

RECOILED ERRATA

OCTOBER 2004

Sidewinder: Recoiled was originally released as a PDF e-book in January of 2004. Almost a year later, in October 2004, *Sidewinder: Recoiled* was published in paperback form by Green Ronin Publishing. The following document provides a list of corrections and clarifications that were incorporated into the Green Ronin paperback version, which did not appear in the original PDF. Finally, in February of 2004 a limited Print-on-Demand (POD) paperback version was made available through RPGmall.com. Two of the corrections listed below were incorporated into that version and are indicated as such in the correction's description.

Throughout

Minor spelling, grammar and layout corrections were made throughout the text.

Chapter 3

Page 68: Replace the first row of Table 3.13 with

Poison	Date	Type	Save DC	Initial Damage	Secondary Damage	Pur DC	Pur Price	Restr	Craft DC	Time
Arsenic	1250	Ingested	15	1d4 Str	2d4 Con	9	\$4	Res (+2)	24	4 hr..

Page 93: The Comanche Riding task should read as follows:

Comanche Riding (DC20): Comanche riding is an advanced version of the cover task (see above). If a character makes the DC check, he or she gains the one-half cover bonus and can still perform an attack action. If the character chooses to make an attack with this attack action, the character may only use a one-handed weapon that is Medium-sized or smaller. If the Ride check fails, the character must make a DC 20 Reflex save or fall from the mount. In either event, on a failed skill check the attack action is wasted."

Chapter 5

Page 137: The descriptive text for the Colt Walker Dragoon should be replaced with the following:

"Designed mainly as a cavalry weapon by Captain Samuel H. Walker of the Texas Rangers and Samuel Colt himself, the immense Colt Walker is inhospitable to being worn on a belt. 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. As with all percussion Colt pistols, the quickest way to reload is to replace the cylinder with a preloaded one. This requires knocking out a locking wedge and breaking the pistol apart into three pieces: the barrel, the grip, and the cylinder. When a spare cylinder isn't available, the pistol is reloaded by loading a paper cartridge into each chamber, seating the cartridges firmly in place with a ramming lever that is affixed underneath the barrel, and attaching percussion caps to the nipples. This lengthy process takes 2 minutes."

Page 147: The following text should be added to the end of the description of the Lengthened Barrel handgun modification:

"When applying the Lengthened Barrel modification to a medium-sized pistol, the pistol becomes Large (thus requiring two hands to wield); however, it is still considered a handgun. Furthermore, a penalty of -2 is applied to all Sleight of Hand checks when using the Gunplay feat."

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Page 147: The Lengthened Barrel longarm modification should be replaced with the following:

“Lengthened Barrel: This longarm can shoot a mile, but it’s a bear to use. This modification increases the range increment of the rifle by 10 feet; however, a character using it incurs a -2 penalty on the initiative check in the fast draw round, in addition to any penalty for drawing a longarm (see Initiative, page 205). The cowpoke also suffers a -2 penalty to Sleight of Hand checks with the longarm, in addition to any penalties for weapon size. If this modification is applied to a carbine, the weapon is no longer considered a carbine.”

Page 159: The purchase price of pencil (1 dozen) should be 25¢ instead of \$25.

Chapter 6

Page 172: In the list of bonus feats for the Grifter, the feat Quick Reflexes (which doesn’t exist) should be replaced with Improved Initiative. [This correction was incorporated into the limited POD release.]

Page 174: In the list of bonus feats for the Gunslinger, the feat Combat Reloading (which doesn’t exist) should be replaced with Combat Loading. [This correction was incorporated into the limited POD release.]

Chapter 7

Page 219: In the third paragraph of the section entitled “Object Defense and Bonus to Attack”, replace the Sunder feat (which doesn’t exist) with the Improved Sunder feat.

Chapter 10

Page 272: The grit for the midlevel trailhand should be “4d10 + 1d8 + 10 (36)”.

Page 273: The grit for a high-level trailhand should be “5d10 + 3d8 + 16 (57)”.

Page 276: Remove Close Combat Shot from Lafayette Lawson’s list of class features.

