TRAZYN THE INFINITE

M	T	SV	W	LD	OC	
5"	5	2+	6	6+	1	4+

AUFSTELLUNG
1x Trazyn the Infinite (25mm)
Equipped with: Empathic Obliterator

MELEE WEAPONS

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

ABILITIES

CORE - Leader

RULES - Leader, Reanimation Protocols

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 RULES

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).*