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]

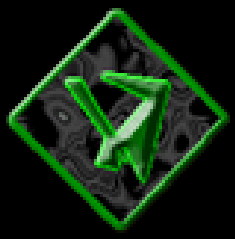
Operational Data

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.

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.

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 human vessel.

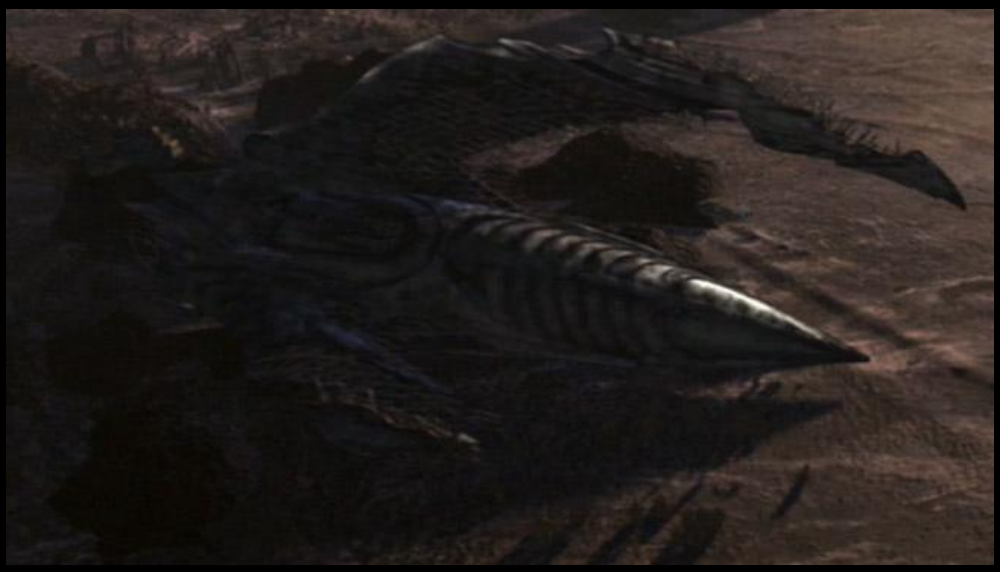
Ships in Service

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

Appearances

Series	Episode
ENT	Twilight, Hatchery, Azati Prime, Damage, The Council, 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.