

SANGUINIUS

485 POINTS

THE GREAT ANGEL, THE BRIGHTEST ONE, MASTER OF HOSTS, PRIMARCH OF THE BLOOD ANGELS

	WS	BS	S	T	W	I	A	Ld	Sv
Sanguinius	9	5	6	6	6	7	6	10	2+

Unit Composition

- 1 (Unique)

Unit Type

- Jump Infantry (Character)

Wargear

- The Regalia Resplendent
- Great Wings
- The Blade Encarmine or the Spear of Telesto and Moonsilver Blade
- Infernus
- Frag grenades

Special Rules

- Primarch (Independent Character, Eternal Warrior, Fear, Adamantium Will, Fleet, Fearless, It Will Not Die, Master of the Legion, Precision Strike, Precision Shot)
- Sire of the Blood Angels
- Angelic Presence
- Sky Strike
- Very Bulky

Sanguinius may be chosen as a Lords of War choice for a Loyalist Blood Angels Legiones Astartes army.

Sire of the Blood Angels

Sanguinius gains +1 Initiative and +1 Attack in the first turn of any combat. While Sanguinius is present on the battlefield, all friendly Jump Infantry units with the Legiones Astartes (Blood Angels) special rule may choose to use their Jump packs in both the Movement and Assault phases.

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

The Regalia Resplendent provides a 2+ armour save and a 4+ invulnerable save, and allows him to re-roll any failed invulnerable saves on a turn in which he charge

Great Wings

Sanguinius may always use his jump pack (representing his Great Wings) in both the Movement and Assault phases. When Sanguinius resolves Hammer of Wrath attacks, he does so at Str 10, AP 2. 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 2, using Random Allocation and the Ignores Cover special rule. Against vehicles, these hits are resolved against the target's Side armour.

Infernus

Weapon	Range	Str	AP	Type
Infernus	18"	8	1	Assault 2, One Use

The Blade Encarmine

Sanguinius may be equipped with either The Blade Encarmine or the Spear of Telesto and Moonsilver Blade; his chosen armament must be declared before the game begins and clearly shown on the model.

Weapon	Range	Str	AP	Type
The Blade Encarmine	-	+1	2	Melee, Rampage, Shred

The Spear of Telesto and Moonsilver Blade

Weapon	Range	Str	AP	Type
Spear of Telesto	-	+3/User	1/2	Melee, Two-handed, Instant Death, Master-crafted, Wrath of Angels

Once per game, in the Shooting phase in lieu of making any other shooting attacks, Sanguinius may hurl the Spear of Telesto with the force of a bolt of angelic lightning, using the profile below. Should he choose to do this, he may not make further use of the Spear of Telesto for the remainder of the game:

Weapon	Range	Str	AP	Type
Spear of Telesto (<i>Thrown</i>)	12"	7	1	Assault 1, Instant Death, Armourbane, Wrath of Angels

Wrath of Angels: For every successful Wound roll of a 6 made with the Spear of Telesto, that unit suffers an additional wound using the same weapon profile.

Weapon	Range	Str	AP	Type
Moonsilver Blade	-	User	3	Melee, Master-crafted, Blind, Duellist's Edge, Moonsilver

Moonsilver: Any wound caused against a model with the Daemon, Daemon of the Ruinstorm or Psyker special rules is instead counted as two wounds. Wounds caused in excess of the model's remaining Wounds do not spill over to other models.