Death Guard

*The Death Guard masters of attrition warfare, slowly advancing with no way to be stopped.*

The Death Guard are devoted to Nurgle, and may not choose a different alignment.

## Special Rules

Heavy Armor

All Death Guard units get *Armored(5)*, and Chaos Terminators cost 30 points less. However, all units can move 5cm less while *Running* (not *charging*).

Servants of Nurgle

In service of the god of death and rebirth, all Death Guard units regenerate 1 HP at the beginning of their round.