

Sucker Punch

When you get into an advantageous position and attack a target that can't retaliate:

- On a 10+, choose 2
- On a 7-9, take what you can get. choose 1.
 - You disarm or disable them.
 - Your position isn't exposed or compromised.
 - Deal your weapon's Harm. If your weapon has the discharge tag, you may Discharge it to double the Harm dealt.

[moves](#), [combat](#)

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