



**MARVEL**

**MASS MASTER**  
JACK POWER

**CLOUD COVER**

Start the game with one white Cloud Marker. Before rolling for initiative each round, you may place the Cloud Marker on this card. While the Cloud Marker is on this card, Mass Master can move through all figures, is never attacked when leaving an engagement, and cannot be targeted by opponents' figures for any attacks or special powers that require clear sight. Mass Master cannot attack while the Cloud Marker is on this card. When the Cloud Marker is not on this card, Mass Master cannot use the Flying special power.



**MUTATE**

**UNIQUE HERO**

**ADVENTURER**

**ENTHUSIASTIC**

**SMALL**

**3**

**JACK HAMMER**

After moving and before attacking, you may remove the Cloud Marker from this card and add 2 dice to Mass Master's attack against any adjacent figure that he passed over with his Flying special power this turn.

**KYMELLIAN HEALING FACTOR**

After taking a turn with Mass Master, if he is adjacent to at least one other small Enthusiastic Hero you control, remove one Wound Marker from this Army Card.



**3**  
**LIFE**

**MOVE** 5

**RANGE** 1

**ATTACK** 3

**DEFENSE** 3

**80**

**POINTS**

