SEAMANSHIP : 1	SEAMANSHIP : 2	SEAMANSHIP : 1
LEADERSHIP : 1	LEADERSHIP : 1	LEADERSHIP : 1
MANEUVER : 2	MANEUVER : 2	MANEUVER : 1
TOUGHNESS : 1	TOUGHNESS : 1	TOUGHNESS : 2
CARGO : 2	CARGO : 4	CARGO : 3
CREW : 1	CREW : 1	CREW : 2
CANNONS : 0	CANNONS : 0	CANNONS : 1
GOLD : 5	GOLD : 8	GOLD : 10
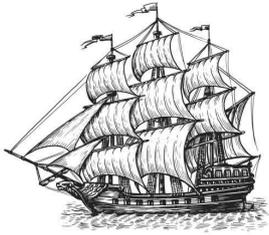
SEAMANSHIP : 2	SEAMANSHIP : 1	SEAMANSHIP : 2
LEADERSHIP : 1	LEADERSHIP : 1	LEADERSHIP : 1
MANEUVER : 1	MANEUVER : 1	MANEUVER : 1
TOUGHNESS : 3	TOUGHNESS : 3	TOUGHNESS : 4
CARGO : 4	CARGO : 4	CARGO : 5
CREW : 2	CREW : 2	CREW : 3
CANNONS : 1	CANNONS : 1	CANNONS : 2
GOLD : 12	GOLD : 15	GOLD : 20

House Rules for Merchant Raids

- Scout as normal, if successful draw a Merchant Ship card, and allocate nationality as normal. Decide whether to attack or not. If no attack, nothing further happens and this action ends.
- If attacking, fight a normal NPC combat except:
  - If no cannons, merchant may try to flee in the first round.
  - Cannot choose Hull hits unless there is no alternative.
  - You may choose not to use all your cannons.
  - At the end of each round roll 1 dice per point of damage on the merchant ship.
  - If any successes are rolled the ship immediately surrenders.
  - *(If last crew lost, surrenders as normal.)*

  - If the merchant ship sinks all cargo & gold is lost.
  - You cannot capture a merchant ship.

  - If you win, draw the gold and cargo cards indicated on the Merchant Ship profile, less any cargo destroyed in the fight. 12 or more gold earns a Glory point.
  - *(The gold and damage shown on cargo cards is ignored using these rules.)*