Iltharanos [XINDI-AQUATIC WARSHIP] July 1, 2012

Xindi-Aquatic Warship
Battleship; Commissioned: 2148

Hull Data
Structure: 65 [249 space][22 space remains]
Size/Decks: 13/69
Length/Height/Beam: 2,000/210/1,750 m
Complement: 250

Tactical Data
Disruptors: GDM-2 (x9/AA) [-63]
Penetration: 5/4/4/0/0
Torpedo Launchers: FST Mk III (x6/AA) [-24]
Spatial Penetration: 3/3/3/0/0
Deflector Shield: PFF 1 (A) [-10]
Protection/Threshold: 12/2

Propulsion Data
Impulse System: SBC (.5c) (B) [-24]
Warp System: Subspace Vortex (B) [-13]

Operational Data
Atmosphere Capable: No [0]
Cargo Units: 200 [-14]
Life Support: Class 3R (DD) [-11]
Operations System: Class 3R (DD) [-11]
Sensor System: Class 2 (+2/+1/0/0/0/C) [-2]
Separation System: No [0]
Shuttlebay: 1 fv [-2]
Shuttlecraft: 13 size worth
Tractor Beams: 1 fv, 1 fd, 1 av, 1 ad [-3]
Transporters: 6 standard [0]

Miscellaneous Data
Maneuver Modifiers: +4C, 0H, +4T
Traits: Hardened System (All) [-30]
Enhanced System (Shields) [-5]
Hangarbay (x3) [-15]
Mission

The Aquatic Warship’s primary role is the defense of Xindi territory, which it accomplishes by serving as a carrier for the Aquatic Scout ships.

Features

The Aquatic Warship, though it serves primarily as a carrier, is a formidable combatant on its own, with multiple disruptor banks and torpedoes, as well as an enhanced shield grid capable of sustaining significant amounts of punishment before failing. The warship has all major systems hardened against damage, thereby increasing the ship’s durability even further.

Unique among many starships of its era, the Aquatic Warship possesses a hangarbay capable of holding capital-size vessels.

Like all Xindi designs, the warship also features a subspace vortex drive. A unique aspect of the Aquatic Warship was its almost entirely water-filled interior.

Background

The Xindi-Aquatic Warship is a singularly powerful combatant. The arrival of even one Aquatic Warship in a battle is enough to turn the tide easily. The only recorded instance of such a warship being destroyed was due to subspace distortions from a Sphere Builder’s attack.

Ships in Service

<table>
<thead>
<tr>
<th>Name</th>
<th>Registry</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>Mmr’Mrr</td>
<td>X.A.W. 07</td>
<td>Transported the Enterprise NX-01 back to Earth (2154).</td>
</tr>
</tbody>
</table>

Appearances

<table>
<thead>
<tr>
<th>Series</th>
<th>Media</th>
</tr>
</thead>
<tbody>
<tr>
<td>ENT</td>
<td>T.V. “Damage”; T.V. “Countdown”; T.V. “Zero Hour”</td>
</tr>
</tbody>
</table>
FTL Propulsion System Costs

<table>
<thead>
<tr>
<th>System</th>
<th>Space</th>
<th>Speed (MCU)</th>
<th>Maximum Size</th>
<th>Reliability</th>
<th>Availability</th>
</tr>
</thead>
<tbody>
<tr>
<td>Subspace Vortex</td>
<td>Size</td>
<td>9.99</td>
<td>13</td>
<td>B</td>
<td>-</td>
</tr>
</tbody>
</table>

*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.

**Starship Traits**

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<th>Edge</th>
<th>Prerequisite</th>
<th>Effect</th>
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<tr>
<td>Hangarbay</td>
<td>Size 5 or larger</td>
<td>Ship may have more shuttlebays than half its size, rounded down. The ship’s shuttlebays may also accommodate vessels of size 3 or less. This edge may be taken multiple times, each additional time it is taken increases the size prerequisite and size of vessel accommodated by 1.</td>
</tr>
</tbody>
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*Note: When including these edges, use the rules found on page 142 of the *Star Trek RPG Narrator’s Guide*.*