**Sure Strike** {1}{R}



**Instant**

Target creature gets +3/+0 and gains first strike until end of turn. *(It deals combat damage before creatures without first strike.)*

*To survive imminent doom, it sometimes takes a foolhardy soul who acts first and fears later.*

161/280 C
M19 • EN
Illus. Jakub Kasper
™ & © 2018 Wizards of the Coast

**Sure Strike** {1}{R}

**Instant**

Target creature gets +3/+0 and gains first strike until end of turn. *(It deals combat damage before creatures without first strike.)*

*To survive imminent doom, it sometimes takes a foolhardy soul who acts first and fears later.*

161/280 C
M19 • EN
Illus. Jakub Kasper
™ & © 2018 Wizards of the Coast

**Sure Strike** {1}{R}

**Instant**

Target creature gets +3/+0 and gains first strike until end of turn. *(It deals combat damage before creatures without first strike.)*

*To survive imminent doom, it sometimes takes a foolhardy soul who acts first and fears later.*

161/280 C
M19 • EN
Illus. Jakub Kasper
™ & © 2018 Wizards of the Coast

**Sure Strike** {1}{R}

**Instant**

Target creature gets +3/+0 and gains first strike until end of turn. *(It deals combat damage before creatures without first strike.)*

*To survive imminent doom, it sometimes takes a foolhardy soul who acts first and fears later.*

161/280 C
M19 • EN
Illus. Jakub Kasper
™ & © 2018 Wizards of the Coast

**Sure Strike** {1}{R}

**Instant**

Target creature gets +3/+0 and gains first strike until end of turn. *(It deals combat damage before creatures without first strike.)*

*To survive imminent doom, it sometimes takes a foolhardy soul who acts first and fears later.*

161/280 C
M19 • EN
Illus. Jakub Kasper
™ & © 2018 Wizards of the Coast

**Sure Strike** {1}{R}

**Instant**

Target creature gets +3/+0 and gains first strike until end of turn. *(It deals combat damage before creatures without first strike.)*

*To survive imminent doom, it sometimes takes a foolhardy soul who acts first and fears later.*

161/280 C
M19 • EN
Illus. Jakub Kasper
™ & © 2018 Wizards of the Coast

**Sure Strike** {1}{R}

**Instant**

Target creature gets +3/+0 and gains first strike until end of turn. *(It deals combat damage before creatures without first strike.)*

*To survive imminent doom, it sometimes takes a foolhardy soul who acts first and fears later.*

161/280 C
M19 • EN
Illus. Jakub Kasper
™ & © 2018 Wizards of the Coast

**Sure Strike** {1}{R}

**Instant**

Target creature gets +3/+0 and gains first strike until end of turn. *(It deals combat damage before creatures without first strike.)*

*To survive imminent doom, it sometimes takes a foolhardy soul who acts first and fears later.*

161/280 C
M19 • EN
Illus. Jakub Kasper
™ & © 2018 Wizards of the Coast

**Sure Strike** {1}{R}

**Instant**

Target creature gets +3/+0 and gains first strike until end of turn. *(It deals combat damage before creatures without first strike.)*

*To survive imminent doom, it sometimes takes a foolhardy soul who acts first and fears later.*

161/280 C
M19 • EN
Illus. Jakub Kasper
™ & © 2018 Wizards of the Coast