





<p>Brigada Independência </p> <p>Infantry Squad</p> <table border="1"> <tr><td>Type</td><td>Elite: 3+ C/As't: 4</td></tr> <tr><td>Move</td><td>Infantry: 8cm</td></tr> <tr><td>Defence</td><td>6, Light cov' +1, Heavy +2</td></tr> <tr><td>Weapons</td><td>1cm Assault rifle coil-guns, Sh 2, FP 1/3</td></tr> <tr><td>Suppress</td><td>remove suppression marker (UP TO 5) on 3+</td></tr> </table> <p>VARIANTS <i>Support Squad</i> with 1cm Assault rifle coil-guns: Sh 1, FP 1/3, & support weapon: Sh 2, FP 1/3. <i>Tank Hunters</i> with 1cm Assault rifle coil-guns: Sh 1, FP 1/3, & Buzzbomb Sh 1, FP 1/6 (short range only) <i>Mortar Team</i> with Light Mortar: Sh 3, FP 3/1 (NA no short range). Radius from target point 10cm.</p>	Type	Elite: 3+ C/As't: 4	Move	Infantry: 8cm	Defence	6, Light cov' +1, Heavy +2	Weapons	1cm Assault rifle coil-guns, Sh 2, FP 1/3	Suppress	remove suppression marker (UP TO 5) on 3+	<p>Brigada Independência </p> <p>HE-H7 Surucucu Tank</p> <table border="1"> <tr><td>Type</td><td>Elite: 3+</td></tr> <tr><td>Move</td><td>Medium, Hv Hover: 10cm</td></tr> <tr><td>Defence</td><td>F 11, S 9, R 8, T 9</td></tr> <tr><td>Weapons</td><td>22cm DS Railgun: Sh 1, FP 2/7. 1 Coaxial 2cm Gatling Railgun: Sh 3, FP 2/4 <i>Must fire at same target as main weapon</i> Gatling 1cm Railgun: Sh 3, FP 1/3.</td></tr> <tr><td>Defence Systems</td><td>Strip mines, Sh 1 all up to Close 8cm, FP 3/1(3+)</td></tr> <tr><td>Mine Clearance</td><td>Sh 1 at Point Blank 3cm destroys 1 mine counter</td></tr> </table> <p>VARIANTS <i>M2A7F Command Tank</i>: same stats but no coaxial 2cm Gatling weapon.</p>	Type	Elite: 3+	Move	Medium, Hv Hover: 10cm	Defence	F 11, S 9, R 8, T 9	Weapons	22cm DS Railgun: Sh 1, FP 2/7. 1 Coaxial 2cm Gatling Railgun: Sh 3, FP 2/4 <i>Must fire at same target as main weapon</i> Gatling 1cm Railgun: Sh 3, FP 1/3.	Defence Systems	Strip mines, Sh 1 all up to Close 8cm, FP 3/1(3+)	Mine Clearance	Sh 1 at Point Blank 3cm destroys 1 mine counter	<p>Brigada Independência </p> <p>CN44 ACV Jeep</p> <table border="1"> <tr><td>Type</td><td>Elite: 3+</td></tr> <tr><td>Move</td><td>Fast, Lt Hover: 15cm</td></tr> <tr><td>Defence</td><td>F 6, S 6, R 6, T 5</td></tr> <tr><td>Weapons</td><td>Heavy Support Weapon, F Arc: Sh 2, FP 1/3. <i>Can carry 1 Sniper TU</i></td></tr> </table> <p>VARIANTS <i>Mortar Jeep</i>: Same stats Sh 3, FP 3/1. (no short range). Observed by any TU with a line of sight, die versus quality to hit. Not observed: quality -1. Radius from target point 10cm. <i>ATGW Jeep</i>: Same stats Sh 1, FP 0/5. (no short range). <i>Mule ACV</i>: Same stats No weapon - may carry 1 TU of Inf. who may fire coil-guns Sh 2, FP 1/3 from vehicle</p>	Type	Elite: 3+	Move	Fast, Lt Hover: 15cm	Defence	F 6, S 6, R 6, T 5	Weapons	Heavy Support Weapon, F Arc: Sh 2, FP 1/3. <i>Can carry 1 Sniper TU</i>	<p>Brigada Independência </p> <p>HE-H2 Cotiara Lt Tank</p> <table border="1"> <tr><td>Type</td><td>Elite: 3+</td></tr> <tr><td>Move</td><td>Fast, Lt Hover: 15cm</td></tr> <tr><td>Defence</td><td>F 8, S 8, R 7, T 7</td></tr> <tr><td>Weapons</td><td>3cm Auto-cannon: Sh 2, FP 2/3</td></tr> </table> <p>VARIANTS <i>Calliope</i>: 2 x 3cm QF powergun: Sh 4, FP 3/4.  <i>Heavy Mortar</i>: Sh 1, FP 5/4 (no short/medium range) <i>Medium ATGW</i>: Sh 1, FP 1/6 (no short range)</p>	Type	Elite: 3+	Move	Fast, Lt Hover: 15cm	Defence	F 8, S 8, R 7, T 7	Weapons	3cm Auto-cannon: Sh 2, FP 2/3	<p>Brigada Independência </p> <p>HE-H4 Caatinga ICV</p> <table border="1"> <tr><td>Type</td><td>Elite: 3+</td></tr> <tr><td>Move</td><td>Medium, Lt Hover: 10cm</td></tr> <tr><td>Defence</td><td>F 10, S 9, R 8, T 7</td></tr> <tr><td>Weapons</td><td>Dual-Feed cannon: Sh 1, FP 4²/5 (NA) *Against Infantry - no NA: FP 4 at short range, FP 2 at med range or FP 0 at (max) long range. <i>Carries 3TUs of infantry</i></td></tr> <tr><td>Defence Systems</td><td>Strip mines, Sh 1 all up to Close 8cm, FP 3/1(3+)</td></tr> <tr><td>Mine Clearance</td><td>Sh 1 at Point Blank 3cm destroys 1 mine counter</td></tr> </table> <p>VARIANTS <i>Command Variant</i>: same stats</p>	Type	Elite: 3+	Move	Medium, Lt Hover: 10cm	Defence	F 10, S 9, R 8, T 7	Weapons	Dual-Feed cannon: Sh 1, FP 4 ² /5 (NA) *Against Infantry - no NA: FP 4 at short range, FP 2 at med range or FP 0 at (max) long range. <i>Carries 3TUs of infantry</i>	Defence Systems	Strip mines, Sh 1 all up to Close 8cm, FP 3/1(3+)	Mine Clearance	Sh 1 at Point Blank 3cm destroys 1 mine counter
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