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Adeptus Astartes - Blood Angels																	
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Full HP	8"			2+	2+	6	9				10	6	7	5+	4	2+	4++/4++
Mid HP	7"			3+	3+	5	8				7	5	7	6+	3	2+	4++/4++
Low HP	6"			4+	4+	4	7				3	4	7	7+	2	2+	4++/4++
Unit Aptitudes																	
Sire of the Blood Angels				While the Primarch Sanguinius is present on the battlefield, all Jump units with the ADEPTUS ASTARTES - BLOOD ANGELS identification can use their Jump packs in both, Movement and Assault Phases. In addition, Sanguinius gain +1 Initiative and +1 Attack in the first turn of any combat.													
Angelic Presence				Any friendly units within 3" of Sanguinius gain + D3 to the Wound value used to calculate if the unit has won a close combat.													
The Regalia Resplendent				This Unit can re-roll any failed invulnerable saves on a turn in which he charges.													
Great Wings				Sanguinius may always use his jump pack in both the Movement and Assault phases. When Sanguinius resolves Hammer of Wrath attacks, he does so at Str 10, AP -4 Damages D6. When deploying via Deep Strike, Sanguinius and any unit he accompanies does not scatter.													
Sky Strike				At the end of any Movement phase in which this model has moved using the Jump Pack rules, nominate one enemy unit not locked in combat that the model has moved over that turn. The unit takes one hit (if the unit is an enemy Flyer in Zoom mode or an enemy Swooping Monstrous Creature, it instead takes D3 hits). These hits are resolved at Str 6, AP -4 Damages D3, using Random Allocation and the Ignores Cover special rule. Against vehicles, these hits are resolved against the target's Side armour.													
Unit Special Rules																	
Independent Character / And They Shall Know No Fear / Eternal Warrior / Very Bulky / Fear / Fleet / Adamantium Will / Fearless / Deep Strike / Lone Operative / It Will Not Die / Precision Strike / Precision Shot																	
Psychic Domains																	

