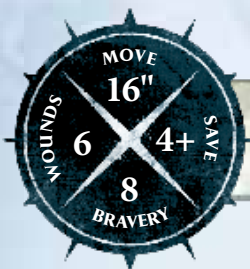


# FATEMASTER

More than just a powerful warrior, a Fatemaster is surrounded by an aura of change, a destiny-twisting zone that aids those mortals who follow the Great Schemer. Mounted atop a Disc of Tzeentch, a Fatemaster streaks into the midst of combat, slicing foes down with his fireglaiive while manipulating fortune for the benefit of his Arcanite Cult.



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Fireglaiive of Tzeentch	2"	3	3+	4+	-	D3
Disc of Tzeentch's Protruding Blades	1"	D3	4+	4+	-	1

## DESCRIPTION

A Fatemaster is a single model. He wields a Fireglaiive of Tzeentch, carries a Soulbound Shield, and rides a Disc of Tzeentch that assails the foe with its Protruding Blades.

## FLY

A Fatemaster can fly.

## ABILITIES

**Soulbound Shield:** If this model suffers any wounds or mortal wounds as the result of a spell, roll a dice. If the result is 4 or more, the wounds are ignored.

**Hovering Disc of Tzeentch:** Add 2 to the result of any save rolls for this model in the combat phase unless the attacker can fly.

## COMMAND ABILITY

**Lord of Fate:** Tzeentch's chosen disciples can affect the destiny of those around them. If a Fatemaster uses this ability, roll a dice. Until your next hero phase, any time you make a dice roll for this model or a **TZEENTCH MORTAL** unit within 9", and the result matches that on the dice you rolled in the hero phase, you can choose to re-roll it.

## KEYWORDS

CHAOS, MORTAL, DAEMON, TZEENTCH, ARCANITE, HERO, FATEMASTER