

***Sidewinder: Recoiled* Frequently Asked Questions**

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Edited by Max Kuney

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About the FAQ

This unofficial FAQ has been compiled from questions and answers on the Dog House Rules forums. I have compiled this information for use in my own *Sidewinder: Recoiled* game, but thought I would make it available for others if they are interested. All answers are either direct quotes or paraphrasing of answers provided by one of the DHR gang, to questions asked on their forums.

[New information added to the current update will be highlighted with blue text.](#)

About Dog House Rules

Dog House Rules LLC is a roleplaying game publisher focused on stretching the d20 Modern rules to different eras of play. The members of Dog House Rules LLC are:

- Geoff Spakes - President (writer, cartographer, web design)
- Bradley W. Hindman - Vice President (writer, mechanics guru)
- Karl Keesler - Art Director (graphics, layout)
- Christopher S. Warner - Creative Director (writer, editor)
- Thomas L. Gregory - Senior Editor and Historical Director (writer, editor)

Dog House Rules LLC does not have any full time staff, they are just five guys with day jobs. They work as a cooperative publisher; if you contribute to a product, you see

profits from it. All contributors and members work in their spare time to produce the highest quality gaming products possible.

Internet Links

- Dog House Rules web site: <http://www.doghouserules.net/>
- Dog House Rules forums: <http://www.doghouserules.net/forum/index.php>
- *Sidewinder: Recoiled* PDF for sale at RPGNow.com: http://www.rpgnow.com/product_info.php?products_id=2477
- *Sidewinder: Recoiled* POD for sale at RPGMall.com: http://www.rpgmall.com/product_info.php?products_id=32750
- *Sidewinder* yahoo group: <http://games.groups.yahoo.com/group/d20WildWest/>

Definitions and Abbreviations

- DHR: Dog House Rules
- *S:R* or *Recoiled* -- *Sidewinder: Recoiled*
- *Sidewinder: WWA* or *WWA* -- *Sidewinder: Wild West Adventures*, published by Citizen Games. Also known as original *Sidewinder*.
- *FGE* -- *Fort Griffin Echo*. Also known as the *Echo*.
- POD -- Print on Demand publishing, soft cover, perfect bound edition.
- PDF -- Adobe Acrobat file format

Branded for Recoiled Products

What products have been announced by the Dog House Rules gang, for *Sidewinder: Recoiled*?

Here are the products that have been announced.

- *Sidewinder: Recoiled* (PDF) – available now from RPGNow.com, \$16.50
- *Sidewinder: Recoiled* (POD) – available now from RPGMall.com, \$37.50
- *Sidewinder: Recoiled* (Green Ronin soft cover) – available at your local game store October 2004, pricing not announced
- *Judge's Lawbook* – cancelled.
- *Fort Griffin Echo* – first issue available now for free from the DHR web site. Future issues to be announced, pricing not announced. The Echo is designed as a place to stick a lot of Wild West related articles as well as new and enhanced mechanics that were going to go in the Judge's Lawbook.
- *Frontier Towns* – available summer 2004, pricing not announced. This will include maps and adventure hooks to help Judge's plan their games.
- *Buckshots* – release date not announced, pricing not announced. We don't have specifics yet, but these will probably contain 2 to 4 episodes, as we like to call them. The episodes are adventures that are designed to be played in one or two sessions (figuring 4 to 6 hours a session) or smaller encounter type things that can be popped in as an interlude type diversion.

What happened to the *Judge's Lawbook*?

We have decided against producing the *Judge's Lawbook* as a product on its own. Everything that we planned on putting in the book will appear in an issue of the *Fort Griffin Echo* at some point or another. Plus this way, you'll get to see that material sooner instead of waiting for one larger book.

Ok... so I'm interested in POD. How does it work and what exactly is it?

Well, the POD is an actual soft back printed book. We have stock sitting on the shelves of RPGMall, so it's just like any other product. You order it, they ship it; you just have to wait for it to arrive. From what I've heard, RPGMall is pretty quick in their delivery as well. The quality is also excellent; I don't think you can go wrong with the POD.

There isn't a character sheet included with *Sidewinder: Recoiled*. Where can I get one?

Four versions of a full character sheet for *Sidewinder: Recoiled* are now available for download from the DHR web site. They all contain the same information. Two are in color (one is full color and the other is faded color for ease of printing). The other two character sheets are black and white versions (both a full resolution version and one with a faded background are available).

I've printed out 3 copies to let my players read over the week. What kind of laws did I just break? I've never bought a PDF before, so I'm not really sure on what all I can legally do with it.

Well, I hate to tell you this but you could be in a whole passel of trouble. If you literally printed out three copies of all 292 pages and gave them away, you violated the copyright law. When buying a PDF you essentially bought 1 copy for your own use, now printing out one copy for your own use is usually a given, and you won't find too many folks coming after you for it. But giving away copies on the other hand, whether copies of the original file or print-outs is a strict no-no.

What you did was essentially deny us 3 sales. Now if you intend to get those copies back after you friends have had a chance to create their characters and destroy them (and they don't make any copies to keep), then I suppose we can, as gentleman, let it slide.

So, would you prefer to get questions and discussion about *Recoiled* on your forums as opposed to the yahoo group?

Yes. It will be a lot easier for us to answer questions if they are in a forum instead of a yahoo group. In addition forums allow us to organize FAQ (and errata - Shhh! I didn't say that) in a more usable format.

What is the *Fort Griffin Echo*?

It's one of them newfangled electronic newsletters, filled with articles, optional rules, and historical background information that are sure to liven up your game. It's based on the original *Echo* from way back in Fort Griffin, Texas, roundabout the 1870's. We aim to publish issues periodically, slated for 32 pages of regular columns and special features that will help you spice things up a bit.

There are several recurring columns that will appear in the *Fort Griffin Echo*, including:

- **The Way it Was:** The first of a series of honest-to-goodness real news stories the *Echo* editors dug up for your readin' pleasure—stories that give you a taste of the real life on the Frontier.
- **White Hat/Black Hat:** We reckon law and order is a mighty likely theme in Western role-playing, so we've rounded up a fictional posse inspired by the real events in that there "The Way it Was" story. Later, keep your eyes peeled for the villains themselves.
- **Weapon Report:** That scientist fella Hindman figures you can never have enough rules about guns—or enough guns, period. This installment offers optional rules for weapon misfires and a look at some special weapons.
- **Council Fires:** With the diverse Indian tribes in the Old West, we found it a might difficult to handle the subject in *Sidewinder: Recoiled*. Instead, we reckoned we could give you more thoughtful-like information afterward, one tribe here, another there. We're gettin' started in the first issue of the *Echo*, in a recurrin' column our editor calls "Council Fires."
- **Cinema Styles:** T.L. Gregory and that Hindman fella done thunk up some knee-slappin' "Eye-talian" style campaign flavor. I ain't sayin' no more, just get ready to bust a gut and don't be sippin' no whiskey, unless you're keen on the time-honored spit-take.

Are there any electronic aids available to help generate characters for *Recoiled*?

Sidewinder: Recoiled is close to making its debut in PCGen, a free character generator. Lonejedi has done a great job getting *Recoiled* entered into PCGen.
<http://pcgen.sourceforge.net/>

There are plans to have a free data set for Campaign Suite available, in their beta version CSX. Quite a lot of the data has been entered; however there are several bugs in the current beta that have stalled this effort. If the bugs are cleaned up then the CSX data set should be available shortly after that.
<http://twinrose.net/>

Character Abilities and Classes

I didn't realize how important multiclassing would be until I started trying to make my first *Recoiled* PC. They have really scattered the good skills around the base classes in Modern.

Sidewinder: Recoiled uses the d20 Modern rules. The basic assumption in d20 Modern is that you will multi-class. Therefore, the designers constructed the classes with this in

mind. For example, many of the classes don't have a +2 bonus at first level on a saving throw. The classes aren't as front loaded. And you get a new ability at every level. And yes, the class skills are pretty spread out, but remember you have that starting occupation to shore up a missing skill.

When starting a character can I choose any two feats (1st level) I want or am I limited to the feats for that class? I thought d20 let me pick any feat I wanted to...

The two feats that a character gains at first level don't need to be selected from the basic class bonus feat list. They may be any feats for which you satisfy the prerequisites.

Do action points add up as you advance levels or simply get recalculated upon attaining another level? For example if I had 5 action points and then advanced to another level would I get 5 in addition to my current five (assuming I didn't use them up) for a total of 10?

Yup, they keep accumulating if you never use them. Of course, what is the point of having 20 action points "saved up". I have the philosophy to always keep one or two in reserve, but never much more than that.

I am curious about what suggestions you would have for creating characters that start at 3rd level rather than 1st. Specifically, how to deal with reputation and wealth. I am probably going to use the Cold Hard Cash system rather than the Wealth system. Action Points are another issue. Should I go with the system for Heroic NPC's and just give one-half of character level in AP's?

For reputation, just add the class bonuses together.

For the wealth score, that's a toughie, it all depends upon how much wealth you may have wanted them to accrue. But a good idea is to just give them their starting wealth score. That could "simulate" them earning and spending cash along the way to 3rd level.

For action points, I would start them with 1 full level worth. Definitely don't give them the action points for 3 levels combined, unless of course you want a real highly heroic type game.

One of my PC's has the Dedicated Hero's Intuition ability. I just wanted to double check a couple things about how it works. Intuition is a Will saving throw. Therefore, I'm saying that it is a free action for the hero, just like other saving throws. Correct?

Correct.

One thing the Intuition description doesn't spell out is, what if the Intuition check fails? Does the Hero know he failed (since he doesn't get a good or bad feeling) or does the Hero get a false good feeling on a failure?

Judges call. Usually this ability is invoked by a suspicious or paranoid player, so on a failed roll you tell 'em nothing.

Example: Player - "I think that scout feller we hired is settin us up for an ambush by taking us through this draw. What does my Intuition tell me?"

On a successful save, if the scout was leading them into an ambush the Judge would say "Why, yes he is", but if he wasn't and the player was just being paranoid (aren't they all?) he would say "Why, no he isn't".

But if the save was failed the Judge would simply say "You just can't tell, maybe he is and maybe he isn't"

Now, the Rat-Bastard option would be, if the save failed by 5 or more to tell the player the exact opposite of the truth. But to invoke the RB option all Intuition rolls would have to be made by the Judge, so the player wouldn't know what number came up on the dice.

I'm wondering how to shoot a gun out of a man's hand? I'm sorry if I've missed this somewhere but I've been unable to find any rules for it in the PDF. With the Sundering Shot feat, you are trying to break the opponent's gun but I just want to shoot it out of his hands, Lone Ranger style.

Page 167. It's a class feature of the Bounty Hunter.

Isn't that just for melee though? I'm talking about a ranged disarm type thing, with either a whip or a firearm

Nope. Take another look. The 10th level Bounty Hunter ability is called Ranged Disarm and allows you to shoot a weapon out of an opponent's hands.

Well, here I go and get to 2nd Level as a Fast Hero, so I check the list of Bonus Feats and lo and behold there ain't no Dodge. Sidewinder is listed, and that one has Dodge as a prerequisite, but ain't no sign of Dodge itself. Is this an oversight or intentional?

Intentional. Dodge isn't on the Fast Hero's Bonus Feat List in d20 Modern. A Fast hero will have to use one of his or her character-level feats to acquire Dodge.

Educated is on the bonus feat list for the Professor, but Educated is a prerequisite for the Professor. Is that an error?

No, that is correct. When taken, Educated applies to two Knowledge skills; it can be taken up to seven different times.

I felt Indians got a bit ignored in *Sidewinder: WWA*. Sure, there was the Brave prestige class, but not much else. And while I can build a fine character using the existing classes, it just doesn't feel quite . . . right. So, do they get more attention in *Sidewinder: Recoiled*? I see Brave is in the advanced class list, but I assume this is a reworking of the prestige class from WWA.

As you already pointed out, there is the Brave advanced class and of course many of the other advanced classes are quite appropriate for an Indian character (particularly the Desperado, Scout, Mountain Man, Soldier, Pony Soldier, and Wrangler). We have also added a starting occupation explicitly for Indian characters.

There will be a regular column in the *Fort Griffin Echo* called Council Fires that will provide extensive details on Indian tribes.

Skills

What's the Ride check for the fancy tricks you see cowboys & Indians doing in films; the bouncing from one side of the horse to the other, etc?

We didn't cover "Fancy Riding" as we wanted to reserve that for future use in Advanced and Prestige classes. See the first issue of the *Fort Griffin Echo* for an example of a Prestige Class that does this.

What size of weapon can a cowpoke use while Comanche riding? Can you use a Carbine? What about an Indian and his bow? Speaking of which does the +5 penalty to riding bareback apply to Indians?

When performing the Comanche Riding trick, a character is limited to the use of a single-handed weapon of medium size or smaller. And yes, an Indian suffers the same penalty for riding bareback as any other character, unless of course they have the appropriate Advanced Class or Prestige Class special ability that negates that penalty.

In the Tribal Lore feat it says that it gives the PC a +2 on all knowledge checks about Indians, but how do the knowledge categories pertain to them? In the movie *She Wore a Yellow Ribbon*, the officers are arguing about what tribe made an arrow that was found. Sgt Tyree piped up that it had the sign of the dog of a Cheyenne Dog Soldier, so what knowledge skill covers weapons? Tactics?

This decision is completely up to the Judge; but, I would allow any Knowledge category that seemed reasonable. For example, behavioral sciences (its sociology), history (its anthropology), and tactics might all work.

Feats

Can a character that has the Shot on the Run feat move during a Fast Draw round? (The rules say an attack action or move action but not both)

No, you can't use Shot on the Run in a Fast Draw round. Shot on the Run essentially allows you to use an attack action simultaneously with a move action (or in the middle of it so to speak).

Do the feats Point Blank Shot and Far Shot work together? In other words, if you have both does Point Blank Shot extend out to 45 feet?

No. Point Blank Shot works within a range a 30 feet. This distance has nothing to do with the weapon's range increment.

While using the Gunplay feat there is a whole list of good stuff you can do and the DC's associated with those tasks. Nowhere in the description does it say that these tasks are modified by the weapon size.

There aren't any weapon size related penalties for using Gunplay, normally.

However, within the text of the Colt Walker Dragoon it says something to the effect that any Sleight of Hand checks with this weapon receive a -6 instead of the usual -4 (for medium sized weapon) while performing any Sleight of Hand checks.

This text is incorrect. Replace the second sentence with "Because of this, characters using a Colt Walker incur a -2 penalty on any Sleight of Hand check to conceal or manipulate the pistol (such as with the Gunplay feat). When a character conceals the weapon on his or her person, this penalty is in addition to the -4 penalty arising because the weapon is medium-sized."

So, when trying to hide the Walker Dragoon in you boot, there is a -6 (-4 for medium-size, -2 for being a Walker Dragoon) penalty to the Sleight of Hand check. When doing fancy tricks with the Walker Dragoon via the Gunplay feat, there is a -2 penalty to the Sleight of Hand check.

So, does this mean that using the rifle cocking maneuver is pretty much impossible (sorry, I jumped from Colts to Spencers here)? For example you would have to get a DC26 (target 20 + large weapon) to do so. Or are the Sleight of Hand size modifiers only used when concealing the weapon in question? For example, trying to jam the Walker down your pants?

Use the DC's as listed. The Walker is an oddball. It is the only one that receives the penalties. (OK, that last statement isn't quite true. A longarm with the Lengthened Barrel modification also receives a penalty.)

Equipment and Weapons

When you fire both barrels of a shotgun do the extra dice double with a critical?

Extra dice of damage are never multiplied by a critical. Thus the damage is 5d6 when achieving a critical hit with a Loomis. Similarly, when double tapping or slip hammering, the extra dice are also not multiplied.

Using the Cold Hard Cash optional rules, modifying a gun multiplies the cost by 3. If you get several modifications done to one gun (say, custom grips and a hair trigger on your Colt) how do you stack the multipliers? Do they add together, and the overall cost of the gun is x6?

The multipliers should add. Of course you should check with your judge to make sure that any two modifications are allowed on the same weapon. See pages 130-131.

In the Master Craftsman feat, regarding creating mastercraft objects, it says:

Quote:

If the optional Cold Hard Cash rule is used, the amount that must be paid is the cost of the components doubled for a +1, tripled for a +2, and quadrupled for a +3. If modifying a preexisting item, the purchase DC or purchase price is identical to the cost to construct the mastercraft item from scratch.

The Mastercraft weapons section says each +1 multiplies the base cost of the weapon by 3. Based on the Master Craftsman feat description, it seems that my example pistol with custom grips and a hair trigger should be the base cost x3 not x6.

Has my horse wandered off the trail somewhere, or do the sections not agree with each other?

Remember that the quoted section is the cost to make the mastercraft item yourself. On page 130-131 and on the weapon modifications chart on page 147 the costs are to purchase a mastercraft item on the market (or to have someone else perform the modification for you).

Page 147 says if you shorten the barrel on a rifle, it makes it a carbine (and gets the carbine advantage from horseback). Is the reverse true - if you lengthen a carbine, does it become a rifle (and lose the carbine advantage from horseback)?

Most definitely.

Since the Sawed Off modification makes a shotgun a pistol like, can you add custom grips?

Sure, why not. Go for it! However check with your Judge to be sure he allows it.

TL Gregory provided some unofficial stats on the DHR forums for other well known western guns that were not included in *Recoiled*. Since these stats are not official, be sure your Judge will allow them.

- Smith & Wesson pistols: The only practical difference (in current game terms that is) between the Russian and the Schofield is that the Russian model uses a .44 caliber "Russian" round. Note that this is not the same ammo as the Winchester or Colt. It still does 2d6 damage. The S&W "Frontier" was a double-action revolver chambered to use the popular .44-40 Winchester round. As a double-action revolver it provides a +1 to initiative checks in Showdowns and a character can use the Double Tap feat (provided of course the character has the Double Tap feat), but (as with all double-action revolvers) the user suffers a -1 penalty to hit (because of the extra "pull" of the trigger). And yes, it still does 2d6 damage.

Essentially, except for the very early (Model 1's and 2's) .32 caliber models, all S&W revolvers should be considered to have the same damage and range statistics as the Schofield.

- Remington Model 1875:
Length: 13" Barrel: 7" Weight 3 lbs. Full Reload Time: 2 full-round Actions

Date: 1875 (Duh!) Ammo: .44C Damage: 2d6 Crit: 20 Range: 30 RoF: S
Mag: 6 cyl Size: M Pur DC: 15 Pur Price: \$20

- Winchester '66
Length: 44" Barrel: 24" Weight: 11 lbs. Reload Rate: 6 cartridges/Full-round action Full Reload Rate: 3 Full-round actions

Date: 1866 Ammo: .44R* Damage: 2d8 Crit:20 Range: 60 RoF: SS Mag: 16
Size: L Pur DC: 17 Pur Price: \$35

*Note that the '66 uses the original Henry .44 Rimfire cartridge. Any cowpoke fool enough to try to use a .44-40 centerfire cartridge from a '73 in a '66 gets whatever he deserves.

- Winchester '76
Length: 44" Barrel: 24" Weight: 10 lbs. Reload Rate: 6 cartridges/Full-round action Full Reload Rate: 3 Full-round actions

Date: 1876 Ammo: .45C** Damage: 2d8 Crit:20 Range: 90 RoF: SS Mag: 18
Size: L Pur DC: 18 Pur Price: \$42

**Note that this is the U.S. Army .45 rifle ammo, so Colt .45 rounds just won't work.

- Now, on to the guns of Tom Selleck:
 - Monte Walsh's Winchester was a Model 1886 .50-110 Express saddle-ring carbine, which weren't actually produced until 1887. The standard 1886 was a John Moses Browning improvement on the 1876 design, making a

bit lighter and smoother in action.

- Winchester Standard Model 1886

Length: 44" Barrel: 28" Weight: 8.5 lbs. Reload Rate: 6
cartridges/Full-round action Full Reload Rate: 3 Full-round actions

Date: 1886 Ammo: .45C Damage: 2d8 Crit:20 Range: 90 RoF: SS
Mag: 18
Size: L Pur DC: 18 Pur Price: \$42

- Winchester Model 1886 .50-110 Express* carbine

Length: 39" Barrel: 22" Weight 8 lbs. Reload Rate: 4
cartridges/Full-round action Full Reload Rate: 2 Full-round actions

Date 1887 Ammo: .50-110C Damage: 2d10 Crit:20 Range:110
RoF: SS Mag: 8 int Size: L Pur DC: 21 Pur Price: \$135

*Note "Express" indicated the Custom sights on the weapon.

- And since I just know that someone's gonna ask it the rifle from Quigley Down Under was an 1874 Sharps chambered for a .45-110 round with a lengthened barrel (34") and Vernier sights so:

Length: 51" Barrel: 34" Weight: 16 lbs. Full Reload time: 1 Full-round
action

Date: 1874 Ammo: .45-110C Damage: 2d10 Crit:20 Range: 130 RoF: 1
Mag: 1 int Size: L Pur DC: 24 Pur Price: \$250

Combat and Initiative

How long is a fast draw round anyway, one second or so?

I suppose a Fast-Draw round is 3 seconds, but don't you know that time dilates for those involved in a Fast Draw contest?

Here is an example situation of a showdown: Black Hat and White Hat stand in the street, staring each other down. Other members of the Black Hat Gang watch alertly from doorways and alleyways. Other members of the White Hat Posse do likewise. Concerned citizens peek through hastily-shuttered windows.

First issue: Black Hat and White Hat are clearly involved in a Showdown and make opposed Intimidate checks. What about the other Gang and Posse members? While they can all generally see one another, they aren't trying to stare each other down.

Ya can't sit on the fence pardner! You're either in or out. If you don't want to be caught flat-footed, you gotta roll. Otherwise, you give up any actions and are considered flat-footed, and subject to being shot. No one says the fellers in the showdown gotta shoot at each other!

Second issue: Let's assume the answer to the First Issue is no, the others don't roll Intimidate checks. Next, White Hat wins the Intimidate check and Black Hat receives a -2 penalty on his initiative roll. Do the other Gang members also receive this penalty, or does only Black Hat himself?

Just the Black Hat receives the penalty, unless the other gang members are also involved in the showdown.

Third issue: We are about to roll initiative. Black Hat and White Hat were involved in a Showdown so they must declare their Fast Draw Round actions before rolling initiative. What about the other Gang and Posse members? They weren't involved in the Showdown so is this just a normal Fast Draw Round for them, with no need to declare actions beforehand?

Nope. Any character that wishes to act in a Fast Draw round must declare their actions and make an Intimidate check.

In original *Sidewinder*, you rolled a separate initiative for the fast draw round and then a new initiative for regular combat. Page 201 Combat Sequence makes it clear that you only roll one initiative in *Recoiled*. Page 205, Initiative section, says your init roll is modified by your dexterity and improved initiative. Same page, Fast Draw section, says your FD initiative can be modified by the things in table 7.2. Finally, there are mastercraft weapon modifications that specifically say they affect the FD round initiative roll (hair trigger, shortened barrel, etc).

My question is what happens to all the special fast draw round initiative modifiers when you move into normal combat rounds? Are they still in effect or do they go away?

The short, simple answer is no, none of the modifiers for the FD round "go away". Once your initiative is set, it's set. No recalculating. (short of "delayed" and "readied" actions).

In the Fast Draw round, does the +2 bonus for "Draw First" encourage players to simply yell the quickest that they are drawing? To me, this would seem to spoil the iconic moment when the gunslingers stare at each other, faking each other out, which is so nicely handled by the intimidate face-off. Or is this "Draw First" bonus more for use in combats which start because some damn fool pulls a gun?

As a Judge I would only allow the bonus under two circumstances.

1) The fast draw round was initiated by someone who drew a gun.

2) One participant is waiting for the other to draw first.

If both characters are giving each other the hoary eye and both start yammering about drawing first, no one gets the bonus.

Between gangrene, the war and just life in general took it's toil on the human body, what's the rules for missing an eye as for skills, attacks etc?

There aren't any. Feel free to make something up and post them on the forums. Well, until we formalize such rules, off the top of my head I would recommend a -2 on any check involving eyesight or hand-eye coordination.

Say a character is beating away on a gentleman's face. The rules sound like the gentleman being beaten upon takes no damage of any kind unless the character roles damage above the gentleman's CON. True? Now, say the gentleman has a CON of 15. The character can only do 1d4 plus his strength modifier in damage, how will he EVER beat a CON15 and possibly render his opponent unconscious?

As you may or may not already know, this issue is brought up quite frequently in discussions about d20 Modern. The simple answer is that you make lethal unarmed attacks instead of non-lethal attacks. If your cowpoke doesn't possess the Combat Martial Arts feat, he will suffer the standard -4 penalty to attack rolls (for making a lethal attack with a weapon that normally inflicts non-lethal damage).

For non-lethal attacks to be successful, your character needs to spend a few feats increasing the damage inflicted, take some levels in the pugilist advanced class, acquire a high strength, or a combination of these three choices. Your average Joe does not have much of a chance knocking an opponent out using the non-lethal damage rules.

You might also check out the optional rule on page 227, "Townsfolk Have Glass Jaws". This rule allows a cowpoke to knock out low-level and heavily damaged characters more easily.

Horses and Vehicles

Were the rules for horse quality dropped or appearing in a supplement later?

Horse qualities (as well as conveyances) will be in a future *Fort Griffin Echo*. Until the *FGE* article comes out, here is the Horse Quality Table from TOS:

Quality	Movement Modifier	Carrying Modifier
Nag	X .50	X .25
Broken-Down	X .75	X .50
Normal	X 1.00	X 1.00
High-Spirited	X 1.33	X 1.25
Charger	X 1.50	X 1.33

Now, obviously that is a real crude break down since the quality of a horse isn't just about how fast it can go or how much it can carry but training, age, intelligence (or as much intelligence a horse can ever have), but it might suffice for the time being.

Jumping a horse: With its speed a horse has a +12 on its untrained jump skill so do you:

- a. Add a +1 because of Strength? (13 strength seems low for a horse)**
- b. Train a horse to jump better using the Handle Animal skill (DC 20) add +2 to the check**

A horse without special training would indeed have a +13 bonus.

As for special training that is one of the items we have on our 'to do list'. But, as a quick rule of thumb, as a Judge I would allow a new trick that allowed the trainer to grant an animal ranks in an appropriate skill.

Is 13 too low a Strength for a horse? Talk to the designers of d20 Modern. I think the Strength score was chosen to keep the carrying capacity reasonable.

Errata

- “The submission of *Sidewinder: Recoiled* to the friendly folks at Green Ronin is coming over the horizon. We would like to make sure we submit as clean a copy as possible. So, if any of you have found an error that hasn't yet been reported, please report it!

Anyone who notifies us about a blooper with which we are unfamiliar has the option to be listed in the book's credits. Let me also add that with the inclusion of the errata, we will also be releasing an updated version of the PDF via RPGNow. If you've already purchased *Recoiled*, you will be able to re-download the updated file.”

- “I've discovered a systemic semi-error. When we inserted the page numbers for in-text cross-references, we used page 228 for ALL instances of "see Character Condition Summary", but the various Character Conditions actually stretch across pages 228 - 230, so for instance the description for "flat-footed" is actually on page 229, not 228. So, while the cross-reference is "technically" correct, it's not "perfectly" correct.”
- **The bonus feat list for the Grifter includes a feat called Quick Reflexes (page 172). That feat does not appear in the Feats chapter that I can see.**

That should be Improved Initiative instead.

- **I was looking at the stat block for the NPC Fate Lawson and noticed that he has Close Combat Shot a 4th lvl Gunslinger class ability but Fate is only 3rd level, what you tryin to pull fella ?**

Well, I'll be. Tom pulled a fast one on us. That sneaky varmint. (If you haven't already guessed, the Gunter Gang is our local gaming group). You are absolutely correct. Fate shouldn't have Close Combat Shot. That's the last time I trust one of Tom's character sheets. (editor's note: Tom's lame protestation of innocence intentionally omitted. ;-)

- **You didn't include the names of the critters above the stat blocks. That makes things kinda hard to keep track of, although easy to fix with a pen.**

I just took a look and noticed that in my POD version Doc is right. That must be a problem with the printing as both the PDF version and the file sent off for printing (higher resolution) have the names of the critters in the black header.

- **While using the Gunplay feat there is a whole list of good stuff you can do and the DC's associated with those tasks. Nowhere in the description does it say that these tasks are modified by the weapon size. However, within the text of the Colt Walker Dragoon it says something to the effect that any Sleight of Hand checks with this weapon receive a -6 instead of the usual -4 (for medium sized weapon) while performing any Sleight of Hand checks.**

This Colt Walker text is incorrect. Replace the second sentence with "Because of this, characters using a Colt Walker incur a -2 penalty on any Sleight of Hand check to conceal or manipulate the pistol (such as with the Gunplay feat). When a character conceals the weapon on his or her person, this penalty is in addition to the -4 penalty arising because the weapon is medium-sized."