cipher. His name is unknown (even to himself) and that is the way he likes it.

**Prerequisite:** Low Profile

**Benefit:** Your character’s reputation bonus is reduced by 3. However, anybody succeeding in recognizing him becomes completely unnerved (treat as shaken, see Character Condition Summary on page 228 of *Sidewinder: Recoiled*), because they have confused him with all of the other unknown protagonists.

#### Offscreen Reloading

Your cowpoke has an uncanny knack for being able to reload an empty firearm during a scene cut.

**Prerequisite:** Quick Reload

**Benefit:** Your cowpoke may load a firearm as a free action as long as no one is looking.

**Normal:** Without this feat, a character must spend a move action or longer when loading a firearm. The type of action required depends on the variety of firearm being loaded (see Table 5.10: Reloading Times for Ranged Weapons on page 146 of *Sidewinder: Recoiled* for normal loading times).

#### Ringin Spittoon

Your cowpoke really knows how to make an entrance.

**Prerequisite:** 4 ranks Perform (percussion instruments)

**Benefit:** At the beginning of any Showdown, the character may spit at a nearby spittoon (and there will always be one nearby) to make the spittoon ring. Hitting the spittoon requires a ranged touch attack against a Defense of 7. Spitting has a range increment of 5 feet and is treated as a thrown weapon doing no damage. All other characters within 100 feet must make a Will save (DC 15) or automatically look at the ringin spittoon; any characters doing so suffer a –2 penalty on their upcoming Initiative checks.

#### The Rope Always Breaks

Your cowpoke has more lives than a cat.

**Benefit:** Whenever your character is hanged, he or she can spend 1 action point. Doing so causes the rope to automatically break (see page 236 of *Sidewinder: Recoiled*).

## That Was My Best Hat

Your cowpoke has mastered the art of interposing his hat in front of oncoming bullets.

**Prerequisite:** Dodge

**Benefit:** Whenever a bullet strikes your cowpoke, he may choose to spend an action point to have his hat struck instead. On a successful Reflex save, the bullet passes through the crown of the cowpoke's hat, leaving the character completely undamaged. The DC of this reflex save depends on the type of hat the cowpoke is wearing. Table FGE1.1-7: My Hat's Screwed On provides the necessary DC. If the character succeeds on the saving throw by 5 or more, he may choose to keep the hat on his head after it has been shot. Otherwise, the hat is shot off and falls into the square occupied by the character.

**Table FGE1.1-7: My Hat's Screwed On**

Hat Type	Reflex Save DC
Derby	25
Cowboy Hat	20
Stetson	Don't even think about it.
Lady's Feathered Hat	18
Sombrero	16
Ten Gallon Hat	15

## Theme Song

Whenever your cowpoke enters a room, a haunting melody arises from thin air.

**Prerequisite:** Renown

**Benefit:** All characters that meet your cowpoke for the first time hear a tune specific to your cowpoke. This tune is so distinctive that it aids in identifying your cowpoke. All characters meeting your cowpoke may add their ranks in Knowledge (popular culture) to any Reputation check to recognize your character.

## Mastercraft Equipment

What's the use of being the best shot west of the Pecos if your hogleg is a common piece of junk? Great deeds require great equipment; and the items listed below should help any hombre make his mark.

### Cigarillo of Intimidation

This cigarillo tastes so foul that anyone smoking it screws up his face in a frightening manner. The smoker gains a +4 cinematic bonus to all Intimidate checks while smoking this cigar. The cigar lasts up to 30 minutes. The cigar may be partially smoked, snuffed out, saved, and re-lit, as long as the cigar does not burn for longer than 30 minutes, cumulative.

**Effective Mastercraft Bonus:** +2, **Relevant Craft**

**Skill:** Craft (pharmaceutical), **Purchase DC:** 5.

## Poncho of Protection

This ordinary looking poncho provides a +2 equipment bonus to the wearer's Defense. Furthermore, whenever the wearer is struck in combat, he or she is allowed a reflex save. If the save exceeds a DC of 20, the poncho is 'holed' instead of the character. The defensive properties of this poncho arise from the stiffness the poncho has acquired from accumulated dirt and grime. If the poncho is ever washed, it loses all special functions.

**Effective Mastercraft Bonus:** +3, **Relevant Craft Skill:** Craft (structural), **Purchase DC:** 12.

## Ammunition of Ricochet

This mastercraft modification may be added to any firearm ammunition other than that of a scattergun. Due to its special construction, any shots made with this ammunition while using the Skip Shot feat gain a +2 to hit (negating the penalty for using skip shot). As a side effect, any time a firearm using this ammunition is fired, the weapon makes a strange extended pinging noise. The Listen check DC to hear the shots of weapons using this ammunition are reduced by 5.

**Effective Mastercraft Bonus:** +1, **Relevant Craft Skill:** Craft (chemical), **Purchase DC:** 10 (for 20 shots of any caliber).

## Spurs of Silence

A zone of selective silence surrounds these spurs. The only thing that can be heard is the noise made by the spurs themselves. Ka-Chink ... Ka-Chink ... Ka-Chink ... Ka-Chink.

**Note:** If Spurs of Silence are worn by a character possessing the Theme Song feat, the theme song can be heard in addition to the spurs.

**Effective Mastercraft Bonus:** +3, **Relevant Craft Skill:** Craft (mechanical), **Purchase DC:** 10.

*Don't miss our next column of Cinema Styles, where we present Sidewinder: The Serials (Stays Crunchy in Milk). You can look forward to new feats like The Repeating Death Scene, History Schmistory, and Always Convenient Cover. Furthermore, gasp in wonder at new rules for unarmed combat such as The Bar Top Slide, The Mirror Toss and the Front Window Throw. In addition, for those of you looking for more info on Native Americans, we will be taking an in-depth look at two very rare tribes.*



## OPEN GAME CONTENT

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**PROCLAMATION**  
**\$5,000<sup>00</sup>**  
**REWARD**  
**FOR EACH of SEVEN ROBBERS of THE TRAIN at**  
**WINSTON, MO., JULY 15, 1881, and THE MURDER of**  
**CONDUCTOR WESTFALL**  
**\$ 5,000.00**  
**ADDITIONAL for ARREST or CAPTURE**  
**DEAD OR ALIVE**  
**OF JESSE OR FRANK JAMES**  
**THIS NOTICE TAKES the PLACE of ALL PREVIOUS**  
**REWARD NOTICES.**  
**CONTACT SHERIFF, DAVIESS COUNTY, MISSOURI**  
**IMMEDIATELY**  
**T. T. CRITTENDEN, GOVERNOR**  
**STATE OF MISSOURI**  
**JULY 26, 1881**

# **\$1,000 Reward!**

**WE WILL PAY FIVE HUNDRED DOLLARS FOR THE  
Arrest and Detention  
UNTIL HE CAN BE REACHED, OF  
Tom Nixon,**

Alias TOM BARNES, five feet seven or eight inches high, 145 to 150 lbs. weight, 25 years of age, blue-gray eyes, light hair and whiskers: beard not heavy or long: mustache older and longer than beard. He is a blacksmith, and worked at that trade in the Black Hills, last summer; has friends in Minnesota and Indiana. He was one of the robbers of the Union Pacific Train, at Big Springs, Nebraska, on September 18, 1877.

He had about \$10,000 in \$20 Gold pieces of the stolen money in his possession, of the coinage of the San Francisco Mint of 1877. The above reward will be paid for his arrest and detention, and 10 per cent of all moneys recovered; previous rewards as regards him are withdrawn.

ANY INFORMATION LEADING TO HIS APPREHENSION  
WILL BE REWARDED. Address,

191 AND 193 Fifth Avenue,	ALLAN PINKERTON, CHICAGO, ILLINOIS.
Supt. U.P.R.R. Express	Or, E. M. MORSMAN OMAHA, NEBRASKA.