

# The Dreenoi

An evil alien race for your X-ploers adventures!  
Compiled by David Bezio (miniatures painted by David Bezio)

The Dreenoi are the creation of John McEwan for his miniature wargame Starguard. Check out the game and the miniatures here <http://www.tin-soldier.com/sg/dreenoi.html>



The planet of origin of the Dreenoi is unknown. They are around 2 meters tall and weigh about 55kg. They wear no clothing, but they are covered with a hard exoskeleton that come in a variety of colors from browns to greens and yellows.

These vile insectoid humanoids travel the Milky Way galaxy in dilapidated space ships looking for hapless ships and colonies to attack. Their sole purpose seems to be filling the empty void of their cadaverous stomachs with food...and they can eat almost anything that breaths.

Hive minded creatures; the entire crew of a single ship is controlled by a "Brain Bug". If the Brain Bug dies, the remaining Dreenoi loose much of their organization, and usually simply seek to escape. In time, another of the crew will rise to the position of Brain Bug when his mental capacity expands enough.

Although none have ever seen her, experts assume that the Dreenoi answer to a Queen, or queens, on their home planet.

## Brain Bug

AC 15, HD 3d6, THB +3, ATT 1d6 or by weapon (Brain Bug Stinger), ST 16+, MV 5, SPC: Hive Mind, Brain Bug, XP 220

## Dreenoi Drone

AC 15, HD 2d6, THB +2 (+4 with Brain Bug), ATT 1d6 or by weapon (laser rifle), ST 17+ (15+ with Brain Bug), MV 6, SPC Hive Mind, XP 45

**Hive Mind:** Dreenoi communicate via telepathy (they do not need to see each other, but must be in the same proximity, like a ship or a building).

**Brain Bug:** The Brain Bug can control and coordinate all the members of his crew. As long as the Brain Bug is alive, his entire crew rolls "to hits" at +2 and saves at +2.

**Brain Bug Stinger:** The Brain Bugs wield a special weapon that shoots mysterious poison tipped darts. It has a range of 50, holds 20 rounds of ammunition, and does 2d6 points of damage and the victim must immediately make a Physique save or suffer another 1d6 points of damage. Of course, no one has been able to create ammunition for the gun, so once it is used up it is useless to anyone besides the Dreenoi Brain Bug.

