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XINDI-INSECTOID SCOUT SHIP

TYPE: SCOUT

CREW: 3

IN USE: 22nd CENTURY

LOCATION: DELPHIC EXPANSE

XINDI-INSECTOID SCOUT SHIP

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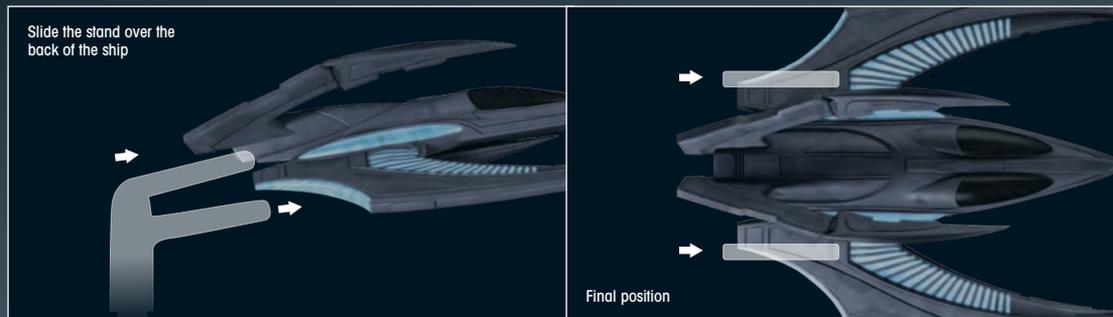
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XINDI-INSECTOID SCOUT SHIP

SPECIFICATION



OPERATED BY: XINDI-INSECTOIDS

TYPE: SCOUT SHIP

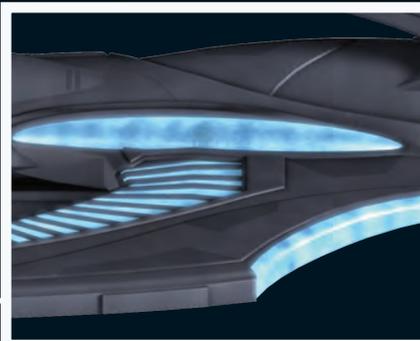
IN OPERATION: 22nd CENTURY

LOCATION: DELPHIC EXPANSE

CREW: 3

PROPULSION: IMPULSE ENGINES,

SUBSPACE VORTEX





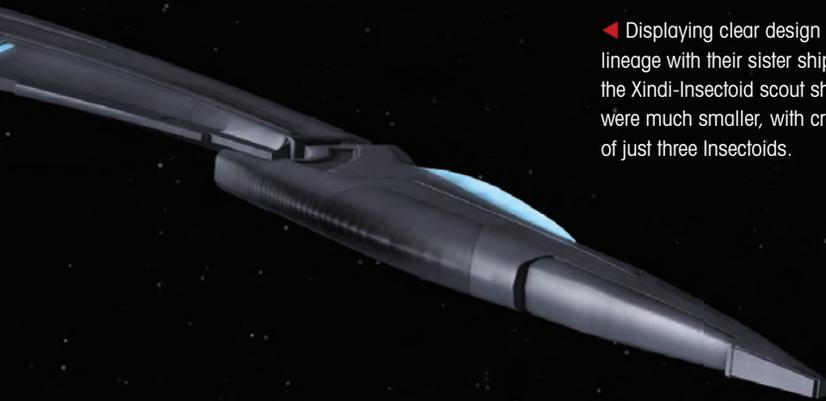
XINDI-INSECTOID **SCOUT SHIP**

The Xindi-Insectoids operated a fleet of smaller scout ships to support their larger starships.

DATA FEED

The hull of the crashed Xindi-Insectoid starship located by *Enterprise* matched the same hull composition of other Xindi species ships.

◀ Displaying clear design lineage with their sister ships, the Xindi-Insectoid scout ships were much smaller, with crews of just three Insectoids.



Native to the region of space known as the Delphic Expanse, the five sentient species from the planet Xindus operated a wide range of ships specific to their individual race. The Xindi-Insectoid fleet comprised large, three-winged starships, shuttle pods, and a variety of smaller, four-winged scout ships. The design of the scout ships subscribed to the aesthetic of other Insectoid ships, but they were not powerfully



armed and had inherent weaknesses that could be exploited by enemy ships in battle.

While larger Xindi-Insectoid starships displayed a three-winged configuration, the scout ships were designed with a four-winged structure. This may have been in consideration of greater maneuverability in battle scenarios.

The structure of the ship was based around the lower primary wing structure – two large, sweeping mandible-like wings, curving out from the main hull and tapering to a point far ahead of the ship's structure. Each of the lower wings displayed a pattern of light-blue power signatures across their blue-gray hull plating.

Two secondary wing points were ranged above the main hull section, curving up and over, again giving an impression of mandibles and echoing the insectoid origins of these ships.

THREE-INSECTOID CREW

The size of the scout ships accommodated only a small crew of three Insectoids. This crew occupied the small main hull, which may have amounted to a flight deck that was little more than a cockpit. The crew section nestled at the heart of the four-wing structure and was characterized by the two black ovoid structures located to port and starboard of the hull's upper surface. These eye-like structures once again evoked the insectoid design origin, this central hull structure tapering to a forward point emphasizing the aggressive aesthetic.

Common with other Xindi vessels encountered by *Enterprise* NX-01, the Xindi-Insectoid scout ships

◀ Prior to first encountering a Xindi-Insectoid scout ship, MACO commander Major Hayes ran a battle simulation for Lieutenant Reed, showing *Enterprise* engaging a scout ship in battle. This highlighted weaknesses that could be exploited in the future.



▲ Xindi-Insectoid scout ships were able to attack quickly, emerging from a subspace vortex to immediately engage with enemy vessels.

maneuvered on impulse engines, but were able to swiftly travel longer distances via the opening of a subspace vortex. A move to open such a vortex was indicated by the powering up of the ship's main deflector grid.

INSECTOID ENCOUNTER

During their extended mission in the Delphic Expanse in 2153-54, the crew of the United Earth starship *Enterprise* NX-01 engaged a Xindi-Insectoid scout in orbit of an unnamed world.

En route to Azati Prime, *Enterprise* investigated a crashed Xindi ship of a type they had not previously encountered. A landing party led by Captain Archer discovered the bodies of Xindi-Insectoids, which were taken back to *Enterprise* for examination. Further investigation of the ship

revealed a hatchery full of Insectoid egg sacs that were yet to hatch.

While the crew's investigation proceeded, Lieutenant Reed and MACO commander Major Hayes continued to clash over *Enterprise* security operations. However, Hayes had examined Xindi combat tactics, displaying a computer simulation of *Enterprise* in battle with an Insectoid scout. Despite reservations, Reed was impressed with Hayes' assessment of the ship, having identified a potential weakness in the impulse manifolds.

BATTLE TACTICS

Remaining in orbit of the planet on Captain Archer's orders, *Enterprise* came under attack from a Xindi-Insectoid scout ship. Emerging from a subspace vortex, the scout immediately fired upon



▲ A Xindi-Insectoid scout ship emerged from a subspace vortex and immediately engaged *Enterprise*, firing on the Earth starship.

► *Enterprise's* phase cannons caused little damage to the Xindi ship, but a barrage of torpedoes fired at the scout's impulse manifolds caused critical damage.



▲ *Enterprise* came about onto an intercept course with the attacking Xindi ship. Its weapons ineffective against a more powerful foe, the Xindi ship fled, attempting to open a new subspace vortex to escape danger.

Enterprise, but was no match for the offensive capabilities of the Earth starship.

In Archer's absence, Reed was in command, ordering a pursuit course as the scout prepared to open another vortex. Phase cannons proved ineffective in disabling the scout's engines, but an order from Reed to target the impulse manifolds with torpedoes was more effective. Before it could open the vortex, a volley of torpedoes fired by *Enterprise* hit their mark. Although intending to disable, the attack destroyed the ship.

On returning to the bridge, an increasingly unstable Archer questioned Reed's actions, claiming the scout's crew could have helped with the hatchery below. To his crew's confusion, Archer relieved Reed of duty, his command duties being handed over to Major Hayes...



DATA FEED

Major Hayes commanded a unit of MACO (Military Assault Command Operations) soldiers assigned to *Enterprise* during its mission to the Delphic Expanse in 2153. There was much surprise that Captain Archer requested a military contingent aboard his ship, but the *Enterprise* commander felt the mission to find the Xindi would require the added protection of MACO training in the Delphic Expanse.

UNSTABLE CAPTAIN

On first investigating the Insectoid hatchery, Captain Archer was sprayed across the face by an egg. Although Dr. Phlox felt it was merely a defense mechanism and had not harmed the captain, a dangerous biological process had been set in motion.

Archer ordered that *Enterprise* should remain in orbit to ensure the safety of the unhatched eggs, showing the Xindi that humanity was not their enemy. His command crew felt Archer's orders were at odds with their mission, leading to T'Pol and Reed's removal from duty. Increasingly erratic, Archer resisted attempts from Commander Tucker and Phlox to remove him from duty and returned to the hatchery.

Taking the ship back from Hayes' MACO force, Tucker confronted Archer in the hatchery, where eggs had hatched. The earlier attack on the captain had placed him under Insectoid influence, a process that affected his synaptic pathways and compelled him to care for the eggs.

Under Phlox's care, Archer's condition stabilized and the status quo was restored on board *Enterprise*. The *Enterprise* left orbit, resuming its voyage to Azati Prime under the command of Acting Captain T'Pol.

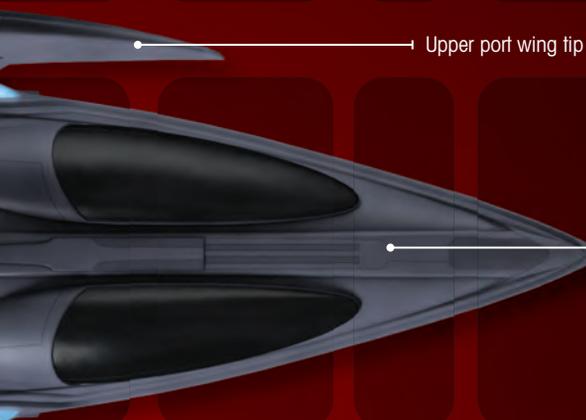


▲ His neural chemistry altered, Captain Archer reverse imprinted on the Xindi-Insectoid eggs. He believed he needed to care for the Insectoid young, coming into conflict with his command crew and putting *Enterprise's* core mission in jeopardy.





Lower port wing tip



Upper port wing tip

Flight deck



Upper starboard wing tip



Upper starboard wing tip



Lower starboard wing tip

DATA FEED

The *Enterprise* recovered a Xindi-Insectoid shuttle from the crashed starship, bringing it back to the ship for examination. Tucker and Mayweather assessed its capabilities, finding that much of its power grid was routed to structural integrity. Tucker thought it could be flown inside a gas giant.

SHORT LIFE

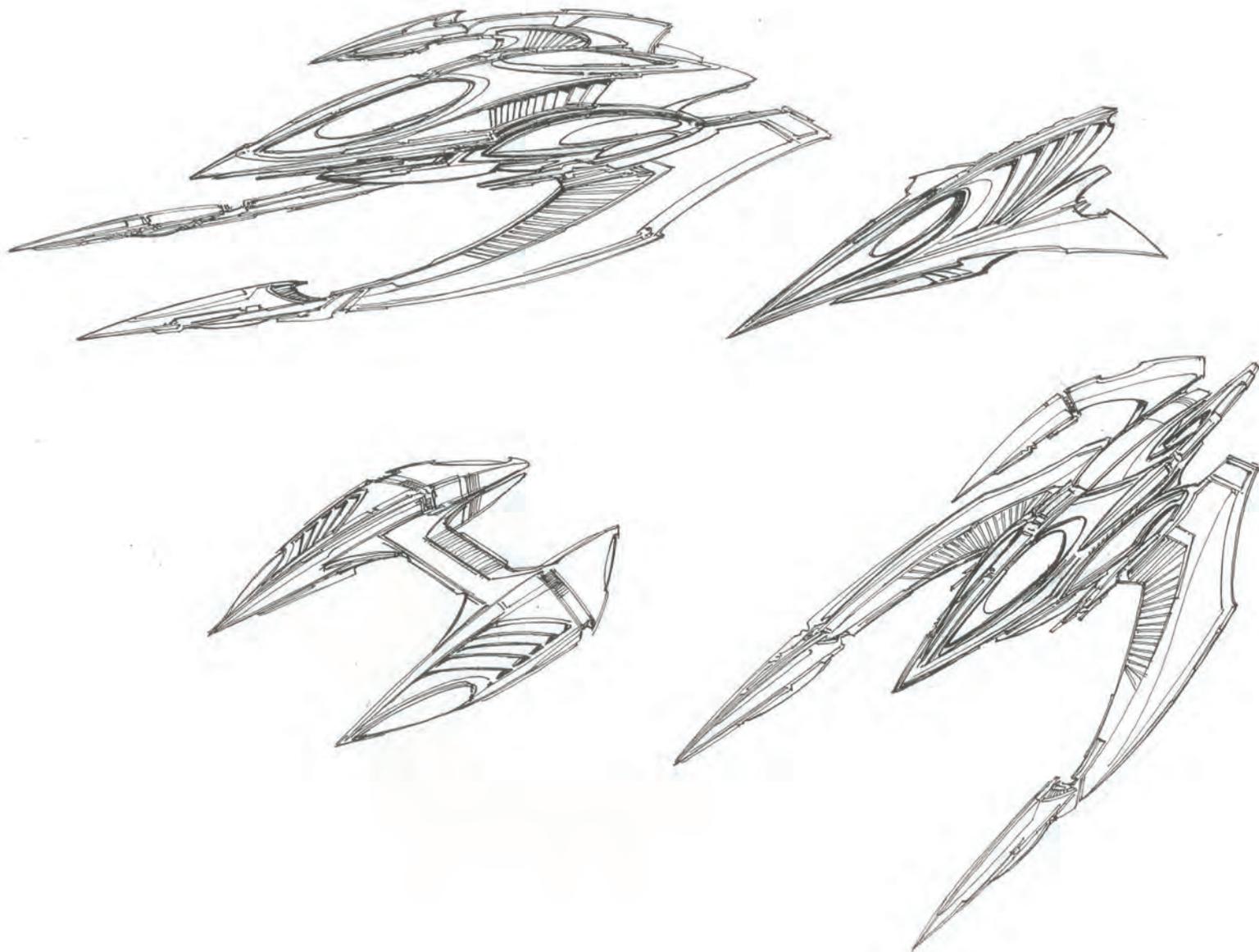
Assessing the biology of the Xindi-Insectoids, Dr. Phlox thought the race possessed a lifespan of no more than 12 years. He judged the bodies recovered from the crashed ship were ten years of age.

HATCHERY SHIPS

All Xindi-Insectoids were able to produce multiple egg sacs, reproducing asexually. Phlox thought each Xindi-Insectoid starship would have been equipped with a hatchery facility.

ONE WEEK

At the time the *Enterprise* crew investigated the hatchery, Phlox believed the eggs were one week away from hatching. This strengthened Archer's resolve to care for the unhatched young and prove to the Xindi their peaceful intent.



DESIGNING THE

XINDI-INSECTOID SCOUT

For the Xindi-Insectoid scout ship, concept artist John Eaves revisited his designs for an earlier Insectoid ship seen in *ENTERPRISE*.

In 'The Expanse', the season finale of *STAR TREK: ENTERPRISE* season two, the crew of *Enterprise* set out on one of *STAR TREK*'s most ambitious missions – a season-long arc to locate a new enemy: the Xindi. During its time in the Delphic Expanse in season three, *Enterprise* encountered the five races making up the Xindi – Primate, Arboreal, Aquatic, Reptilian and Insectoid.

"It was a really cool race with different sects," recalls *ENTERPRISE*'s senior illustrator John Eaves, who by 2003 was an experienced veteran of multiple *STAR TREK* TV series and movies. "They all looked different physically, but we had to tie all the ships together on one architectural core, and yet be different. Mostly it was the color that would tie everything together."

▲ John Eaves' original black-and-white ink sketches of four concepts for the Xindi-Insectoid scout ship. This ship would be seen in a brief battle sequence in 'Hatchery'.

▼ Eaves' second stage of concept art for the scout ship added detail and colour, including light blue power signatures across the hull. Only a three-quarter view was required for the concepts, allowing the CG animators a level of creativity in their work.

Eaves' responsibilities extended to initial concept art designs for each of the Xindi race's ships. A large three-winged Xindi-Insectoid starship had made its *début* in season three's 'Twilight', a crashed wreck of which is seen in the later 'Hatchery'. In addition to the crashed starship, for 'Hatchery', Eaves was tasked with concepts for two other Xindi-Insectoid ships – a scout ship, and a shuttle craft.

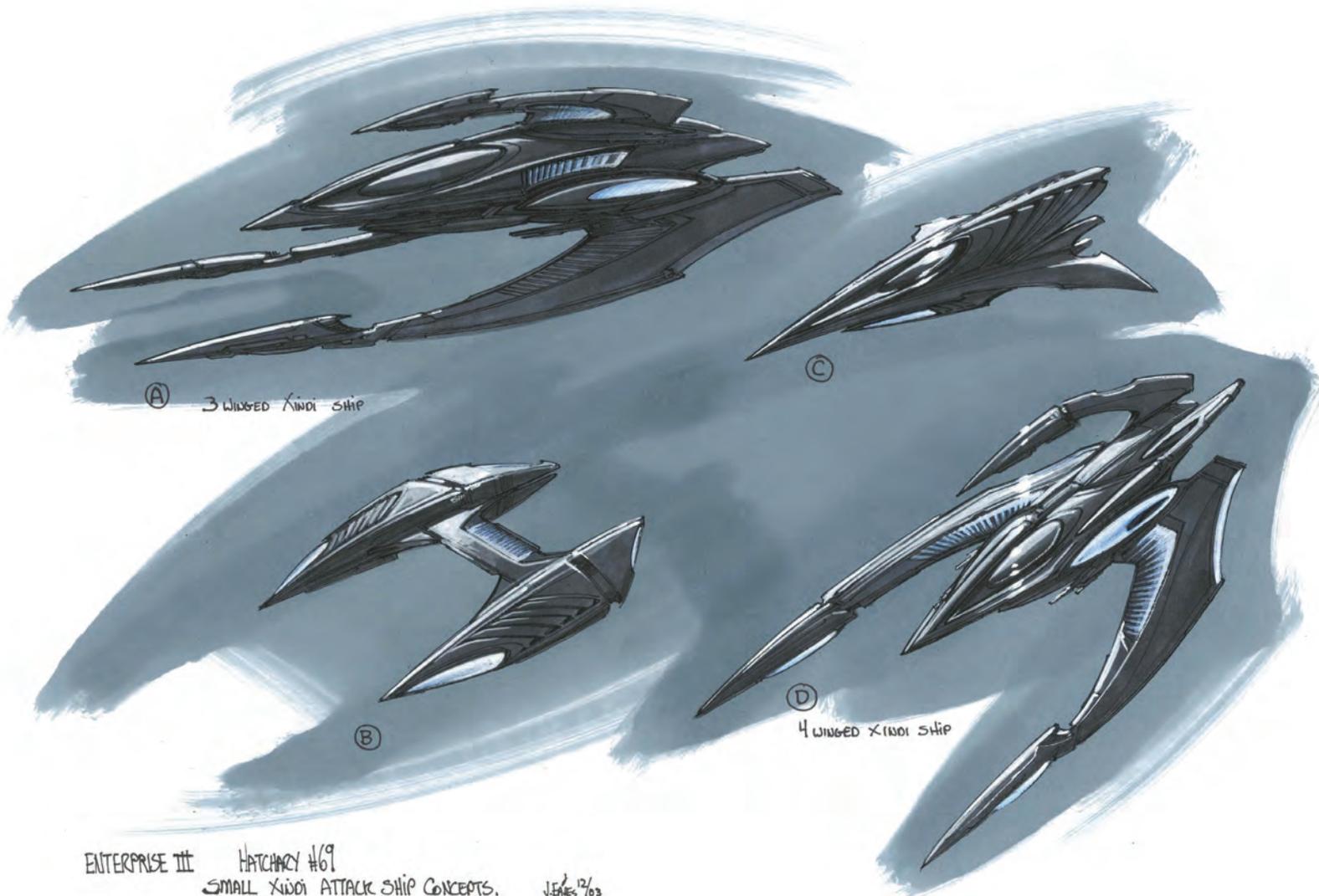
LOBSTER DINNER

"These scout ships lightly based themselves off the big Insectoid ship," Eaves continues. "This is the fighter version of that." Eaves' initial inspiration for

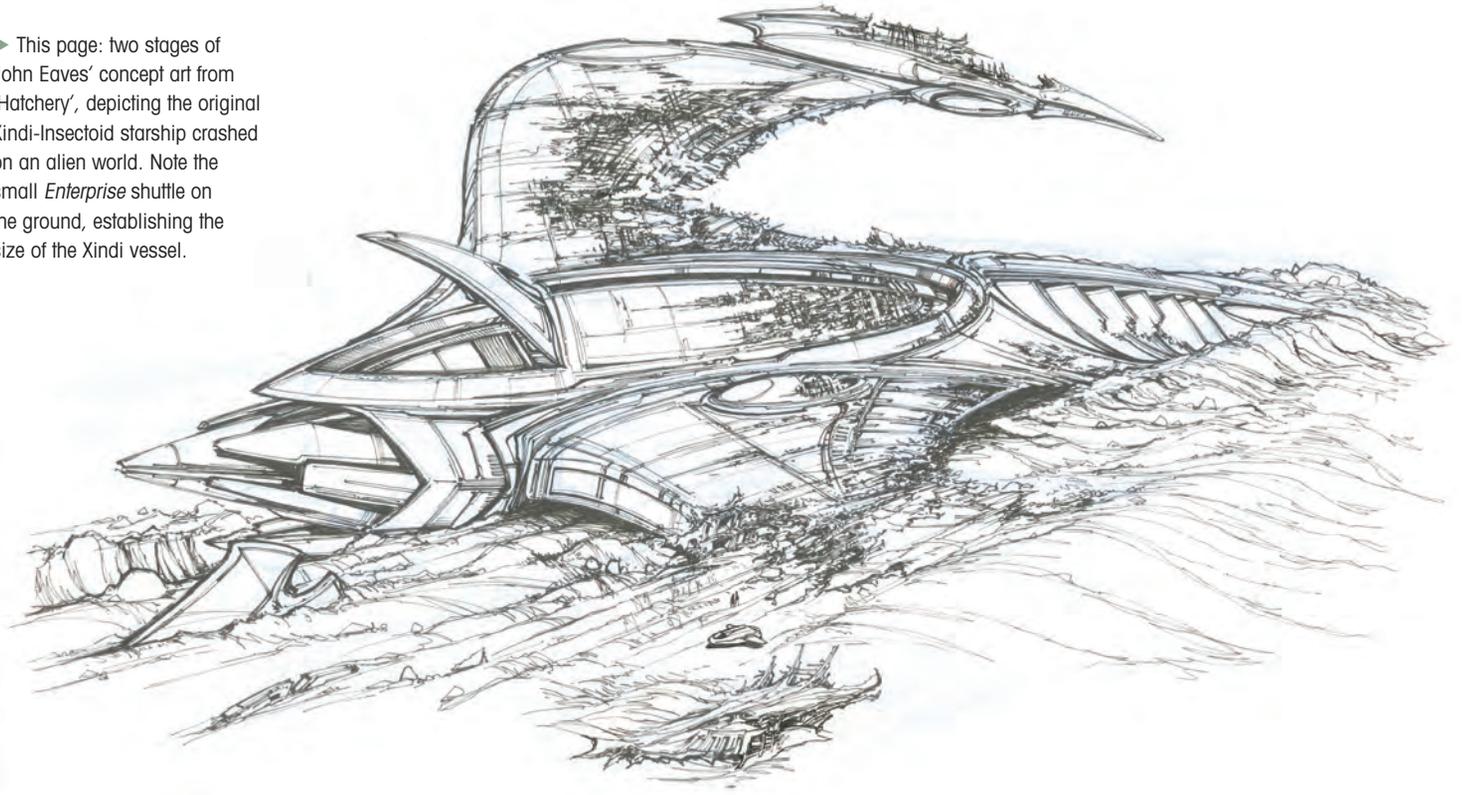
the look of the Insectoid vessels was inspired by a lobster dinner he'd enjoyed while working on concepts. "Everything is based on something that happened a day or two before," he laughs. "You'll be sitting at dinner thinking about it, and you think, 'hey, this might turn into a cool ship!'. I decided everything could be a ship – a can opener, a blender, if you look at it just right, it's a spaceship!"

Eaves embraced the Insectoid theme in both the original starship and the scout. "I grew up in Arizona and scorpions were the natural bug at night. When that tail whipped up, it horrified me."

Eaves and production designer Herman Zimmerman worked up four potential designs for

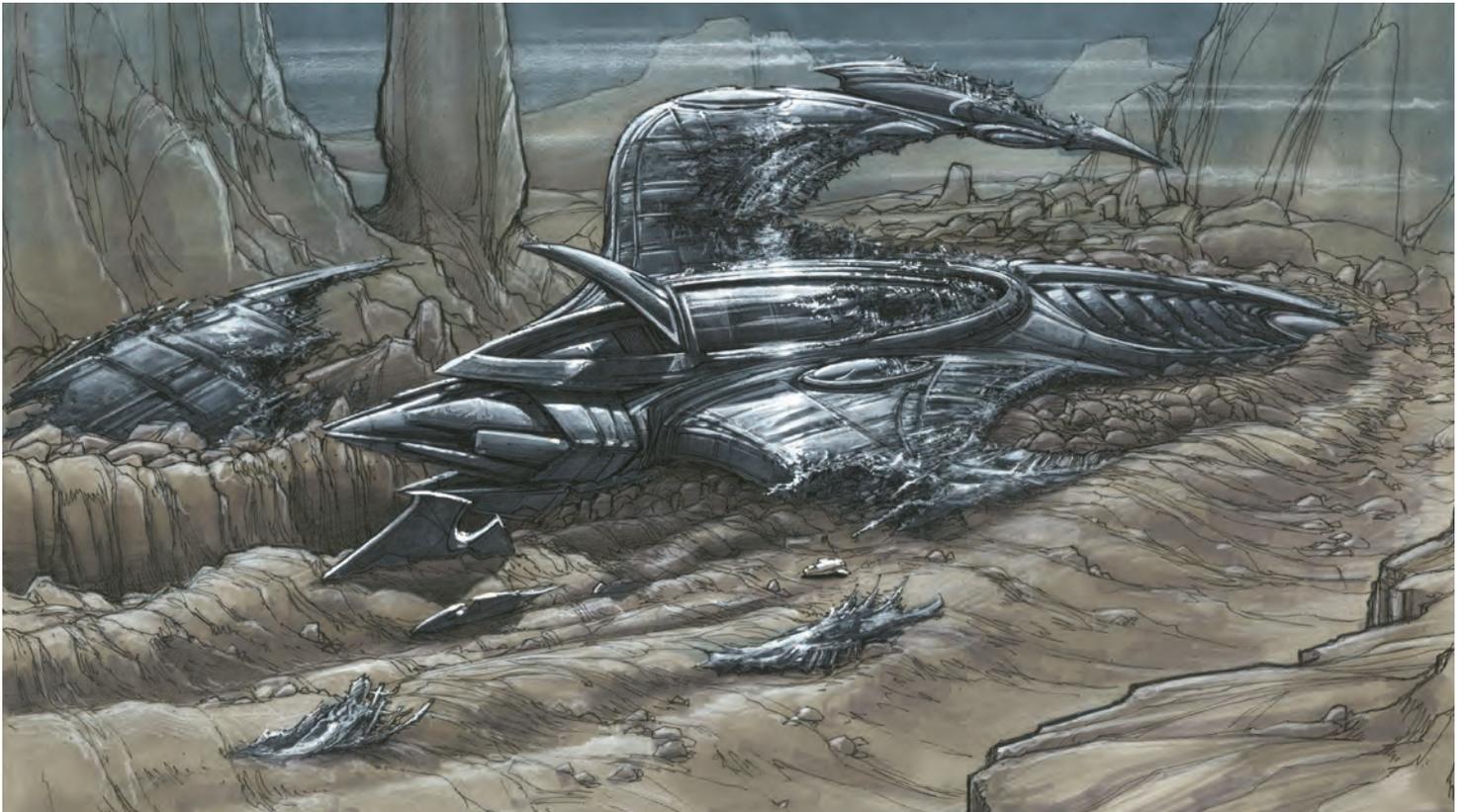


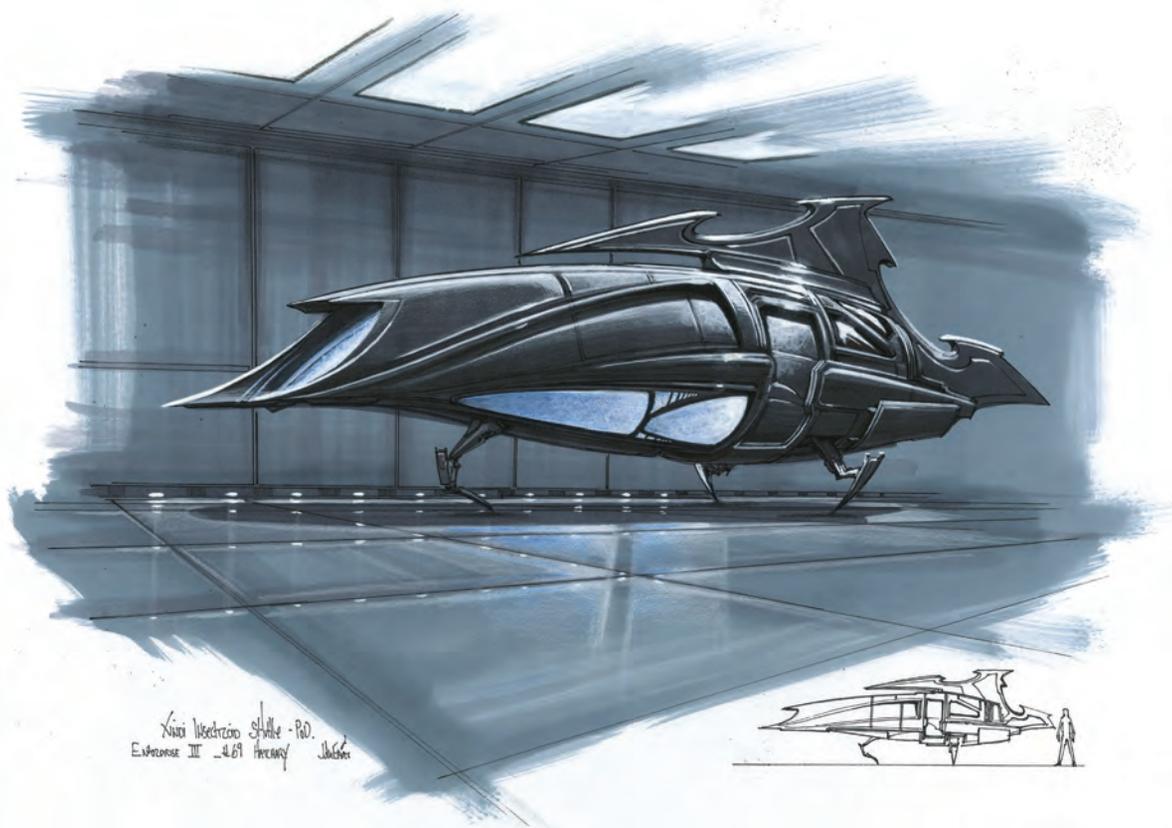
► This page: two stages of John Eaves' concept art from 'Hatchery', depicting the original Xindi-Insectoid starship crashed on an alien world. Note the small *Enterprise* shuttle on the ground, establishing the size of the Xindi vessel.



the scout ship, covering versions A-D, seen on these pages as both ink and color sketches. "You do some things that are what you think they're going to like, and stuff that's far off in your

concept layout," Eaves explains. "That gives them a broader spectrum. We'll pick something that we like as the feature drawing, hoping they'll pick it, because it will best match the interior sets. Here





◀ A first pass John Eaves concept sketch of the Xindi-Insectoid shuttle seen in 'Hatchery'. Producers asked for a "less aggressive" version.

we were hoping for version A, or D. We gave them B and C as hopefully something to pass on. The broader the range you get, the better it works out."

RENDER AND ANIMATE

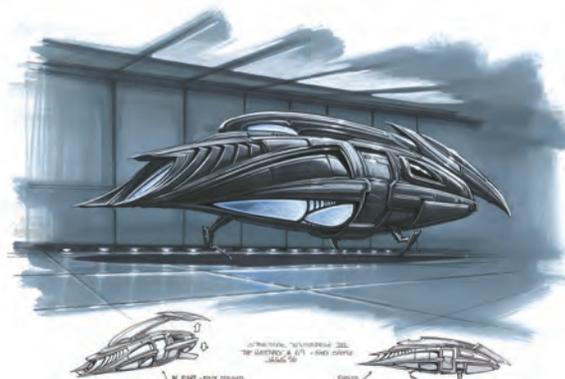
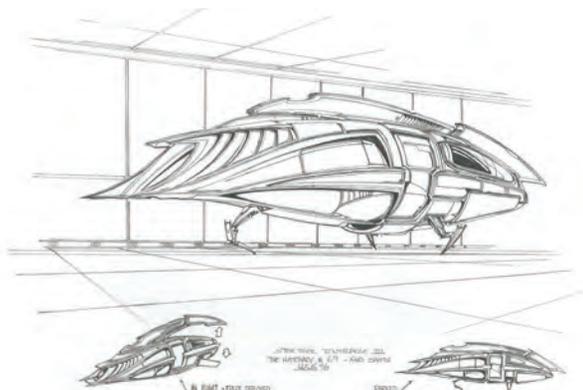
Ultimately executive producers Rick Berman and Brannon Braga chose option D, a four-winged variant, which went forward to visual effects house Eden FX for rendering and animation. "The crew at Eden were all *STAR TREK* fans, as well as being fantastic modelers. A lot of CG guys who are legendary now got their start on *ENTERPRISE*. To watch them make that, so fast in the computer and then animate it is remarkable."

In addition to the scout ship, 'Hatchery' required Eaves to concept the Xindi-Insectoid shuttle. "It

didn't need to be as aggressive as the other ships," he recalls, "so we reversed that blade on top, so when that opens up it's part of the propulsion system. There's a first pass at it here, and notes from the meeting said to make it a little less aggressive and give it some motion. That's where the second version came from.

"They're all very quirky," Eaves sums up his concept work on the various Xindi ships.

"Everything you see here had to be done in a couple of days. That's all you'd need, this three-quarter view. What was fun about it is the collaboration, because you gave the effects guys a sketch and it isn't that tight, it's loose and that gives the CG guy his turn to be creative, fill in the gaps and make things work."



◀ Black-and-white and colour sketches of Eaves' second concept for the Xindi-Insectoid shuttle seen in 'Hatchery'. This includes detail of the pivoting arm that moved when the shuttle was in flight.



◀ André Bormanis is a veteran of four *STAR TREK* television series, working as a science consultant, writer and producer, with many script credits to his name. He was a driving force behind *ENTERPRISE*'s third season Xindi arc.

HATCHING 'HATCHERY'

André Bormanis brought his scientific background to *STAR TREK*, as consultant, producer and writer, including *ENTERPRISE*'s 'Hatchery'

“**ENJOYED science** writing and science communication,” says André Bormanis, considering the career path he originally thought he would follow. “I was a huge fan of Carl Sagan growing up. I read all of his books and loved the ‘Cosmos’ TV series, when I was in college. I thought that I would be a professional scientist, but would also find a way to be a science popularizer or a writer.”

With a degree in physics and a masters in science, technology and public policy, science is still a prime concern in Bormanis’ professional life, but in a different way than he originally envisioned. “I didn’t really get into *STAR TREK* until it went into syndication in the 1970s,” he recalls. “It was in high school when I watched the reruns with friends when I became a hard core *STAR TREK* fan. I tried my hand at writing science-fiction over the years, took some creative writing classes when I was in my 20s, and some screen writing classes when *THE NEXT GENERATION* came on the air. They had an open submission policy, and I submitted a spec script. It got a polite ‘thanks but no thanks, but please feel free to submit again’”.

SCIENCE CONSULTANT

While this route proved unsuccessful, Bormanis found an agent, which led to a phone call with executive producer Jeri Taylor when *THE NEXT GENERATION* was seeking a new science consultant. “Jeri and I hit it off over the phone, she invited me to come out and meet the staff, which I did a month or so later. (Executive producer) Michael Piller gave me an audition script. I went to the library, read the script and wrote up nine pages of notes that night. A couple of weeks later, they called and said if I wanted the job, it was mine.” It was the start of an association with *STAR TREK* that would last for the next decade. “I’d come out to LA with the intention of trying to become a writer, and I figured I’d give it a couple of years. If I couldn’t sell a story or a script, I could always go back to Washington to do a PhD and work for NASA. After I pitched about 15 stories, they finally bought one! And then they bought another a month later. The following season, Jeri asked me to write a *VOYAGER* script, ‘Fair Trade’. They liked it enough to give me another one!”

► Bormanis joined *STAR TREK: THE NEXT GENERATION* as a science consultant for its seventh and final season, going on to work on *DEEP SPACE NINE*, *VOYAGER* and *ENTERPRISE*.



► The cast of *STAR TREK: ENTERPRISE* season three faced a new challenge in the Delphic Expanse. In a first for *STAR TREK*, the crew of *Enterprise* NX-01 faced the Xindi-Insectoid ship awaits. ‘Hatchery’ posed a moral dilemma for the crew while placing Captain Jonathan Archer in great danger.





◀ Archer comes under attack from a Xindi-Insectoid egg sac. A concerned T'Pol has the captain taken back to *Enterprise* for examination.



◀ T'Pol and Tucker question Archer's orders to remain in orbit of the alien world. His actions are at odds with their core mission, leaving them with a moral dilemma.



◀ Phlox examines the body of a Xindi-Insectoid recovered from the crashed hatchery ship. His autopsy reveals biological data about this enemy race.



◀ Archer is distraught that his crew's actions caused the death of Insectoid hatchlings, causing T'Pol's suspicions about her captain to grow.

By 2003, Bormanis was a producer and firm fixture in the *STAR TREK: ENTERPRISE* writers' room when planning for season three was underway, taking the NX-01 into uncharted territory. "We had conceived this season-long arc, which was a first for *STAR TREK*. We had five different species that had evolved and become sentient on the same world, Insectoids, Primates and so on. We called them the Xindi and they launched this attack on Earth. *Enterprise* was assigned the task of going into their forbidden scary territory and find out why the Xindi had done this and to stop any further attacks.

"There's a lot of story pitches that go on in the writers room at the beginning of a season," continues Bormanis. "(Co-producer) Mike Sussman and I were on the writing staff for all four seasons. Pretty early on in the process of developing season three, we thought it'd be fun to find a hatchery for the Insectoids. Could that be an opportunity to figure out their biology and develop a weapon against them? Then it sat on the back burner as we figured out how we were going to tell this season-long story, then eventually circled back to the hatchery idea."

DEVELOPING 'HATCHERY'

The overall story for 'Hatchery' was developed together by Bormanis and Sussman, with Bormanis ultimately taking sole credit for the teleplay. "It was in that process we discovered that we needed more texture," he explains further. "What if Captain Archer had some sort of turn when he discovers this hatchery? The first instinct is to get samples and burn the place down! But Archer felt that's not who we are, it's inhumane. We had a good moral angle that we could explore. That's all stuff that came as we were sitting around in the writers' room developing the story. Here's the opening scene, we're going to find this hatchery, what happens next? What if this happens? Well what about this?! Oh my god, a mutiny, are you kidding?! What, all these MACOs are going to take over?!"

"Archer's evolution during that third season was something we were always paying attention to," says Bormanis. "What are the larger implications of the choices they're making as the only ship



◀◀ Tucker and Phlox confront Archer, whose actions become increasingly erratic. The captain resists attempts to remove him from duty.

◀ Having reverse imprinted on the eggs, Archer watches the Insectoid young begin to hatch.

out there dealing with this threat?" Aside from the biological threat to *Enterprise's* captain, conflict between the crew and the military force on board the ship gave 'Hatchery' further texture. "The most interesting conflicts in drama are not right versus wrong, they're right versus right. And you can understand the military perspective in the story."

SET VISIT

With the teleplay for 'Hatchery' completed, Bormanis moved on to further script assignments, but delighted in visiting the set during production. "One of my clearest memories is going down to the hatchery set and seeing what (make-up supervisor) Michael Westmore and (production designer) Herman Zimmerman had come up with. It was creepy as hell. I remember the way that Scott Bakula walked around and looked at these eggs, becoming weirdly fascinated by them even before he was sprayed. One of the fun things of working

on *STAR TREK* was that we built these amazing sets. They are alien environments and you get to walk around and think, 'this is just amazing!'"

Following his work on *STAR TREK*, Bormanis continued to work in television, bringing his scientific background to dramas such as 'Threshold' and 'Eleventh Hour', while also working in factual science programming and writing. He is currently a consultant and co-executive producer on 'The Orville', and looks back to his time on *ENTERPRISE* with great pride. "We really pushed the limits on the stories we wanted to tell. This was 2003 and the storytelling landscape of television was very different. We didn't have original series on HBO, A&E, etc. What we were doing was, I think, more cutting edge, especially in the context of the *STAR TREK* universe than one might recognise today given different kinds of storytelling and the risks people can take on the cable outlets we have now. We look tame relative to some shows today, but at the time, these were pretty heady stories for us."



◀◀ The *Enterprise* crew risk everything in a mutiny to take the ship back from Major Hayes after being placed in command by Archer.

◀ A test of friendship – as Archer recovers in his quarters, he tells Tucker that he was right and would have done the same thing.

ON SCREEN



TRIVIA

'Hatchery' marks the third and final appearance of Daniel Dae Kim as MACO soldier Cpl. Chang after appearing in 'The Xindi' and 'Extinction'. Kim had appeared earlier as Gotana-Rex in 'Blink of an Eye', a season six episode of *STAR TREK: VOYAGER*. A familiar face on American television and in films, Kim is perhaps best known as Chin Ho Kelly in 168 episodes of 'Hawaii Five-0' and recently appeared as Major Ben Daimio in the 2019 movie 'Hellboy'.



Steven Culp (Major Hayes) is a well-known actor on American television and in films. Appearing in five episodes of *ENTERPRISE* as Hayes, Culp's previous *STAR TREK* distinction was being cast as Commander Martin Madden, the new first officer of the *Enterprise* NCC-1701-E in *STAR TREK: NEMESIS*.



Although Culp's scenes as Madden were ultimately cut from the film, they were included on the DVD release. While playing Major Hayes, Culp was also appearing as Special Agent Clayton Webb in 'JAG'. In a twist of scheduling, the on-screen deaths of both Hayes and Webb were broadcast during the same week in 2004.

- FIRST APPEARANCE: 'HATCHERY' (ENT)
- TV APPEARANCE: STAR TREK: ENTERPRISE
- DESIGNED BY: John Eaves

KEY APPEARANCES

STAR TREK: ENTERPRISE **'Hatchery'**

Tensions run high among the *Enterprise* crew during its extended mission in the Delphic Expanse. En route to Azati Prime to further investigate the Xindi, the ship finds a crashed Xindi-Insectoid starship on a nameless world.

A landing party led by Captain Archer investigates the wreck, discovering the bodies of dead Insectoids and a hatchery facility packed with eggs. While examining the hatchery, Archer is sprayed by one of the eggs. The crew assume it to be a defense mechanism.

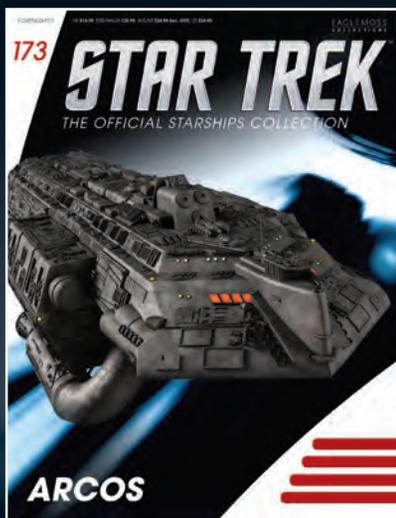
Archer's behavior becomes increasingly erratic, ordering the crew

to work to protect the unhatched eggs, and abandoning their mission. Tensions come to a head when T'Pol is relieved of duty. When a Xindi-Insectoid scout ship is destroyed in battle, Reed is also relieved of his post, and MACO troops are posted around *Enterprise* to enforce the captain's orders.

T'Pol and Tucker see no alternative but to mutiny, taking the ship back from the MACO troops, while Tucker beams to the hatchery ship to confront his captain. Archer's brain chemistry has been altered by the egg attack, now believing himself to be a carer for the unhatched Insectoid young. As Archer recovers, the *Enterprise* resumes its mission across the Delphic Expanse.

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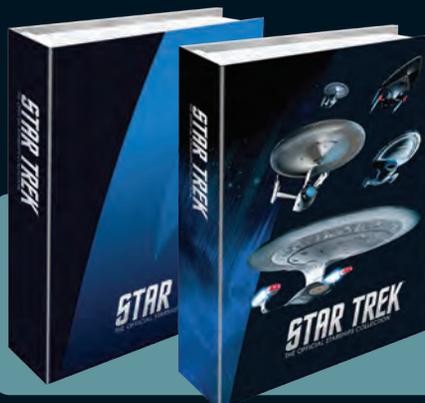
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