Wookiee Chieftain
Clan Leader
Wookiee Trooper
1

Agile 1
Charge
Duelist
Indomitable
Scale
Special Issue: Wookiee War Grove

Ancestral Weapon — 2 2 2

Chieftain's Bowcaster — 1–3 — 4
Impact 2. Pierce 1

7 2



Wookiee Chieftain
Clan Leader
Wookiee Trooper
85



Wookiee Chieftain
Clan Leader
Wookiee Trooper
1

Agile 1
Charge
Duelist
Indomitable
Scale
Special Issue: Wookiee War Grove

Ancestral Weapon — 2 2 2

Chieftain's Bowcaster — 1–3 — 4
Impact 2. Pierce 1

7 2



Wookiee Chieftain
Clan Leader
Wookiee Trooper
85



Wookiee Warriors
Treetop Defenders
Wookiee Trooper
3

Charge
Indomitable
Scale
Special Issue: Wookiee War Grove

Ryyk Blade — 1 2

Kashyyyk Pistol — 1–2 — 1 1

3 2



Wookiee Warriors
Treetop Defenders
Wookiee Trooper
69



Wookiee Warriors
Treetop Defenders
Wookiee Trooper
3

Charge
Indomitable
Scale
Special Issue: Wookiee War Grove

Ryyk Blade — 1 2

Kashyyyk Pistol — 1–2 — 1 1

3 2



Wookiee Warriors
Treetop Defenders
Wookiee Trooper
69



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Wookiee Warriors
Treetop Defenders
Wookiee Trooper
▲3

Charge
Indomitable
Scale
Special Issue: Wookiee War Grove



Ryyk Blade		1 2
Kashyyyk Pistol	1–2	1 1

3 2

: –

Wookiee Warriors
Treetop Defenders
Wookiee Trooper
▲3

Charge
Indomitable
Scale
Special Issue: Wookiee War Grove



Ryyk Blade		1 2
Kashyyyk Pistol	1–2	1 1

3 2

: –

Wookiee Warriors
Treetop Defenders
Wookiee Trooper
▲3

Charge
Indomitable
Scale
Special Issue: Wookiee War Grove



Ryyk Blade		1 2
Kashyyyk Pistol	1–2	1 1

3 2

: –

Wookiee Warriors
Treetop Defenders
Wookiee Trooper
▲3

Charge
Indomitable
Scale
Special Issue: Wookiee War Grove



Ryyk Blade		1 2
Kashyyyk Pistol	1–2	1 1

3 2

: –

Wookiee Warriors
Treetop Defenders
Wookiee Trooper
69



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Wookiee Warriors
Treetop Defenders
Wookiee Trooper
69



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Wookiee Warriors
Treetop Defenders
Wookiee Trooper
69



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Wookiee Warriors
Treetop Defenders
Wookiee Trooper
69

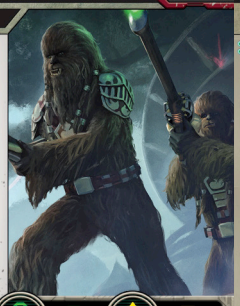


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Wookiee Warriors
Fearsome Guardians
Wookiee Trooper
3

Indomitable
Scale
Special Issue: Wookiee War Grove



Combat Training 1
X1 Carbine 1–3 2 1

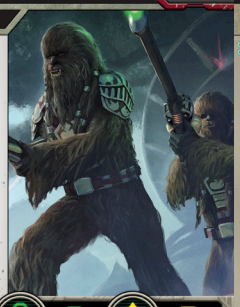
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Wookiee Warriors
Fearsome Guardians
Wookiee Trooper
72

Wookiee Warriors
Fearsome Guardians
Wookiee Trooper
3

Indomitable
Scale
Special Issue: Wookiee War Grove



Combat Training 1
X1 Carbine 1–3 2 1

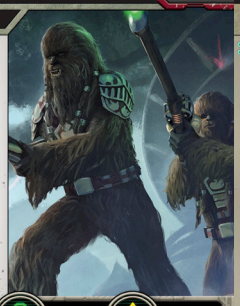
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Wookiee Warriors
Fearsome Guardians
Wookiee Trooper
72

Wookiee Warriors
Fearsome Guardians
Wookiee Trooper
3

Indomitable
Scale
Special Issue: Wookiee War Grove



Combat Training 1
X1 Carbine 1–3 2 1

3 2



Wookiee Warriors
Fearsome Guardians
Wookiee Trooper
72

Raddaugh Gnasp Fluttercraft
Attack Craft
Repulsor Vehicle
1

Cover 2
Equip:
Immune: Blast, Melee, Weapons
Reposition
Special Issue: Wookiee War Grove
Speeder 2



Pilot's Kashyyyk Pistol 1–2 2 2

6 3



Raddaugh Gnasp Fluttercraft
Attack Craft
Repulsor Vehicle
62

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Raddaugh Gnasp Fluttercraft

Attack Craft

Repulsor Vehicle

1

Cover 2

Equip:

Immune: Blast, Melee, Weapons

Reposition

Special Issue: Wookiee War Grove

Speeder 2

Pilot's Kashyyyk Pistol	1–2	2 2

6 3



Raddaugh Gnasp Fluttercraft

Attack Craft

Repulsor Vehicle

62



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Stormtrooper Riot Squad

Trench Busters

Trooper

4

Smoke 1

Charge

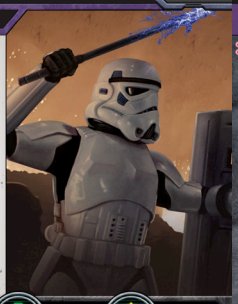
Hold the Line

Unhindered

Special Issue: 224th Armored Division

Stun Baton		1
Suppressive		
E-11 Blaster Rifle	1–3	1

1 2



Stormtrooper Riot Squad

Trench Busters

Trooper

50



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Stormtrooper Riot Squad

Trench Busters

Trooper

4

Smoke 1

Charge

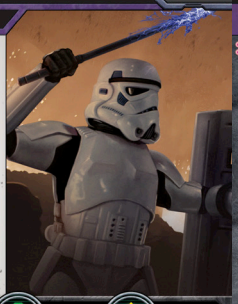
Hold the Line

Unhindered

Special Issue: 224th Armored Division

Stun Baton		1
Suppressive		
E-11 Blaster Rifle	1–3	1

1 2



Stormtrooper Riot Squad

Trench Busters

Trooper

50



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Stormtrooper Riot Squad

Trench Busters

Trooper

4

Smoke 1

Charge

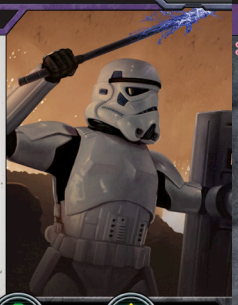
Hold the Line

Unhindered

Special Issue: 224th Armored Division

Stun Baton		1
Suppressive		
E-11 Blaster Rifle	1–3	1

1 2



Stormtrooper Riot Squad

Trench Busters

Trooper

50



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•Bossk
Trandoshan Terror

TROOPER

1

Mercenary:

Bounty

Equip: Cold Blooded

Relentless

Vicious 2

Frenzy — *Pierce 1* — 3 2

Mortar Rifle — 1–3 — *Suppressive* — 4 2

7 2





96

•Cad Bane
Needs No Introduction

TROOPER

1

Mercenary:

Jump 1

Bounty. Disengage

Equip: I Make The Rules Now

Steady

Uncanny Luck 3

Electro Gauntlets — *Immobilize 3. Suppressive* — 4

LL-30 Blaster Pistols — 1–2 — *Pierce 1* — 2 1 1

6 3





105

•IG-11
Nurse and Protect

DROID TROOPER

1

Mercenary:

Armor 1

Bounty

Equip: Mechanical Carnage

Gunslinger. Impervious

Sharpshooter 1. Steady

Modified E-11 Blaster — –2 — *Pierce 1* — 3

Modified DLT-20A — 1–4 — *Impact 1* — 3

5 2





93

•IG-88
Notorious Assassin Droid

DROID TROOPER

1

Mercenary:

Armor 1

Bounty

Equip: Focused on the Kill

Impervious

Relentless. Sharpshooter 1

Vibrocleaver — *Pierce 1* — 1 1 1

Modified Blasters — 1–3 — *Pierce 1* — 3 3

5 2





100

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20

1



Clone Trooper Infantry or Clone Trooper Marksmen Only.

Add 1 Boil miniature.

This unit gains **Guardian 1**.

When this unit defends against a Ranged attack, if it suffered no Wounds from that attack, it does not gain Suppression tokens during the **Assign Suppression Token to Defender** step of that attack. Additionally this unit does not gain Suppression tokens from using the **Guardian X** keyword.

•Boil

26

1



Arc Troopers or Clone Trooper Infantry Only.

Add 1 Clone Captain Rex miniature.

This unit increases its ◈ by 1 and gains 1 ⊙ and 1 ⮟ upgrade icon.

When this unit defeats an enemy unit, after the effect is resolved, this unit may make 1 free Action.

Leader.

Dual Hand Blasters	✕ −2	2

•Clone Captain Rex

36

1



Arc Troopers or Clone Trooper Marksmen Only.

Add 1 Echo, Arc Marksman miniature.

This unit gains **Reliable 1**.

Leader.

DC-15x	✱ 1–5	2
Critical 1, Lethal 1, Immune: Deflect		

•Echo, ARC Marksman

36

1



Clone Trooper Infantry or Clone Trooper Marksmen Only.

Add 1 Fives miniature.

This unit increases its ◈ by 1 and gains **Charge** and **Coordinate: Clone Trooper**.

Leader.

Fives' Blaster	✕ −3	3

•Fives

22

1



Clone Trooper Infantry or Clone Trooper Marksmen Only.

Add 1 Waxer miniature.

This unit gains **Disciplined 2**.

Once per Turn, when a miniature in this unit is defeated, after the effect is resolved, this unit gains 1 Surge token.

Leader.

•Waxer

35

1



ARC Troopers or Clone Trooper Infantry Only.

Add 1 Ahsoka Tano, Jedi Padawan miniature.

This unit gains **Block**, **Charge**, and **Independent: Dodge 1**.

Leader. Sidearm: Melee, Ranged.

Ahsoka's Lightsabers	✕	2 2
Critical 1, Impact 2, Pierce 1		

•Ahsoka Tano, Jedi Padawan

5



Wookiee Chieftain Only. Wookiee War Grove Only.

At the start of this unit's Activation, choose and resolve one of the following effects:

Rallying Cry: This unit gains **Inspire 2** until the end of the Round.

Terrible Howl: This unit gains **Demoralize 2** until the end of the Round.

Call to Battle: Choose another allied Wookiee Trooper unit within 1. The chosen unit may make a Speed-1 Move.

Wookiee Battle Cries

5



Wookiee Chieftain Only. Wookiee War Grove Only.

At the start of this unit's Activation, choose and resolve one of the following effects:

Rallying Cry: This unit gains **Inspire 2** until the end of the Round.

Terrible Howl: This unit gains **Demoralize 2** until the end of the Round.

Call to Battle: Choose another allied Wookiee Trooper unit within 1. The chosen unit may make a Speed-1 Move.

Wookiee Battle Cries

15



Raddaugh Gnasp Fluttercraft Only. Wookiee War Grove Only.

This unit gains **Arsenal 2**.

Heavy Bowcaster	✱ 1–3	2 2
Fixed: Rear, Impact 2, Pierce 1		

War Grove Gnasp Gunner

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15



Raddaugh Gnasp Fluttercraft Only. Wookiee War Grove Only.

This unit gains ***Arsenal 2***.

Heavy Bowcaster	1–3	2	2
Fixed: Rear. Impact 2. Pierce 1			

War Grove Gnasp Gunner

20



Raddaugh Gnasp Fluttercraft Only. Wookiee War Grove Only.

Thermal Detonators		2	2
Overrun 2. Suppressive			

War Grove Gnasp Bombardier

20



Raddaugh Gnasp Fluttercraft Only. Wookiee War Grove Only.

Thermal Detonators		2	2
Overrun 2. Suppressive			

War Grove Gnasp Bombardier

26



Wookiee Warriors Only. Wookiee War Grove Only.

Add 1 Wookiee Chieftain miniature.

At the start of the **Command Phase**, if this unit is Suppressed, it gains 1 Aim token and 1 Dodge token.

Leader.

Ancestrial Weapon	-3	3

Wookiee Chieftain

26



Wookiee Warriors Only. Wookiee War Grove Only.

Add 1 Wookiee Chieftain miniature.

At the start of the **Command Phase**, if this unit is Suppressed, it gains 1 Aim token and 1 Dodge token.

Leader.

Ancestrial Weapon	-3	3

Wookiee Chieftain

26



Wookiee Warriors Only. Wookiee War Grove Only.

Add 1 Wookiee Chieftain miniature.

At the start of the **Command Phase**, if this unit is Suppressed, it gains 1 Aim token and 1 Dodge token.

Leader.

Ancestrial Weapon	-3	3

Wookiee Chieftain

28



Wookiee Warriors Only. Wookiee War Grove Only.

Add 1 Long Gun Wookiee miniature.

This unit gains ***Death From Above***.

Long Gun	1–4	3
Critical 1. Cumbersome. Suppressive		

War Grove Long Gun Wookiee

28



Wookiee Warriors Only. Wookiee War Grove Only.

Add 1 Long Gun Wookiee miniature.

This unit gains ***Death From Above***.

Long Gun	1–4	3
Critical 1. Cumbersome. Suppressive		

War Grove Long Gun Wookiee

28



Wookiee Warriors Only. Wookiee War Grove Only.

Add 1 Long Gun Wookiee miniature.

This unit gains ***Death From Above***.

Long Gun	1–4	3
Critical 1. Cumbersome. Suppressive		

War Grove Long Gun Wookiee

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31



Wookiee Warriors Only.
Wookiee War Grove Only.

Add 1 Bowcaster Wookiee miniature.

Bowcaster	1–3	1	1
Impact 2. Pierce 1			

War Grove Bowcaster Wookiee

31



Wookiee Warriors Only.
Wookiee War Grove Only.

Add 1 Bowcaster Wookiee miniature.

Bowcaster	1–3	1	1
Impact 2. Pierce 1			

War Grove Bowcaster Wookiee

31



Wookiee Warriors Only.
Wookiee War Grove Only.

Add 1 Bowcaster Wookiee miniature.

Bowcaster	1–3	1	1
Impact 2. Pierce 1			

War Grove Bowcaster Wookiee

32



Wookiee Warriors Only.
Wookiee War Grove Only.

Add 1 Battle Shield Wookiee miniature.

This unit gains ***Agile 1*** and ***Block***.

Battle Shield		3

War Grove Battle Shield Wookiee

32



Wookiee Warriors Only.
Wookiee War Grove Only.

Add 1 Battle Shield Wookiee miniature.

This unit gains ***Agile 1*** and ***Block***.

Battle Shield		3

War Grove Battle Shield Wookiee

32



Wookiee Warriors Only.
Wookiee War Grove Only.

Add 1 Battle Shield Wookiee miniature.

This unit gains ***Agile 1*** and ***Block***.

Battle Shield		3

War Grove Battle Shield Wookiee

5



Dark Side Only.

This unit gains ***Vicious 2***.

Thirst for Power

5



Dark Side Only.

This unit gains ***Vicious 2***.

Thirst for Power

5



Dark Side Only.

This unit gains ***Vicious 2***.

Thirst for Power

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0

Bossk Only.

When this unit ends a Move Engaged with an enemy unit that it made a Ranged attack against this Activation, this unit may make a free Attack action, even if it has already made an Attack action this Activation.

At the end of this unit's Activation, it may remove up to 2 Wound tokens.

•Cold Blooded

0

IG-11 Only.

This unit gains **Self Destruct 4**.

At the start of the first **Command Phase**, put 1 Advantage token on this card.

At the start of this unit's Activation you may spend 1 Advantage token on this card. If you do, this unit may make an additional Attack action this Activation. Until the end of the Turn, this unit cannot make an attack against a unit it has already made an attack against this Turn.

When this unit defeats an enemy unit that has one or more Bounty tokens, put 1 Advantage token on this card.

•Mechanical Carnage

0

IG-88 Only.

When this unit makes an attack against a unit that has 1 or more Bounty tokens, the defending unit cannot spend Aim tokens, Dodge tokens, or Surge tokens during that attack.

This unit is not defeated when it is assigned Wound tokens equal to its Wound threshold. At the start of the **End Phase**, if this unit has a number of Wound tokens equal to or greater than its Wound threshold, it is defeated.

•Focused on the Kill

0

Cad Bane Only.

At the start of the first **Activation Phase**, put one of each Bane token on this unit. At the start of each **Activation Phase**, this unit may spend 1 Bane token. If it does, resolve the effect that corresponds to the spent Bane token:

Here I Am: This unit gains **Gunslinger** until the end of the Round.

Smoke and Mirrors: This unit makes a Speed-2 Move.

Kablamo!: This unit immediately makes 1 free Attack Action.

When this unit defeats an enemy unit that has 1 or more Bounty tokens, after the effect is resolved, this unit regains each Bane token it has spent this game.

•I Make the Rules Now

16

Black Sun Enforcers Only.

Add 1 Mag-Det Enforcer miniature.

When this weapon is added to an Attack Pool, other Ranged weapons in that Attack Pool gain **Assault 1**.

Mag-Detpack	-1	3
Blast, Impact 3		

Mag-Det Enforcer

16

Black Sun Enforcers Only.

Add 1 Mag-Det Enforcer miniature.

When this weapon is added to an Attack Pool, other Ranged weapons in that Attack Pool gain **Assault 1**.

Mag-Detpack	-1	3
Blast, Impact 3		

Mag-Det Enforcer

16

Black Sun Enforcers Only.

Add 1 Mag-Det Enforcer miniature.

When this weapon is added to an Attack Pool, other Ranged weapons in that Attack Pool gain **Assault 1**.

Mag-Detpack	-1	3
Blast, Impact 3		

Mag-Det Enforcer

25

1

Rebel Troopers or Rebel Commandos.

Add 1 Cassian Andor miniature.

This card starts the game with this side face up. This unit increases its ◆ by 1 and gains 1 ▲ upgrade icon.

When 1 or more miniatures in this unit are defeated, you may flip this card.

This unit has **Low Profile** and **Secret Mission**.

Leader.

A280 Sniper Config	1-3	3
Long Shot		

•Cassian Andor

1

Rebel Troopers or Rebel Commandos.

This unit changes its ◆ to "–"

This unit has **Uncanny Luck 1**.

Once per Turn, when this unit forms an Attack Pool, add 1 white attack die to the Attack Pool for each miniature from this unit that was previously defeated.

Leader.

Black Ops	-2	2

•Cassian Andor

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24

1



B1 Battle Droids or B2 Super Battle Droids Only.

Add 1 Kraken miniature.

This unit loses ***AI*** and gains 1 upgrade Icon.

Once per Turn, when this unit makes an attack, it may upgrade 1 attack die for each miniature from this unit that was previously defeated.

Leader.

Kraken's Blaster	-3	1 1

•Kraken

4



Droid Trooper Only.

When another allied unit equipped with **Adaptive Combat Network** suffers 1 or more Wounds, you may this card. If you do, this unit gains 1 Aim token.

At the start of the **End Phase**, ready this card.

Adaptive Combat Network

4



Droid Trooper Only.

When another allied unit equipped with **Adaptive Combat Network** suffers 1 or more Wounds, you may this card. If you do, this unit gains 1 Aim token.

At the start of the **End Phase**, ready this card.

Adaptive Combat Network

4



Droid Trooper Only.

When another allied unit equipped with **Adaptive Combat Network** suffers 1 or more Wounds, you may this card. If you do, this unit gains 1 Aim token.

At the start of the **End Phase**, ready this card.

Adaptive Combat Network

4



Droid Trooper Only.

When another allied unit equipped with **Adaptive Combat Network** suffers 1 or more Wounds, you may this card. If you do, this unit gains 1 Aim token.

At the start of the **End Phase**, ready this card.

Adaptive Combat Network

4



Droid Trooper Only.

When another allied unit equipped with **Adaptive Combat Network** suffers 1 or more Wounds, you may this card. If you do, this unit gains 1 Aim token.

At the start of the **End Phase**, ready this card.

Adaptive Combat Network

4



Droid Trooper Only.

When another allied unit equipped with **Adaptive Combat Network** suffers 1 or more Wounds, you may this card. If you do, this unit gains 1 Aim token.

At the start of the **End Phase**, ready this card.

Adaptive Combat Network

4



Droid Trooper Only.

When another allied unit equipped with **Adaptive Combat Network** suffers 1 or more Wounds, you may this card. If you do, this unit gains 1 Aim token.

At the start of the **End Phase**, ready this card.

Adaptive Combat Network

4



Droid Trooper Only.

When another allied unit equipped with **Adaptive Combat Network** suffers 1 or more Wounds, you may this card. If you do, this unit gains 1 Aim token.

At the start of the **End Phase**, ready this card.

Adaptive Combat Network

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25



Stormtroopers or Stormtrooper Riot Squad Only.

Add 1 Agent Kallus miniature.

This unit increases its ◈ by 1 and gains **Demoralize 1** and 1 upgrade icon.

Choose an enemy unit Engaged with this unit. The chosen unit gains 2 Immobilize tokens.

Leader. Sidearm: Ranged.

J-19 Bo-Rifle	−2	1	2
Long Shot			

•Agent Kallus

28



Imperial Special Forces or Shoretroopers Only.

Add 1 Del Meeko miniature.

Repair 2: Capacity 1.

Del's DLT-19x	1–5	2
High Velocity. Lethal 1		

•Del Meeko

18



Imperial Special Forces or Stormtroopers Only.

Add 1 Gideon Hask miniature.

This unit increases its ◈ by 1 and gains **Coordinate: ▲ Trooper.**

Leader.

Gideon's E-11	1–3	2

•Gideon Hask

5



Imperial Officer Only. 224th Armored Division Only.

This unit gains **Compel** and **Exemplar**.

Allied Trooper units within 2 of this unit have **Spur**.

••Frontal Assault

5



Imperial Officer Only. 224th Armored Division Only.

This unit gains **Compel** and **Exemplar**.

Allied Trooper units within 2 of this unit have **Spur**.

••Frontal Assault

20



Clone Trooper Infantry or Wookiee Trooper Only.

Add 1 Yoda miniature.

This unit gains 1 upgrade icon.

When this unit defends against a Ranged attack, during the **Modify Attack Dice** step, you may this card. If you do, cancel either 1 result or up to 2 results.

When this unit attacks, during the **Form Attack Pool** step, you may choose 1 of this unit's Attack Pools and this card. If you do, upgrade 4 attack dice in the chosen Attack Pool.

When a miniature in this unit is defeated, after the effect is resolved, you may ready this card.

Noncombatant.

•Yoda

5



Trench Busters & Wet-Weather Gear Stormtroopers Only.

Gas Grenade	−1	1
Poison 1		

Gas Grenades

5



Trench Busters & Wet-Weather Gear Stormtroopers Only.

Gas Grenade	−1	1
Poison 1		

Gas Grenades

5



Trench Busters & Wet-Weather Gear Stormtroopers Only.

Gas Grenade	−1	1
Poison 1		

Gas Grenades

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8



ARF Troopers Only.

When this unit attacks an enemy unit within 3 that is Contesting or Holding 1 or more Objective tokens, after the effect is resolved, the defending unit gains 2 Observation tokens.

••Eyes and Ears

8



ARF Troopers Only.

When this unit attacks an enemy unit within 3 that is Contesting or Holding 1 or more Objective tokens, after the effect is resolved, the defending unit gains 2 Observation tokens.

••Eyes and Ears

8



Imperial Special Forces Only.

This upgrade cannot be equipped by a unit with the **Equip** keyword.

At the start of the first **Activation Phase**, put 2 Aim tokens on this card.

When an enemy unit leader within 2 of this unit is defeated, before removing that miniature from the battlefield, add 1 Aim token to this card.

When this unit uses **Marksman**, it may spend tokens from this card as if it had those tokens.

••Veteran Operators

8



Imperial Special Forces Only.

This upgrade cannot be equipped by a unit with the **Equip** keyword.

At the start of the first **Activation Phase**, put 2 Aim tokens on this card.

When an enemy unit leader within 2 of this unit is defeated, before removing that miniature from the battlefield, add 1 Aim token to this card.

When this unit uses **Marksman**, it may spend tokens from this card as if it had those tokens.

••Veteran Operators

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Crashing Counterattack



1 WOOKIEE TROOPER UNIT

When a unit is issued an Order with this card, it may choose to make a Move action or an Attack action using only ⊠ weapons. If that unit's controlling player has fewer VPs than their opponent, that unit may instead make both a Move action and an Attack action using only ⊠ weapons.

Wookiee War Grove

Ferocious Leadership



2 ✈ OR ▲ UNITS

After issuing Orders with this card, each allied Wookiee Trooper unit within ❶ of 1 or more units that were issued an Order with this card gains 1 Surge token or 1 Dodge token. If the unit gaining the token has 1 or more defeated miniatures or 1 or more Wound tokens, it instead gains 1 Surge token and 1 Dodge token.

Wookiee War Grove

Relentless Resistance



3 TROOPER UNITS

Once per Turn, when a unit issued an Order with this card makes an attack during its Activation, after the effect is resolved, the attacking unit gains 2 Surge tokens and the defending unit gains 2 Observation tokens.

Wookiee War Grove

Over the Top



NO UNITS

Each allied ✈ or ▲ unit gains 1 Aim token or 1 Dodge token. Then, for each allied ✈ or ▲ unit, choose an allied unit within ❷ of that ✈ or ▲. Each chosen unit may be issued an Order by the nominated Commander or may make a Speed-1 Move.

224th Armored Division

In the Trenches



2 TROOPER UNITS

When a unit is issued an Order with this card, it gains 1 Aim token and ***Steady*** until the end of the Round.

During the next **End Phase**, allied Trooper units Contesting a POI Objective remove 1 additional Suppression token during the **Remove Tokens** step.

224th Armored Division

Creeping Barrage



3 UNITS

Each allied ✈ and ▲ unit may place a Smoke token on the battlefield within ❷ and in LOS.

Additionally, each allied Emplacement Trooper and allied Ground Vehicle unit may choose an enemy Trooper unit within ❹ and in LOS. Each chosen unit gains 1 Suppression token.

224th Armored Division

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