

M	T	Sv	W	LD	OC
5"	5	2+	6	6+	1

INVULNERABLE
SAVE

4+

AUFSTELLUNG

1x Trazyn the Infinite (25mm)

Equipped with: Empathic Obliterator

KEYWORDS: Infantry, Character, Epic Hero, Noble, Trazyn the Infinite, Leader

FACTION KEYWORDS: Necrons

✂ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Empathic Obliterator <small>SUSTAINED HITS D3</small>	Melee	4	2+	7	0	D3

ABILITIES

CORE - Leader

Ancient Collector

While this model is leading a unit, at the end of your Command phase, if that unit is within range of an objective marker you control, that objective marker remains under your control, even if you have no models within range of it, until your opponent controls it at start or end of any turn.

Surrogate Hosts

At the start of your Command phase, if this model is on the battlefield, you can select one other friendly NECRONS INFANTRY CHARACTER model on the battlefield (excluding SKORPEKH LORD or EPIC HERO models). The selected model is destroyed (ignoring any rules that are triggered when a model is destroyed) and this model is put in its place, with all of its wounds remaining (if the selected model was leading a unit, this model now attaches to that unit as its Leader).

Leader

This model can be attached to the following units: IMMORTALS, Lychguard, Necron Warriors

WEAPON ABILITIES

Sustained Hits

This ability always takes the form [SUSTAINED HITS X]. Each time an attack made with a [SUSTAINED HITS] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).

FACTION RULES

Reanimation Protocols

If your Army Faction is NECRONS, at the end of your Command phase, each friendly unit with this ability that is on the battlefield activates its Reanimation Protocols:

- When a unit's Reanimation Protocols activate, that unit heals D3 wounds.

CORE RULES

Leader

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.