

FROM THE CREATORS OF DRAGONLANCE
IN ASSOCIATION WITH WORLDWORKSGAMES

THE
LAKOTA
DRAGONS
WAR



THE LAKOTA DRAGONS WAR



BACK WHEN DRAGONS AND AIRSHIPS FOUGHT THE CIVIL WAR...

In 1862, the Confederate States of America deployed a new weapon on the Union Front ... dragons. Imported from Eastern Europe, these creatures were tamed from birth and trained for war. The North answered, however, with its strong suit: technology and steam. In a rush of development, the north created great flying machines – steam-and-electric-driven ornithopers carried into battle on gigantic dirigible airships. These forces collided over the skies of Antietam Creek near the town of Sharpsburg, Maryland. The resulting conflict between monster and machines dragged the battle lines of North and South into a stalemate, prolonged the war and choked the western expansion until the Bombing of Richmond which ended the war in 1884.

BUT THAT WAS YEARS AGO...

By 1893, the United States was again pressing west, striving to link coast-to-coast with the first transcontinental air service. 'Air Barons' with their fleets of dirigibles flanked by protecting ornithopers pressed across the Great Plains of America establishing 'Mooring Towns' along the way. There was a country to be claimed, fortunes to be made and the 'Air Barons' meant to achieve both. Thousands of men and women heeded Horace Greeley's rallying cry of 'Fly West, young man.'

Among those answering the call is Hendri Eldrich, a young, idealistic former 'Federal Air Cavalry' ornithoper pilot looking to make a life for himself after the Civil War. What he finds when he arrives on the frontier is greed, corruption and a commanding officer of the local F.A.C. who is a sociopathic killer. What is more, the imported dragons of the now vanquished C.A.S. – no longer held in check by their natural predators – have bred uncontrolled across the western prairie and flourished on the massive buffalo herds of the plains. It is the Native American Lakota Tribes who have now mystically brought the dragons into their service ... and who are ready to strike back in the air against the pale invaders from the east.

So begins 'The Lakota Dragon Wars'; the epic struggle in the western skies between the steam, brass, bigotry and romance of a lawless western expansion set against the might of dragons mastered by the Lakota tribes of the American Plains.

WHAT IS THE LAKOTA DRAGONS WAR?

The Lakota Dragons War is a new story and game setting developed by Tracy & Laura Hickman, creators of Dragonlance, Death Gate and Ravenloft adventure settings. In conjunction with the creative team at WorldWorksGames, Tracy presents a unique vision of how the struggle for the American West was fought between the Airships and Ornithopers of the U.S. Air Cavalry and the dragon-riding native Lakota Warriors.



STORY EXCERPT FROM *THE LIGHTNING GUN* / BOOK II OF THE LAKOTA DRAGONS WAR SERIES

Hendri stepped through the door and into the workshop. He still wore the goggles and cavalry hat from his earlier arrival in the ornithopter. Messalia had carefully removed the side of the large crate still sitting in the bed of the wagon. The stenciled label of 'Garrett and Boulter Arms, Co.' was easily read. One of the smaller crates lay on the ground next to her work bench, its top pried open. Straw was strewn about from where the packing had been pulled from the crate.

"Well, Messalia?" Hendri asked as he bolted the door behind him.

The Clockwork Smithy turned toward him, wiping a strand of hair away that had fallen across her eyes. She was wearing her work pants and leather apron and was wearing a man's shirt with the sleeves rolled up. Hendri guessed it had belonged to her late husband. She sighed with a tired smile and then reached down into the open crate.

"Well, you can see for yourself," she said, pulling the weapon from the straw and tossing it with both hands at him.

Hendri caught the weapon and at the touch of it knew that he wanted to never give it up.

It was elegant and powerful all at the same time. It gleamed under the kerosene lamps that illuminated the frontier Clockwork shop. The ornate handle fell into his right hand as his left reached down below for the grip running underneath the horizontal drum. Light pulsed through crystal ports fixed around the drum. There was an etched brass barrel held steady by rods with a clear focusing lens fixed within a cowling.

His finger extended toward the trigger.

"You might want to be careful with that," Messalia cautioned.

"You tried it?" he asked, holding the weapon with a bit more respect.

"Yep," she answered. "Set two blocks of that twelve-by-twelve timbering over against the hay bales and took aim."

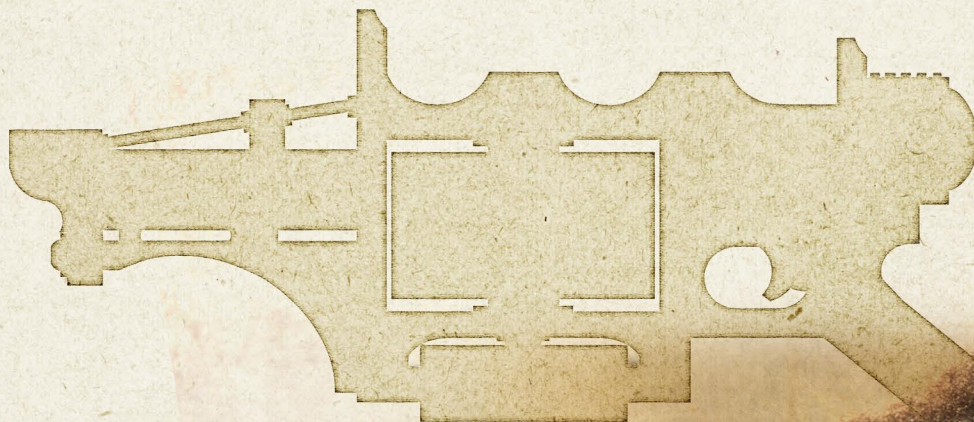
"And?"

"And the bolt shot clean through both, and the hay bales and the boiler casing on the other side and the wall of the shop and clean through my house on the other side," she said folding her arms across her chest. "That's a lightning-gun, friend. Garrett and Boulter made in Boston and shipped right here to your friend Major Gunderson on the last Western Pacific Airship. That massive machine in the wagon bed is the generator to put a charge in that drum you're holdin' but the thing will actually regenerate a few bolts on its own just by spinning the drum. It will take down a dragon cold inside of three hundred yards and has a firing rate faster than a Gatling gun. It's illegal to even hold one unless you have a signed certificate for it."

"Which I don't," Hendri said, admiring the weapon.

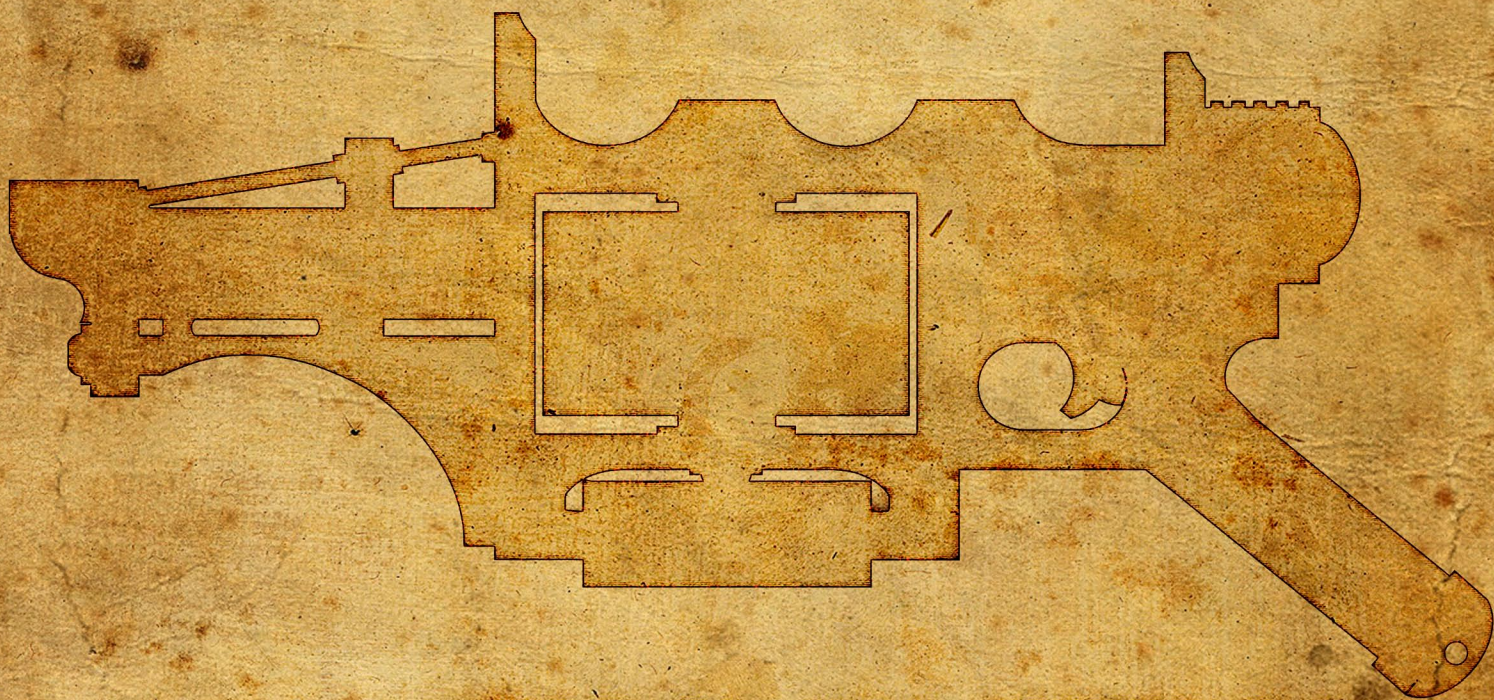
"Which neither of us have," Messalia nodded, "Which means you had better get this whole cart load out of my shop and off to the Post Commander's office before someone starts asking where it went."

-Excerpt from 'The Lightning Gun' / Book II of the Lakota Dragons War Series
By Tracy & Laura Hickman



LIGHTNING GUN

AKA: DRAGONSLAYER



5000 VOLT PLASMA GENERATOR!

THE
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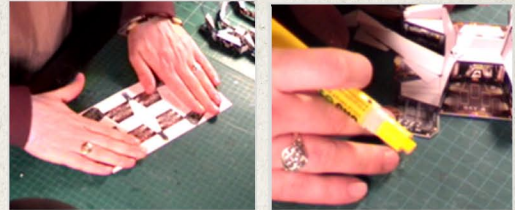


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METHODS & MATERIALS

NEED HELP STRANGER?

FREE video tutorials, downloadable *Beginners Guide to Cardstock Modeling* & 1000's of user generated help topics available at www.worldworksgames.com (see "Tutorials" or join us on the "Forums")



BASIC MATERIALS

We recommend 8-1/2" X 11" 110lb cardstock or 80lb coverstock for strong model construction, a cutting pad, a cheap utility or hobby knife, extra blades, a metal cork backed ruler, and an assortment of felt markers (Black, Grey, Yellow, Brown).



GLUE & GLUING OPTIONS

Gluing options break down into 4 basic techniques; Spraymount, Gluepen, Adhesive Papers & Hot Glues.

Gluepen: For pure cardstock construction, use a low water content gluepen, gluestick or bottled glue specialized for papercraft. The only way to prevent warping is to ensure that your glue is specifically designed for use with paper. Most hobby and office supply stores carry papercraft glues.

Adhesive Paper: Useful for mounting graphics to foamcore, these full 8.1/2"X11" sticky backed sheets of printer paper can be found at most office supply stores or online. Adhesive paper allows you to print your pages, cut them out and then "peel & stick" each tile down with limited fuss.

Spraymounting: Another technique for graphic mounting involves the use of adhesive spray found at your local craft or hardware store. In an adequately ventilated room (or better yet outside) each page is sprayed on the reverse side and left to dry. The mounting surface itself is then given an additional light spray and left to dry. When the two surfaces come into contact there is an instant bond.

Hot Glue: In some situations nothing beats the rock solid connection made with a hot glue-gun. This is best utilized when gluing foamcore to other foam boards or when managing difficult to adhere materials.



FOAMCORE MOUNTING

WorldWorksGames recommends 3/16" thick black foamcore (display board). Other colors will suffice but we recommend black core foamcore due to its bond-friendly, matte finish and edging properties. This typically comes in 20" X 30" sheets and can be found at your local craft or office supply store. For this project you'll need 1 sheet of 3/16" thick foamcore.



PRINTING TIPS

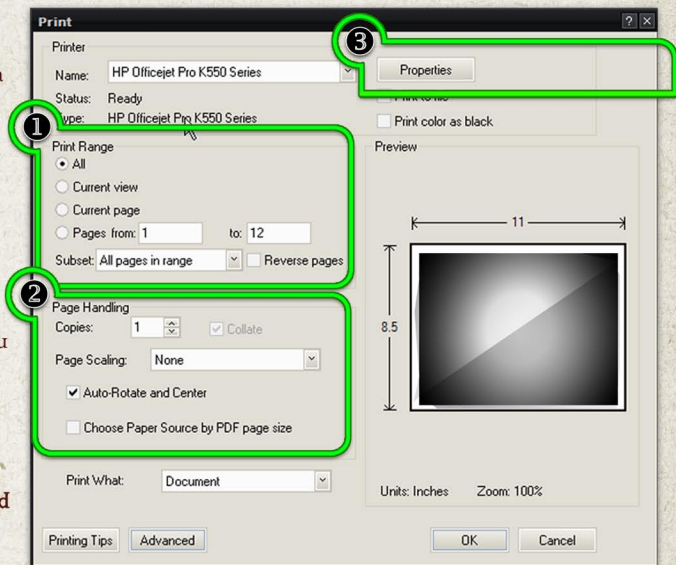
Printer Settings:

Typically beginners to the hobby overlook the importance of “clean printer settings”. It is vitally important that you adjust specific settings in your print dialog BEFORE printing, otherwise your models will print at the wrong scale or with generally poor clarity and color depth.

1. In figure 1 we see the “Print Range” settings. Typically you will leave this set to “All” (which will print every page in a document) but there are some instances when you’ll want to print a specific page. In this case you’ll click “Pages from:” and then enter the number of the page or pages you want to print in each box. So if you just wanted pg.5 you would enter “5” in both boxes.

2. “Page Handling” is extremely important. This is where MANY people tend to make mistakes when printing. Make certain that “Page Scaling” is set to “None”. If you choose any other setting your model pages will print at the wrong scale and this could affect your build. Leaving “Auto-Rotate and Center” checked is usually acceptable as this does not change the inherent scale of the page.

3. “Printer Properties” are a bit more difficult to nail down as each printer runs on unique software. The key areas to focus on here are proper paper type and quality settings:



Paper Selection:

You might think that selecting “cardstock paper” from the list is the right thing to do but you’d be wrong. This will result in poor color range and muddy, posterized prints. Instead, leave your paper type set to “Plain Paper” for the best image clarity results.

Print Quality:

Adjust your “Print Quality” to best or highest (depending on your software settings) for optimal print clarity and detail. Medium or Average settings will extend your ink usage but result in lower quality prints. Do some experimentation here to determine which settings work best for your needs.

SAVE MONEY ON YOUR PRINTS!

WorldWorksGames suggests money saving ink-refill solutions. Many companies offer affordable refills of brand name printer cartridges as well as custom refill kits. With these products you can reduce your “per page price” to pennies a page.

- Refill kiosks can be found in your local shopping mall. No muss, no fuss but a bit expensive.
- Ink injection systems can be found at your local office supply & craft stores. A bit messy and tricky to get the hang of but very cost effective.
- CIS (Google: Continuous Ink Systems) are available online and are HIGHLY cost effective. These provide a continuous stream of ink to your printer with large ink tank reservoirs. Well worth the upfront cost.

Potential Printer Damage Warning:

Using these systems voids the warranty on many printers. WorldWorksGames accepts no liability for any damages incurred by the use of the aforementioned systems. Use at your own risk.

AUTOMATED CUTTING TIPS

Currently we support CraftRobo & Silhouette SD automated cutting machines and we've included a special file format known as GSD within this product. The GSD opens with a program known as "ROBO Master" which tells the cutter where to cut and score on a given page. Please visit our community forums where you'll find answers to some of the most common machine cutting questions. Troubleshoot, get helpful tips and share your own right here: <http://www.worldworksgames.com/forum/> (Listed under "CraftRobo / Silhouette SD / Automated Cutting Support").

USING GSD'S

- First print out your chosen PDF page as normal using your inkjet or color laser printer.
- Once printed, carefully align your printed page onto the craft cutters carrier sheet between the registration marks. The carrier sheet is basically an adhesive, moving, cutting mat which keeps your model bits held down during the cutting process. It is VERY IMPORTANT that you place the bottom of your printed page into the cutter first (the page legend should be to the rear of the carrier sheet as shown). If you place this upside down on your carrier sheet (page legend nearest the opening of the cutter) the cutter will cut in the wrong area or it will not read your registration marks at all.
- Now load your carrier sheet into the cutter. **See your cutters manual for instructions on loading media into the cutter.**
- Open the ROBO Master software.
- Load the corresponding GSD file from your model sets GSD folder or our freely available GSD archive.
- Click on the CraftRobo cut button.
- Adjust your media settings and blade cap to one of the following depending on your paper weight:

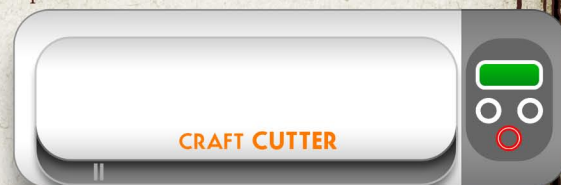
	110lb Cardstock Speed: 10 Thickness: 28		Cover 100lb Speed: 10 Thickness: 33		Index 90lb Speed: 10 Thickness: 25
	Matte Photo Paper Speed: 10 Thickness: 25		Cover 60lb Speed: 10 Thickness: 24		Cover 80lb Speed: 10 Thickness: 28

- Once your media thickness has been set, select the "cut" button on the lower right of the interface.
- Your craft cutter will now cut the template out for you, freeing you up to focus on other issues. Once cut, unload the carrier sheet (see manual) and remove your freshly cut and scored items for construction.

INCOMPLETE CUTS

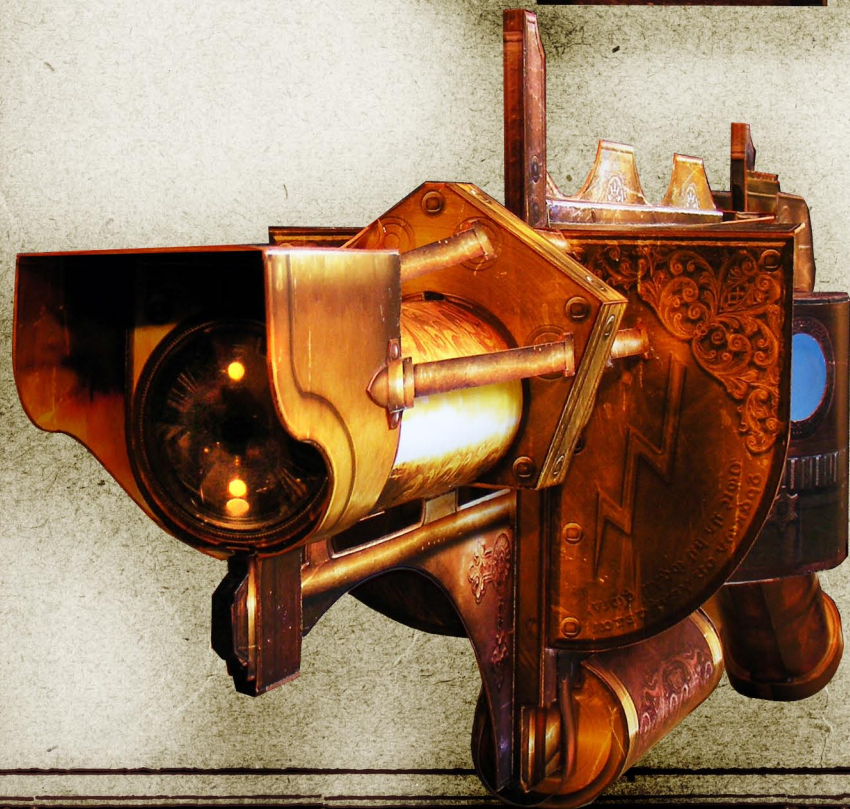
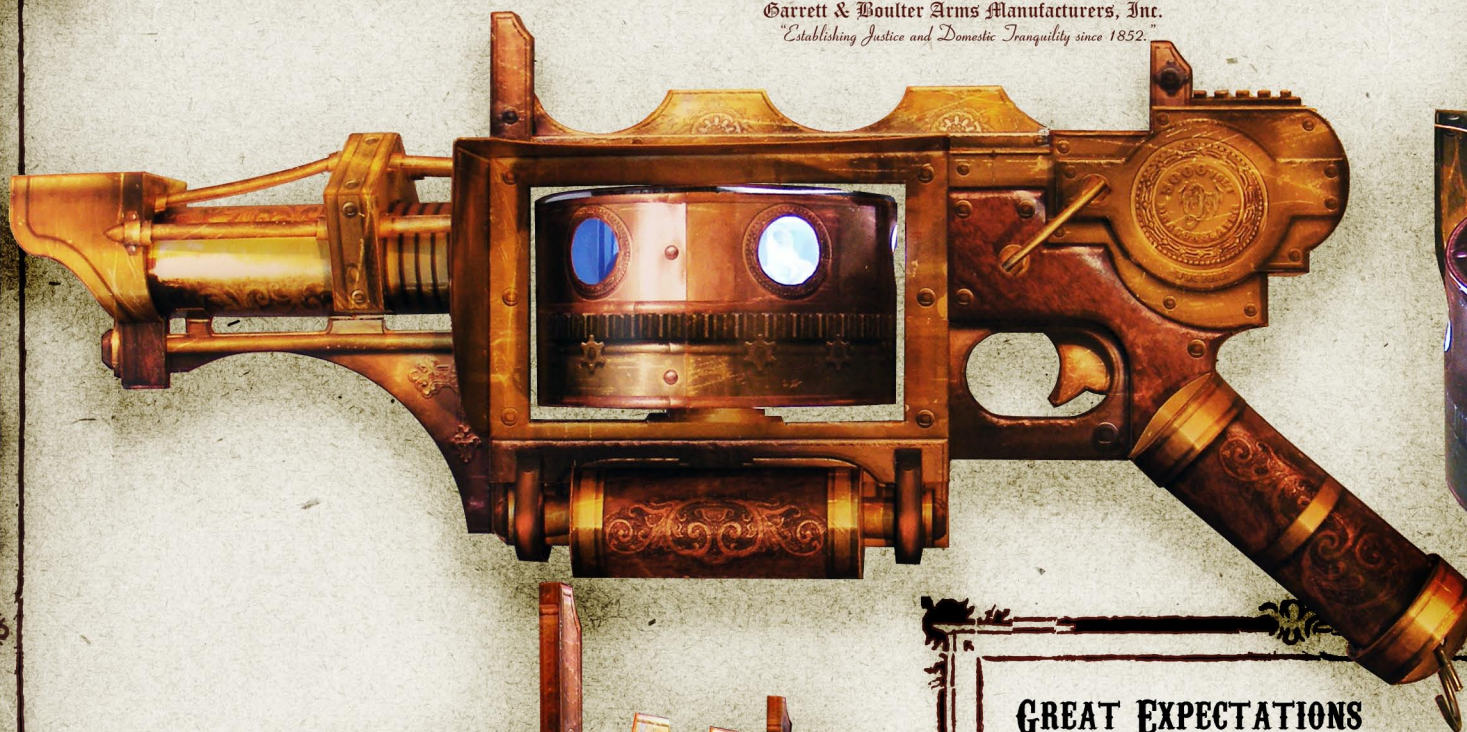
You may find, depending on your media type and or blade life, that occasionally your craft cutter does not complete all cuts 100%. In these situations its always good to have a hobby knife around to complete very small leftover cuts. In most cases it's a simple issue of aggressively "punching out" templates from the page. You can run your template through the cutter for a second pass but your results will vary depending on what is being cut and or how much tack is left on your carrier sheet.

While the templates for this product are machine cuttable, occasionally when a model element is too large or exceeds the "safe cutting area", very minor hand cuts may be required.





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"Establishing Justice and Domestic Tranquility since 1852."



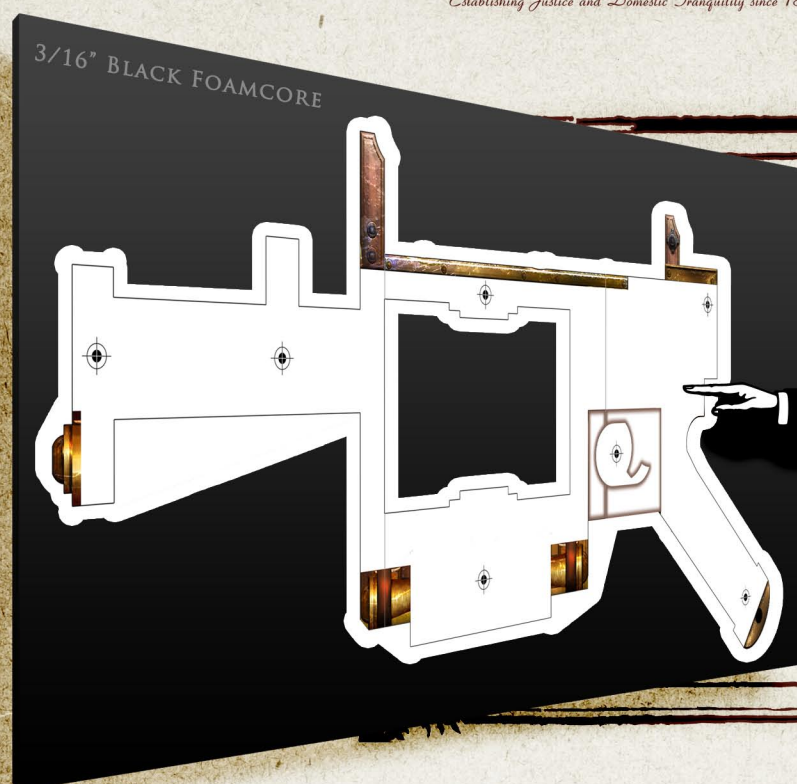
GREAT EXPECTATIONS

Your build can look every bit as good as this one BUT remind yourself that the end product is only as good as the care and attention you put into it. Don't try to do this in one night and **HAVE FUN!**

EDGE EVERYTHING!!!

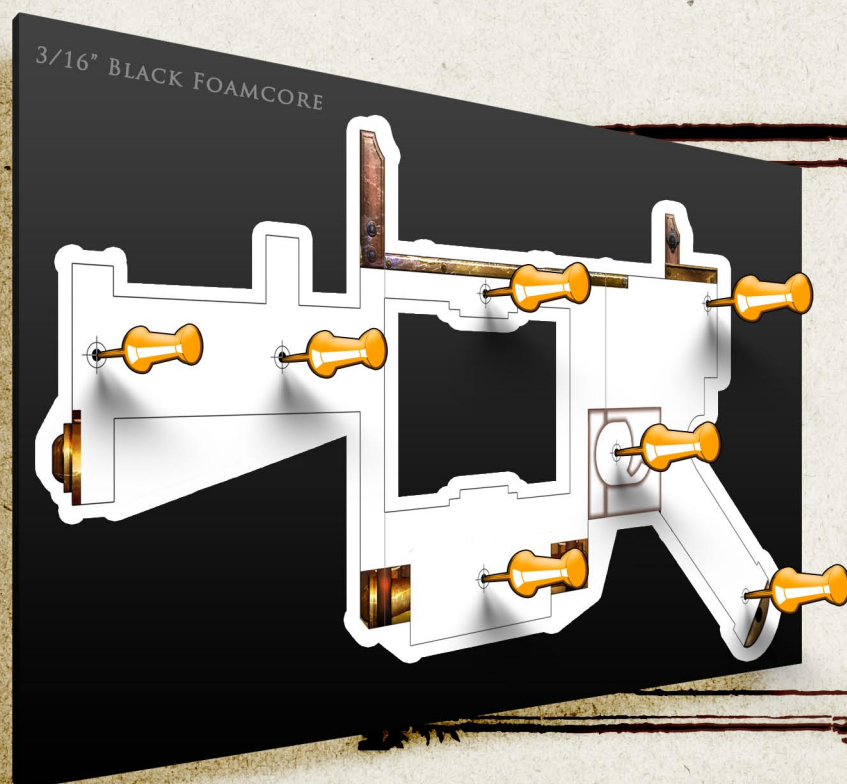
A professional looking build lives and dies based on whether or not you choose to Edge your work. KILL the white edge of cardstock with markers with **EXTREME** prejudice. It only takes a few minutes.

Edging video tutorials available at www.worldworksgames.com "Tutorials".



MOUNTING

Glue the 3 inner mounts to foamcore as shown. 3/16" black foamcore is required for this step. 8-1/2" x 11" adhesive label paper is strongly recommended for your mount application due to its ease of use.

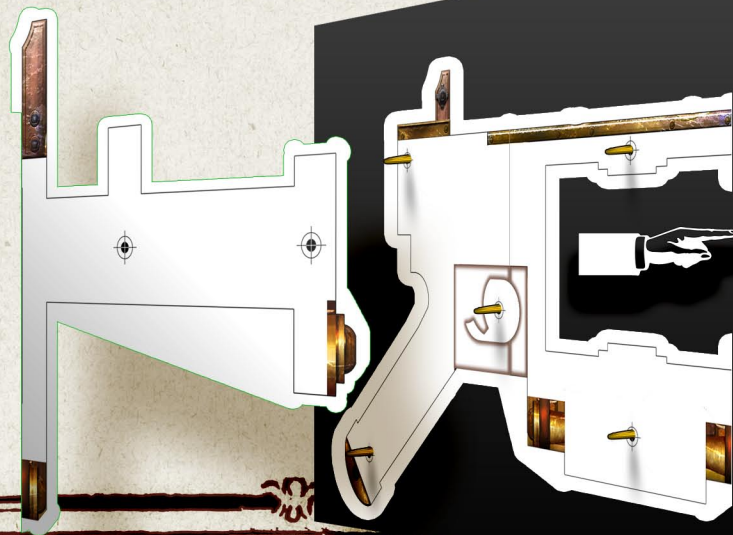


REGISTRATION

We will be applying additional mounting templates to the reverse side of our foamcore. To ensure proper registration we'll use thumbtacks in each of the marked registration areas.



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REGISTRATION CONTINUED

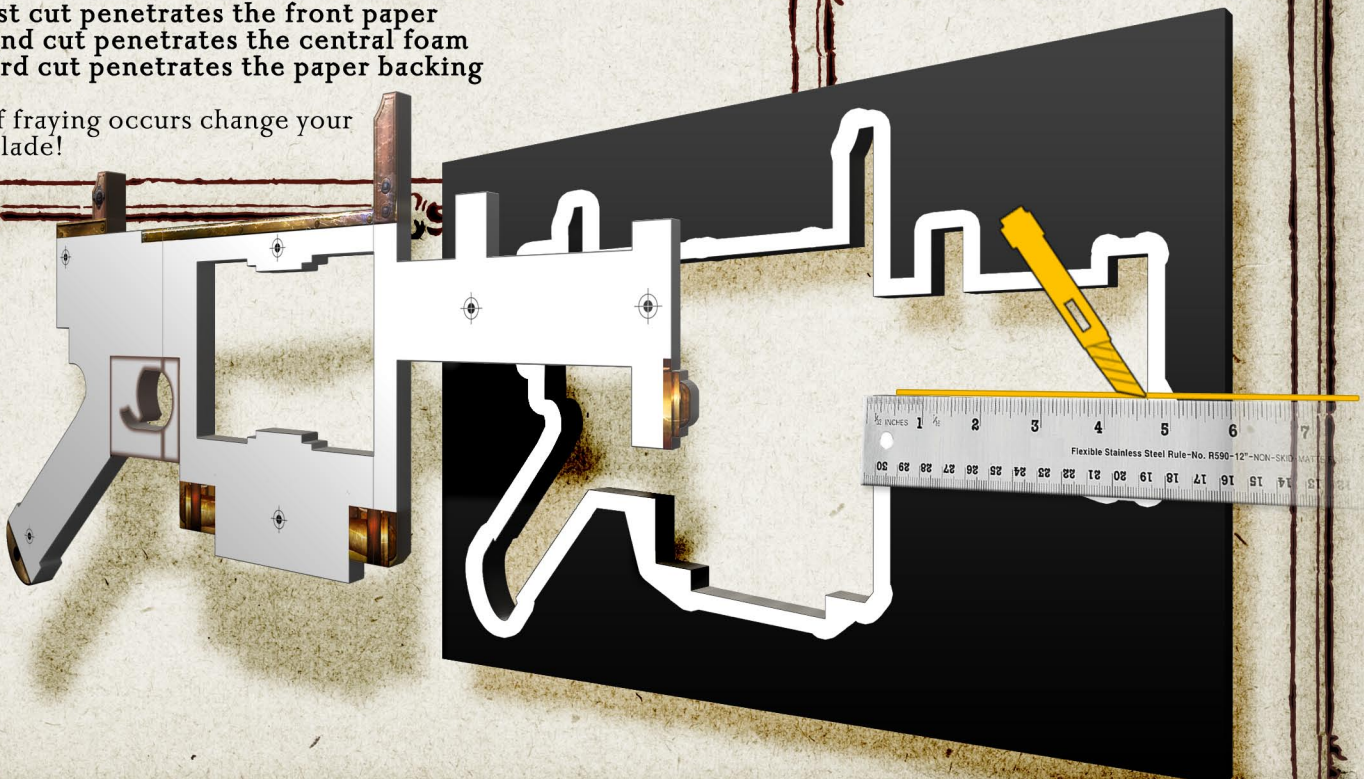
We can now align our reverse side templates by penetrating them on top of the exposed thumbtacks.

CUTTING FOAMCORE

DON'T RUSH IT! Always use a utility blade and ruler when cutting foamcore. Utilize the "3 cut rule":

- 1st cut penetrates the front paper
- 2nd cut penetrates the central foam
- 3rd cut penetrates the paper backing

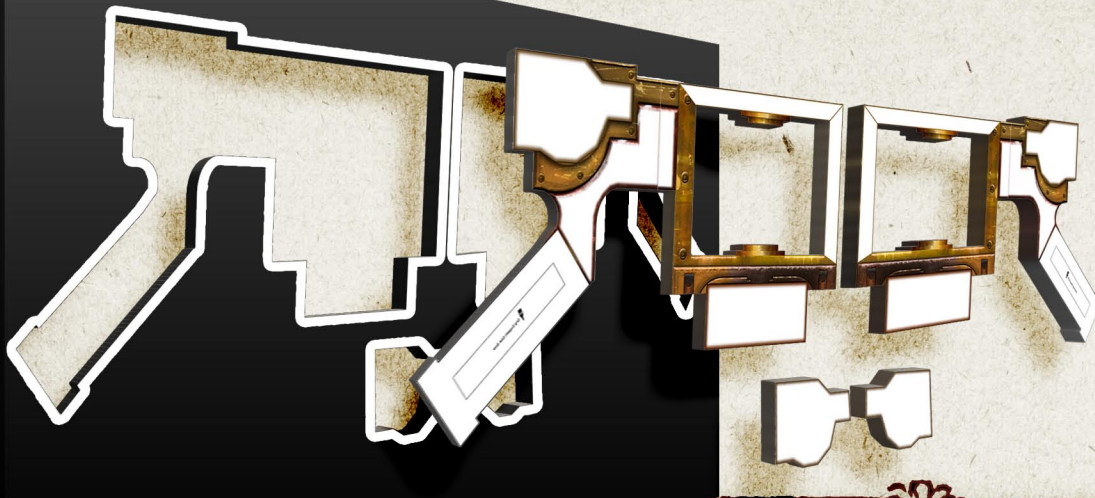
If fraying occurs change your blade!





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3/16" BLACK FOAMCORE



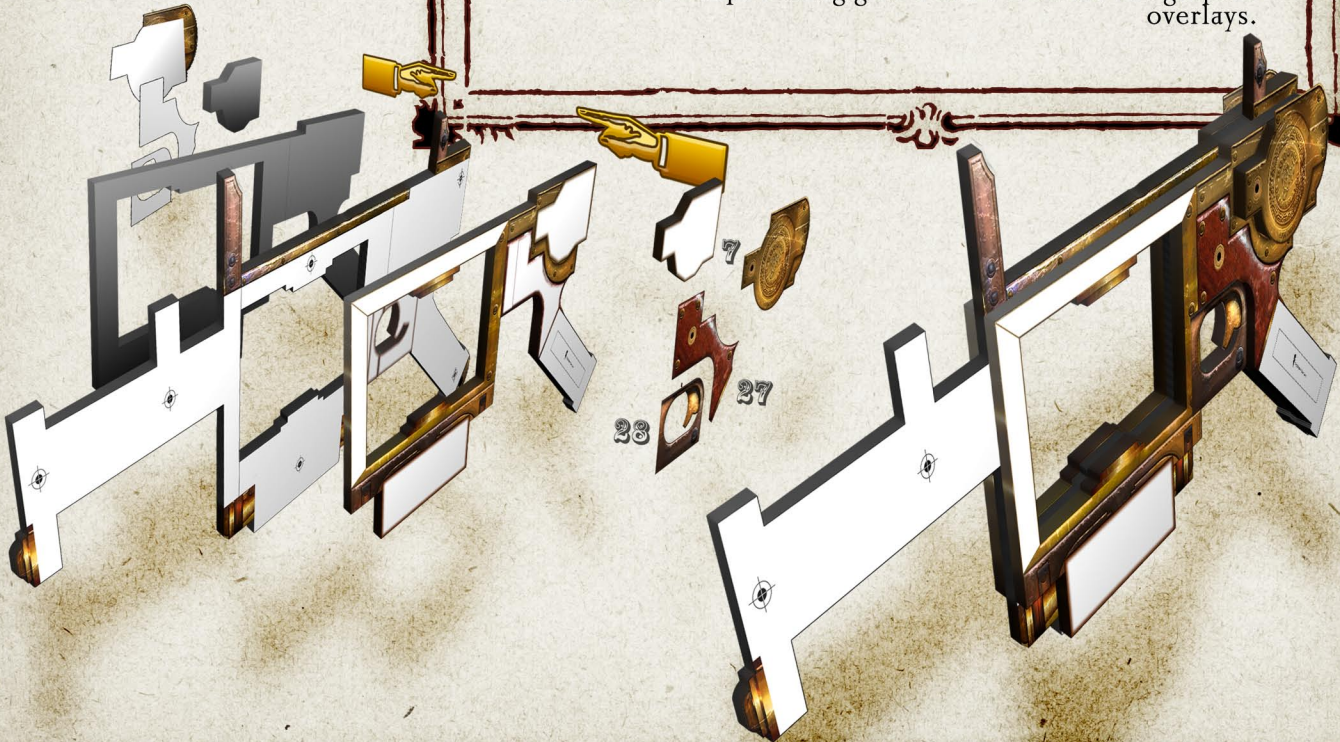
OUTER MOUNTS & BUTT MOUNTS

Mount and cut free the Outer mounts & Butt mounts.

GLUING TOGETHER YOUR CORE

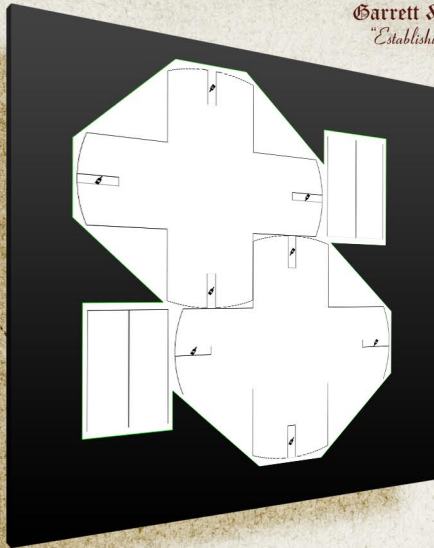
You can now glue your 3 primary mounts together to form the core of your gun. If available, we recommend hot glue-gun or superglue to ensure a secure connection.

Finish by affixing the remaining Butt mounts where marked and graphic overlays (parts 7, 23 & 27). A normal low water content or scrapbooking glue can be used for the graphic overlays.





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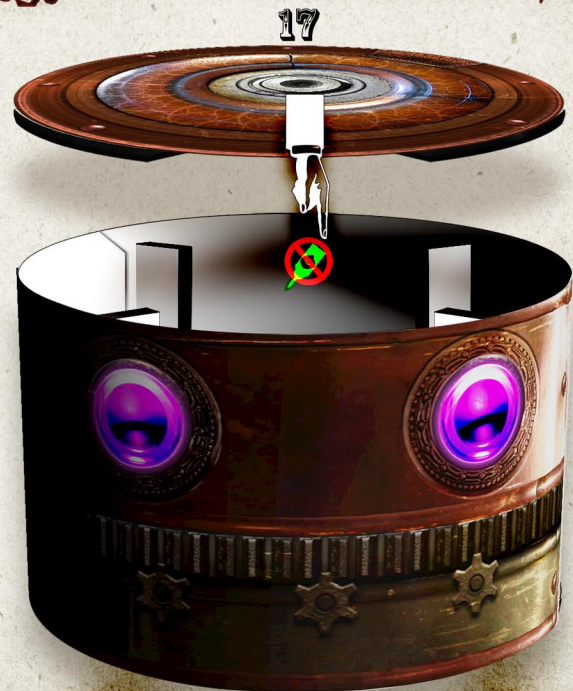
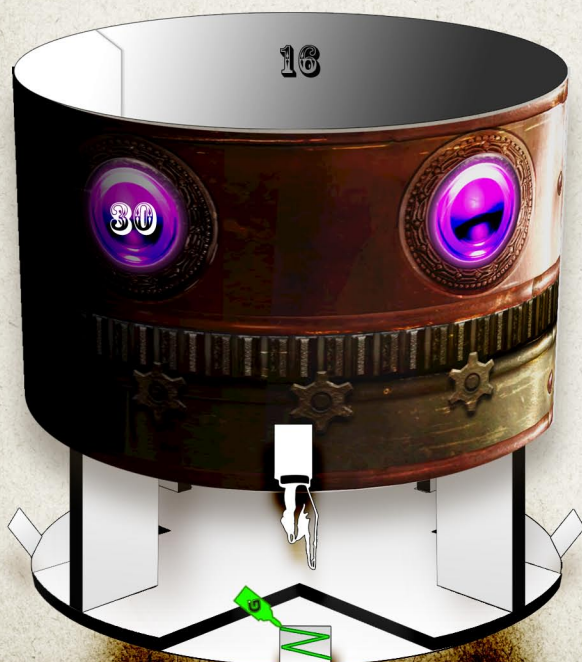


GENERATOR DRUM

Mount and cut free the Generator Drum components (40). Glue the four posts to the base and then the Generator bottom graphic on the bottom of the base as shown (18).

Before gluing the Generator Drum graphic together (16), decide if you are going to apply the optional transparency lens applications (30). Print to inkjet transparencies and then glue in place.

Slide the Generator Drum down onto the mount and glue the interior flaps in place. Glue the Generator top graphic to the top mount. For those adding a custom *light kit*: **DO NOT GLUE TO TOP OF GENERATOR UNLESS YOU WISH TO PERMANENTLY SEAL THE DRUM!**





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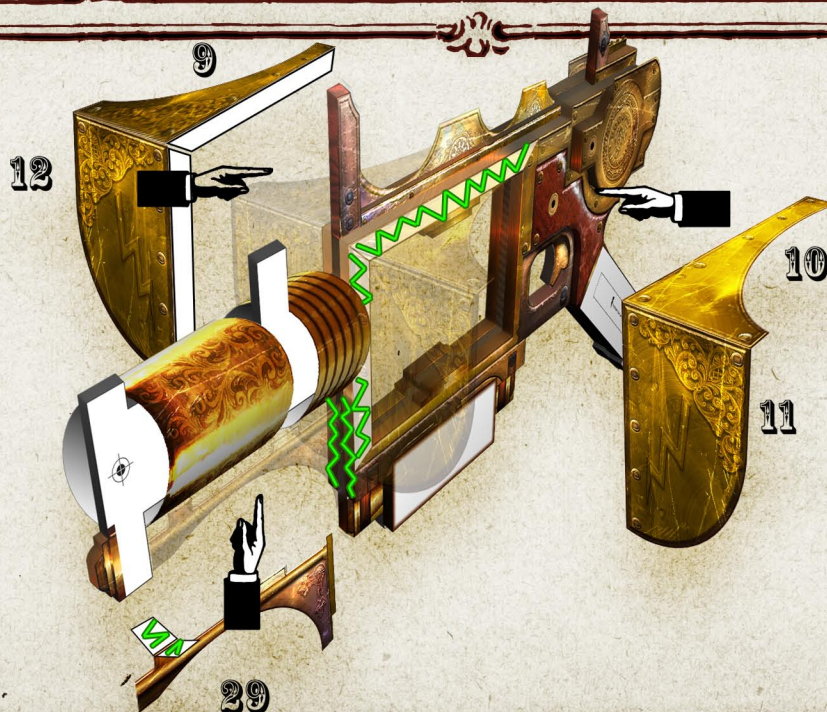


FRONT & REAR BARRELS

Apply glue to the top of the gun frame where shown. Place your barrel section (4) in the center of this glue area and hold in place until secure. Once dry, wrap the barrel section around the gun frame and glue to the bottom of the frame, to form the cylindrical shape of the barrel. Repeat process on the rear barrel (5).

COWLING & SUPPORT

Build the left and right cowlings (9, 10, 11, 12) and glue in place where marked. Construct the barrel support (29) and glue in place where indicated.

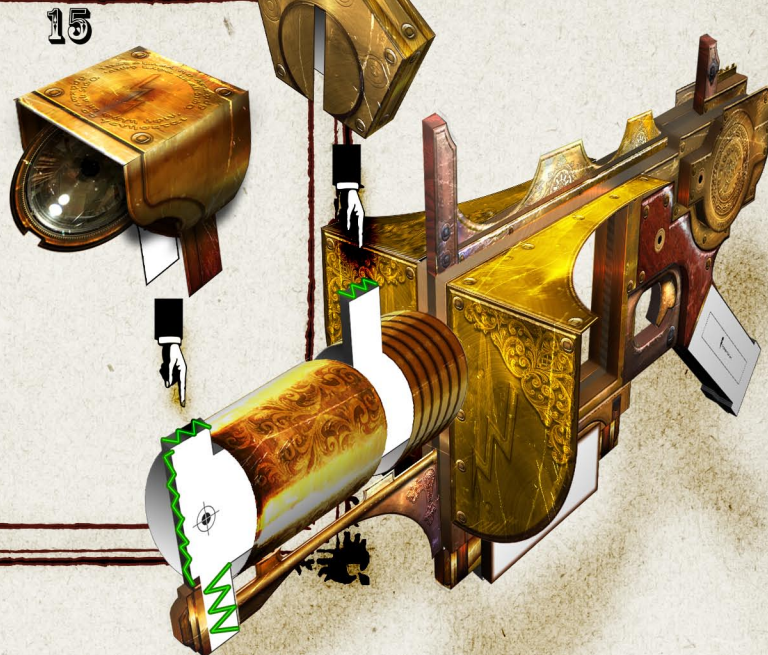


14

BACK & FRONT LENS SUPPORT

Construct the Back Lens Support (14) and dry-fit onto the rear post as shown. Depending on your foamcore thickness you may need to gently compress the foamcore for a smooth fit. Once fit is assured apply glue to the top of the post and set in place.

Construct the Front Lens Housing (15) leaving the lens pulled forward. Apply glue to the mount as shown as well as the interior glue tabs within the housing.



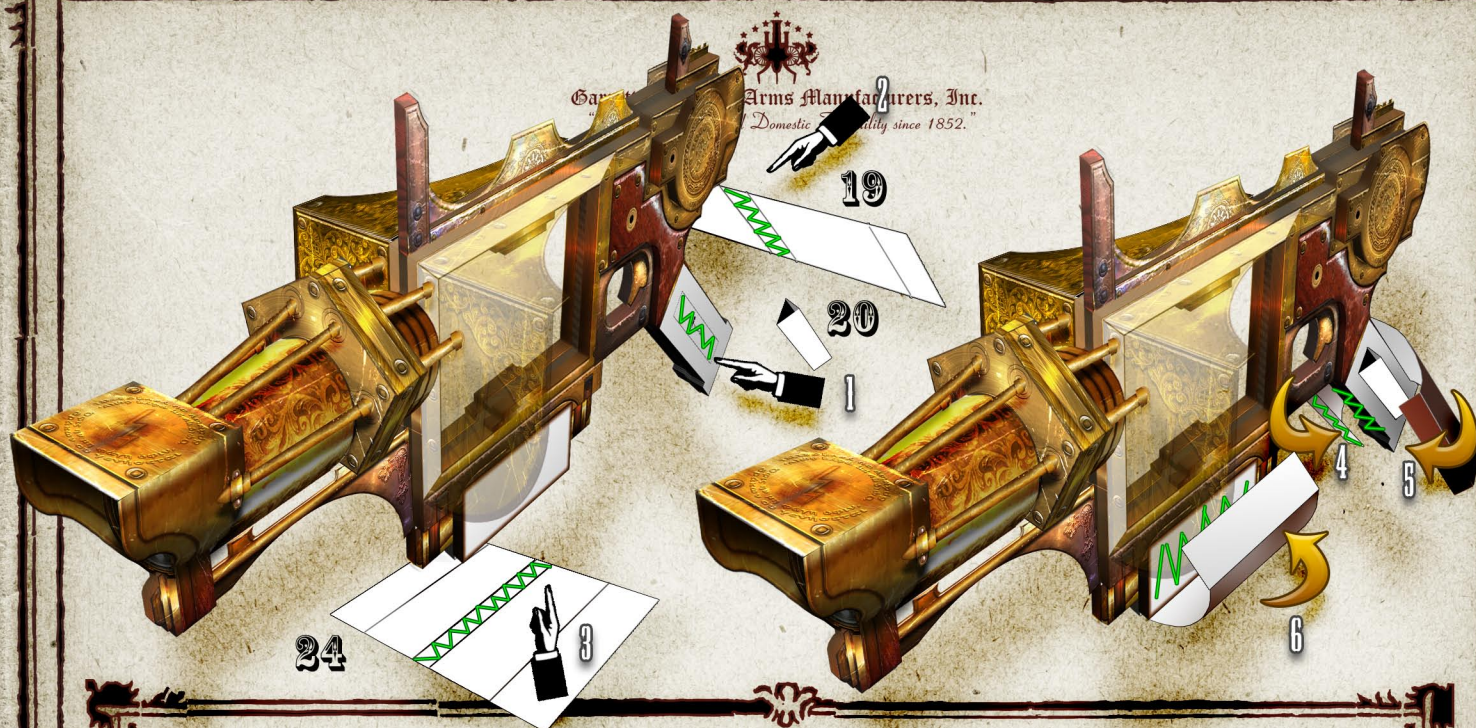
FRONT LENS CONTINUED

Once the Front Lens Housing is in place, fold the lens inward and apply pressure until glue has set.

FOCAL ADJUST TUBES

You may now construct (fold over, glue, trim away white space), then glue in place the Focal Adjustment Tubes (13) as shown. We recommend a strong adhesive for these tubes to prevent dislocation due to accidental bumping.





GRIP & HANDLE

1. Start by gluing the triangular grip support (20) in place where marked.
2. Then glue the center of the Grip (19) to the back of the grip mount. **Hot-glue, super-glue or high tack glue STRONGLY recommended.**
3. Apply the same process to the handle (24). Allow for a drying period.
4. Glue the white flap of the grip (19) to the front side of the grip mount.
5. Once dry fold over and glue in place the remaining flap. Hold in place until dry.
6. Fold the remaining handle (24) to the handle mount, hold in place until dry.

Construct the lower handle End Caps (25) and glue in place where noted. Build the upper and lower Grip Guards (21 & 22) and glue to each side of the gun where shown. Glue and wrap the upper and lower Grip Strapping around each Grip Guard to close the loop.



WALL MOUNT

Mount the 4 main components of the Wall Mount to foamcore as shown. Using a high tack glue, attach each component to the main mount backing as detailed below.

Once the main structure is complete use the edge trimming page to hide any exposed foamcore.

OPTIONS

- * You may also pre-mount the certificate frame for additional relief on your mount.
- * We've also left the certificate area optionally blank should you decide to insert your own document.
- * If wall space is at a premium, we've included optional feet for your mount.
- * The top of the wall mount is left open, which affords you the opportunity to add lighting to your mount. Accessories such as laptop keyboard lights are a great option because they can be powered by USB and simply glued or mounted in place.





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