























IMPERIUM				SANGUINIUS - Sanguinius, The Great Angel, The Brightest													470 Pts	
Adeptus Astartes - Blood Angels				One, Master of Hosts														
1																		
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																		
Weapons															Nb	Pts		
Infernus					18"	2	8	-5	D6	Assault - One Use Only - Master-crafted					1			
Moonsilver					Melee	User	User	-3	2	Melee - Blind - Duellist Edge - Moonsilver - Master-crafted					1			
The Spear of Telesto - Shoot					12"	1	7	-5	D3+3	Assault - Instant Death - Armourbane - Wrath of Angels - Master-crafted					1			
The Spear of Telesto - Strike					Melee	User	x2	-4	D3+1	Melee - Two Handed - Instant Death - Wrath of Angels - Master-crafted					1			
The Spear of Telesto - Sweep					Melee	x2	User	-3	D3	Melee - Two Handed - Instant Death - Wrath of Angels - Master-crafted					1			
Faction Aptitudes															Unit type			
Oath of the Moment	Encarmine Fury	Without Remorse, Without Relent					The Day of Sorrows					Monster / Jump						