

# Brigada Independência (Cobras Fumantes) TW 350



15MM

## Infantry Squad

<b>Type</b>	Elite: <b>3+</b> C/As/lt: <b>4</b>
<b>Move</b>	Infantry: <b>8cm</b>
<b>Defence</b>	<b>6</b> , Light cov' <b>+1</b> , Heavy <b>+2</b>
<b>Weapons</b>	1cm Assault rifle coil-guns, <b>Sh 2, FP 1/3 (May be Horse Mounted Gauchos: Infantry: 15cm)</b>
<b>Suppress</b>	remove suppression marker (UP TO 5) on <b>3+</b>
<b>VARIANTS</b>	
<b>Support Squad</b> with 1cm Assault rifle coil-guns: <b>Sh 1, FP 1/3, &amp; Dual-Feed Cannon: Sh 1, FP4*/5 (NA)</b>	
<b>Tank Hunters</b> with 1cm Assault rifle coil-guns: <b>Sh 1, FP 1/3, &amp; Buzzbomb Sh 1, FP 1/7 (med range only)</b>	
<b>Mortar Team</b> with Light Mortar: <b>Sh 3, FP 3/1 (NA no short range).</b>	
Radius from target point <b>10cm.</b>	



Brigada Independência

## T14E3 Anjalika MBT

<b>Type</b>	Elite: <b>3+</b>
<b>Move</b>	Medium, Hv Hover: <b>10cm</b>
<b>Defence</b>	<b>F 12, S 10, R 9, T 9</b>
<b>Weapons</b>	14cm ECAP: <b>Sh 2 FP 3/8</b> . Coaxial 2cm Gatling Railgun: <b>Sh 3, FP 2/4 Must fire at same target as main weapon.</b> Gatling 1cm Railgun: <b>Sh 3, FP 1/3.</b>
<b>Defence Systems</b>	Panel EDS, <b>Sh 1</b> all up to <b>Close 8cm, FP 3/1(3+)</b>
<b>Mine Clearance</b>	<b>Sh 1</b> at <b>Point Blank 3cm</b> destroys 1 mine counter
<b>VARIANTS</b>	
<b>T14 Suharto</b> Replace main gun with 12cm ECAP: <b>Sh 2 FP 3/7.</b>	
<b>T14 Suharto Command:</b> same stats	



T14E3 Anjalika MBT

## Kijang AHT

<b>Type</b>	Elite: <b>3+</b>
<b>Move</b>	Fast, Lt Hover: <b>15cm</b>
<b>Defence</b>	<b>F 9, S 8, R 7, T 7</b>
<b>Weapons</b>	Dual-Feed cannon: <b>Sh 1, FP4*/5 (NA) *Against Infantry - no NA: FP4 at short range, FP2 at med range or FP0 at (max) long range. Can carry 1 TU who may fire coil-guns Sh 2, FP 1/3 from vehicle NOT in forward arc.</b>
<b>VARIANTS</b>	
<b>ATGW AHT:</b> Same stats as above but missiles instead of Dual-Feed Cannon <b>Sh 1, FP 0/5. (no short range).</b>	
<b>Mortar AHT</b> Carries 1 TU infantry mortar team which may be deployed <b>OR</b> fired from the vehicle.	
<b>Mortar MAY NOT carry infantry</b>	



Kijang Armoured Heavy Transport

## 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

## R35 Bhima Armoured Car

<b>Type</b>	Elite: <b>3+</b>
<b>Move</b>	Fast, Lt Hover: <b>15cm</b>
<b>Defence</b>	<b>F 10, S 9, R 8, T 8</b>
<b>Weapons</b>	9cm ECAP: <b>Sh 2 FP 3/6</b> . Gatling 1cm Railgun: <b>Sh 3, FP 1/3.</b>
<b>Defence Systems</b>	Panel EDS, <b>Sh 1</b> all up to <b>Close 8cm, FP 3/1(3+)</b>
<b>VARIANTS</b>	
<b>Arjuna Calliope:</b> 4 x 7cm ECAP: <b>Sh 8, FP 3/5.</b>	
<b>Slamet Gun-Mortar:</b> Quick-fire Heavy Mortar: <b>Sh 2, FP 5/4 No Short or Med.</b> May also fire as <b>direct fire weapon: Sh 2, FP 5/4 -1QR</b>	
<b>Sibayak multi launch Heavy ATGW:</b> <b>Sh 2, FP 3/8 (no short range).</b>	
<b>All variants mount the Gatling 1cm Railgun: Sh 3, FP 1/3.</b>	



R35 Bhima Armoured Car

## M58 Sugama ICV

<b>Type</b>	Elite: <b>3+</b>
<b>Move</b>	Fast, Lt Hover: <b>15cm</b>
<b>Defence</b>	<b>F 10, S 9, R 8, T 8</b>
<b>Weapons</b>	Dual-Feed cannon: <b>Sh 1, FP4*/5 (NA) *Against Infantry - no NA: FP4 at short range, FP2 at med range or FP0 at (max) long range. Carries 2TUs of infantry</b>
<b>Defence Systems</b>	Panel EDS, <b>Sh 1</b> all up to <b>Close 8cm, FP 3/1(3+)</b>
<b>VARIANTS</b>	
<b>Command Variant:</b> same stats <b>may not carry infantry</b>	



M58 Sugama ICV

## DETACHMENTS

Each Detachment is 8 Tus.

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

**Mechanized Infantry Platoon Detachment:** 3 Sugama ICVs (including 1 Command ICV), 1 Bhima Armoured Car, 2 Infantry Teams **OR** two Gaucho 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 Calliope, 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.

## POINTS COSTS

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

# Brigada Independência (Cobras Fumantes)



15MM

## Infantry Squad

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+

### 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 10cm.



Brigada Independência

## 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 2/7. 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

### VARIANTS

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



HE-H7 Surucucu Heavy Tank

## CN44 ACV Jeep

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>

### 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



GIAT Brazilia CN44 Jeep

## 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

## HE-H2 Cotiara Lt Tank

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

### 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)



HE-H2 Cotiara Light Tank

## HE-H4 Caatinga ICV

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*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 8cm, FP 3/1(3+)

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

### VARIANTS

**Command Variant:** same stats



HE-H4 Caatinga (Viper) Heavy ICV

## DETACHMENTS

Each Detachment is 8 Tus.

**Tank Platoon Detachment:** 4 HE-H7 Surucucu (Bushmaster) Heavy Hover Tanks (including 1 Command tank), 4 HE-H2 Cotiara Light Hover Tanks. **Total: 2800pts. 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 Hover Calliope, 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.

## POINTS COSTS

CN44 Jeep (all types) and Mule: **100pts**; HE-H2 Lt Tank: **220pts**; HE-H2a Calliope: **250pts**; HE-H2b Mortar: **250pts**; HE-H2c ATGM: **250pts**; HE-H4 ICV (or command): **330pts**; HE-H7 tank: **485pts**; HE-H7F Command tank: **465pts**; Infantry Team: **35pts**; Infantry Tank Hunters: **40pts**; Infantry Support (Mortar) Team: **40pts**; Infantry Support (HSW) Team: **40pts**. Snipers: **80pts**.

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**.