



NEGATIVE MAN

LARRY TRAINOR

NEGATIVE SPIRIT HOST

Before taking a turn with Negative Man, you may do either or both of the following:

- If the Negative Spirit is on this card, remove all Wound Markers from its card and place it adjacent to Negative Man.
- Move and attack with the Negative Spirit.



METAHUMAN

UNIQUE HERO

PILOT

TROUBLED

MEDIUM 5

HOLLOW MAN

If the Negative Spirit is on the battlefield, Negative Man cannot move, attack or make leaving engagement attacks, and opponents' figures may not target Negative Man for a non-adjacent attack if they could target any other figure you control.

NEGATIVE SPIRIT RETURN

At the end of each round, if the Negative Spirit is on the battlefield, you may place the Negative Spirit on this Army Card.

Then, if the Negative Spirit is not on this Army Card, place two Wound Markers on this Army Card.



4

LIFE

MOVE	5
RANGE	1
ATTACK	3
DEFENSE	3

40

POINTS

