+RONAN THE ACCUSER



ACCUSER CORPS. ELITE. KREE.

Toughness.

Ronan the Accuser cannot be stunned.

Forced Interrupt: When the villain phase begins, Ronan the Accuser engages the hero with the fewest remaining hit points.

★ Boost: Put Ronan the Accuser into play engaged with you.

KREE FANATIC (1/7)





♠ Boost: Put Judge, Jury,

38 KREE FANATIC (2/7)

Executioner into play.

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CONDITION.

Attach to your identity.

Forced Interrupt: When an enemy initiates an attack against the attached identity, that enemy gets +1 ATK for that attack.

Forced Response: After Ronan the Accuser is defeated, discard this card.

★ Boost: Attach to your identity.

BRING THE HAMMER DOWN



When Revealed: Ronan the Accuser activates against the player he is engaged with. If Ronan the Accuser is not in play, this card gains surge.

★ Boost: If this activation defeats a character, deal the first player 1 facedown encounter card.

KREE FANATIC (4/7)



BRING THE HAMMER DOWN



When Revealed: Ronan the Accuser activates against the player he is engaged with. If Ronan the Accuser is not in play, this card gains surge.

★ Boost: If this activation defeats a character, deal the first player 1 facedown encounter card.

KREE FANATIC (5/7)



"You Dare Oppose Me?"



When Revealed: Discard the top 5 cards of the encounter deck. Each time a card belonging to the Kree Fanatic set is discarded this way, deal that card to yourself as a facedown encounter card.

★ Boost: If this activation is an attack, that attack gains overkill.

KREE FANATIC (6/7)



"You Dare Oppose Me?"



When Revealed: Discard the top 5 cards of the encounter deck. Each time a card belonging to the Kree Fanatic set is discarded this way, deal that card to yourself as a facedown encounter card.

★ Boost: If this activation is an attack, that attack gains overkill.

KREE FANATIC (7/7)

