XINDI-REPTILIAN
WARSHIP

TYPE: WARSHIP
LAUNCHED: 22nd C
CREW: 22
LENGTH: 150 METERS
Contents

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Stand assembly:

Stand the stand over the back of the ship.

Final position

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XINDI-REPTILIAN WARSHIP

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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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 hues 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 also a dining chamber, a room 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...
The Reptilian warships were able to overwhelm the Enterprise, beam over a strike team and exfiltrate Rajin 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.

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. They instead remained determined to destroy Earth and hunt down every last human.

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.
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.

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.

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.

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.

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.

If the attack had not been called off by the Xindi Council, Enterprise would surely have been completely destroyed.
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 so. 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

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

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
DESIGNING THE SHIP

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. “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.

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. “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.”

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Xindi fleet listings

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

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 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 photoncic torpedo.

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 Scout Ship

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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 land on a planetary surface and travel underwater.

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-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-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.

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.

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

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ON SCREEN

TRIVIA

In the STAR TREK: ENTERPRISE episode ‘Carpenter Street,’ Jeffrey Dean Morgan played Saron (painted 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 Cruse 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 breastplate 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.

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- How illustrator John Eaves came up with the design of the Warp Delta, one of Earth’s earliest warp ships
- STAR TREK producer and writer Mike Sussman talks about the origins of Starfleet and its early missions

FIRST APPEARANCE: ‘RAJIN’ (ENT)

TV APPEARANCE: STAR TREK: ENTERPRISE

DESIGNED BY: Doug Drexler

KEY APPEARANCES

STAR TREK: ENTERPRISE
‘Rajin’

While visiting an alien bazaar, the crew of Enterprise NX-01 rescue an alien slave named Rajin. 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 the tries to do the same to T’Pol, the Vulcian is able to resist and Rajin is thrown in the brig. As is questioned, two Xindi-Reptilian warships attack Enterprise, retrieve Rajin and escape into a subspace vortex. It seems Rajin 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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