

**MARVEL**

**RED SKULL**  
JOHANN SCHMIDT

**SERVANT OF THE SKULL**

At the start of the game, you may choose a Unique Terrorist Hero you control. After revealing an Order Marker on this card, before taking a turn with Red Skull, you may reveal an "X" Order Marker on this card to take a turn with that Hero. You may not take any additional turns with other figures you control.



CLONE

UNIQUE HERO

LEADER

TREACHEROUS

MEDIUM

5

**NEW WORLD ORDER**

When rolling combat dice for a normal attack, special attack, or defense roll for Red Skull or a Unique Hero you control within 5 clear sight spaces of Red Skull, for each revealed Order Marker on this card, you may re-roll 1 die, to a maximum of 2 dice.

**COMBAT TRAINING 2**

When Red Skull attacks an adjacent figure with a normal attack, add 2 to his Attack number. After attacking a non-adjacent figure with a normal attack, Red Skull may attack one additional time.



5

LIFE

MOVE

5

RANGE

5

ATTACK

3

DEFENSE

5

240

POINTS