

FATEMASTER

More than just a powerful warrior, a Fatemaster is surrounded by an aura of change. Mounted atop Discs of Tzeentch, Fatemasters streak into combat, slicing foes with their fireglaiives while manipulating fortune for the benefit of their Arcanite Cult.



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Fireglaiive of Tzeentch	2"	3	3+	4+	-	D3
Teeth and Horns	1"	D3	4+	3+	-1	D3

DESCRIPTION

A Fatemaster is a single model armed with a Fireglaiive of Tzeentch.

MOUNT: This model's Disc of Tzeentch attacks with its Teeth and Horns.

FLY: This model can fly.

ABILITIES

Hovering Disc of Tzeentch: *A Fatemaster mounted on a Disc of Tzeentch is capable of truly breathtaking feats of agility and evasion.*

Add 2 to save rolls for attacks made with melee weapons that target this model unless the attacking unit is a **MONSTER** or can fly.

Soulbound Shield: *This shield can shelter the wielder against even the most potent magical attacks.*

Each time this model is affected by a spell or endless spell, you can roll a dice. If you do

so, on a 4+, ignore the effects of that spell or endless spell on this model.

COMMAND ABILITY

Lord of Fate: *Tzeentch's chosen disciples can affect the destiny of those around them.*

You can use this command ability at the start of your hero phase. If you do so, pick a friendly model with this command ability. Until your next hero phase, you can re-roll hit rolls for attacks made by friendly **TZEENTCH** units wholly within 9" of this model.

KEYWORDS

CHAOS, MORTAL, TZEENTCH, ARCANITE, HERO, FATEMASTER