

137

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XINDI-PRIMATE STARSHIP

TYPE: CRUISER

LAUNCHED: 22nd C

LENGTH: 200 METERS

WEAPON: PARTICLE BEAM

XINDI-PRIMATE
STARSHIP

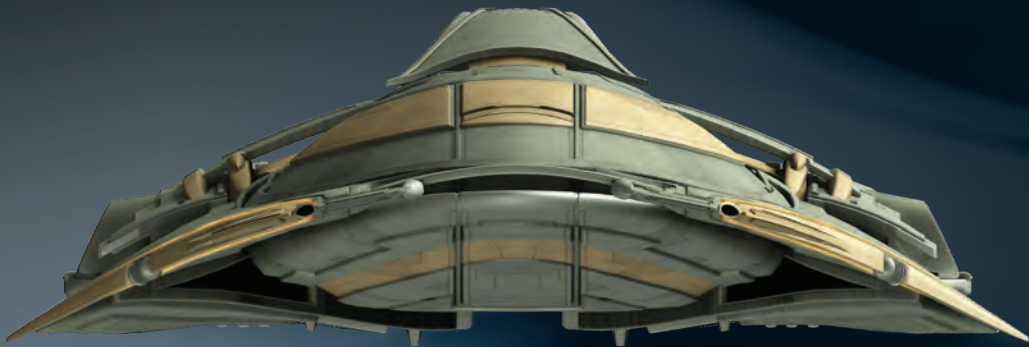
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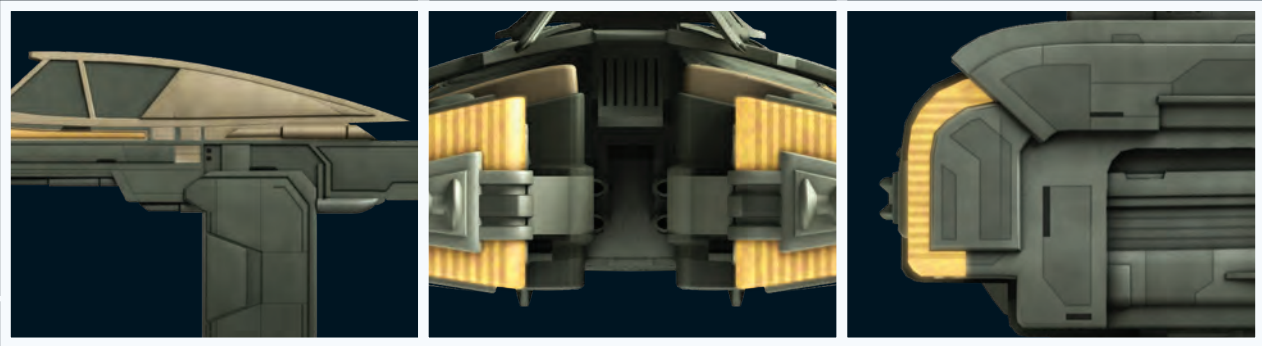
Stand assembly:



XINDI-PRIMATE STARSHIP SPECIFICATION



OPERATED BY:	XINDI-PRIMATES
TYPE:	CRUISER
IN OPERATION:	22nd CENTURY
LENGTH:	200 METERS (APPROX.)
CREW:	60 (APPROX.)
PROPULSION:	SUBSPACE VORTEX
WEAPONRY:	PARTICLE BEAM



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▼ The Xindi-Primate starship looked as if it was encased in some kind of bladed weapon similar to a Klingon bat'leth. It gave the impression that it was a very aggressive starship, but in fact the Xindi-Primate starship was one of the least formidable vessels in the Xindi fleet.



XINDI-PRIMATE STARSHIP

Several Xindi-Primate starships of the 22nd century helped save Earth from the Xindi superweapon.

The Xindi-Primate starship of the mid-22nd century was approximately 200 meters in length and had a crew of around 60 personnel. Each of the five individual species of the Xindi operated their own distinctive style of starship, and each had their own strengths and weaknesses. While there were clear visual differences between the starships of the various Xindi species, their hulls were all made from similar materials, at least according to Lt. Malcolm Reed.



The Xindi-Primates were generally considered the most intelligent of the Xindi species, but their starships were not the most powerful or advanced. They were moderately armed with several particle beam weapons, but they were tactically no match for the vessels used by the Xindi-Aquatics, Xindi-Reptilians and the Xindi-Insectoids.

Most of the Xindi species starships were equipped with particle beam weaponry. The Xindi-Reptilian starships also had torpedo weapons, as did the starships of the Xindi-Insectoids, which unlike the others also featured particle cannons.

PROPULSION TECHNOLOGY

In addition to being warp capable, all Xindi vessels, including the Xindi-Primate starships, were equipped with an on-board generator that created a phase deflector pulse. This could open a subspace vortex, or energy portal, through which the ship could travel at immense speeds. Once a Xindi ship entered a vortex, which was like a rolling channel of turbulent energy, it could cover distances of about six light years every two minutes, and it was sustainable for hours at a time.

Overall, it was probably true to say that the Xindi-Primates and the Xindi-Arboreals had the weakest ships of all the Xindi species, although they were faster and more maneuverable than the huge Xindi-Aquatic cruisers.

A Xindi-Primate starship was first seen in 2153 when Degra's smaller ship rendezvoused with it near to the Xindi Council planet. The Xindi-Primate ship was commanded by Degra's Primate

DATA FEED

In one future timeline, where the temporal agent Daniels originated from, the Xindi had become members of the Federation by the 26th century.

◀ An unnamed Xindi-Primate councilor was in command of one of the Xindi-Primate starships. His vessel rendezvoused with Degra's ship prior to a Xindi Council meeting. He and Degra debated whether to bring Captain Archer before the Council and allow him to present evidence that the Guardians were manipulating the Xindi.



▶ A Xindi-Primate starship along with Xindi-Arboreal vessels escorted *Enterprise* to the Xindi Council planet in order to ensure its safety. This allowed Captain Archer to inform the Council that the Xindi had been lied to and manipulated by the Guardians.



▲ Several vessels from the other Xindi species, including Xindi-Primate starships tried to help *Enterprise* stop the superweapon from entering a subspace vortex that would take it near to Earth.

◀ The Guardians were worshipped by all species of the Xindi. They were a trans-dimensional species, who in the future were at war with the Federation.

▲ The Xindi-Primate starship had a built-up rear section that housed its warp and impulse engines. Like all other Xindi vessels, it could also generate a subspace vortex through which it could travel at immense speeds.

colleague, who was also on the council. They met in order to discuss whether they should allow Captain Archer to address the Xindi Council to voice his concerns that the Xindi were being manipulated by the Guardians, or Sphere-Builders as they were also known.

Degra, his colleague and Jannar, an Arboreal scientist who also served on the Xindi Council, were skeptical that Archer was telling truth, but they also felt they could not dismiss his persuasive evidence. They therefore decided to allow Archer to present his case before the Council.

In order to do this, several Xindi-Primate and Xindi-Arboreal starships escorted *Enterprise* to the conference to ensure its safety. As they approached the Council planet, Commander Dolim's Reptilian flagship blocked their way and

refused to let them past. The Xindi-Primate vessels fired a few warning shots across the bow of Dolim's ship, and due to being outnumbered, he reluctantly allowed them to pass on their way.

FALSE PROMISES

At the Council meeting, Archer managed to persuade the Xindi to hold off on unleashing their superweapon against Earth, as they agreed to look further into his allegations. This was just a ruse, however, on the part of the Xindi-Reptilians and Xindi-Insectoids, who in the meantime had secured the weapon and planned to use it.

The Xindi-Primate councilor deployed his starships, along with those of the Arboreals and Aquatics to stop the launch of the superweapon. In the fierce fighting that ensued, the Xindi-Primates

and their allies were winning the battle when the Guardians intervened by created numerous spatial anomalies. This destroyed several Aquatic and Arboreal ships, which allowed the superweapon to escape into a subspace vortex heading for Earth, along with one Reptilian and one Insectoid ship. Fortunately, Captain Archer, Ensign Sato, Lt. Reed and team of MACOs were able to follow in Degra's ship, which was faster and able to intercept the superweapon and destroy it just before it fired on Earth.

Without the support of the Xindi-Primate starships, as well of those from the Aquatics and the Arboreals, *Enterprise* would surely have been destroyed. As a result, there would have been no-one to stop the Reptilians from firing the superweapon and wiping out all life on Earth.

DATA FEED

Degra was a Xindi-Primate scientist and the lead designer of the superweapon. He also designed the smaller Xindi probe that attacked Earth in 2153 and killed seven million people. Degra felt immense guilt for creating such powerful weapons, but he believed he was protecting his own people. He was eventually persuaded by Captain Archer that the Guardians had lied to the Xindi, and after that he tried to prevent the superweapon from being launched.



INTER SPECIES FIGHTING

Each of the Xindi species had their own personality traits. The Primates and the Arboreals were the most alike and tended to quarrel the least, and the indecisive Aquatics were considered trustworthy. The Reptilians and the Insectoids were the most aggressive, but they did tend to stick together and their shared technology.

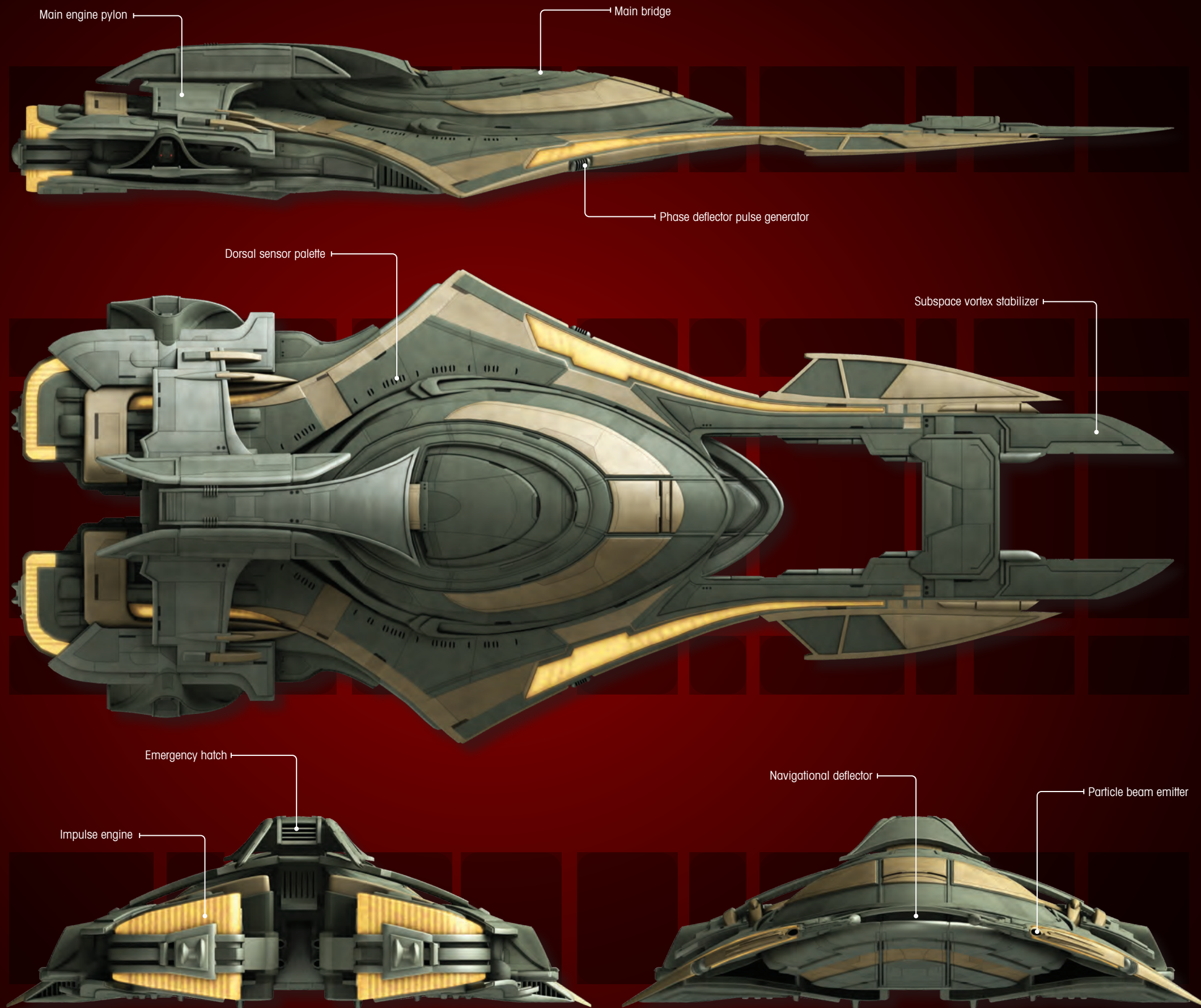
It was not surprising, therefore, that when there was a disagreement as to whether to use the superweapon against Earth, it came down to the Primates and Arboreals against the Reptilians and the Insectoids, with the Aquatics undecided. When the Reptilians and the Insectoids seized the weapon and decided to use it anyway, the Aquatics aligned with the other species. This was just as well because without the powerful Aquatic cruisers, the starships of the Primates and Arboreals would surely have stood no chance against the more heavily armed vessels of the Reptilians and the Insectoids.



▲ The Primate and Arboreal starships would have stood little chance in stopping the Reptilian and Insectoids from launching the superweapon without the help of the much larger Aquatic cruisers.

DATA FEED

The incident over the Xindi superweapon was not the first time that the different species fought each other. A civil war erupted on their home planet of Xindus in the 1930s and was fought for about a century. In the end, the Reptilians and the Insectoids forged an alliance against the other species, which resulted in the destruction of their planet and the extinction of the Xindi-Avians.

**HUGE EXPANSE**

The Delphic Expanse, where the Xindi lived, was approximately 50 light years away from Earth. The Expanse itself was nearly two thousand light years across, but it ceased to exist in 2154 after *Enterprise* NX-01 destroyed the Guardian's massive spheres.

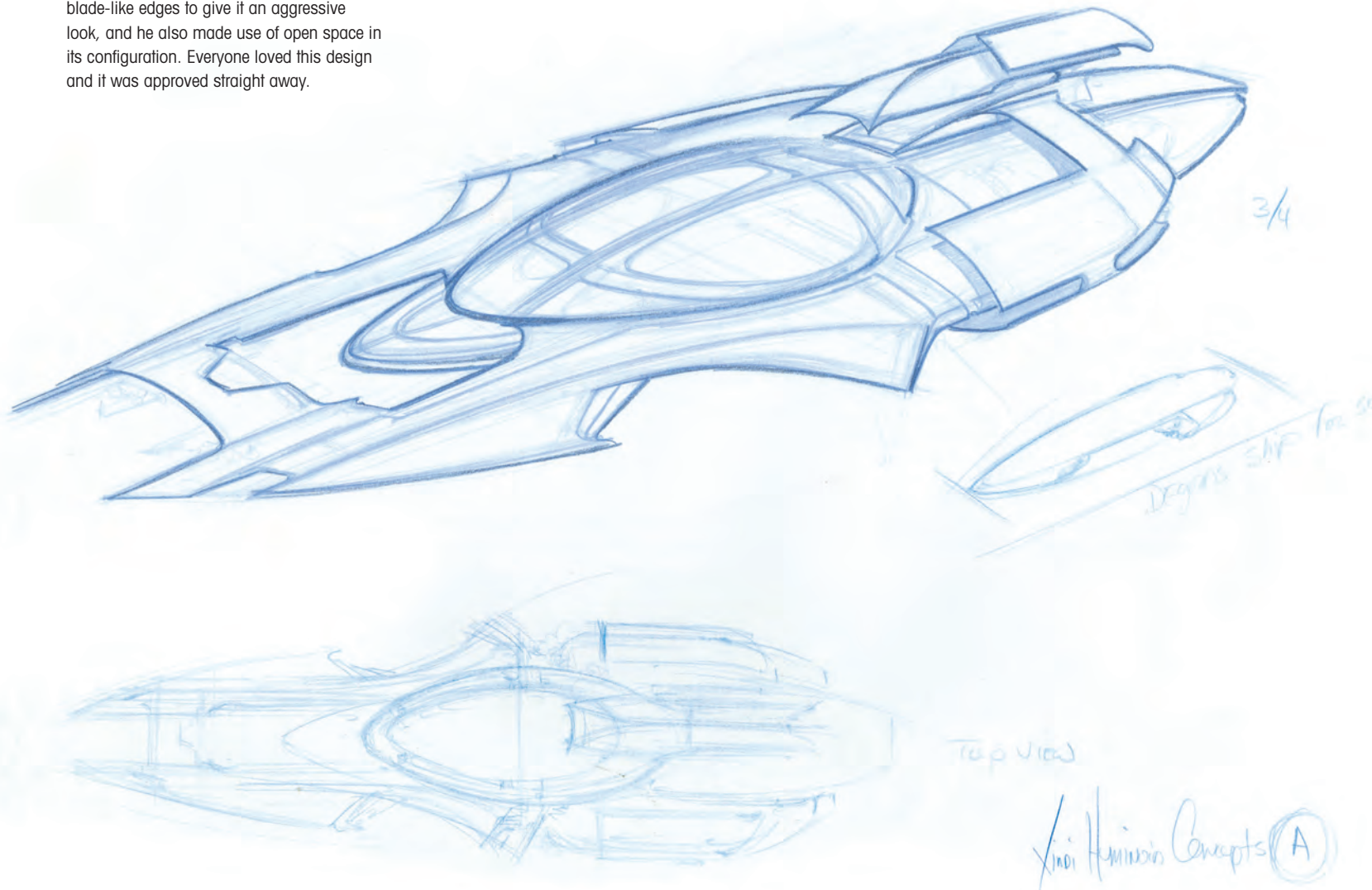
COLOR SCHEMES

The graphic layouts on the consoles of all the Xindi ships were similar. Each species was given a different color scheme, however. The Reptilian consoles were primarily blue, while the Primates had green and the Insectoids were red.

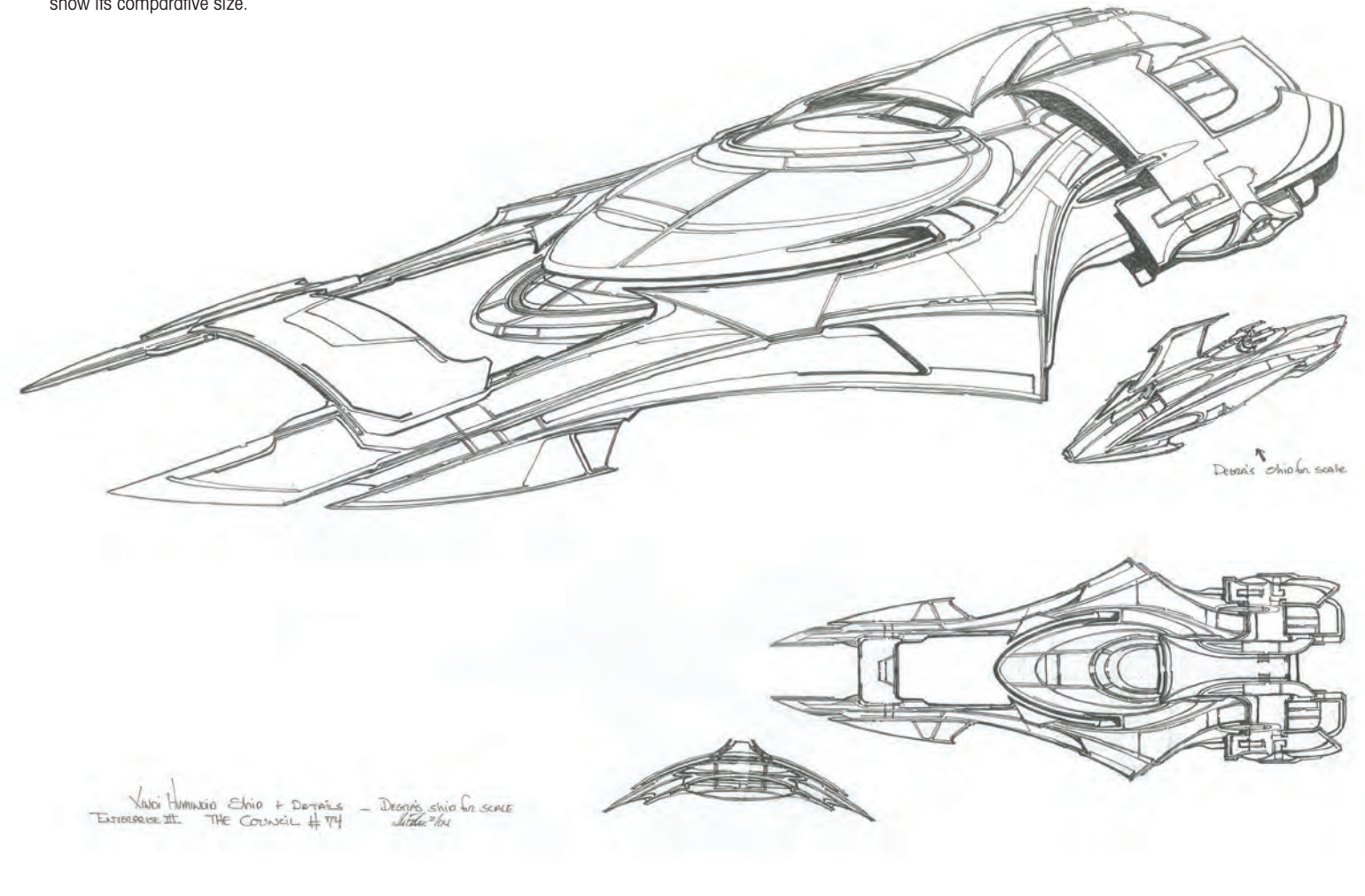
SHARED ANCESTRY

Despite the Xindi species all looking physically very different from one another, their DNA was 99.5 per cent identical. Their common ancestry was evident, however, from the distinctive ridges on their cheekbones and foreheads that all the species shared.

▼ This was John Eaves' initial sketch for the Xindi-Primate starship. It included many blade-like edges to give it an aggressive look, and he also made use of open space in its configuration. Everyone loved this design and it was approved straight away.



▼ Eaves drew up a more detailed illustration of the design, and fleshed out some of his ideas. He also included a sketch of Degra's ship alongside the Xindi-Primate starship to show its comparative size.



DESIGNING THE

XINDI-PRIMATE STARSHIP

John Eaves explains how he came up with an aggressive look for the Xindi-Primate starship based on Arnold Schwarzenegger's sword.

Being a concept designer, particularly on a show like *STAR TREK* where there is always another piece of alien hardware to invent, means having to be constantly

on the look out for inspiration. Influences can come from anywhere, and when it was time to design the Xindi-Primate starship illustrator John Eaves had recently rewatched *Conan the*

Barbarian with Arnold Schwarzenegger. "Conan's sword, which was designed by the legendary Ron Cobb, had always fascinated me," said Eaves. "I thought it would be cool to try and

include some similar type of sword blades into the Primate ship. That was where the initial inspiration came from, and I experimented with various blade shapes and put them down the sides and up at the front of the ship."

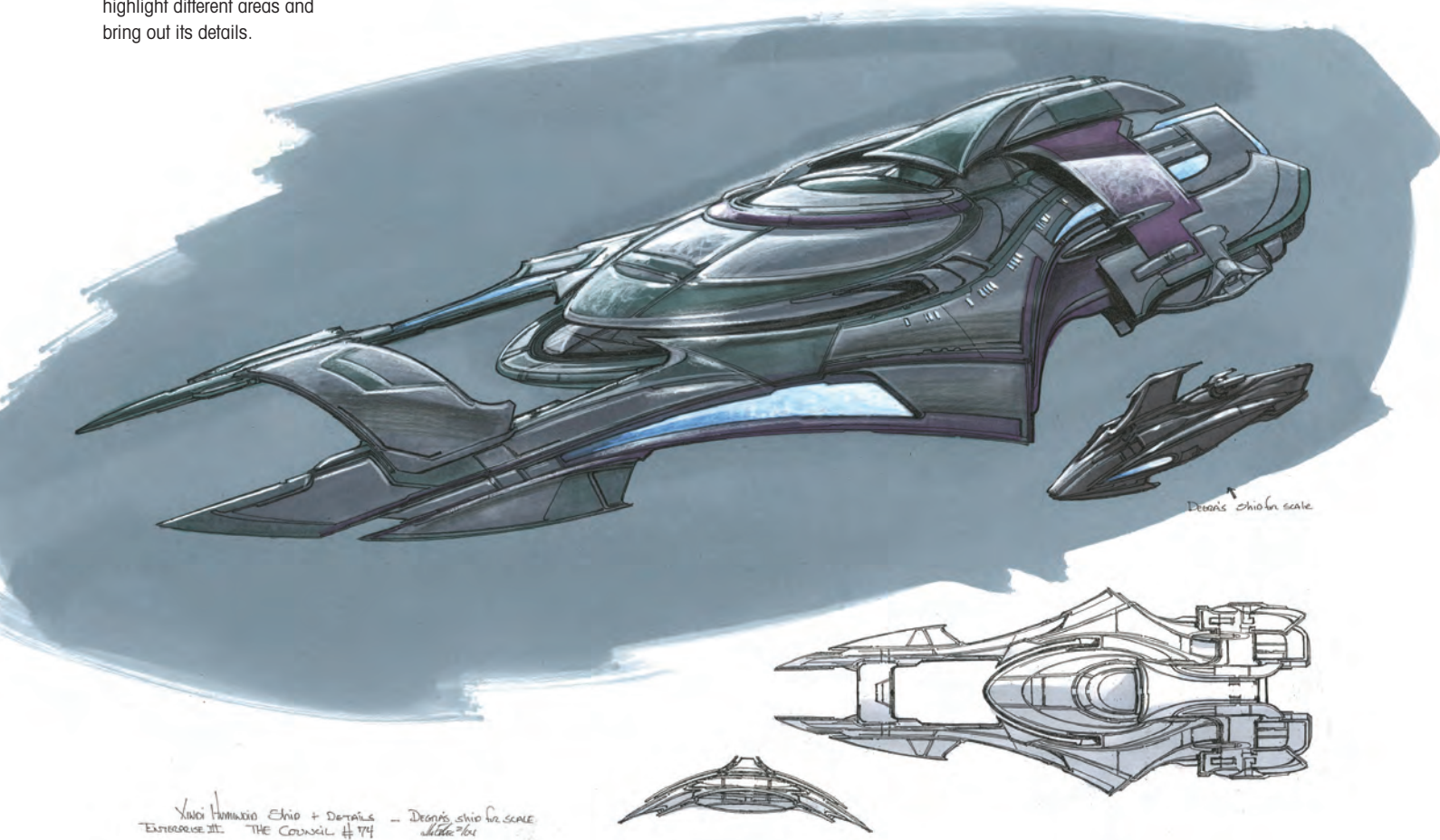
As the Xindi were the antagonists of the third season of *ENTERPRISE*, Eaves was told the Primate ship had to look

threatening, and he felt the sword blade-look fulfilled that side of the brief. He also knew that the Primate starship had to be distinct from the vessels used by the other Xindi species, but at the same time they should all share similar motifs in their structure. As the Xindi makeup showed that all their species had a common ancestor by featuring

indented ridges on their faces, Eaves wanted to include elements in their starships that tied them together.

"Most of the Xindi ships featured sharp-edged knife shapes or parts that resembled claws or talons," said Eaves. "The Xindi-Insectoid ships had a three-pronged structure to them that definitely looked like claws, and most of

▼ Eaves began experimenting with color for the ship, subtly adding different shades to highlight different areas and bring out its details.



the other Xindi species had vessels that included knife and blade-like instruments to them."

In other ways, however, the Xindi-Primate starship was distinct from the other Xindi vessels, mainly in the way it made use of open and negative space. "The design featured a central area, more like a conventional starship, where the operations took place, and the back half was where all the engines were located," said Eaves. "But the front featured a semi-sword open frame idea. We had tried to include open space earlier when they filmed with practical models, but it wound up being an enormous issue with the bluescreen when they filmed, and it never worked. My boss, Herman Zimmerman, always

liked it when we included open and negative space in a starship design, but we were only able to do it when we switched to CG models. We were then able to design much more complicated configurations for the starships, as they were then able to film CG models without any problems."

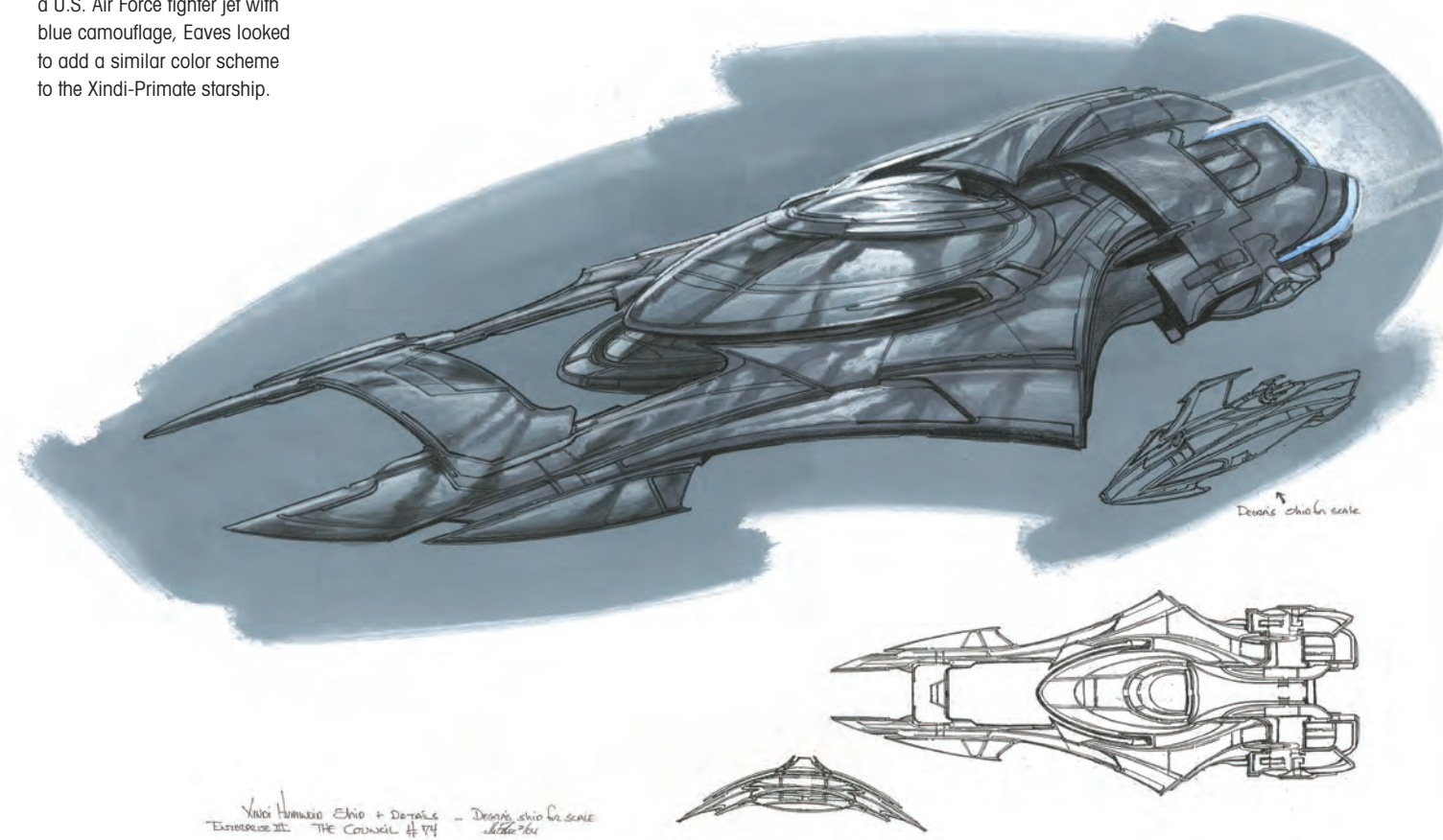
FIRST TIME DESIGN

Once Eaves had come up with a design for the Xindi-Primate starship he drew up a fairly rough illustration of it, and to his surprise it was approved right away, which hardly ever happened. He then began to flesh it out in more detailed drawings, and actually spent just as much time working on the color palette for it. "We had to figure out if we were

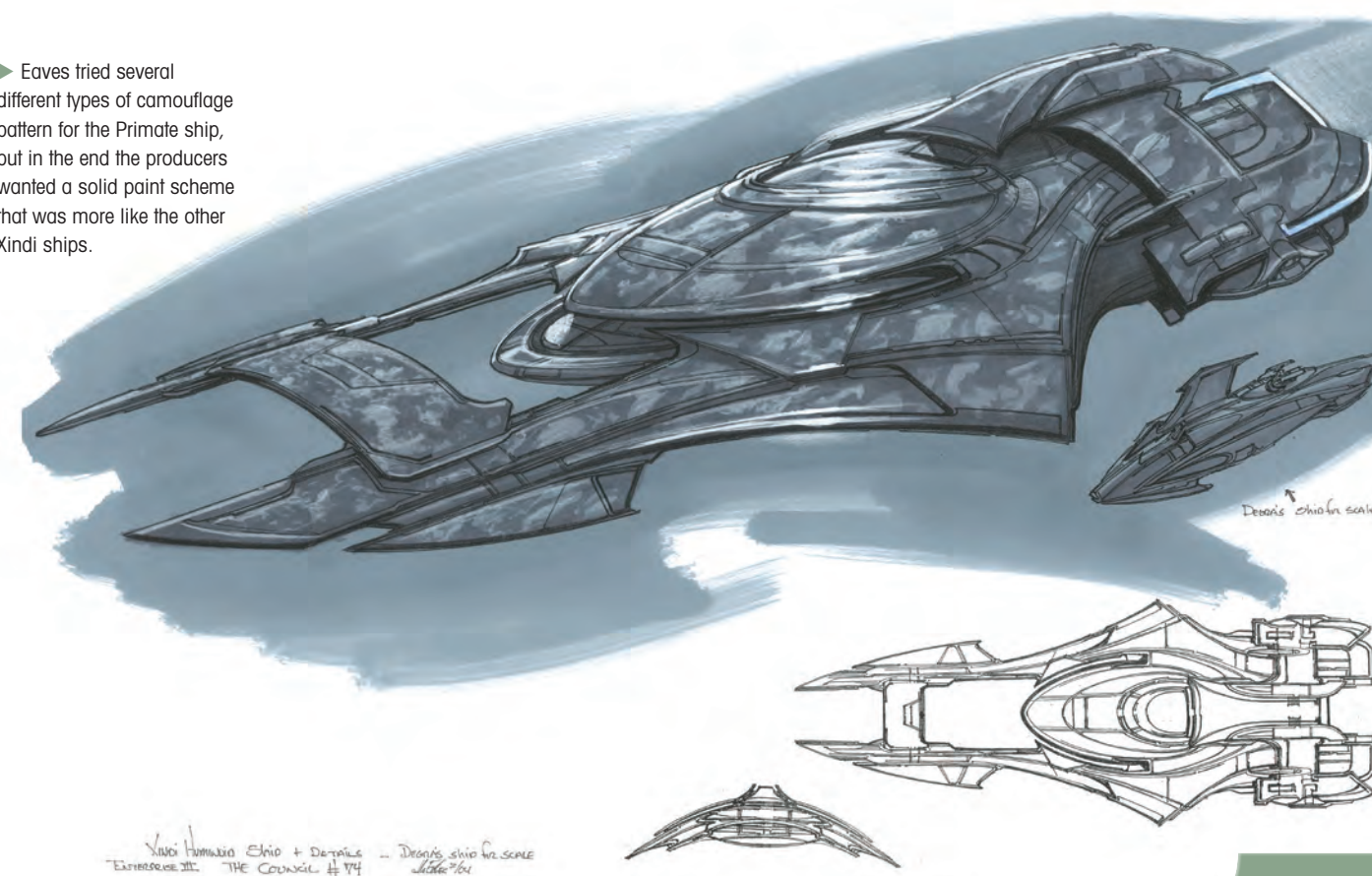
going to do a solid color, or something else," said Eaves. "I did a whole exploration of what the colors would be like, and I experimented with a camouflage pattern.

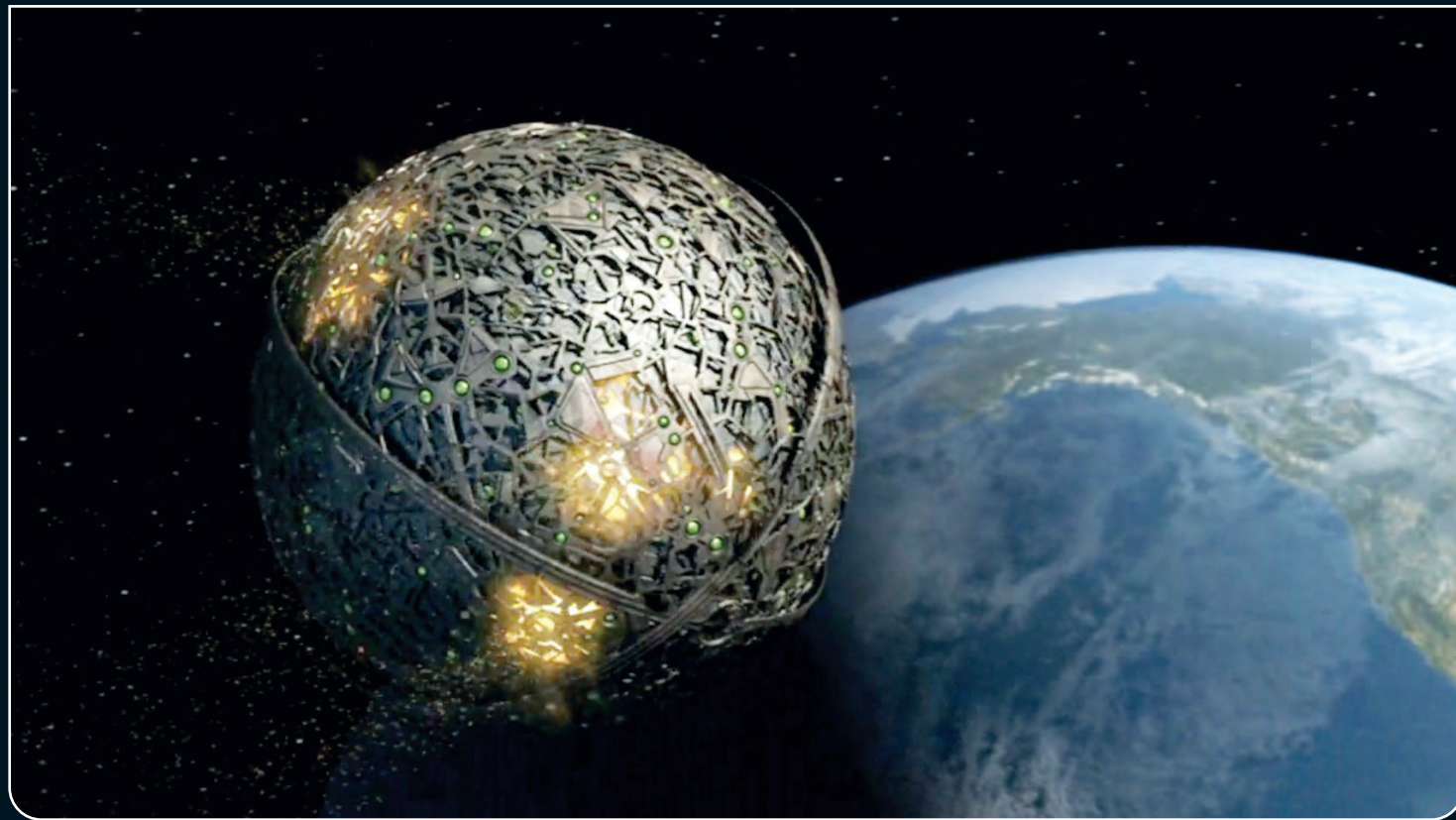
"The U.S. Air Force had this blue digital camouflage pattern that was new at the time, and a friend from the Edwards Air Force Base had sent me a picture of it. I thought it looked cool and I experimented with something similar on the Primate starship. I used the pattern, but modified it by taking out the digital-look of it because it was boxy. Then, I tried a sort of zebra stripe, but they were all rejected. In the end, they went for a solid gray-green color that was more in keeping with the shade they had used on the other Xindi ships."

► After seeing an image of a U.S. Air Force fighter jet with blue camouflage, Eaves looked to add a similar color scheme to the Xindi-Primate starship.



► Eaves tried several different types of camouflage pattern for the Primate ship, but in the end the producers wanted a solid paint scheme that was more like the other Xindi ships.





STAR TREK: ENTERPRISE

THE XINDI ARC

ENTERPRISE boldly headed in a new direction by dedicating a whole season on the Xindi arc, which was action-packed and full of intrigue.

▲ The Xindi arc gradually built up over the season and culminated in a thrilling climax when the superweapon prepared to fire on Earth. Rick Berman, Brannon Braga and the writers really ramped up the stakes in the third season and told a complex and involving story over 24 event-filled episodes.

Executive producers Rick Berman and Brannon Braga were under pressure to revamp *ENTERPRISE* for the third season and reinvigorate the show. Ratings had been declining, and they knew they had to turn that around if it was going to continue. They were about to embark on the 24th season of *STAR TREK*, if you counted all the series since *THE NEXT GENERATION* debuted in 1987, and the format was starting to look tired and out-of-date.

The good news was that Berman and Braga had been given the go-ahead from the network to introduce a more serialized form of storytelling, which was something that they had always

wanted to do. They decided to take their chances and really go for broke by introducing a story that put the whole of Earth in jeopardy.

In fact, the story began with 'The Expanse,' the final episode of Season Two, when a Xindi probe attacked Earth and killed seven million people. At this point, Berman and Braga had only a vague idea of who the Xindi were, but as they prepared for the third season, they tried to figure out just what the story would be about.

The idea was to create a 24-part episode, but at the same time they were concerned that they might not have enough material to last a whole season. This meant that they also wanted to

prepare some standalone episodes, just in case the Xindi didn't work out.

Braga felt that in the first month of working on Season Three, he and the rest of the writers had figured out virtually everything in the Xindi storyline. He thought the five-species Xindi was an interesting science-fiction concept and the fact that there was going to be internal strife between them had great dramatic possibilities. There would be betrayal and backstabbing to rival some of Shakespeare's plays, as they plotted and fought among themselves.

MAPPING THE PLOT

While Berman and Braga felt that they had a good handle on how the story was going to develop, some of the other writers felt it needed to be figured out with more specificity. David Goodman, Mike Sussman and Chris Black felt that the story should have been locked down in greater detail before they started, as what they had was more like signposts that they knew they had to hit as the season progressed.

At the same time, they all understood that they didn't want to limit themselves by having everything worked out in minute detail, as they would limit them creatively. This was especially true in a show like *ENTERPRISE*, which had over 20 episodes in a season. If it had been a series that featured only 12 or 13 episodes, it might have been possible to know exactly where they were



going, and weaved a very intricate story. But with the amount of episodes they had to complete, it was better to give themselves some latitude to deviate from the plan in case new ideas occurred to them as they were writing.

REFLECTING THE TIMES

ENTERPRISE certainly turned in a darker direction in Season Three with the Xindi arc. *STAR TREK* had always been a reflection of contemporary society and many felt that the Xindi storyline was a reaction to 9/11, which happened just a few weeks before *ENTERPRISE* debuted. While they didn't set out to write a response to the events of that dreadful day, it certainly influenced the Xindi arc, at least on an unconscious level.



◀ In 'Anomaly,' there was a powerful scene, which showed how far the writers were prepared to take the new edgier direction. In his pursuit of knowledge about the Xindi, Captain Archer tortured an Osaarian pirate by throwing him in an airlock and decompressing it.

◀ Braga felt that having five intelligent species of Xindi was a cool science-fiction concept that had not really been seen before. The fact that the Insectoids, or "overgrown grasshoppers" as Archer referred to them, were CG meant they couldn't be featured too much because of the expense. It was also established that there were shifting allegiances between the species, which only added to the drama.



▲ 'Similitude,' written by Manny Coto, was more of a standalone episode within the season, but also one of the best. When Trip suffered a catastrophic injury, Dr. Phlox 'grew' a clone of him from one of his exotic creatures in order to harvest his tissue and save the life of the chief engineer.

The story began with a large-scale attack on a civilian target, and the arc that was built around it featured the *Enterprise* crew trying to figure out who committed the atrocity and why. It was more unpredictable and grittier than what had gone before in previous seasons, as stakes were raised, ethics were ignored and lines were crossed.

One of the most controversial events happened

► In 'Impulse,' *Enterprise* responded to a distress call from a Vulcan ship stranded in the Delphic Expanse. When Archer and his boarding team explored the drifting vessel, they were attacked by insane zombie-like Vulcans, who had been poisoned by trellium.



▲ Manny Coto joined the writing staff in Season Three and brought a passion and excitement to the show. Braga felt he had finally found someone who could help him with the showrunner duties.

early in the season when in 'Anomaly' an Osaarian space pirate was tortured by Captain Archer to extract information about the Xindi. Not everyone was comfortable with the captain, the moral center of the show, going to such extreme lengths to obtain the information he needed, but it showed how bold and contentious they were prepared to be. *ENTERPRISE* was no longer playing it safe and avoiding difficult scenarios.

MUCH NEEDED HELP

Another factor that helped the show was that producer and writer Manny Coto was brought in. He was a lifelong *STAR TREK* fan and his work on previous shows like *Odyssey 5* impressed Braga. In fact, for the first time since *ENTERPRISE* began, Braga felt he had a showrunner-level person alongside him, who could take some of the strain he had been feeling.

The first script that Coto wrote for *ENTERPRISE* was 'Similitude,' one of the most compelling

episodes of the season. In it, Trip suffered a bad fall in engineering and was placed in a coma. Dr. Phlox created a clone of Trip, so he could harvest his brain tissue to save the chief engineer's life. The clone lived a lifetime in just 15 days, and the ethical issues it raised were troubling and pertinent.

HIGH-QUALITY EPISODES

There were plenty of other great episodes, with much more action and that were much more engaging than they had been in the first two seasons. There was 'Impulse' with the zombie Vulcans and 'Damage' where the crew had to find a functioning warp coil, while T'Pol developed an addiction to trellium-D, which released her from the constraints of logic.

Throughout the whole season, though, the Xindi story moved on, sometimes just a little bit, but it continued to add details and mysteries that enriched the arc. All the writers knew the overall objectives and the goals they had to reach by the end of the year. As the season entered the final run-in, the Xindi arc built to a stunning crescendo.

While Braga admitted that there were some poor episodes, such as 'Extinction' and 'Exile,' he was very pleased with what they had achieved for the season. "As a whole, I thought Season Three was pretty electrifying," said Braga. "Some people thought it was a 'kill the terrorists' allegory. I'm surprised anyone would think that given that it may have begun there, but that was not where it ended up. It ended up in a place of understanding. It ended up in a place of reconciliation. It was a *STAR TREK* feeling."

Braga also worked out how the season should end with Berman, and it was something that no-one could have foreseen happening. When the Xindi superweapon was destroyed near Earth, it somehow resulted in *Enterprise* and its crew finding themselves in the past, with events of World War II altered by the Temporal Cold War and Nazi aliens. "We just wanted to do something crazy to end the season," said Braga. "We'd completed the Xindi arc, and we could have just said, 'End of Season Three,' or we could do something completely insane. And that was insane. I wondered if it would work. I wasn't exactly sure. It certainly was surprising, but it was something that Manny (Coto) had to work out in the next season!"



◀ Towards the end of the season in the episode 'The Council,' Dolim, the leader of the Xindi-Reptilians, killed Degra. There had been plenty of internal strife between the various Xindi species throughout the arc, and after this it was clear that the Reptilians were willing to act independently if need be to launch the superweapon.

◀ The Xindi arc finished with a bang as Archer fought with Dolim and blew up the superweapon just in time to save Earth. The whole season had direction and purpose, and was much more dynamic than the previous two seasons.

◀ When Archer regained consciousness after destroying the superweapon, he was confronted by the sight of an alarming-looking alien in a Nazi uniform. Braga admitted it was a "completely insane" way to end the season, but he bet that no-one saw it coming.

ON SCREEN



TRIVIA

Degra, the Xindi-Primate scientist who appeared in ten episodes of *STAR TREK: ENTERPRISE*'s third season, was played by Randy Oglesby. He portrayed six other characters on *STAR TREK*. In chronological order they were: a telepath in Riva's chorus from *THE NEXT GENERATION* episode 'Loud as a Whisper,' Ah-Kel, a Miradorn, from the *DEEP SPACE NINE* episode 'Vortex,' Silaran Prin, a Cardassian, from 'The Darkness and the Light,' Kir, a Brenari refugee from the *VOYAGER* episode 'Counterpoint,' and Trena'L, the captain of a Xyrrillian ship from the *ENTERPRISE* episode 'Unexpected.'



On *Enterprise* NX-01 from the alternate timeline in episode 'E2,' it was established that Dr. Phlox had married Amanda Cole [pictured below], one of the MACO soldiers assigned to the ship for the Xindi mission, and they went on to have nine children.



In at least one future timeline from where the temporal agent Daniels originated, the Xindi had become a member of the United Federation of Planets. By the 26th century, Xindi crewmen served on Federation ships in the battle against the Sphere-Builders.

- FIRST APPEARANCE: 'E2' (VOY)
- TV APPEARANCE: STAR TREK: ENTERPRISE
- DESIGNED BY: John Eaves

KEY APPEARANCES

STAR TREK: ENTERPRISE 'E2'

Enterprise NX-01 approaches a nebula containing a Xindi subspace vortex that will take it to a meeting with Degra near the Xindi Council planet. Meanwhile, at the other end of the vortex on a Xindi-Primate starship, Degra and two other Xindi leaders discuss the wisdom of letting Archer address the council.

Once in the nebula, *Enterprise* is confronted by a bizarre situation. It is met by a version of itself, which was thrown 117 years into the past and is now populated by the descendents of the crew, including Lorian, the son of 'Trip' Tucker and T'Pol.

STAR TREK: ENTERPRISE 'The Council'

Under escort by several Xindi-Primate and Xindi-Arboreal starships, *Enterprise* approaches the Xindi Council planet. The flagship of the Reptilians tries to stop them, but a few warning shots from a Primate vessel makes the Reptilians back down.

On the planet, Archer presents evidence that the Xindi are being manipulated by the Guardians. Angered by the accusations, Dolim, the leader of the Reptilians walks out. Later, Dolim kills Degra, and then announces that the Reptilians and Insectoids plan to launch the superweapon.

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