

**MARVEL**

**GHOST RIDER**  
FRANK CASTLE

**THE POWER COSMIC**

Before rolling attack or defense dice for Ghost Rider, you may remove any number of unrevealed Order Markers from this card and add that number of skulls or shields to your roll.

**DEMON**

**EVENT HERO**

**HERALD**

**INSANE**

**LARGE 6**

**COSMIC PENANCE STARE**

Before moving Ghost Rider normally, you may inflict two wounds on an adjacent figure that has 2 or fewer life remaining.

**CHAINS OF CYTTORAK GRAB**

After moving and before attacking with Ghost Rider, you may choose a small or medium non-adjacent figure within 4 clear sight spaces whose base is no more than 7 levels above Ghost Rider's height or 7 levels below his base.

Place that figure on any empty space adjacent to Ghost Rider. Figures moved this way do not receive any leaving engagement attacks and may not move or be moved until Ghost Rider is no longer adjacent or uses this power again.



**8**

**LIFE**

**MOVE 10**

**RANGE 6**

**ATTACK 6**

**DEFENSE 7**

**500**

**POINTS**

