

<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: 5cm</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 Support Squad with 1cm Assault rifle coil-guns: Sh 1, FP 1/3, & support weapon: Sh 2, FP 1/3. Tank Hunters with 1cm Assault rifle coil-guns: Sh 1, FP 1/3, & Buzzbomb Sh 1, FP 1/6 (short range only) Mortar Team with Light Mortar: Sh 3, FP 3/1 (NA no short range). Radius from target point 7cm.</p>	Type	Elite: 3+ C/As't: 4	Move	Infantry: 5cm	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: 7cm</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 Must fire at same target as main weapon Gatling 1cm Railgun: Sh 3, FP 1/3.</td></tr> <tr><td>Defence Systems</td><td>Strip mines, Sh 1 all up to Close 5cm, FP 3/1(3+)</td></tr> <tr><td>Mine Clearance</td><td>Sh 1 at Point Blank 2cm destroys 1 mine counter</td></tr> </table> <p>VARIANTS M2A7F Command Tank: same stats but no coaxial 2cm Gatling weapon.</p>	Type	Elite: 3+	Move	Medium, Hv Hover: 7cm	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 Must fire at same target as main weapon Gatling 1cm Railgun: Sh 3 , FP 1/3 .	Defence Systems	Strip mines, Sh 1 all up to Close 5cm , FP 3/1(3+)	Mine Clearance	Sh 1 at Point Blank 2cm 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: 10cm</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, FArc: Sh 2, FP 1/3. Can carry 1 Sniper TU</td></tr> </table> <p>VARIANTS Mortar Jeep: 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 7cm. ATGW Jeep: Same stats Sh 1, FP 0/5. (no short range). Mule ACV: 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: 10cm	Defence	F 6 , S 6 , R 6 , T 5	Weapons	Heavy Support Weapon, FArc: Sh 2 , FP 1/3 . Can carry 1 Sniper TU	<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: 10cm</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 Calliope: 2 x 3cm QF powergun: Sh 4, FP 3/4.  Heavy Mortar: Sh 1, FP 5/4 (no short/medium range) Medium ATGW: Sh 1, FP 1/6 (no short range)</p>	Type	Elite: 3+	Move	Fast, Lt Hover: 10cm	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: 7cm</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. Carries 3TUs of infantry</td></tr> <tr><td>Defence Systems</td><td>Strip mines, Sh 1 all up to Close 5cm, FP 3/1(3+)</td></tr> <tr><td>Mine Clearance</td><td>Sh 1 at Point Blank 2cm destroys 1 mine counter</td></tr> </table> <p>VARIANTS Command Variant: same stats</p>	Type	Elite: 3+	Move	Medium, Lt Hover: 7cm	Defence	F 10 , S 9 , R 8 , T 7	Weapons	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. Carries 3TUs of infantry	Defence Systems	Strip mines, Sh 1 all up to Close 5cm , FP 3/1(3+)	Mine Clearance	Sh 1 at Point Blank 2cm destroys 1 mine counter
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