

# **Noue Ordnung Tag**

**NOT**

**Organization and Buying Criteria**

**Grunts**

**Support**

**Elite**

**Individuals**

# Grunts

## Bauhaus Citizen

<fluff goes here>

### Citizen

Grunt squad trooper, required 6-12 models, mortal

| CC | RC | PW | LD | AC | WD | ST | MV | AR | SZ | PC |
|----|----|----|----|----|----|----|----|----|----|----|
| 5  | 5  | 4  | 5  | 3  | 1  | 4  | 4  | 15 | 2  | 10 |

Equipment: Bricks

Special Abilities: Civilian, Hate: 1 (Hates Le Bleu)

Special Rules: -

Weapons stats:

### Orator

Grunt squad leader, required 1 model, mortal

| CC | RC | PW | LD | AC | WD | ST | MV | AR | SZ | PC |
|----|----|----|----|----|----|----|----|----|----|----|
| 5  | 5  | 4  | 6  | 3  | 1  | 4  | 4  | 15 | 2  | 11 |

Equipment: Bricks

Special Abilities: Civilian, Inspiration: 1, Hate: 1 (Hates Le Bleu)

Special Rules: Inspiration works only on Civilian models

Weapons stats:

### Tougher Citizen

Grunt squad specialist, optional up to 2 models, mortal

| CC | RC | PW | LD | AC | WD | ST | MV | AR | SZ | PC |
|----|----|----|----|----|----|----|----|----|----|----|
| 6  | 5  | 4  | 5  | 3  | 1  | 5  | 4  | 15 | 2  | 12 |

Equipment: Bricks, Baseball Club

Special Abilities: Civilian, Hate: 1 (Hates Le Bleu)

Special Rules: -

Weapons stats:

## Kommunistisch Verein

<fluff goes here>

### Vereinkamerad

Grunt squad trooper, required 4-12 models, mortal

| CC | RC | PW | LD | AC | WD | ST | MV | AR | SZ | PC |
|----|----|----|----|----|----|----|----|----|----|----|
| 7  | 5  | 4  | 5  | 3  | 1  | 5  | 4  | 15 | 2  | 13 |

Equipment: Baseball Club

Special Abilities: Civilian, Group Assault, Hate: 2 (Hates Le Bleu)

Special Rules:

Weapons stats:

### Oberkamerad

Grunt squad leader, required 1 model, mortal

| CC | RC | PW | LD | AC | WD | ST | MV | AR | SZ | PC |
|----|----|----|----|----|----|----|----|----|----|----|
| 7  | 5  | 4  | 7  | 3  | 1  | 5  | 4  | 15 | 2  | 14 |

Equipment: Baseball Club

Special Abilities: Civilian, Group Assault, Hate: 2 (Hates Le Bleu)

Special Rules:

Weapons stats:

### Hamerkamerad

Grunt squad specialist, optional up to 2 models, mortal

| CC | RC | PW | LD | AC | WD | ST | MV | AR | SZ | PC |
|----|----|----|----|----|----|----|----|----|----|----|
| 7  | 5  | 4  | 5  | 3  | 1  | 6  | 4  | 15 | 2  | 14 |

Equipment: Heavy Hammer or Heavy Chain

Special Abilities: Civilian, Group Assault, Hate: 2 (Hates Le Bleu)

Special Rules:

Weapons stats:

## Flamme aus Weißtagesanbruch

### (Flame of the White Dawn Sect)

<fluff goes here>

#### Getreu (Believer)

*Grunt squad trooper, required 4-12 models, mortal*

| CC | RC | PW | LD | AC | WD | ST | MV | AR | SZ | PC |
|----|----|----|----|----|----|----|----|----|----|----|
| 6  | 6  | 5  | 6  | 3  | 1  | 4  | 4  | 15 | 2  | 13 |

**Equipment:** HG-12 Pistol

**Special Abilities:** Unscrupulous, Resolve: 2

**Special Rules:** -

**Weapons stats:**

#### Geistlich

*Grunt squad leader, required 1 model, mortal*

| CC | RC | PW | LD | AC | WD | ST | MV | AR | SZ | PC |
|----|----|----|----|----|----|----|----|----|----|----|
| 7  | 7  | 5  | 8  | 3  | 1  | 4  | 4  | 15 | 2  | 21 |

**Equipment:** HG-14 Shotgun

**Special Abilities:** Unscrupulous, Resolve: 2

**Special Rules:** His command radius is 8 inches.

**Weapons stats:**

#### Saubergetreu

*Grunt squad specialist, optional up to 1 model, mortal*

| CC | RC | PW | LD | AC | WD | ST | MV | AR | SZ | PC |
|----|----|----|----|----|----|----|----|----|----|----|
| 6  | 6  | 5  | 6  | 3  | 1  | 4  | 4  | 15 | 2  | 23 |

**Equipment:** Light Flame Thrower

**Special Abilities:** Unscrupulous, Resolve: 2

**Special Rules:** -

**Weapons stats:**

#### Geisteskrank

*Grunt squad specialist, optional up to 2 models, mortal*

| CC | RC | PW | LD | AC | WD | ST | MV | AR | SZ | PC |
|----|----|----|----|----|----|----|----|----|----|----|
| 6  | 6  | 5  | 6  | 3  | 1  | 5  | 4  | 15 | 2  | 14 |

**Equipment:** Heavy Hammer

**Special Abilities:** Unscrupulous, Resolve: 2

**Special Rules:** -

**Weapons stats:**

## Cammora Mobsters

<fluff goes here>

#### Mobster

*Grunt squad trooper, required 4-8 models, mortal*

| CC | RC | PW | LD | AC | WD | ST | MV | AR | SZ | PC |
|----|----|----|----|----|----|----|----|----|----|----|
| 6  | 6  | 4  | 5  | 3  | 1  | 4  | 4  | 16 | 2  | 14 |

**Equipment:** MP-105 Machine Pistol, Comm Link

**Special Abilities:** Fast Shot 4, Keen Eyes

**Special Rules:** -

**Weapons stats:**

#### Mobsters Brigal

*Grunt squad leader, required 1 model, mortal*

| CC | RC | PW | LD | AC | WD | ST | MV | AR | SZ | PC |
|----|----|----|----|----|----|----|----|----|----|----|
| 7  | 7  | 4  | 7  | 3  | 1  | 4  | 4  | 16 | 2  | 15 |

**Equipment:** MP-105 Machine Pistol, Comm Link

**Special Abilities:** Fast Shot 4, Keen Eyes

**Special Rules:** -

**Weapons stats:**

#### Mobsters Watcher

*Grunt squad specialist, optional up to 2 model, mortal*

| CC | RC | PW | LD | AC | WD | ST | MV | AR | SZ | PC |
|----|----|----|----|----|----|----|----|----|----|----|
| 6  | 6  | 4  | 5  | 3  | 1  | 4  | 4  | 16 | 2  | 15 |

**Equipment:** MP-105 Machine Pistol, Comm Link, Binoculars

**Special Abilities:** Fast Shot 4, Keen Eyes, Reconnaissance Training

**Special Rules:** May purchase Binoculars for +1 point or Motion Tracker for +1 point.

**Weapons stats:**

#### Mobsters Handler

*Grunt squad specialist, optional up to 2 models, mortal*

| CC | RC | PW | LD | AC | WD | ST | MV | AR | SZ | PC |
|----|----|----|----|----|----|----|----|----|----|----|
| 6  | 6  | 4  | 5  | 3  | 1  | 4  | 4  | 16 | 2  | 14 |

**Equipment:** MP-105 Machine Pistol, Comm Link

**Special Abilities:** Fast Shot 4, Keen Eyes

**Special Rules:** -

**Weapons stats:**

#### Dog

*Grunt squad trooper, optional up to 2 models per Handler, beast*

| CC | RC | PW | LD | AC | WD | ST | MV | AR | SZ | PC |
|----|----|----|----|----|----|----|----|----|----|----|
| 7  | -  | 4  | 5  | 3  | 1  | 5  | 5  | 15 | 2  | 10 |

**Equipment:** -

**Special Abilities:** Natural Attack (8), Predator Senses: 6

**Special Rules:** They cannot be team leaders.

**Weapons stats:**

Anarchists

<fluff goes here>

Anarchist

Elite squad trooper, required 4-8 models, mortal

| CC | RC | PW | LD | AC | WD | ST | MV | AR | SZ | PC |
|----|----|----|----|----|----|----|----|----|----|----|
| 7  | 7  | 4  | 6  | 3  | 1  | 5  | 4  | 17 | 2  |    |

Equipment: MP-105 Machine Pistol

Special Abilities: Enhanced Charge: 1, Hate: 4 (Hates Le Bleu, Capitol Security, Imperial Security units)

Special Rules: -

Weapons stats:

Anarchists Anfuher

Elite squad leader, required 1 model, mortal

| CC | RC | PW | LD | AC | WD | ST | MV | AR | SZ | PC |
|----|----|----|----|----|----|----|----|----|----|----|
| 8  | 8  | 4  | 8  | 3  | 1  | 5  | 4  | 17 | 2  |    |

Equipment: MP-105 Machine Pistol

Special Abilities: Enhanced Charge: 1, Hate: 4 (Hates Le Bleu, Capitol Security, Imperial Security units)

Special Rules: -

Weapons stats:

Valiant Antenant

Elite squad specialist, optional up to 2 models, mortal

| CC | RC | PW | LD | AC | WD | ST | MV | AR | SZ | PC |
|----|----|----|----|----|----|----|----|----|----|----|
| 7  | 7  | 4  | 6  | 3  | 1  | 5  | 4  | 17 | 2  |    |

Equipment: MP-105 Machine Pistol, AP Grenades

Special Abilities: Enhanced Charge: 1, Hate: 4 (Hates Le Bleu, Capitol Security, Imperial Security units)

Special Rules: -

Weapons stats:

Terrorists

<fluff goes here>

Terrorist

Elite squad trooper, required 4-8 models, mortal

| CC | RC | PW | LD | AC | WD | ST | MV | AR | SZ | PC |
|----|----|----|----|----|----|----|----|----|----|----|
| 7  | 8  | 4  | 6  | 3  | 1  | 4  | 4  | 17 | 2  | 24 |

Equipment: MP-105 Machine Pistol, Poison Dagger

Special Abilities: Stealth: 1 Dire: 1, Resolve: 2

Special Rules: -

Weapons stats:

Greis Terrorist

Elite squad leader, required 1 model, mortal

| CC | RC | PW | LD | AC | WD | ST | MV | AR | SZ | PC |
|----|----|----|----|----|----|----|----|----|----|----|
| 8  | 9  | 4  | 8  | 3  | 1  | 4  | 4  | 17 | 2  | 26 |

Equipment: MP-105 Machine Pistol, Poison Dagger

Special Abilities: Stealth: 1 Dire: 1, Resolve: 2

Special Rules: -

Weapons stats:

Terrorist with LMG

Elite squad specialist, optional up to 2 models, mortal

| CC | RC | PW | LD | AC | WD | ST | MV | AR | SZ | PC |
|----|----|----|----|----|----|----|----|----|----|----|
| 7  | 8  | 4  | 6  | 3  | 1  | 4  | 4  | 17 | 2  | 30 |

Equipment: MG-80 Light Machine Gun, HG-12 Pistol

Special Abilities: Stealth: 1 Dire: 1, Resolve: 2

Special Rules: -

Weapons stats:

Kidnappers

<fluff goes here>

Terrorist Kidnapper

Elite squad trooper, required 4-8 models, mortal

| CC | RC | PW | LD | AC | WD | ST | MV | AR | SZ | PC |
|----|----|----|----|----|----|----|----|----|----|----|
| 8  | 8  | 4  | 7  | 3  | 1  | 4  | 4  | 17 | 2  | 25 |

Equipment: MP-105 Machine Pistol, Poison Dagger

Special Abilities: Resolve: 1, Infiltrate, Take Hostage

Special Rules: -

Weapons stats:

Kidnapperwagon

Elite squad vehicle, Optional 1 model , close-toped wheeled vehicle

| CC | RC | PW | LD | AC | WD  | ST | MV | AR | SZ | PC |
|----|----|----|----|----|-----|----|----|----|----|----|
| -  | -  | -  | -  | -  | 5/2 | -  | 5  | 20 | 6  |    |

Equipment: -

Special Abilities: Impenetrability, Transport up to 5 models of size 2, Infiltrate

Special Rules: If none of the Kidnappers are operating as Driver vehicle cant move. Driver can leave the vehicle.

Weapons stats:

Cammora Hit Man

<fluff goes here>

Cammora Hit Man

Individual trooper, required 1 model, limit one per army, mortal

| CC | RC | PW | LD | AC | WD | ST | MV | AR | SZ | PC |
|----|----|----|----|----|----|----|----|----|----|----|
| 9  | 11 | 5  | 7  | 3  | 2  | 5  | 3  | 20 | 2  | 30 |

Equipment: -

Special Abilities: Resolve: 2, Infiltrate, Sniper

Special Rules: May purchase PSG-99 Sniper Rifle for +9 points, P-60 Punisher Pistol with Scope for +5 points, MP-105 Machine Pistol for +5 points.

Weapons stats:

Provocateur

<fluff goes here>

Provocateur

Individual general officer, required 1 model, mortal

| CC | RC | PW | LD | AC | WD | ST | MV | AR | SZ | PC |
|----|----|----|----|----|----|----|----|----|----|----|
| 8  | 8  | 5  | 7  | 3  | 2  | 5  | 4  | 17 | 2  | 30 |

Equipment: -

Special Abilities: Demolition Training, Infiltration, Tactical Sense, Resolve: 3

Special Rules: May purchase MP-105 Machine Pistol for +4 points, AP Grenades for +8 points, HG-12 Pistol for +2 points.

Weapons stats:

Hors-la-loi

<fluff goes here>

Cammora Hit Man

Individual officer required 1 model, limit one per Anarchists squad, mortal

| CC | RC | PW | LD | AC | WD | ST | MV | AR | SZ | PC |
|----|----|----|----|----|----|----|----|----|----|----|
| 9  | 9  | 4  | 9  | 3  | 2  | 5  | 4  | 17 | 2  | 33 |

Equipment: MP-105 Machine Pistol, AG-11 Assault Rifle

Special Abilities: Enhanced Charge: 1, Hate: 4 (Hates Le Bleu, Capitol Security, Imperial Security units), Tactical Sense, Unit Commander

Special Rules: -

Weapons stats:

Rechtsbrucher

<fluff goes here>

Rechtsbrucher

Individual general officer required 1 model, limit one per army, mortal

| CC | RC | PW | LD | AC | WD | ST | MV | AR | SZ | PC |
|----|----|----|----|----|----|----|----|----|----|----|
| 9  | 10 | 5  | 9  | 3  | 3  | 4  | 4  | 17 | 2  | 37 |

Equipment: P-60 Punisher

Special Abilities: Close Combat Training: 2, Resolve: 3, Strategic Insight, Division Commander

Special Rules: -

Weapons stats:

Öffentlich Feind (Public Enemy)

<fluff goes here>

Öffentlich Feind

Individual officer required 1 model, limit one per Terrorists squad, mortal

| CC | RC | PW | LD | AC | WD | ST | MV | AR | SZ | PC |
|----|----|----|----|----|----|----|----|----|----|----|
| 8  | 9  | 5  | 10 | 3  | 2  | 5  | 4  | 17 | 2  | 40 |

Equipment: MP-105 Machine Pistol, Poison Dagger

Special Abilities: Stealth: 2, Dire: 2, Resolve: 2, Unit Commander

Special Rules: -

Weapons stats:



### Cammora Assassins

<fluff goes here>

#### Cammora Assassin

Support squad trooper, required 3-6 model s

| CC | RC | PW | LD | AC | WD | ST | MV | AR | SZ | PC |
|----|----|----|----|----|----|----|----|----|----|----|
| 8  | 8  | 4  | 7  | 3  | 1  | 5  | 4  | 17 | 2  | 26 |

**Equipment:** Silenced HG-12 Pistol, Garrote

**Special Abilities:** Stealth:2, Resolve: 2

**Special Rules:** -

**Weapons stats:**

#### Cammora Capo

Support squad leader, required 1 model, mortal

| CC | RC | PW | LD | AC | WD | ST | MV | AR | SZ | PC |
|----|----|----|----|----|----|----|----|----|----|----|
| 8  | 9  | 4  | 8  | 3  | 2  | 5  | 4  | 17 | 2  | 32 |

**Equipment:** Silenced HG-12 Pistol, Garrote

**Special Abilities:** Stealth:2, Resolve: 2

**Special Rules:** -

**Weapons stats:**

### Panzer Bus

<fluff goes here>

#### Panzer Bus

Support squad vehicle, required 1 model , close-toped wheeled vehicle

| CC | RC | PW | LD | AC | WD  | ST | MV | AR | SZ | PC |
|----|----|----|----|----|-----|----|----|----|----|----|
| -  | -  | -  | -  | -  | 5/2 | -  | 5  | 20 | 6  |    |

**Equipment:** -

**Special Abilities:** Impenetrability, Transport up to 16 models of size 2

**Special Rules:** -

**Weapons stats:**

#### Panzer Bus Driver

Support squad trooper, required 1 model, mortal

| CC | RC | PW | LD | AC | WD | ST | MV | AR | SZ | PC |
|----|----|----|----|----|----|----|----|----|----|----|
| 7  | 8  | 4  | 6  | 3  | 1  | 4  | 4  | 17 | 2  |    |

**Equipment:** HG-12 Pistol

**Special Abilities:** Resolve: 2

**Special Rules:** May leave the vehicle. Vehicle may not operate until driver returns to it

**Weapons stats:**

# Neue Ordnung Tag

## Melee Weapons

## Single Handed Weapons

## Bricks

(concussive)

| CC            | PB | SR | MR | LR | ER | DM   |
|---------------|----|----|----|----|----|------|
| +0            | -1 | -4 | -  | -  | -  | ST+2 |
| Special Rules |    |    |    |    |    |      |
| Non-Lethal    |    |    |    |    |    |      |

## Baseball Club

(concussive)

| CC            | PB | SR | MR | LR | ER | DM   |
|---------------|----|----|----|----|----|------|
| +0            | -  | -  | -  | -  | -  | ST+4 |
| Special Rules |    |    |    |    |    |      |
| Non-Lethal    |    |    |    |    |    |      |

## Poison Dagger

(slashing)

| CC  | PB | SR | MR | LR | ER | DM   |
|---|----|----|----|----|----|------|
| +3  | -  | -  | -  | -  | -  | ST+2 |
| Special Rules   |    |    |    |    |    |      |
| If you roll 2-3 on to hit roll and you don't miss attack deals +4 damage. |    |    |    |    |    |      |

## Two Handed Weapons

## Heavy Chain

Crude and simple weapon. Long weighted chain.

(concussive)

| CC | PB | SR | MR | LR | ER | DM   |
|----|----|----|----|----|----|------|
| +0 | -  | -  | -  | -  | -  | ST+3 |

Special Rules

May Sweep.

## Heavy Hammer

(concussive)

| CC            | PB | SR | MR | LR | ER | DM   |
|---------------|----|----|----|----|----|------|
| +0            | -  | -  | -  | -  | -  | ST+6 |
| Special Rules |    |    |    |    |    |      |

|                       |           |           |           |           |           |           |
|-----------------------|-----------|-----------|-----------|-----------|-----------|-----------|
| <b>CC</b>             | <b>PB</b> | <b>SR</b> | <b>MR</b> | <b>LR</b> | <b>ER</b> | <b>DM</b> |
| May Sweep, Non-Lethal |           |           |           |           |           |           |

## Sidearms

## Pistols

## HG-12 Pistol

(ballistic)

| CC                  | PB | SR | MR | LR | ER | DM |
|---------------------|----|----|----|----|----|----|
| +0                  | +1 | +1 | -  | -  | -  | 9  |
| Special Rules       |    |    |    |    |    |    |
| Up to One Load-Out. |    |    |    |    |    |    |

## P-60 Punisher Handgun

(ballistic)

| CC            | PB | SR | MR | LR | ER | DM |
|---------------|----|----|----|----|----|----|
| +0            | +2 | +1 | -  | -  | -  | 9  |
| Special Rules |    |    |    |    |    |    |
| -             |    |    |    |    |    |    |

## IP-60 Punisher Handgun with Scope

Punisher handgun is ultimate Pistol. With scope its even more deadly. This configuration is used by assassins and contract killers.

(ballistic)

| CC                                    | PB | SR | MR | LR | ER | DM |
|---------------------------------------|----|----|----|----|----|----|
| +0                                    | +3 | +2 | -  | -  | -  | 9  |
| Special Rules                         |    |    |    |    |    |    |
| Scope – included in profile, Silenced |    |    |    |    |    |    |

## Machine Pistols

## MP-105 Machine Pistol

(ballistic)

| CC            | PB     | SR | MR | LR | ER | DM |
|---------------|--------|----|----|----|----|----|
| +0            | +2(x2) | -1 | -  | -  | -  | 9  |
| Special Rules |        |    |    |    |    |    |
| -             |        |    |    |    |    |    |



