













<p><b>Brigada Independência</b> </p> <p><b>Infantry Squad</b></p> <table border="1"> <tr><td>Type</td><td>Elite: <b>3+</b> C/As't: <b>4</b></td></tr> <tr><td>Move</td><td>Infantry: <b>15cm</b></td></tr> <tr><td>Defence</td><td><b>6</b>, Light cov' <b>+1</b>, Heavy <b>+2</b></td></tr> <tr><td>Weapons</td><td>1cm Assault rifle coil-guns, <b>Sh 2</b>, <b>FP 1/3</b></td></tr> <tr><td>Suppress</td><td>remove suppression marker (UP TO 5) on <b>3+</b></td></tr> </table> <p><b>VARIANTS</b>  <b>Support Squad</b> with 1cm Assault rifle coil-guns: <b>Sh 1</b>, <b>FP 1/3</b>, &amp; support weapon: <b>Sh 2</b>, <b>FP 1/3</b>.  <b>Tank Hunters</b> with 1cm Assault rifle coil-guns: <b>Sh 1</b>, <b>FP 1/3</b>, &amp; Buzzbomb <b>Sh 1</b>, <b>FP 1/6</b> (short range only)  <b>Mortar Team</b> with Light Mortar: <b>Sh 3</b>, <b>FP 3/1</b> (NA no short range). Radius from target point <b>20cm</b>.</p>	Type	Elite: <b>3+</b> C/As't: <b>4</b>	Move	Infantry: <b>15cm</b>	Defence	<b>6</b> , Light cov' <b>+1</b> , Heavy <b>+2</b>	Weapons	1cm Assault rifle coil-guns, <b>Sh 2</b> , <b>FP 1/3</b>	Suppress	remove suppression marker (UP TO 5) on <b>3+</b>	<p><b>Brigada Independência</b> </p> <p><b>HE-H7 Surucucu Tank</b></p> <table border="1"> <tr><td>Type</td><td>Elite: <b>3+</b></td></tr> <tr><td>Move</td><td>Medium, Hv Hover: <b>20cm</b></td></tr> <tr><td>Defence</td><td><b>F 11</b>, <b>S 9</b>, <b>R 8</b>, <b>T 9</b></td></tr> <tr><td>Weapons</td><td>22cm DS Railgun: <b>Sh 1</b>, <b>FP 2/7</b>. <b>1 Coaxial</b> 2cm Gatling Railgun: <b>Sh 3</b>, <b>FP 2/4</b> <b>Must fire at same target as main weapon</b> Gatling 1cm Railgun: <b>Sh 3</b>, <b>FP 1/3</b>.</td></tr> <tr><td>Defence Systems</td><td>Strip mines, <b>Sh 1</b> all up to <b>Close 15cm</b>, <b>FP 3/1(3+)</b></td></tr> <tr><td>Mine Clearance</td><td><b>Sh 1</b> at <b>Point Blank 5cm</b> destroys 1 mine counter</td></tr> </table> <p><b>VARIANTS</b>  <b>M2A7F Command Tank</b>: same stats but no coaxial 2cm Gatling weapon.</p>	Type	Elite: <b>3+</b>	Move	Medium, Hv Hover: <b>20cm</b>	Defence	<b>F 11</b> , <b>S 9</b> , <b>R 8</b> , <b>T 9</b>	Weapons	22cm DS Railgun: <b>Sh 1</b> , <b>FP 2/7</b> . <b>1 Coaxial</b> 2cm Gatling Railgun: <b>Sh 3</b> , <b>FP 2/4</b> <b>Must fire at same target as main weapon</b> Gatling 1cm Railgun: <b>Sh 3</b> , <b>FP 1/3</b> .	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(no short range).  <b>Mule ACV</b>: Same stats No weapon - may carry <b>1 TU of Inf.</b> who may fire coil-guns <b>Sh 2</b>, <b>FP 1/3</b> from vehicle</p>	Type	Elite: <b>3+</b>	Move	Fast, Lt Hover: <b>30cm</b>	Defence	<b>F 6</b> , <b>S 6</b> , <b>R 6</b> , <b>T 5</b>	Weapons	Heavy Support Weapon, <b>FArc: Sh 2</b> , <b>FP 1/3</b> . <b>Can carry 1 Sniper TU</b>	<p><b>Brigada Independência</b> </p> <p><b>HE-H2 Cotiara Lt Tank</b></p> <table border="1"> <tr><td>Type</td><td>Elite: <b>3+</b></td></tr> <tr><td>Move</td><td>Fast, Lt Hover: <b>30cm</b></td></tr> <tr><td>Defence</td><td><b>F 8</b>, <b>S 8</b>, <b>R 7</b>, <b>T 7</b></td></tr> <tr><td>Weapons</td><td>3cm Auto-cannon: <b>Sh 2</b>, <b>FP 2/3</b></td></tr> </table> <p><b>VARIANTS</b>  <b>Calliope</b>: 2 x 3cm QF powergun: <b>Sh 4</b>, <b>FP 3/4</b>.   <b>Heavy Mortar</b>: <b>Sh 1</b>, <b>FP 5/4</b> (no short/medium range)  <b>Medium ATGW</b>: <b>Sh 1</b>, <b>FP 1/6</b> (no short range)</p>	Type	Elite: <b>3+</b>	Move	Fast, Lt Hover: <b>30cm</b>	Defence	<b>F 8</b> , <b>S 8</b> , <b>R 7</b> , <b>T 7</b>	Weapons	3cm Auto-cannon: <b>Sh 2</b> , <b>FP 2/3</b>	<p><b>Brigada Independência</b> </p> <p><b>HE-H4 Caatinga ICV</b></p> <table border="1"> <tr><td>Type</td><td>Elite: <b>3+</b></td></tr> <tr><td>Move</td><td>Medium, Lt Hover: <b>20cm</b></td></tr> <tr><td>Defence</td><td><b>F 10</b>, <b>S 9</b>, <b>R 8</b>, <b>T 7</b></td></tr> <tr><td>Weapons</td><td><b>Dual-Feed cannon</b>: <b>Sh 1</b>, <b>FP 4<sup>2</sup>/5</b> (NA) <b>*Against Infantry - no NA: FP 4</b> at short range, <b>FP 2</b> at med range or <b>FP 0</b> at (max) long range. <b>Carries 3TUs of infantry</b></td></tr> <tr><td>Defence Systems</td><td>Strip mines, <b>Sh 1</b> all up to <b>Close 15cm</b>, <b>FP 3/1(3+)</b></td></tr> <tr><td>Mine Clearance</td><td><b>Sh 1</b> at <b>Point Blank 5cm</b> destroys 1 mine counter</td></tr> </table> <p><b>VARIANTS</b>  <b>Command Variant</b>: same stats</p>	Type	Elite: <b>3+</b>	Move	Medium, Lt Hover: <b>20cm</b>	Defence	<b>F 10</b> , <b>S 9</b> , <b>R 8</b> , <b>T 7</b>	Weapons	<b>Dual-Feed cannon</b> : <b>Sh 1</b> , <b>FP 4<sup>2</sup>/5</b> (NA) <b>*Against Infantry - no NA: FP 4</b> at short range, <b>FP 2</b> at med range or <b>FP 0</b> at (max) long range. <b>Carries 3TUs of infantry</b>	Defence Systems	Strip mines, <b>Sh 1</b> all up to <b>Close 15cm</b> , <b>FP 3/1(3+)</b>	Mine Clearance	<b>Sh 1</b> at <b>Point Blank 5cm</b> destroys 1 mine counter
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