

Your ship's sails catch a following wind.

**ADD 2 POINTS &
MOVE 10 FREE
SPACES**

Storm damages ship & takes you off course.

LOSE 5 POINTS

Unfavorable winds prevent you from sailing.

LOSE 2 POINTS

Pirates attack!

Lose $\frac{1}{2}$ your cargo of (1) trade item &

LOSE 5 POINTS

The Emperor's cavalry provide protection to your destination.

GAIN 3 SPACES

The Plague strikes the cities in your path.

**LOSE 1 PT. GO
BACK 3 SPACES**

Heavy rains wash out roads and bridges.

LOSE 2 POINTS

A shortage allows you to charge double on your next trade.

GAIN 3 POINTS