

Version 1: 2E/ST

Name: _____ Counter: _____



Space Amoeba

SPECS

Class: Enormous Unit
In Service: Ancient
Point Value: N/A
Ramming Factor: N/A
Warp Delay: N/A

MANEUVERING

Turn Cost: 2 x Speed
Turn Delay: 2 x Speed
Accel/Decel Cost: 12 Thrust
Pivot Cost: 9+9 Thrust
Roll Cost: 5+5 Thrust

COMBAT STATS

Fwd/Aft Defense: 20
Stb/Port Defense: 20
Engine Efficiency: N/A
Extra Power: +0
Initiative Penalty: -10

NO WEAPONS

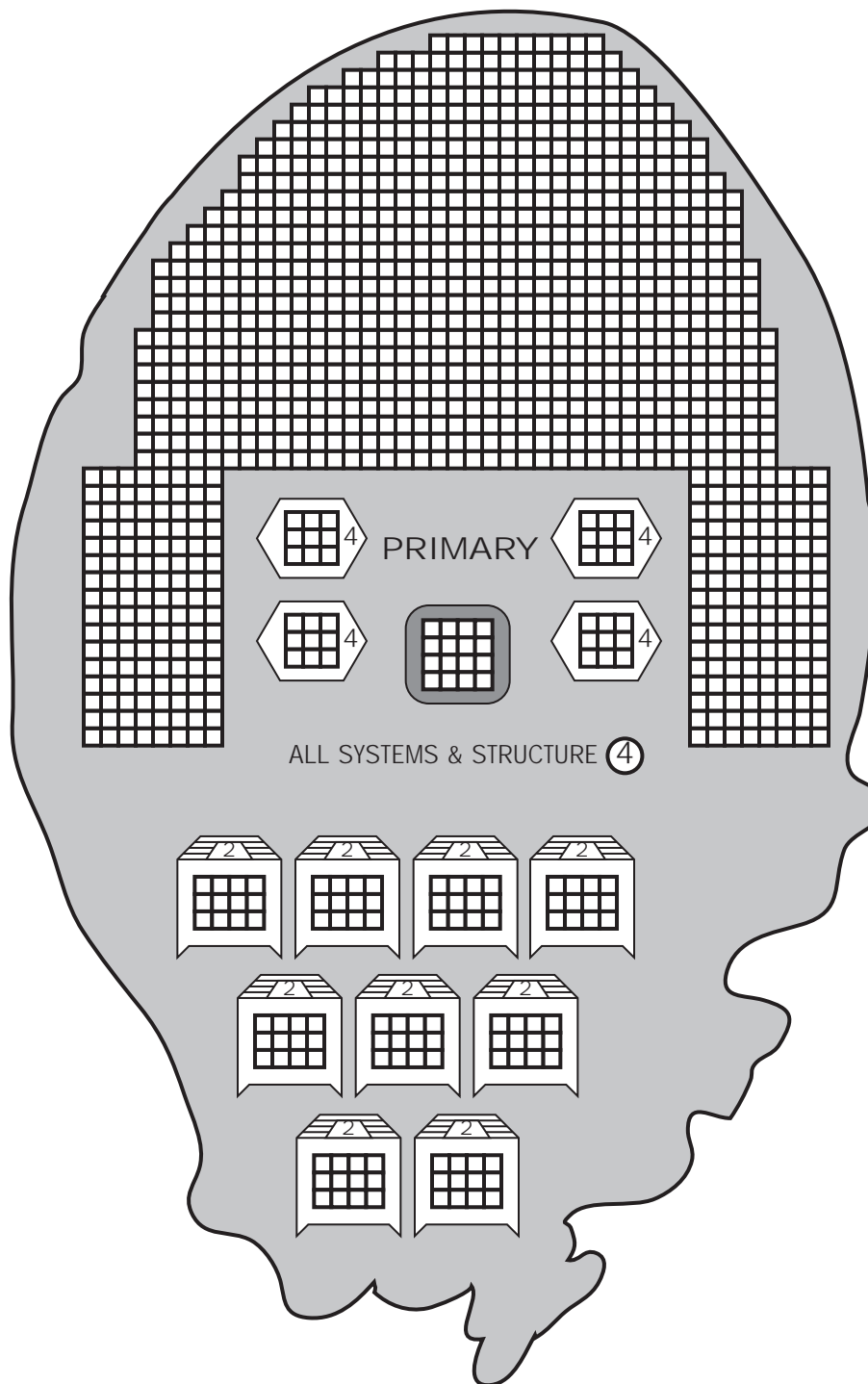
GENERAL HITS

1-14: Structure
15-16: Bio Thruster
17-18: Self Repair
19-20: Roll Again
(Another 19-20: Nucleus)

SPECIAL NOTES

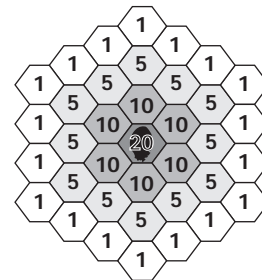
Advanced Sensors
Advanced Armor
Bio Thrusters
Area of Effect (See Rules)

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	2	4	6	8	10	12	14	16	18	20	22	24
Turn Delay	2	4	6	8	10	12	14	16	18	20	22	24



SPECIAL RULES

The Amoeba occupies a center hex and a 3 hex radius beyond it. If a unit enters one of these hexes, multiply the speed times the hex rating as shown in the diagram below to determine how much damage is scored in raking mode on the unit's facing side. Fighters and shuttles take only 1/4 the normal damage.



After damage is scored, immediately halve the unit's speed. If the unit movement takes it through multiple Amoeba hexes, repeat the above effects.

When the Amoeba performs any movement (including rolls, pivots, sideslips, accel/decel, etc.), this movement is repeated at no cost on all units located within an Amoeba hex.

ICON RECOGNITION

- Bio Thruster
- Nucleus
- Self-Repair