

MARVEL

KREE CAPTAIN

KREE FORWARD OFFICER

A Common Kree figure you control may add 1 to its Range when attacking a figure within 4 clear sight spaces of this Kree Captain, to a maximum of +2 Range for all Kree Captains you control.

COORDINATED ASSAULT

When a Common Kree figure you control attacks an opponent's figure that is within 4 clear sight spaces of this Kree Captain, you may re-roll one attack die that did not show a skull.



KREE

UNCOMMON HERO

COMMANDER

DISCIPLINED

MEDIUM

5

3
LIFE

MOVE 5

RANGE 6

ATTACK 3

DEFENSE 4

75

POINTS