Brigada Independência (Cobras Fumantes) TW 350

**Infantry Squad**

**Type**
- Elite: 3+

**Move**
- Infantry: 8cm

**Defence**
- 6, Light cov' +1, Heavy +2

**Weapons**
- 1cm Assault rifle colli-guns: Sh 2, FP 1/3 (May be Horse Mount)

**Supress**
- remove suppress marker (UP TO 5) on 3+

**VARIANTS**

**Support Squad** with 1cm Assault rifle colli-guns:
- Sh 1, FP 1/3, & Dual-Feed Cannon: Sh 1, FP 1/3 (NA)

**Tank Hunters** with 1cm Assault rifle colli-guns:
- Sh 1, FP 1/3, & Buzzbomb Sh 1, FP 1/7 (med range only)

**Support Team** with Light Mortar: Sh 3, FP 3/1 (NA no short range).

Radius from target point 10cm.

**R35 Bhima Armoured Car**

**Type**
- Elite: 3+

**Move**
- Fast, Lt Hover: 15cm

**Defence**
- F 10, S 9, R 8, T 8

**Weapons**
- 9cm ECP: Sh 2 FP 3/8

**Defence**
- Panel EDS: Sh 1 all up to Close 8cm, FP 3/1(3+3)

**VARIANTS**

**Arjuna Calloipe**:
- 4 x 7cm ECP: FP 6

**Slamet Gun-Mortar**: Quick-fire Heavy Mortar: Sh 2, FP 5/4 No Short or Med. May also fire as direct fire weapon: Sh 2, FP 5/4 -1QR

**Sibayak multi launch Heavy ATGW**: Sh 2, FP 3/8 (no short range).

All variants mount the Gatling 1cm Railgun: Sh 3, FP 1/3.

**M58 Sugama ICV**

**Type**
- Elite: 3+

**Move**
- Fast, Lt Hover: 15cm

**Defence**
- F 10, S 9, R 8, T 8

**Weapons**
- Dual-Feed cannon:
  - Sh 1, FP 4/5 (NA) *Against Infantry - no NA: FP 4 at short range, FP 2 at med range or FP 0 at (max) long range. Can carry 1 TU who may fire colli-guns Sh 2, FP 1/3 from vehicle NOT in forward arc.*

**Defence**
- Panel EDS: Sh 1 all up to Close 8cm, FP 3/1(3+3)

**VARIANTS**

**Command Variant**: same stats may not carry infantry

**Kijang AHT**

**Type**
- Elite: 3+

**Move**
- Fast, Lt Hover: 15cm

**Defence**
- F 9, S 8, R 7, T 7

**Weapons**
- Dual-Feed Cannon:
  - Sh 1, FP 4/5 (NA) *Against Infantry - no NA: FP 4 at short range, FP 2 at med range or FP 0 at (max) long range. Can carry 1 TU who may fire colli-guns Sh 2, FP 1/3 from vehicle NOT in forward arc."

**VARIANTS**

**ATGW AHT**: Same stats as above but misses instead of Dual-Feed Cannon Sh 1, FP 0/5 (no short range).

**Mortar AHT** Carries 1 TU infantry mortar team which may be deployed OR fired from the vehicle.

**Mortar MAY NOT carry infantry**

**RANKS**

**Major LV10**
- LPs is 2d6 + 10

**Captain LV8**
- LPs is 2d6 + 8

**Lieutenant LV6**
- LPs is 2d6 + 6

**Sergeant LV4**
- LPs is 2d6 + 4

**POUNTS COSTS**

Kijang AHT (all types): 290pts; Suharto/Command Tank: 500pts; Bhima: 420pts; Arjuna Calloipe: 410pts; Slamet Mortar: 410pts; Sibayak ATGM: 410pts; Sugama (or command): 330pts; Anjaliaka MBT: 615pts.

Infantry Team: 35pts; Mounted Gauchos: 45pts; Infantry Tank Hunters: 45pts; Infantry Support (Mortar) Team: 40pts; Infantry Support (Dual-Feed Cannon) Team: 55pts. Snipers: 110pts.

Up to 1 additional sergeant could be purchased at 20pts.

For larger forces of 2 detachments or greater, one more additional sergeant could be purchased at a further 20pts.

---

**DETACTIONS**

Each Detachment is 8 Tus.

**Tank Platoon Detachment**: 4 Anjaliaka MBTs, 4 Suharto (including 1 Command tank). Total: 4460pts. Or...

**Mechanized Infantry Platoon Detachment**: 3 Sugama ICVs, 1 Bhima Armoured Car, 2 Infantry Teams OR two Gauchos Teams, 1 Support Weapon Team (Mortar OR Dual-Feed), 1 Tank Hunter Infantry Team. Total: 1565pts up to 1600pts. Or...

**Support Platoon Detachment**: 1 Bhima Armoured Car, 1 Slamet Gun-Mortar, 1 Arjuna Calloipe, 1 Sibayak Heavy ATGW, 1 Kijang ATGW, 1 Kijang Mortar (with deployable infantry mortar), 1 Kijang, 1 Infantry TU (any type) OR 1 Sniper TU. Total: 2555pts with Infantry TU, up to 2610pts with sniper.

Add a Lt. to any of these detachments at 40pts.

Treat this force - whatever option is selected - as a SINGLE detachment during play. Build a bigger force with an additional detachments and add officers.

The Smoking Cobras were well-led and highly motivated, especially during the Sulewesian Campaign. Post Sulwesie, they upgraded their vehicles progressively. A three detachment force will have a Major (200 points) in overall command in one of the HQ Section vehicles, a Capitão (Captain): 80 points with two detachments, or a Tenente (Lieutenant): 40 points (probably in the Kijang or Bhima in the support team) for just one detachment. For forces of 2 detachments or larger, up to 1 additional paid-for Sargento (Sergeant) per detachment could be purchased at 20 points each.
**Infantry Squad**

Type: Elite: 3+ C/As’lt: 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+

**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

Mortar Team: with Light Mortar: Sh 3, FP 3/1 (NA no short range). Radius from target point 10cm.

**HE-H7 Surucucu Tank**

Type: Elite: 3+

Move: Medium, Hv Hover: 10cm

Defence: F 11, S 9, R 8, T 9

Weapons: 22cm DS Railgun: Sh 1, FP 2/1, 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 8cm, FP 3/1(3+)*

Mine Clearance: Sh 1 at Point Blank 3cm destroys 1 mine counter

**VARIANTS**

M2A7F Command Tank: same stats but no coaxial 2cm Gatling weapon.

**HE-H2 Cotiara Light Tank**

Type: Elite: 3+

Move: Fast, Lt Hover: 15cm

Defence: F 6, S 6, R 6, T 5

Weapons: ATGW Jeep, ATGW Tank Destroyer, 1 Mortar Jeep, 1 Mule with 1 TU Infantry Support Teams. Total: 1190pts. Or...

**Mechanized Infantry Platoon Detachment:**

2 HE-H4 Caatinga Heavy ICVs (including 1 Command ICV), 2 Infantry Teams, 2 Support Weapon Teams, 2 Tank Hunter Infantry Teams. Total: 890pts. Or...

**Support Platoon Detachment:**

1 HE-H2b Cotiara Heavy Mortar Carrier, 1 HE-H2a Cotiara Heavy Mortar Carrier, 2 HE-H2c Cotiara Light ATGW Tank Destroyer, 1 Mortar Jeep, 1 ATGW Jeep, 1 Jeep, 1 Mule with 1 TU Infantry Mortar Team TU OR 1 Sniper TU. Total: 1190pts with mortar team, 1230pts with sniper

Add a Lt. to any of these detachments at 40pts.

Treat this force - whatever option is selected - as a SINGLE detachment during play. Build a bigger force with an additional detachments and add officers. The Smoking Cobras were well-led and highly motivated, especially during the Sulewesian Campaign. A three detachment force will have a Major (200 points) in overall command in one of the HQ Section vehicles, a Capitão (Captain): 80 points with two detachments, or a Tenente (Lieutenant): 40 points (probably in the Jeep in the support team) for just one detachment. For forces of 2 detachments or larger, up to 1 additional paid-for Sargento (Sergeant) per detachment could be purchased at 20 points each.

---

**CN44 ACV Jeep**

Type: Elite: 3+

Move: Fast, Lt Hover: 15cm

Defence: F 6, S 6, R 6, T 5

Weapons: Heavy Support Weapon, FARC: Sh 7, FP 1/3. Can carry 1 Sniper TU

**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 10cm. 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

**CN44 Jeep (all types) and Mule:**


Up to 1 additional sergeant could be purchased at 20pts. For larger forces of 2 detachments or greater, one more additional sergeant could be purchased at a further 20pts.