

# NAKAI THE WANDERER, SACRED KROXIGOR OF THE FIRST SPAWNING

Nakai the Wanderer was originally created for use in the 2005 Warhammer Campaign Weekend held at Warhammer World. Since appearing on Convershun Clinic, we thought it'd be a great idea to include his rules so that you can use him in your own games set in the New World.

*The rules for Nakai are in no way 'official' and, as such, may not be used in tournaments, or other events except where specifically stated beforehand. In addition, you must get the permission of your opponent before including him in your army.*

Nakai is a special character and may only be taken in a Lizardmen army of at least 2,000 points. He will count as a Lord choice and also takes up one Rare choice. He must be fielded exactly as presented here and may not be given any additional equipment. Nakai can never be the Army General.



	M	WS	BS	S	T	W	I	A	Ld
Nakai	6	5	0	6	5	4	3	6	8

**Points:** 400

**Weapons and Armour:** The Sacred Blade of Quetzl.

## SPECIAL RULES

### Kroxigor

Nakai is a Kroxigor, and follows all special rules for Kroxigors as detailed in Warhammer Armies: Lizardmen.

### Blessed Spawning of Quetzl

Nakai has even tougher hide than his fellow Kroxigor and benefits from a 3+ Scaly Skin save.

### Blessed Mark of the Old Ones

Nakai is an albino, touched by the Old Ones. He benefits from three stored re-rolls, which can be used on any single D6 roll he makes during the game.

Nakai's albinism marks his greatness and makes him easily recognisable to his allies and enemies alike. Nakai counts as a Battle Standard Bearer. Any army that includes Nakai may not select any other Battle Standards.

Nakai is worth 400 Victory Points if killed or otherwise removed from the table. Should Nakai be killed in close combat, the jungle leaps forward to recover his body in order to return him to the ministrations of the Skink Priesthood. Any unit that kills Nakai in close combat may not overrun as the path is swiftly blocked by vines and creepers. If Nakai flees from combat, then the victorious unit may not pursue.

## MAGIC ITEMS

### The Sacred Blade of Quetzl

*This magical blade hums with great mystic power and has felt Nakai's hand for all its existence. As such, it has attained almost an awareness, and often draws Nakai's hands to its targets, or blocks blows the ancient beast is unaware of. This strange weapon spirit is often claimed to be a manifestation of Quetzl, and that Nakai is his tool.*

This weapon grants Nakai +2 Strength and provides him with a 5+ Ward Save.



### Using Nakai

Nakai appears out of nowhere, and disappears just as quickly, erupting from the jungle or marshes to attack the invaders of Lustria. Starting from turn two onwards, at the beginning of each Lizardmen player's turn, work from left to right and roll a D6 for each piece of wood, swamp, or water terrain on the gaming table. Upon the roll of a 6, that is where Nakai will erupt from. Place him anywhere in base contact with the terrain feature. Nakai may move and charge as normal in the turn that he appears.

Nakai is drawn by a lust for fighting and, as the battle rages on, the likelihood of his appearing greatly increases. In each turn after the second, the dice roll required for him to appear decreases in the same manner as rolling for reinforcements. In turn two, Nakai appears on the roll of a 6. In turn three he appears on the roll of a 5, turn four the roll of a 4, and so on. Remember to keep rolling for each piece of terrain.