

Brigada Independência (Cobras Fumantes)



6MM

Infantry Squad

Type	Elite: 3+ C/As/lt: 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+

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.



Brigada Independência

HE-H7 Surucucu Tank

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

VARIANTS

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



HE-T7 Surucucu Heavy Tank

CN44 ACV Jeep

Type	Elite: 3+
Move	Fast, Lt Hover: 10cm
Defence	F 6, S 6, R 6, T 5
Weapons	Heavy Support Weapon, F Arc: Sh 2, 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 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



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: 10cm
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-T2 Cotiara Light Tank

HE-H4 Caatinga ICV

Type	Elite: 3+
Move	Medium, Lt Hover: 7cm
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 5cm, FP 3/1(3+)**

Mine Clearance Sh 1 at **Point Blank 2cm** destroys 1 mine counter

VARIANTS

Command Variant: same stats



HE-T4 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**.