

**ADVANCE AGENT, OFFICER** 11

**Hit Points** 30  
**Defense** 14  
**Attack** +5  
**Damage** 10

**Special Abilities**  
**Force Immunity** (Enemies cannot affect this character with Force powers, or spend Force points to reroll attacks against this character or to respond to this character's attacks and abilities)  
**Melee Attack** (Can attack only adjacent enemies)  
**Stealth** (If this character has cover, he does not count as the nearest enemy for an attacker farther than 6 squares when choosing targets)  
**Thud Bug** (Replaces attacks: range 6; 10 damage, living target is considered activated this round; save 11 negates. Huge and larger characters ignore the nondamaging effect.)

**Commander Effect**  
 Yuuzhan Vong allies within 6 squares gain **Cunning Attack** (+4 Attack and +10 Damage against an enemy who has not activated this round).



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**ADVANCE SCOUT** 6

**Hit Points** 10  
**Defense** 13  
**Attack** +2  
**Damage** 10

**Special Abilities**  
**Force Immunity** (Enemies cannot affect this character with Force powers, or spend Force points to reroll attacks against this character or to respond to this character's attacks and abilities)  
**Melee Attack** (Can attack only adjacent enemies)  
**Stealth** (If this character has cover, he does not count as the nearest enemy for an attacker farther than 6 squares when choosing targets)  
**Thud Bug** (Replaces attacks: range 6; 10 damage, living target is considered activated this round; save 11 negates. Huge and larger characters ignore the nondamaging effect.)



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**Far-Outsider** 11

**Hit Points** 30  
**Defense** 14  
**Attack** 5  
**Damage** 10

**Special Abilities**  
**Yuuzhan Vong Warrior** (Counts as a character named Yuuzhan Vong Warrior)  
**Melee Attack** (Can attack only adjacent enemies)  
**Cunning Attack** (+4 Attack and +10 Damage against an enemy who has not activated this round)  
**Force Immunity** (Enemies cannot affect this character with Force powers, or spend Force points to reroll attacks against this character or to respond to this character's attacks and abilities)  
**Vonduun Crab Armor 16** (When this character takes damage, he can reduce the damage dealt by 10 with a save of 16)

*The Ferroran settlers of Zonama Sekot referred to the unknown alien invaders as the Far-Outsiders, before the Yuuzhan Vong were known to the galaxy.*



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**NOM ANOR** 34

**Hit Points** 80  
**Defense** 18  
**Attack** +12  
**Damage** 10

**Special Abilities**  
**Unique**  
**Cunning Attack** (+4 Attack and +10 Damage against an enemy who has not activated this round)  
**Force Immunity** (Enemies cannot affect this character with Force powers, or spend Force points to reroll attacks against this character or to respond to this character's attacks and abilities)  
**Loner** (+4 Attack if no allies are within 6 squares)  
**Dagblith Masquer** (At the start of the skirmish, choose a non-Unique allied character. That ally gains Stealth.)  
**Plaeeryin Bal** (Replaces turn: 40 damage to 1 adjacent enemy; save 11)  
**Stealth** (If this character has cover, he does not count as the nearest enemy for an attacker farther than 6 squares when choosing targets)

**Commander Effect**  
 Characters in your squad with Stealth (including Nom Anor) who have cover cannot be targeted by nonadjacent enemies. Characters in your squad with Stealth gain **Self-Destruct 20** (When this character is defeated, each adjacent character takes 20 damage).



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**Praetorite Vong Priest** 18

**Hit Points** 40  
**Defense** 15  
**Attack** 4  
**Damage** 10

**Special Abilities**  
**Melee Attack** (Can attack only adjacent enemies)  
**Force Immunity** (Enemies cannot affect this character with Force powers, or spend Force points to reroll attacks against this character or to respond to this character's attacks and abilities)  
**Scarification +10** (Wounded Yuuzhan Vong allies within 6 squares get +4 Attack and +10 Damage)

*The Praetorite Vong led the Yuuzhan Vong invasion forces, commanded by fanatic priests waging a crusade against the "infidel" Jedi.*



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**Praetorite Vong Warrior** 22

**Hit Points** 60  
**Defense** 16  
**Attack** 8  
**Damage** 10

**Special Abilities**  
**Melee Attack**  
**Cunning Attack +20** (+4 Attack and +20 Damage against an enemy who has not activated this round)  
**Force Immunity** (Enemies cannot affect this character with Force powers, or spend Force points to reroll attacks against this character or to respond to this character's attacks and abilities)  
**Thud Bug** (Replaces attacks: range 6; 10 damage, living target is considered activated this round; save 11 negates. Huge and larger characters ignore the nondamaging effect.)  
**Twinn Attack** (Whenever this character attacks, he makes 1 extra attack against the same target)  
**Vonduun Crab Armor 11** (When this character takes damage, he can reduce the damage dealt by 10 with a save of 11)



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**WARMASTER TSAVONG LAH** 63

**Hit Points** 200  
**Defense** 18  
**Attack** +15  
**Damage** 10

**Special Abilities**  
**Unique**  
**Cleave** (Once per turn, if this character defeats an adjacent enemy by making an attack, he can make 1 immediate attack against another adjacent enemy)  
**Force Immunity** (Enemies cannot affect this character with Force powers, or spend Force points to reroll attacks against this character or to respond to this character's attacks and abilities)  
**Melee Attack**  
**Momentum** (If this character has moved this turn, he gets +4 Attack and +10 Damage against adjacent enemies)  
**Triple Attack**  
**Vanduun Crab Armor 6** (When this character takes damage, he can reduce the damage dealt by 10 with a save of 6)

**Commander Effect**  
 Allied Yuuzhan Vong who end their move within 6 squares gain **Momentum** (If this character has moved this turn, it gets +4 Attack and +10 Damage against adjacent enemies).



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**YOMIN CARR** 19

**Hit Points** 60  
**Defense** 15  
**Attack** +7  
**Damage** 10

**Special Abilities**  
**Unique, Melee Attack**  
**Force Immunity** (Enemies cannot affect this character with Force powers, or spend Force points to reroll attacks against this character or to respond to this character's attacks and abilities)  
**Poison +10** (+10 Damage against living enemies; save 1)  
**Spit Poison 20** (Replaces attacks; range 6; 20 Damage against living targets; save 1)  
**Stealth** (If this character has cover, he does not count as the nearest enemy for an attacker farther than 6 squares when choosing targets)  
**Thud Bug** (Replaces attacks; range 6; 10 damage, living target is considered activated this round; save 11 negates. Huge and larger characters ignore the nondamaging effect.)

**Commander Effect**  
 Yuuzhan Vong allies within 6 squares gain **Poison +10** and **Spit Poison 20**.



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**YUUZHAN VONG ELITE WARRIOR** 14

**Hit Points** 50  
**Defense** 15  
**Attack** +7  
**Damage** 10

**Special Abilities**  
**Force Immunity** (Enemies cannot affect this character with Force powers, or spend Force points to reroll attacks against this character or to respond to this character's attacks and abilities)  
**Melee Attack** (Can attack only adjacent enemies)  
**Thud Bug** (Replaces attacks; range 6; 10 damage, living target is considered activated this round; save 11 negates. Huge and larger characters ignore the nondamaging effect.)  
**Twin Attack** (Whenever this character attacks, he makes 1 extra attack against the same target)  
**Vanduun Crab Armor 11** (When this character takes damage, he can reduce the damage dealt by 10 with a save of 11)



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**YUUZHAN VONG JEDI HUNTER** 20

**Hit Points** 70  
**Defense** 16  
**Attack** +9  
**Damage** 10

**Special Abilities**  
**Force Immunity** (Enemies cannot affect this character with Force powers, or spend Force points to reroll attacks against this character or to respond to this character's attacks and abilities)  
**Jedi Hunter** (+4 Attack and +10 Damage against enemies with Force ratings)  
**Melee Attack** (Can attack only adjacent enemies)  
**Thud Bug** (Replaces attacks; range 6; 10 damage, living target is considered activated this round; save 11 negates. Huge and larger characters ignore the nondamaging effect.)  
**Twin Attack** (Whenever this character attacks, he makes 1 extra attack against the same target)  
**Vanduun Crab Armor 6** (When this character takes damage, he can reduce the damage dealt by 10 with a save of 6)



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**Yuuzhan Vong Ossus Guardian** 26

**Hit Points** 80  
**Defense** 18  
**Attack** 10  
**Damage** 10

**Special Abilities**  
**Melee Attack**  
**Affinity** (This character may be in a New Republic squad)  
**Force Immunity** (Enemies cannot affect this character with Force powers, or spend Force points to reroll attacks against this character or to respond to this character's attacks and abilities)  
**Jedi Hunter** (+4 Attack and +10 Damage against enemies with Force ratings)  
**Razorbug** (Replaces attacks; sight; 10 damage; save 1)  
**Twin Attack** (Whenever this character attacks, he makes 1 extra attack against the same target)  
**Vanduun Crab Armor 6** (When this character takes damage, he can reduce the damage dealt by 10 with a save of 6)



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**YUUZHAN VONG SHAPER** 21

**Hit Points** 50  
**Defense** 15  
**Attack** +5  
**Damage** 20

**Special Abilities**  
**Force Immunity** (Enemies cannot affect this character with Force powers, or spend Force points to reroll attacks against this character or to respond to this character's attacks and abilities)  
**Melee Attack** (Can attack only adjacent enemies)  
**Shaper +10** (Yuuzhan Vong allies within 6 squares get +10 Damage. This bonus damage is multiplied by critical hits.)

*Masters of biotechnology, Yuuzhan Vong shapers construct new ships, weapons, and equipment through biological engineering and artistry.*



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**YUJZHAN VONG**  
SUBALTERN

17

Hit Points 40

Defense 14

Attack +5

Damage 10

**Special Abilities**  
**Double Attack**  
**Force Immunity** (Enemies cannot affect this character with Force powers, or spend Force points to reroll attacks against this character or to respond to this character's attacks and abilities)  
**Melee Attack**  
**Razorbug** (Replaces attacks: sight: 10 damage; save 11)  
**Thud Bug** (Replaces attacks: range 6; 10 damage, target is considered activated this round; save 11 negates. Droids, Huge characters, and characters with Mounted Weapon ignore the nondamaging effect.)  
**Vondun Crab Armor II** (When this character takes damage, he can reduce the damage dealt by 10 with a save of 11)

**Commander Effect**  
 Allied Yuuzhan Vong Warriors within 6 squares gain **Double Attack** (On its turn, this character can make 1 extra attack instead of moving).



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**YUJZHAN VONG**  
WARRIOR

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Hit Points 30

Defense 13

Attack +3

Damage 10

**Special Abilities**  
**Force Immunity** (Enemies cannot affect this character with Force powers, or spend Force points to reroll attacks against this character or to respond to this character's attacks and abilities)  
**Melee Attack** (Can attack only adjacent enemies)  
**Thud Bug** (Replaces attacks: range 6; 10 damage, living target is considered activated this round; save 11 negates. Huge and larger characters ignore the nondamaging effect.)  
**Vondun Crab Armor I6** (When this character takes damage, he can reduce the damage dealt by 10 with a save of 16)

*Every Yuuzhan Vong Warrior is willing to die for the glory of Yun-Yammka, the Slayer.*



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