

Reign Company Moves

Action	Roll	Vs.	Effect
Attack (pg. 147)	Might +Treasure	Might +Territory	<p>Raiding: Success reduces <i>Treasure</i> by 1. If raiding a group =<to your <i>Treasure</i> then no change. If raiding a group >than your <i>Treasure</i> then increase <i>Treasure</i> by 1.</p> <p>Annexation: Success reduces <i>Territory</i> by 1. If raiding a group =<to your <i>Territory</i> then no change. If raiding a group >than your <i>Territory</i> then increase <i>Territory</i> by 1.</p> <p>Symbolism: Defeat the enemy but don't take anything. May temporarily or permanently raise <i>Sovereignty</i> (historical rival) or <i>Influence</i> (if other neighbors respect someone who defeats the foe). May damage defender's <i>Influence</i> or <i>Sovereignty</i>.</p> <p>Pre-Emptive Defense: Success decreases Might by 1.</p>
Being Informed (pg. 148)	Influence +Sovereignty	Influence +Treasure or GM Difficulty	<p>No Difficulty: Get news and be well-informed.</p> <p>Difficulty 3: Obscure information, ex: Latest gossip from inside the Academy of Arcane Studies.</p> <p>Against organizations who are trying to remain hidden they will roll against you and use matches as gobble dice.</p>
Counter-Espionage (pg.149)	Influence +Territory	Influence +Treasure	If you suspect Espionage, matches act as Gobble Dice versus spies in your midst.
Defend (pg. 149)	Might + Territory	Might + Treasure	Opposed means that your matches act as Gobble Dice. Dynamic defense means you are trying to roll more than one set and using both.
Espionage (pg. 149)	Influence + Treasure	Influence + Territory	<p>Finding Information: Roll opposed contest, if Gobble Dice ruin your set you learn nothing. Something easy to learn requires a successful roll. Something obscure may impose a Difficulty.</p> <p>Change Minds: Roll opposed contest, if successful then the rival Company's opinion has shifted.</p> <p>Establishing Cover: Roll Influence + Treasure in a static test. If you succeed your next roll to gather actual information gets +1d. There is a +2d max bonus doing this.</p>
Improve the Culture (pg. 150)	Territory + Treasure	Nothing, or Difficulty equal to current Sovereignty	<p>Temporary: Roll static contest, success gives +1 to Sovereignty that lasts for all of next month.</p> <p>Permanent: Roll static contest with a difficulty equal to your Sovereignty, Sovereignty goes up by 1 permanently.</p> <p>Can only use 1/month. Max increase is to Sovereignty 5.</p>

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Policing (pg. 151)	Might+ Sovereignty	Influence + Might	<p>Opposes Unconventional Warfare, it roots out conspiracy in your midst intent on sabotaging your Company.</p> <p>Aware of an Event: Roll a contested contest, the defender's sets become Gobble Dice. Opposition decreases the conspiracy's Qualities for when they actually try to sabotage your Company. If the conspiracy does not successfully defend then you permanently lower Might or Influence by 1 (conspirator decides).</p> <p>Unaware of an Event: Make a contested roll, your sets form Gobble Dice.</p> <p>Apprehending the Conspiracy: Opposed conflict, conspirators defend. If you don't get any sets after any Gobble Dice applied then conspirators escape. If you get a set past the conspirators you reduce the Influence of the conspirator's Company by 1 permanently. The conspirators are imprisoned/killed.</p>
Rise in Stature (pg. 152)	Sovereignty + Treasure	Nothing or Difficulty equal to current Influence	<p>Temporary: Roll static contest, success gives +1 to Influence that lasts for all of next month.</p> <p>Permanent: Roll static contest with a difficulty equal to your Influence, Influence goes up by 1 permanently.</p> <p>Can only use 1/month. Max increase is to Influence 5.</p>
Train & Levy Troops (pg. 153)	Sovereignty + Territory	Difficulty equal to current Might	<p>Permanent: Roll static contest with a difficulty equal to your Might, Might goes up by 1 Permanently.</p> <p>Cannot use this to raise Might temporarily.</p>
Unconventional Warfare (pg. 153)	Influence+ Might	Might + Sovereignty	<p>For Resolution see Policing. A successful Unconventional Warfare move allows a Company to decrease another Company's Quality (any are possible). Roll once to see if you are successful, roll again to see if you get away. Drop Quality each time it is used (-2d in this case).</p> <p>Might: Poison troops, sink ships, sabotage siege engines, spoil provisions, weaken fortress, assassinate prominent leaders.</p> <p>Territory: Foul wells, sicken livestock, destroy roads/bridges, blockade streams or knock down dams. Fire.</p> <p>Influence: Eliminating diplomats, blackmail, dressing soldiers up to shift blame to another Company.</p> <p>Sovereignty: Terrifying peasants, spreading rumors about disaster, revealing embarrassing state secrets, defiling temples, murdering beloved artists.</p> <p>Treasure: Raid caravans, murder prominent bankers, attack the treasury, burn down the mint.</p>