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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.



Background

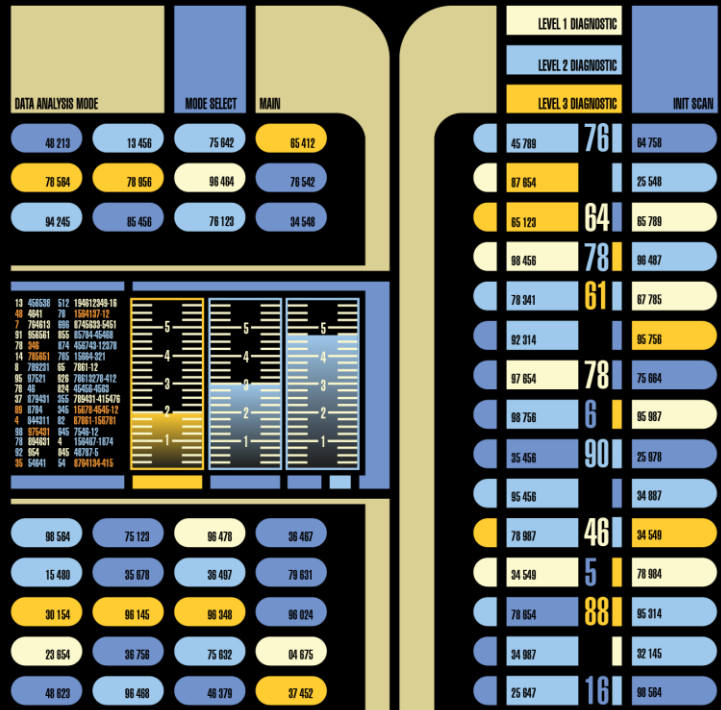
The Xindi-Aquatic Warship is a singularly powerful combatant. The arrival of even one Aquatic Warship in a battle is enough to turn the tide easily. The only recorded instance of such a warship being destroyed was due to subspace distortions from a Sphere Builder's attack.

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.



Ships in Service

Name	Registry	Notes
Mmr'Mrr	X.A.W. 07	Transported the <i>Enterprise NX-01</i> back to Earth (2154).

Appearances

Series	Media
ENT	T.V. "Damage"; T.V. "Countdown"; T.V. "Zero Hour"

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.

Starship Traits

Edge	Prerequisite	Effect
Hangarbay	Size 5 or larger	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.

Note: When including these edges, use the rules found on page 142 of the *Star Trek RPG Narrator's Guide*