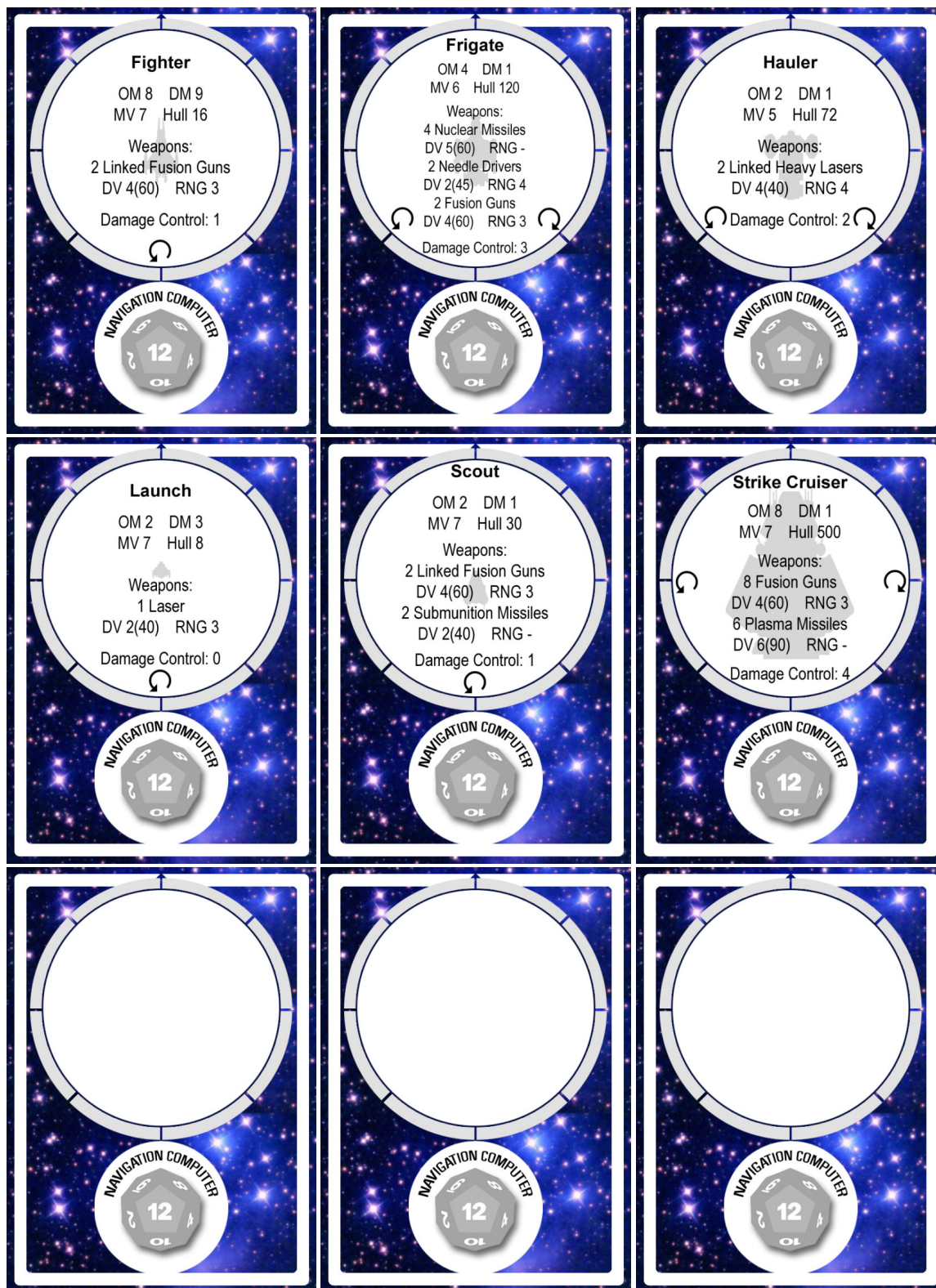


THOUSAND SUNS



Introduction – These cards are provided as a more graphical alternative to the Ship Combat Cards supplied in Rogue Games' *Thousand Suns* rulebook, and intended for use according to the rules outlined on pages 180 – 195. Cards and stats are supplied for each of the starships detailed in Chapter 5, and provided in two colors for opposing ships and fleets. Blank cards for the creation of custom ships and an optional page for card backs (for double sided printing) are also included. Each card represents one starship.

THOUSANDS OF



Instructions – Print the cards on cardstock. You may wish to use page 5 of this document to print the back of each sheet. Use a paper cutter or a hobby knife with a steel rule to carefully cut the 9 cards from each sheet. The top of the card represents the forward orientation of the ship. Each card includes a dial that provides the stats for the ship, a top-down silhouette of a possible depiction of the ship, and one or two ↻ icons positioned along the perimeter of the dial to represent the Turn value [45°, 90°, 135°, or 180°].

THOUSAND SUNS

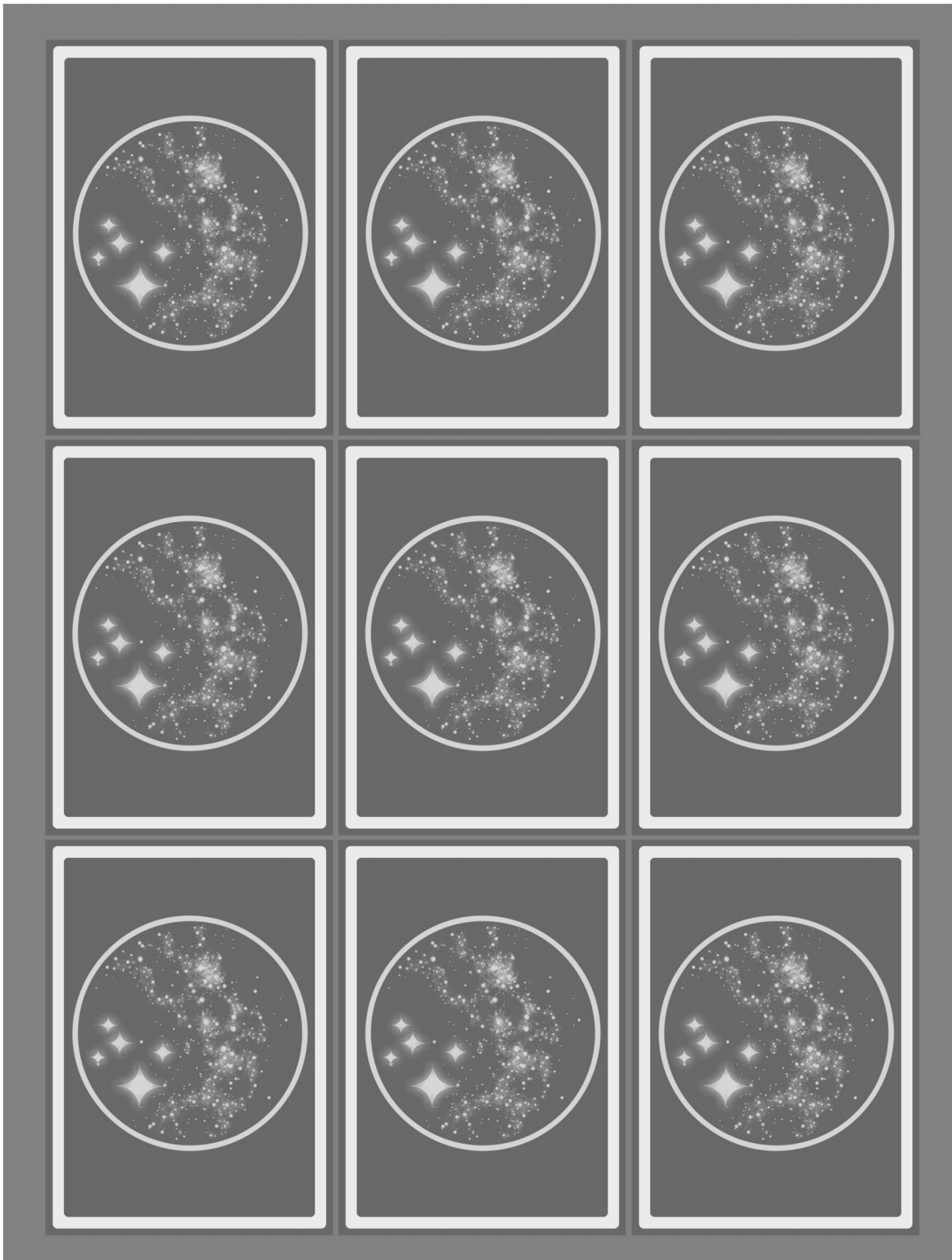


Navigation Computer – Each card includes an area at the bottom called *Navigation Computer*. As detailed on page 183 of the *Thousand Suns* rulebook, starship encounters in the game take place in three-dimensional space, and each ship's "elevation" in relation to the tabletop plane is tracked using one of two 12-sided dice of different colors (one for "up", one for "down"). To track a ship's current elevation, place the proper die in the Navigation Computer area of the card.

THOUSAND SUNS



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