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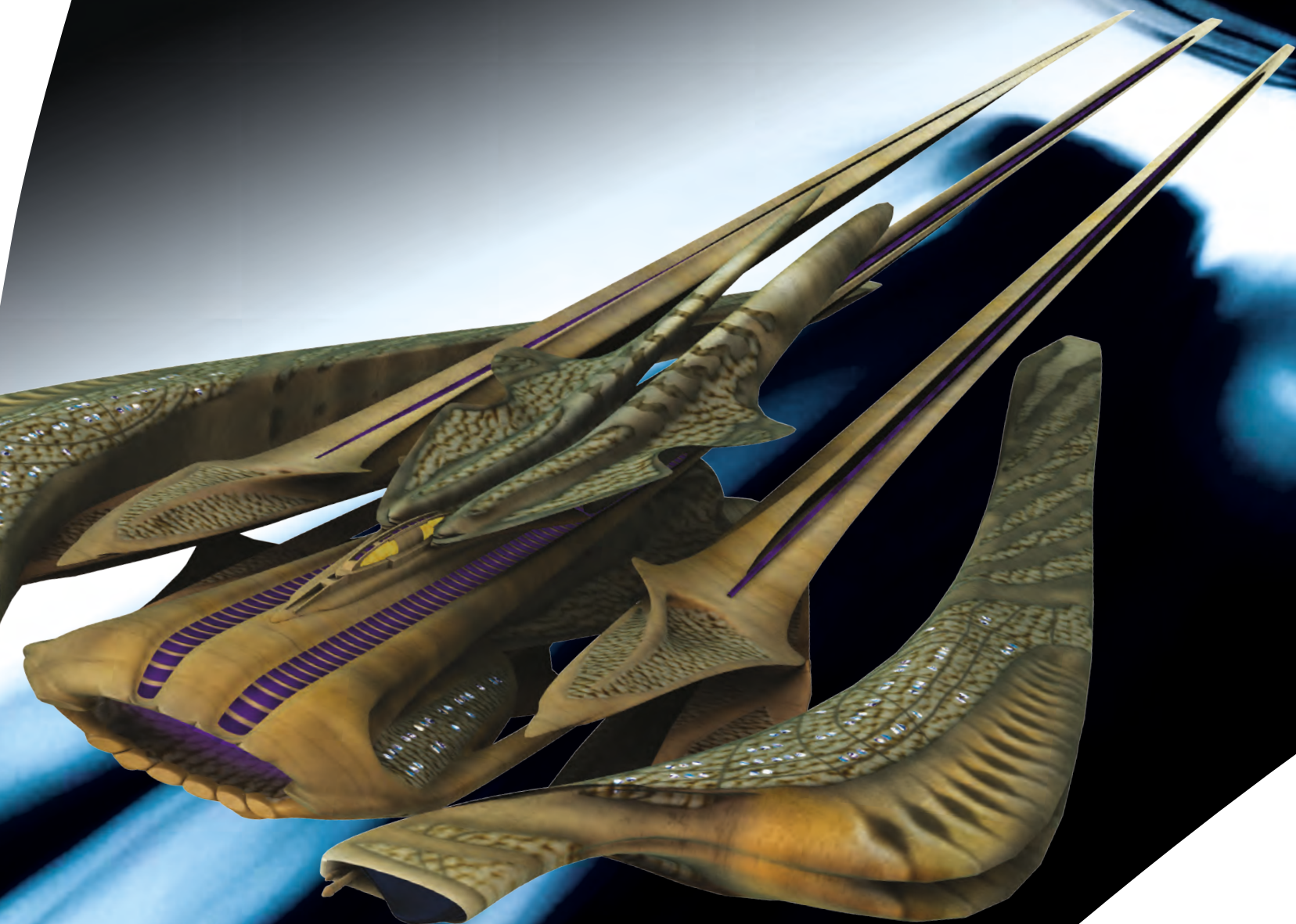
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XINDI-REPTILIAN
WARSHIP

TYPE: WARSHIP

LAUNCHED: 22nd C

CREW: 22

LENGTH: 150 METERS

XINDI-REPTILIAN WARSHIP

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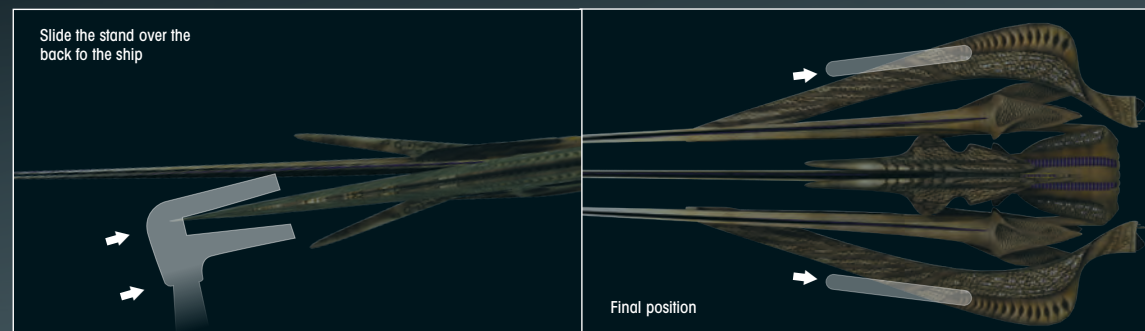
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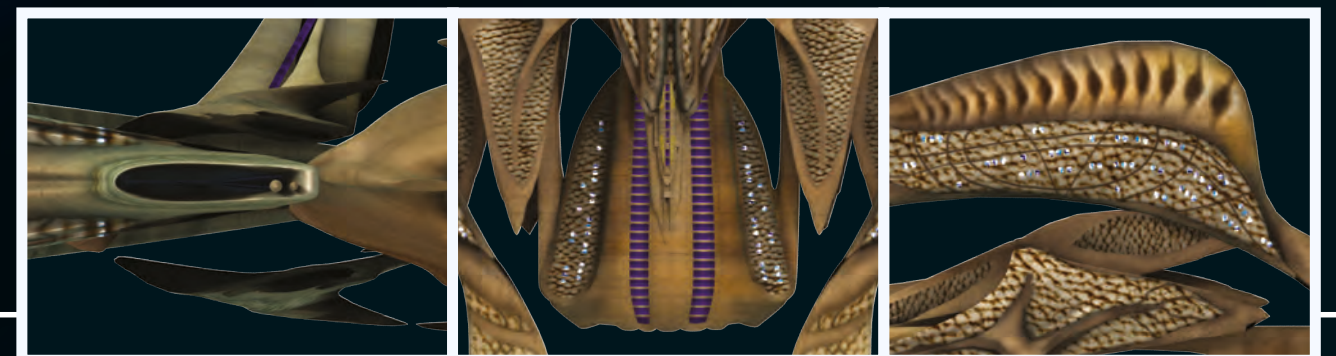
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XINDI-REPTILIAN WARSHIP SPECIFICATION

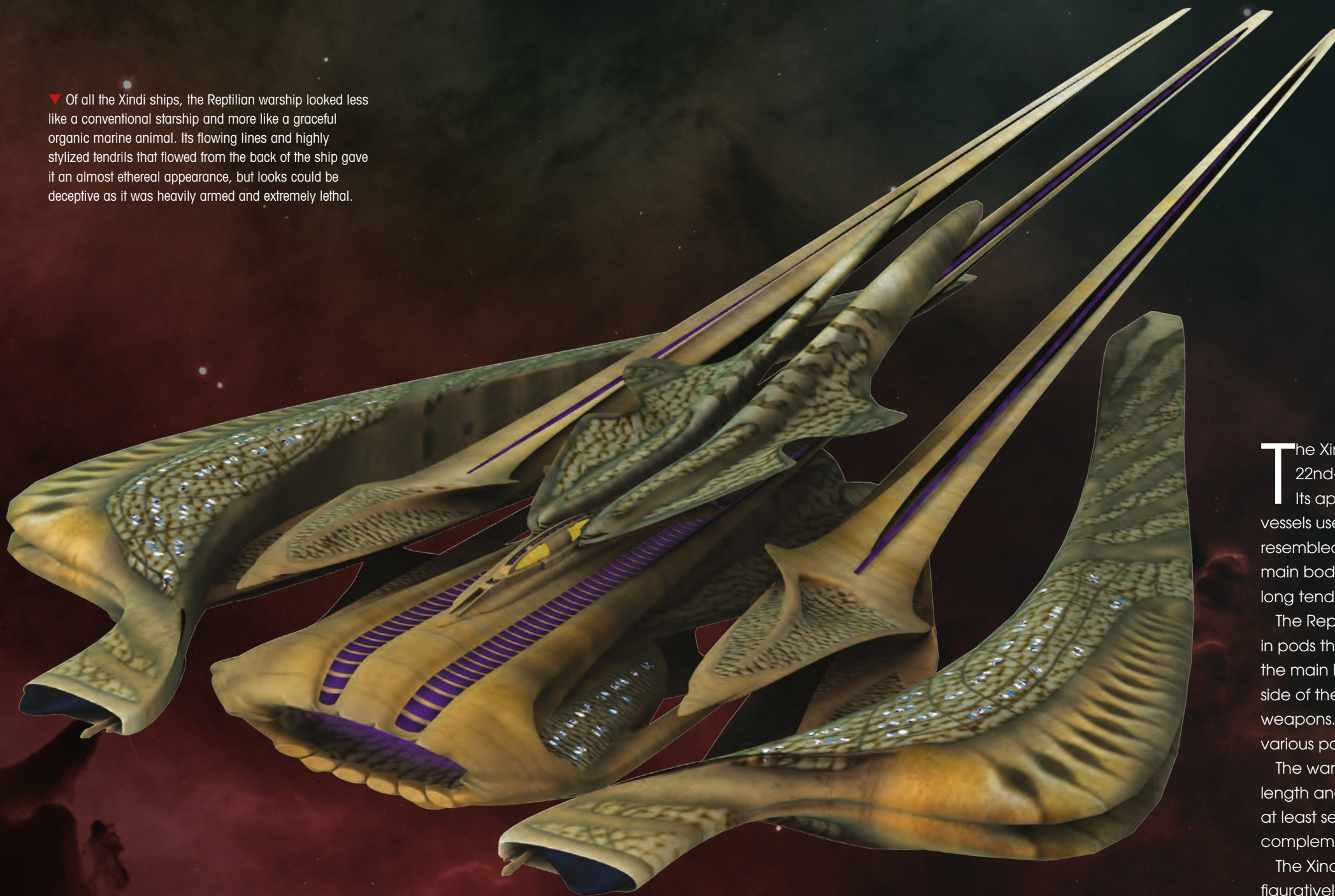


OPERATED BY:	XINDI-REPTILIANS
TYPE:	WARSHIP
IN OPERATION:	22nd CENTURY
LENGTH:	150 METERS (APPROX.)
CREW:	22
PROPULSION:	SUBSPACE VORTEX
WEAPONRY:	DIRECTED ENERGY BEAM, TORPEDO PROJECTILES



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▼ Of all the Xindi ships, the Reptilian warship looked less like a conventional starship and more like a graceful organic marine animal. Its flowing lines and highly stylized tendrils that flowed from the back of the ship gave it an almost ethereal appearance, but looks could be deceptive as it was heavily armed and extremely lethal.



XINDI-REPTILIAN WARSHIP

These 22nd-century starships may have appeared elegant, but they were fast and built for battle.

The Xindi-Reptilian warship was a powerful 22nd-century starship of highly unusual design. Its appearance was very different than the vessels used by the other Xindi species, and it resembled the Earth-bound fish the stingray. Its main body was horse-shoe shaped, while three long tendrils stretched out behind it.

The Reptilian warship engines were contained in pods that were attached to the outer sides of the main body, while two protuberances on either side of the deflector dish contained the ship's weapons. Its hull was a golden bronze color, while various power systems emitted a purple hue.

The warship was approximately 150 meters in length and had a flat profile, but it contained at least seven decks. It normally had a crew complement of 22.

The Xindi-Reptilians were both literally and figuratively the most cold-blooded of the Xindi

species, and the most bellicose. Their warships reflected this in that they were second only to the Aquatics' ships in terms of their destructive power. They possessed both direct-energy beam weapons and torpedo-like projectiles. Their firepower may not have been up to the standard of the Aquatic ships, but they were much more agile and easily able to outmaneuver them. They were also much faster and could exceed the equivalent of warp 5 by opening subspace vortices by generating a phase deflector pulse.

INTERIOR AMENITIES

The bridge of the Reptilian warship was a small circular room with several work consoles that were operated from a standing position. As with the rest of the interior, the bridge was dark and decorated in metallic tones of copper, gold and bronze. Facilities inside a Reptilian warship included a small holding cell, with a single chair to which a prisoner could be strapped and tortured for information. There was a dining chamber where the crew could eat delicacies such as live rodent-like animals. There was also a thermal chamber, a room where the crew could lie back and relax under ultra-bright heat lamps that provided them with extra heat to keep their cold-blooded bodies energized and active.

Enterprise NX-01 first encountered Xindi-Reptilian warships in 2153 when two of these ships attacked it in order to extract their spy Rajiin. She had infiltrated the Starfleet ship in order to take biometric scans of the crew so the Xindi could

DATA FEED

All Xindi ships could emit a phase deflector pulse, which opened a subspace vortex that they then entered before accelerating to high warp speeds.



◀ The Reptilians were the most keen to use the Xindi superweapon against Earth after their 'Guardians,' or Sphere-Builders, had convinced them that humans would destroy their homeworld in the 26th century. Reptilian warships swarmed around the weapon to protect it as it was being prepared for launch against Earth.



◀ The warships featured a dining chamber where the crew could eat and drink. It was small, with only enough room for a single table and bench seating. The Reptilians liked to eat live rodents.

▶ Xindi starships mainly operated in the Delphic Expanse. This area of space was roughly two thousand light years across, riddled with spatial anomalies and surrounded by a layer of thermobaric clouds.



▶ The Reptilians kept a cell or interrogation room aboard their warships. This room was empty except for a chair, which could be used to restrain prisoners as they were tortured for information. Captives would be injected with Xindi neural parasites that altered their synaptic pathways to ensure that they told the truth and cooperated.



▶ A Reptilian warship accompanied the superweapon through a vortex on its way to Earth. The Reptilians refused to believe the evidence that Captain Archer had brought before the Xindi Council proving that they had been manipulated by the Sphere-Builders. They instead remained determined to destroy Earth and hunt down every last human.



▲ One of the rooms aboard a Reptilian warship contained a series of lamps that superheated the chamber to extreme temperatures. As a cold-blooded species, the Reptilians enjoyed basking under these heated lamps as it kept them healthy and feeling invigorated.

▲ Much of the interior of the warships was dark and cramped, including the bridge. As on Starfleet vessels, this room was circular, although all the controls and display consoles were operated from a standing position.

make a bio-weapon against the humans. The two Reptilian warships were able to overwhelm *Enterprise*, beam over a strike team and exfiltrate Rajiin before escaping through a subspace vortex.

Enterprise had several more encounters with Reptilian warships over the following months as it searched for the Xindi superweapon that was being developed to destroy Earth. It became clear that while *Enterprise* could take on one or possibly two Reptilian warships in battle, it was no match against three or more.

This was only too amply illustrated when *Enterprise* was attacked by two Reptilian warships and two Insectoid ships near Azati Prime. This was by far the worst damage *Enterprise* ever endured, and it came perilously close to being destroyed altogether. The only thing that saved it was that

the attack was abruptly halted by the Xindi Council after they learned that the Reptilians and Insectoids had acted without their authority.

IGNORING EVIDENCE

Later, Captain Archer met with the Xindi Council to try and persuade them not to use their superweapon against Earth. He explained how their Guardians, the Sphere-Builders, had duped them, and provided proof backing up his assertions. All the Xindi species appeared to be convinced – even the Reptilians. But this was just a ruse, as the Reptilians walked out of the Council and launched the superweapon with several of their warships and Insectoid ships accompanying it.

As the superweapon began to arm, a massive fleet consisting of *Enterprise* and ships from the

Aquatics, the Arboreals and Primates intercepted it and engaged with the Reptilian and Insectoid fleet. With the help of the powerful Aquatic vessels, *Enterprise*'s allies managed to gain the upper hand, but just as it looked like they might win, the Sphere-Builders intervened and created spatial anomalies to help the Reptilian and Insectoid ships.

This allowed the superweapon and one Reptilian and one Insectoid vessel to enter a subspace vortex. As they headed for Earth, the Reptilian warship destroyed the Insectoids' vessel after its captain began to reconsider Archer's evidence. Fortunately, Archer with the help of the Andorian ship the *Kumari* was able to destroy the Reptilian warship and the superweapon, but not before the Reptilians had wiped out Yosemite 3, an Earth research station, with 30 to 40 people on board.

DATA FEED

Commander Dolim was the leader of the Xindi-Reptiles. They were the most militaristic of the Xindi species, and Dolim was considered particularly ruthless even for his species. Rumor had it that he killed his grandson because he was born with a deformity. Dolim believed that the Reptiles should rule over all the other Xindi species, and he was the most ardent in calling for the superweapon to be used against Earth.



BATTLE OF AZATI PRIME

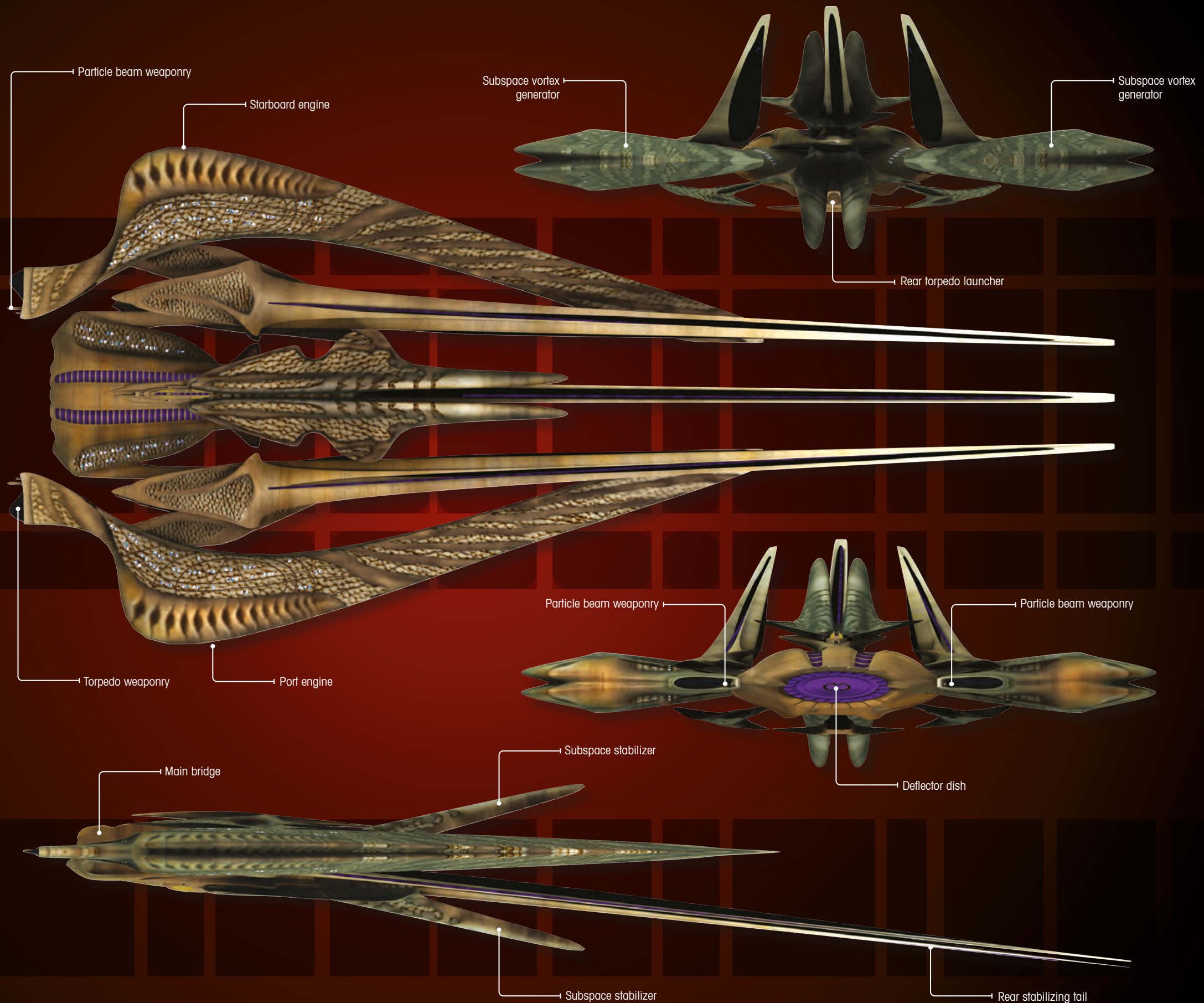
Enterprise NX-01 faced many dangers during its service, but none were so grave as the attack it suffered at the Battle of Azati Prime. The Xindi superweapon was nearing completion on this planet, but before the crew of *Enterprise* could stop it their ship was set upon by two Reptilian warships and two Insectoid vessels. The onslaught was swift and brutal. Using their particle beam and torpedo weapons, the Xindi ships took out most of *Enterprise's* major systems. Hull breaches were reported on C, D and E decks, leaving several crewmembers blown out into space, while one warp nacelle was heavily damaged and the primary warp coil was completely destroyed. At least 18 *Enterprise* crew members were killed in the attack and a further 24 casualties were taken to sickbay. If the attack had not been called off by the Xindi Council, *Enterprise* would surely have been completely destroyed.



▲ *Enterprise* was practically ripped apart by a devastating attack from Reptilian and Insectoid ships near Azati Prime. Many of the *Enterprise* crew lost their lives and the ship was left barely functioning.

DATA FEED

Some of the technology used by the Xindi-Reptilians was partly organic. For example, their rifles used engineered life forms known as techno-larva. These small creatures powered their weapons and if one was removed, another techno-larva quickly grew back in its place. Dr. Phlox was greatly impressed by these worm-like creatures, calling them the "most sophisticated example of biomechanical engineering" he'd ever seen.

**BLACK BOX**

Reptilian warships were equipped with sensor encoders. These devices were designed to survive if the ship crashed or was destroyed, allowing salvage teams to determine why the ship had been lost.

SHARED GENETICS

Despite their very different appearances, all Xindi species shared 99.5 per cent of their functionally-important DNA, making them more similar to each other than humans are to chimpanzees.

COMMITTED SOLDIERS

The first prototype of the superweapon that attacked Earth, and cut a swath of destruction from Florida to Venezuela, was piloted by a Xindi Reptilian soldier. He was killed when his vessel self-destructed, but all Reptilian soldiers were implanted with a suicide gland that they could use if they were captured.

▼ Once the producers had chosen the design of the Xindi-Reptilian warship from the basic variations that had been submitted to them, a more refined version with a textured surface was created. The overall shape of this 'Fintail' version remained the same as Doug Drexler had originally envisaged it.



DESIGNING THE



XINDI-REPTILIAN WARSHIP

By creating CG sketches, Doug Drexler came up with some truly original concepts for the Xindi-Reptilian warship in no time at all.

The pace of production on *STAR TREK: ENTERPRISE* was relentless, with many of the behind-the-scenes guys working above and beyond the call of duty to keep the

series on schedule. The designing of the Xindi-Reptilian warship was a case in point and illustrated just how efficiently *STAR TREK* was run. Concept artist Doug Drexler was called upon to

create the look of this ship, but he was given just two days to do it.

Drexler had been involved with the franchise since the late 1970s and had worked on *ENTERPRISE* from the

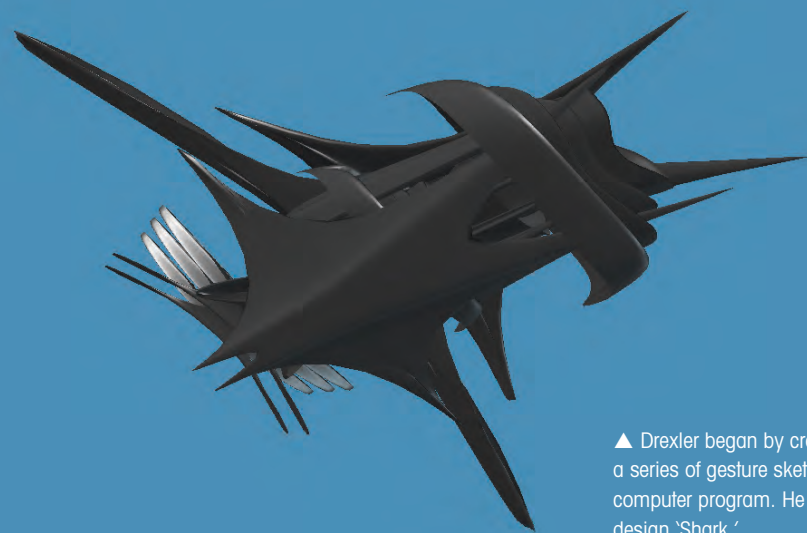
beginning, so knew what was required without it having to be spelled out for him. But two days was still a quick turnaround time. He was obviously aware of the design of the other Xindi ships that had already been completed by illustrator John Eaves, and could take his cue from those. He also knew that the mark of any

good starship design was that it had its own distinct style and was recognizable at a distance.

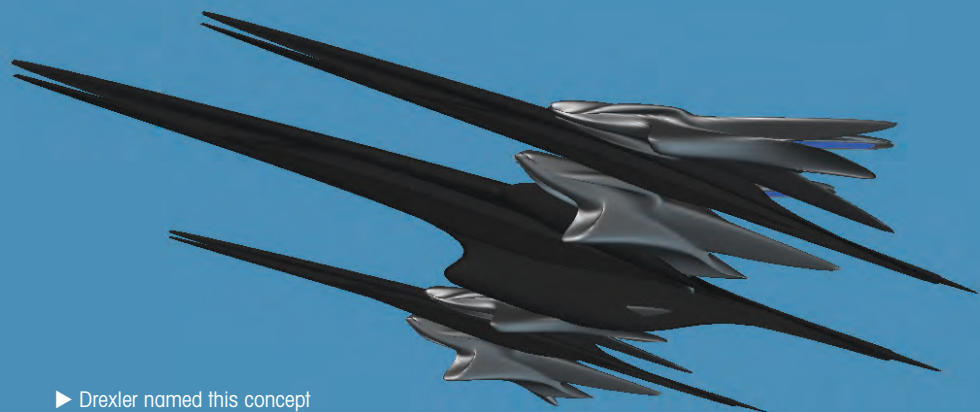
Normally, a starship would begin with some pencil sketches, but with time being of the essence, Drexler started with what's known as "gesture sketches" in a computer.

"It's hard to beat it," said Drexler.

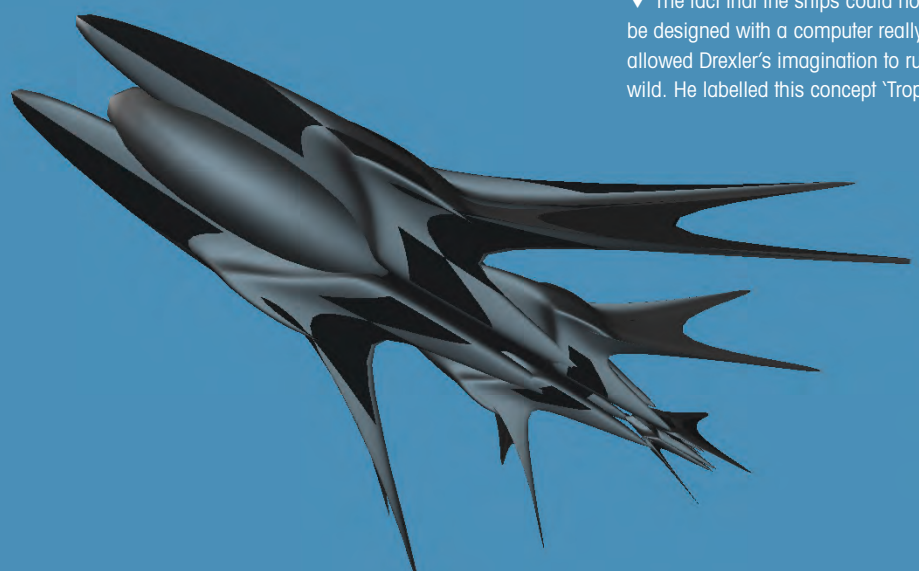
"When you do a gesture sketch with a pencil, you can't spin it around and look at it from a variety of angles, but you can in a computer. Being free to spin your sketch leads to stuff you couldn't imagine. The other thing that was very important was not to get hung up on one design. I set out to do four or five sketches. It frees up your



▲ Drexler began by creating a series of gesture sketches in a computer program. He called this design 'Shark.'



► Drexler named this concept 'SR76' because it reminded him of an evolution of the famous Blackbird spy aircraft.



▼ The fact that the ships could now be designed with a computer really allowed Drexler's imagination to run wild. He labelled this concept 'Tropic.'

mind. When something becomes too important, it can jam you up. Knowing I was going to do a bunch of them as fast as I could helped the ideas flow. Sometimes I'd combine two designs that were begging to be combined."

OFFERING CHOICES

Drexler was also sure to send the producers several alternatives for the Xindi-Reptilian warship, as putting too much time and effort into one design could be a mistake. "The rule that we had in the art department was to send over enough stuff to 'give them something to hate,'" said Drexler. "If you drew just one design, it came across like you had everything invested in it. That's like waving a red flag at a bull. It looked like you were saying that they didn't have a choice, and that's asking for trouble. We always made sure we gave them choices."

By this point in *STAR TREK*'s production, all the starships seen in *ENTERPRISE* were built using CG, and this freed up the creative possibilities enormously, leading to more organic designs. Most of the starships that had been seen in *THE NEXT GENERATION* and the earlier seasons of *DEEP SPACE NINE* and *VOYAGER* had been physical models. They were very difficult and expensive to build, and the 'ships of the week' tended to be right-angle designs to make them easy to construct in a very truncated schedule. With the advent of CG in a weekly TV show, the designers were much freer to let their creativity flow.

"If the Xindi-Reptilian warship design had gone to a physical model shop, they would have looked at me like I'd lost my mind," said Drexler. "I was aware that the ships over the years started to look like they had all come from the same shipyard, simply because of the limitations of physical construction. We had these wonderful

new tools, and I think we were one of the first television art departments that took advantage of CG. In the case of the Xindi-Reptilian ship, I went for a more organic look to break the mold."

In the end, Drexler produced four different basic concepts that he labeled 'Tropic,' 'SR76,' 'Shark' and 'Forktail.'

"These were all rapid gesture sketches," said Drexler. "You go with a feeling. It's a form of expressive drawing that emphasizes an energetic and tactile approach to form. Once I'd completed the sketches, I saved the file and I needed a name for it. Those labels were just the names I came up with in the moment. It was a kind of Rorschach response... you know, when the psychologist holds up an ink blotch and asks you to say the first thing that comes into your mind."

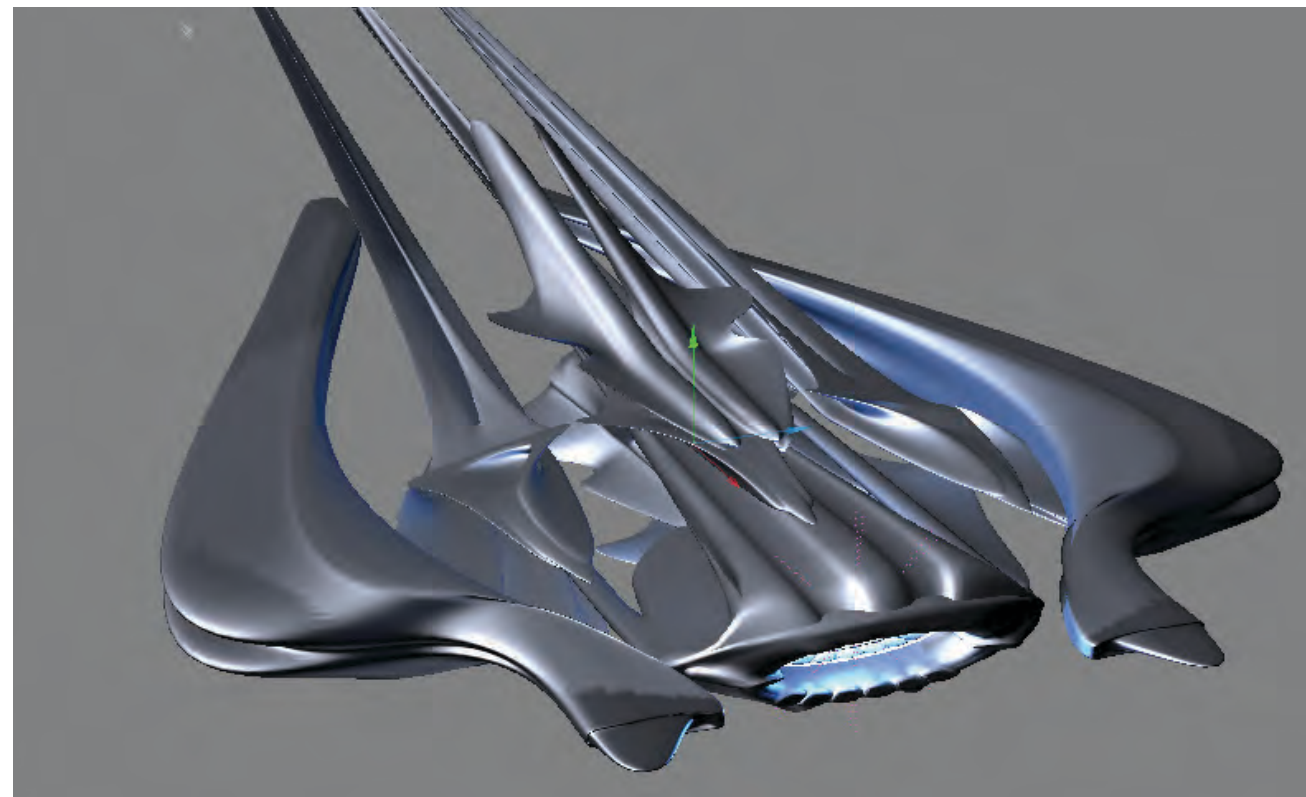
For Drexler, these four concepts were separate and distinct designs, with no unifying theory behind them. "They were only related in respect to my creative state of mind when I sketched them," said Drexler. "They all came from the

same 'feeling,' but there was no evolutionary process whatsoever."

Once they were complete, Drexler's boss Herman Zimmerman showed them to producers Rick Berman and Brannon Braga, along with the other department heads.

INSTANT DECISION

"The producers approved one on the spot, which was 'Forktail,'" said Drexler. "If you look at 'Forktail,' you will see that it is the final Xindi-Reptilian warship design, although I took another day to clean it up and refine it. I didn't want to spend too much time refining it because once it went to the CG vendor for finishing, they had the luxury of a week or two, as opposed to my couple of days. I told the CG guys that a fun 'lizardy' surface might be the way to go when texturing the ship. To my eye, physically, the finished model is the one I sent over. I couldn't see any changes, except for the paint, which they lavished time on and did a really good job."

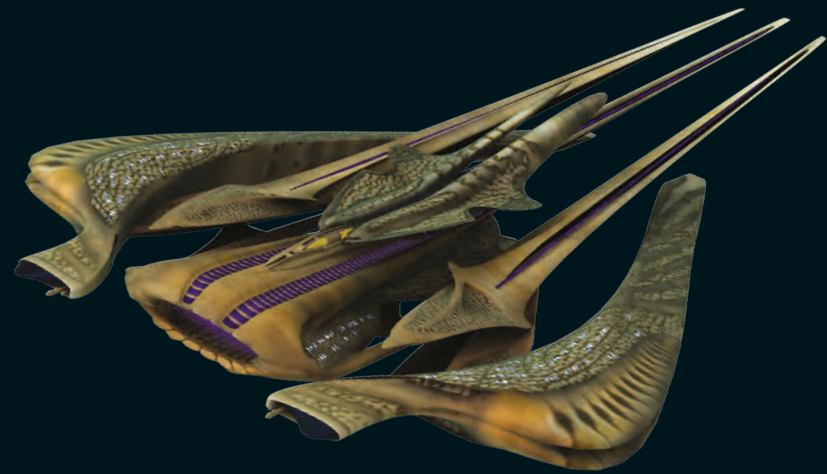


◀ This variant was called 'Forktail' for obvious reasons. It was the design that the producers chose straight away, and Brannon Braga particularly loved its sleek, organic look. Drexler then spent another day filling in some of the details before it was sent off to effects house Eden FX, where the finished CG model was built.

XINDI-REPTILIAN WARSHIP



The Reptilians were only seen operating this type of warship. In terms of overall firepower, the warship was second only to the Aquatic cruiser among the vessels used by the Xindi species, but it was much faster and more maneuverable. The Reptilians were the most belligerent of the Xindi species, and their destructive warships reflected their aggressive nature.



XINDI-INSECTOID STARSHIP

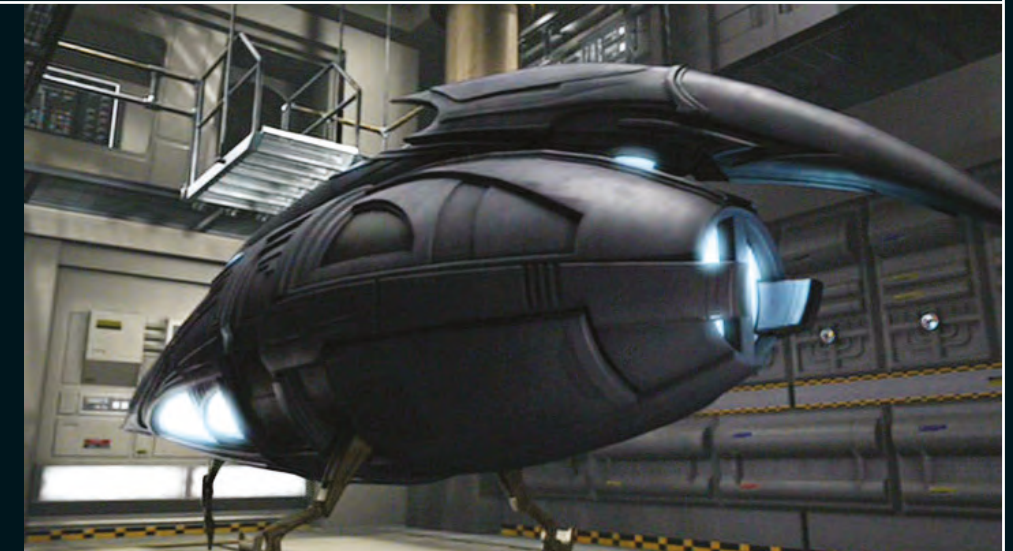


These were the main type of ship used by the Xindi-Insectoids. Like the Reptilians, the Insectoids were keen to go on the offensive whenever they could, and these ships were heavily armed with pulse-firing cannons.



XINDI-INSECTOID ASSAULT SHUTTLE

This small vessel – approximately seven meters long – was described as an “assault shuttle” by Lt. Malcolm Reed. It was normally carried aboard larger Insectoid starships and was armed with particle cannons and a torpedo launcher. Much of its power was routed to structural integrity, and this allowed it to operate in the atmosphere of a gas giant or deep underwater. It had some sort of appendage or spike on top of the vessel that extended during flight.



XINDI-INSECTOID PATROL SHIP



The Insectoid patrol ship was a medium-sized vessel, somewhat smaller than their starship. It appeared to be used to protect their territories and was armed with directed-energy weapons, one of which was centrally-mounted on the underbelly. Several of these patrol ships were used to guard the Xindi superweapon while it was being constructed underwater in the oceans of Azati Prime. They captured Captain Archer when he tried to infiltrate the superweapon facility.

XINDI-INSECTOID SCOUT SHIP

This scout ship was smaller than the Insectoid starship and patrol vessel, with a crew complement of just three. Like other Xindi ships, it was capable of traveling at high speeds by opening a subspace vortex. It was only lightly armed, and one of these ships proved no match for *Enterprise* NX-01 when it came across the Starfleet ship in orbit of a planet in the Delphic Expanse. The scout ship fired on *Enterprise* before trying to escape, but it was easily destroyed by a photonic torpedo.



XINDI

FLEET LISTINGS

With five distinct species, the Xindi operated a number of different vessels, with some races using several types of ships.

XINDI-AQUATIC CRUISER



The Aquatic cruiser was by far the largest of all the ships used by the Xindi species. It was also the most heavily armed and most powerful, but its size made it the slowest and least maneuverable.



XINDI-AQUATIC SCOUT SHIP

The Aquatics also operated these smaller scout ships alongside their main cruisers. They were more nimble and faster, but had less firepower. They were only seen after the Aquatics were finally persuaded by Captain Archer to join the fleet to stop the Xindi superweapon. At least five scout ships took part in the battle that saw the Aquatics, the Primates and the Arboreals join forces with *Enterprise* in an attempt to stop the Reptilians and the Insectoids from attacking Earth.



XINDI-ARBOREAL SHIP



The Arboreal starship was probably the weakest in terms of firepower of the main Xindi ships. This might be explained by the fact that the Arboreals were the most peaceful and calm of the Xindi species. Nevertheless, several Arboreal ships held their own in the battle as part of the combined fleet that tried to stop the Xindi superweapon from being launched.

XINDI-PRIMATE SHIP



The Primates' largest starship was fast and fairly well armed. Several of these vessels escorted *Enterprise* to a Xindi Council meeting, and their presence was enough to force the Reptilians to back down and allow the Starfleet ship to approach the planet where the gathering was taking place. They were also part of the fleet that engaged the Reptilian and Insectoid ships.

DEGRA'S SHIP



The ship used by Degra was presumably of Primate design, although it looked more like the vessels used by the Insectoids. It had a crew of at least 10 Primates and Arboreals, and was the fastest of all Xindi vessels, although it was poorly armed. It was capable of landing on a planetary surface and traveling underwater.

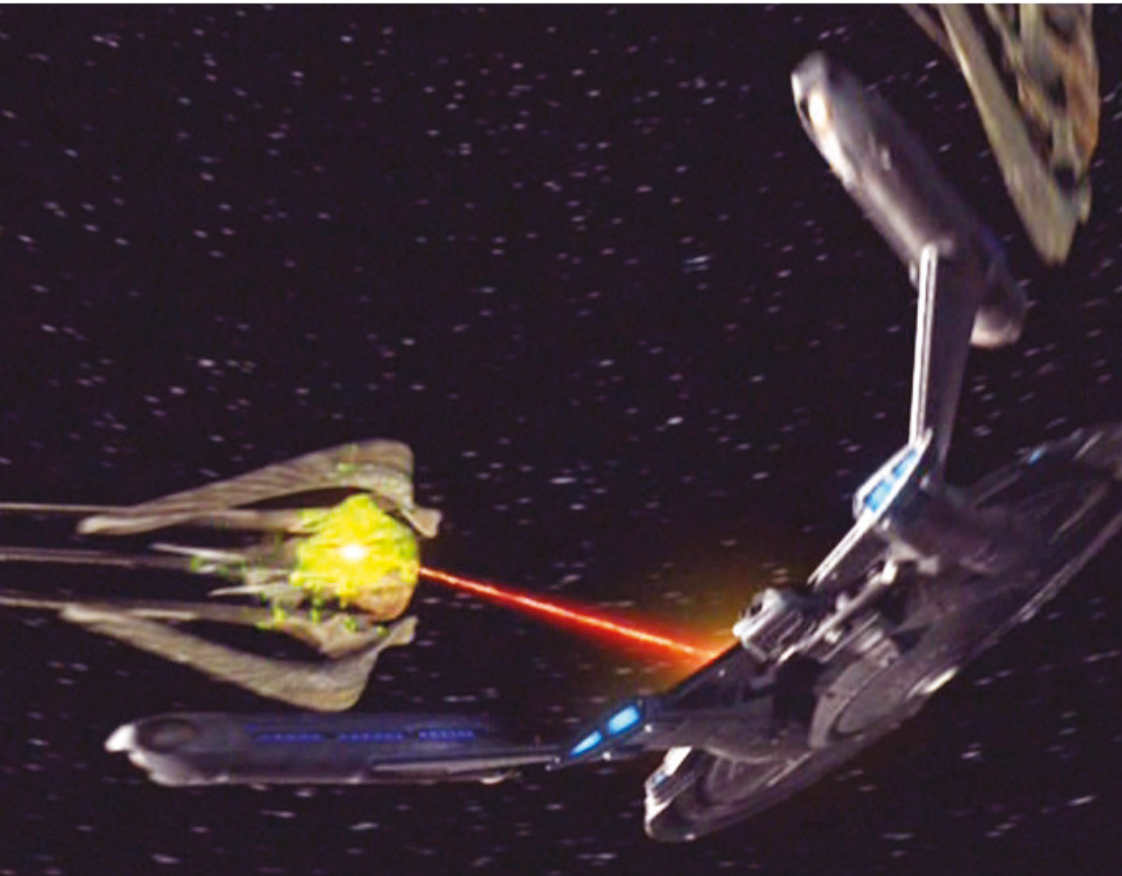


XINDI SHUTTLE



A small Xindi shuttle was launched from Degra's ship and took him, Captain Archer and Ensign Hoshi to a Xindi Council meeting. It had a small cockpit, with enough room for three occupants. As the shuttle was carried on board Degra's ship, it was probably of Primate design. The meeting was held in ancient buildings carved into mountains that were originally built by the extinct Xindi-Avian race. The shuttle was able to fly directly into a chamber in the mountainside and set down on its landing legs.

ON SCREEN



TRIVIA

In the *STAR TREK: ENTERPRISE* episode 'Carpenter Street,' Jeffrey Dean Morgan played Damron [pictured below], a Xindi-Reptilian scientist. He was sent back to Earth in 2004 to develop a bio-weapon with which to destroy humanity. Morgan is perhaps best known as Denny Duquette in 'Grey's Anatomy' or The Comedian in the film 'Watchmen.' More recently, he has played Jason Crouse in 'The Good Wife' opposite Julianna Margulies, and Negan in 'The Walking Dead.'



The Xindi-Reptilian costumes were designed by Bob Blackman, who repurposed the outfits that had been worn by the Remans in *STAR TREK: NEMESIS*. To make them more user-friendly for the actors in *ENTERPRISE*, Blackman removed the breastplates and reconfigured the suits into separate pieces rather than a single piece.



The main viewscreen that was seen on the set that served as the bridge of Xindi-Reptilian warships was in fact a reuse of the viewscreen that had been used on the *U.S.S. Defiant NX-74205* in *STAR TREK: DEEP SPACE NINE*.

- FIRST APPEARANCE: 'RAJIIN' (ENT)
- TV APPEARANCE: STAR TREK: ENTERPRISE
- DESIGNED BY: Doug Drexler

KEY APPEARANCES

STAR TREK: ENTERPRISE 'Rajiin'

While visiting an alien bazaar, the crew of *Enterprise* NX-01 rescue an alien slave named Rajiin. She has a strangely hypnotic power on the crew, and she gathers biometric data on them just by placing her hands on their bodies. When she tries to do the same to T'Pol, the Vulcan is able to resist and Rajiin is thrown in the brig. As she is questioned, two Xindi-Reptilian warships attack *Enterprise*, retrieve Rajiin and escape into a subspace vortex. It seems Rajiin was ordered to collect data on the humans, so the Xindi can construct an effective bio-weapon against them.

STAR TREK: ENTERPRISE 'The Council'

Escorted by Primate, Aquatic and Arboreal ships, *Enterprise* heads to the planet where the Xindi Council are due to meet. Reptilian warships fire on them, but in the end are forced to let *Enterprise* through. Captain Archer presents evidence that the Xindi have been manipulated by the Sphere-Builders, and the Reptilians surprisingly agree to postpone the launch of the superweapon. But this turns out to be a ruse as Commander Dolim, the leader of the Reptilians, makes off with the superweapon with several warships protecting it.

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