

## Creatures D6 / Aggrocrab (Armoured C

Name: Aggrocrab  
Designation: Non-sentient  
Classification: Crustacean  
Skin color: Red, Orange, Blue  
Distinctions: Pincers



Dexterity: 3D  
Perception: 2D  
Strength: 3D

### Special Abilities

**Armoured Shell:** Aggrocrabs have a heavily armoured shell, which when they retreat into it allows them to take damage as if they are Walker Scale. While in their shell they cannot attack or dodge. Even when they are not completely covered by their shell, it protects their back, and attacks must usually be targeted to their soft underbelly. Called shots can be used (-4D to skill), or roll 1D6 to see where the attack hits, on a 1-4 the shot hits the shell, and is dealt with as if attacking a Walker (+4D to resist damage), otherwise it hits the soft underbelly and is dealt with normally.

**Pincers:** Aggrocrabs have large armoured pincers which can cut through metal, these cause Str Damage, but are Walker Scale allowing them to damage vehicles and even starships.

Move: 11

**Description:** Aggrocrab was a species that lived in the jungle, beaches, and waters of the tropical planet Aynaboni. They had a blaster-resistant shell covered in spikes and large pincers. Many of them were encountered by Clone Force 99 in 19 BBY during a mission to acquire a large crate.

### ***Biology and appearance***

The non-sentient species of giant crabs inhabited the jungle, beaches, and nearby waters of an island on Aynaboni. The crabs had a red and orange shell covered in blue, triangular spikes and large, purple pincers edged with similar spikes, two eyes, two antenna, six legs, and a mouth consisting of three flaps. The crabs had green blood. They could be killed by being shot in the underside with a Zygerrian energy bow. The crabs' shell and pincers could resist blaster fire, so the crabs would cover their underside with their pincers. They were capable of damaging the modified Omicron-class attack shuttle, the Marauder.

### ***Behavior***

The crabs slept in a pod and would collectively chase anyone who woke them. They could be very

aggressive and would often roar.

### ***History***

In 19 BBY, Clone Force 99 members "Hunter," "Wrecker," and "Echo" acquired a large crate from the jungle during a heist. However, a large pod of Aggrocrabs was awoken by Wrecker. Six of the crabs then chased the clones to the beach while snapping their pincers. While Hunter blasted a crab, he requested firepower and a pickup from "Tech" in the Marauder. Meanwhile, three crabs landed on the ship and attacked it with their pincers, and another crab grabbed the ship's fishing line. Omega, the group's youngest member, jumped off two crabs and shot the crabs off the Marauder with her energy bow before shooting the crabs on the ground. While running to the ship, Omega shot a crab and jumped off its shell to reach the fishing line, and she continued shooting the crabs. The Marauder arrived at Hunter, Wrecker, and Echo's location and blasted the crabs while Omega provided cover fire. The three clones kept shooting the crabs while being pulled onto the ship via the fishing line. The Marauder then flew away from the island.

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