

Change Tactics

When you draw on your knowledge and training to assess a situation, roll:

- On a 10+, you formulate a plan and select a new [tactic](#).
- On a 7-9, also choose one:
 - The new Tactic isn't effective at first, take -1 Forward
 - An early plan led up to this, spend 1 Gambit
 - The Tactic requires that you draw attention or put yourself in a spot. The Grandfather will tell you how.

[moves](#), [leader](#), [signature](#)

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