

MARVEL

KREE SCOUT

KREE HERO BONDING

After revealing an Order Marker on this card, and after taking a turn with a Kree Scout, you may immediately take a turn with any other Kree Hero you control.

KREE TACTICAL TELEPORTATION

Instead of moving normally, you may choose an unengaged Kree Scout you control. Immediately place up to two unengaged Kree Heroes you control on empty spaces adjacent to the chosen Kree Scout. Figures moved with Kree Tactical Teleportation must be placed so that they are not engaged.



KREE

COMMON HERO

SCOUT

DISCIPLINED

MEDIUM 5

1
LIFE

MOVE 6

RANGE 7

ATTACK 3

DEFENSE 4

40

POINTS