

SAILS		Specific Impulse	Burn Dots plus facing changes needed to travel from start to finish of route.									
spider sails →	photon sails →	laser sails →	32	1-9	10-14	15-18						
			16	1-4	5-6	7-9	10-14	15-18				
			8	1-2	3	4	5-6	7-9	10-14	15-18		
			4	1		2	3	4	5-6	9-7	10-14	15-18
			2			1		2	3	4	5-6	7-9
			1				1		2		3	4
			5					1		2	3	
Required # of propellant assets.												
Asset Chits - Acceleration		+5	1	2	2	3	4	7	9	12	25	
		+4	1	1	2	2	4	6	9	12	23	
		+3	1	1	2	2	3	6	8	11	21	
		+2	1	1	2	2	3	5	7	10	20	
		+1	1	1	1	2	3	5	7	9	18	
		0	1	1	1	2	3	4	6	8	16	
		-1	1	1	1	1	2	4	5	7	14	
		-2	0	1	1	1	2	3	5	6	12	
		-3	0	1	1	1	2	3	4	5	11	
		-4	0	1	1	1	1	2	3	4	9	
		-5	0	0	1	1	1	2	3	4	7	

## SHIPPING LANE CREATION

This chart tells how many propellant assets must be earmarked to convert a rocket into a shipping lane.

**+3** Number of assets to be shipped each year less the transport rocket acceleration.

**4** Specific impulse of the rocket being converted.

**2** Number of burn dots, plus facing changes, encompassed by the lane.

**1** Number of propellant assets to be earmarked. (For sails: # of ships).

*Example: A rocket with a specific impulse of 2 and an acceleration of 9 sits on the surface of Mars. If the Mars factory produces 4 assets, then the bottom row is used (4 - 9 = -5).*

*The chart column used is the second from the right, corresponding to a specific impulse of 2, and the six impulses it takes to get from Mars to Earth low orbit. (2 dots to blast-off Mars, plus one to leave Mars LO, plus 2 more dots and one rotation to enter Earth LO).*

*Cross-indexing the row and column gives us 4 propellant assets that must be earmarked to create this route.*