



## Xindi-Insectoid Warship

Cruiser; Commissioned: 2142

### Hull Data

Structure: 25 [65 space][1 space remains]  
 Size/Decks: 5/5  
 Length/Height/Beam: 120 /70/86 m  
 Complement: 60

### Tactical Data

Disruptors: GDM-1 (x3/B) [-12]  
 Penetration: 3/3/3/0/0  
 Torpedo Launchers: FST Mk II (x4/B) [-8]  
 Spatial Penetration: 2/2/2/0/0  
 Deflector Shield: PFF 1 (A) [-10]  
 Protection/Threshold: 12/1

### Propulsion Data

Impulse System: SBC (.5c) (B) [-3]  
 Warp System: Subspace Vortex (B) [-5]

### Operational Data

Atmosphere Capable: No [0]  
 Cargo Units: 50 [0]  
 Life Support: Class 3 (D) [-5]  
 Operations System: Class 3 (D) [-5]  
 Sensor System: Class 2 (+2/+1/0/0/0/C) [-2]  
 Separation System: No [0]  
 Shuttlebay: 1 a [-2]  
 Shuttlecraft: 5 size worth  
 Tractor Beams: 1 f [0]  
 Transporters: 2 standard [0]

### Miscellaneous Data

Maneuver Modifiers: +2C, 0H, +2T  
 Traits: Hardened System (Life Support) [-5]  
 Hardened System (Operations) [-5]

## Mission

The Insectoid Warship's primary purpose is conducting the defense of Xindi territory.



## Background

The Xindi-Insectoid Warship participated in multiple combat engagements against the human starship *Enterprise NX-01*, where it required multiple Insectoid Warships to defeat the invading human vessel.

## Features

The Insectoid Warship is equipped with multiple disruptor banks and spatial torpedo launchers, as well as deflector shields. Vis-à-vis the Reptilian Warship, it is somewhat inferior in combat capability. However, the Insectoid Warship has a decentralized internal layout, allowing its operations and life support to continue functioning even when sustaining heavy damage. Like all Xindi starships of the era, the warship comes equipped with a subspace vortex FTL drive.

## Ships in Service

<u>Name</u>	<u>Registry</u>	<u>Notes</u>
X'kr'tlk	X.I.W. 051	Crash landed on unknown planet, where its remains were discovered by the <i>Enterprise NX-01</i> (2154).

## Appearances

<u>Series</u>	<u>Media</u>
ENT	T.V. "Twilight"; T.V. "Hatchery"; T.V. "Azati Prime"; T.V. "Damage"; T.V. "The Council"; T.V. "Countdown"

Shipwreck of the X'kr'tlk



**FTL Propulsion System Costs**

System	Space	Speed (MCU)	Maximum Size	Reliability	Availability
Subspace Vortex	Size	9.99	13	B	-

*Note:* Use this table to supplement Table 1.11 in the *Starships* supplement.

**Subspace Vortex**

The subspace vortex provides rapid travel, but is difficult to maintain. The use of a subspace vortex is treated as 'pushing the engines' as indicated on p. 99 of the Narrator's Guide, save that initiating the subspace vortex requires a propulsion engineering test against TN 12 + the ship's maximum speed and a reliability check (TN 12 + speed) is required for every hour spent in the subspace vortex.