



**MARVEL**

## SUPREME INTELLIGENCE

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At the start of any round, you may choose an enemy Army Card and view all unrevealed Order Markers on that card. Then you may move each other Kree figure you control up to X spaces each, where X is the number of Order Markers on the chosen card. Supreme Intelligence may not move or be moved by any special power on an Army Card or Glyph.

### KREE CONSCIOUSNESS

All Kree figures you control are considered in clear sight of each other. At the beginning of your player turn, you may move any unrevealed Order Markers from this card to any other Kree cards you control. An enemy figure cannot remove Order Markers from this card.

### PSIONIC BURST

The first time each turn that an enemy figure that moved at least 1 space ends its movement on a space within 6 spaces of Supreme Intelligence, immediately roll 1 unblockable attack die against it. If that figure receives a wound, place it on any empty space within 3 spaces of its current placement.



KREE

EVENT HERO

CONSTRUCT

ENIGMATIC

HUGE 18

9

LIFE

MOVE 0

RANGE 10

ATTACK 4

DEFENSE 5

300

POINTS