D’Kyr Type

Length: 600 meters
Crew: 147

Vulcan

Star Trek: The Official Starships Collection

FORTNIGHTLY

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**D’Kyr Type**

**Specification**

- Operated by: Vulcan High Command
- Class: Combat Cruiser
- Length: 600 meters (approx.)
- Crew: 147
- Top Speed: Warp 7
- Weaponry: Particle Beam Emitters, Photic Torpedoes
- Captains: Voris, Muroc

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**Stand Assembly:**

Slide the stand arms into the back of the ring, with the red panels facing backwards.

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The crew of Enterprise NX-01 came across several D’Kyr-type vessels in the 2150s, including the D’Kyr, the Tal’Kir and the Seleya. The official class name of these vessels was never identified, hence they have been referenced after the D’Kyr, the first ship of this type to be encountered by Enterprise.

D’Kyr-type vessels were the largest and most powerful ships in the Vulcan fleet during the 22nd century. They featured a large annular warp nacelle similar to other Vulcan ships, but on these vessels the nacelle could pivot between being fully horizontal and fully vertical. It appeared that the warp ring was kept in the horizontal position when the ship was docked or partially powered-down, but tilted to the vertical position when it was in full operation.

Another noteworthy feature of the D’Kyr type was that it carried a support craft, approximately 180 meters in length, which docked inside the warp ring. This relatively large auxiliary ship also featured an annular warp drive, but it was fixed in position and hung down below the main cylindrically-shaped hull. It appeared that this support craft could only be launched when the engine hoop of its mother ship was in the horizontal position.

Superior Technology
Like the smaller Surak class, D’Kyr-type vessels had a top speed of warp 7, much faster than the warp 5 that could be achieved by Starfleet’s most advanced ships of this time, such as Enterprise NX-01. The D’Kyr type was more advanced in other ways, too, as it featured more sophisticated sensors and tractor beam technology. They also appeared to be the most heavily armed ships in the Vulcan fleet, and featured both photonic and particle weapons, with at least six emitters positioned at various points around the hull.
The interior of the D’Kyr type featured at least seven decks, while the command bridge was on the uppermost level near the front of the ship. A small sickbay was located on deck 5, and contained a single biobed inside a transparent tube with diagnostic controls adjacent to it. There was also an auxiliary control room where many of the ship’s main functions could be accessed if the bridge or main engineering became inoperable. It had a circular console in the center, which could be used to control the power distribution net on the ship. On the walls of this room were monitors that showed engineering readouts and sensor telemetry.

D’Kyr-type vessels featured a copper-colored hull, while the warp ring emitted a blue glow when in operation. They were among the most advanced ships in the Alpha Quadrant in the mid-23rd century. Their technology was superior to that of Starfleet’s NX class, and there were few ships that could match the D’Kyr type’s tactical abilities.

The crew of the Seleya used trellium-D to insulate their ship against spatial anomalies after they became trapped in the Delphic Expanse. Unfortunately, the trellium-D had a neurotoxic effect on them that caused skin lesions and drove them insane. An away team from Enterprise, including T’Pol, became trapped on the Seleya when they attempted to discover what had happened to the crew. The away team made their way to the auxiliary control room, where they hoped to gain some control over the ship, but the systems were too badly damaged.

D’Kyr-type vessels were more commonly used in their capacity as combat cruisers, often in disputes involving the Andorians. In 2152, two D’Kyr-type vessels were sent to protect a planetoid that was claimed by both sides. Later, after relations improved, D’Kyr-type vessels joined with the Andorians to track down a Romulan drone ship. Despite the Vulcans’ reputation for pacifism, their D’Kyr-type vessels were heavily armed with both photonic and particle weapons. In 2154, several D’Kyr ships in orbit of Vulcan were ordered by Administrator V’Las to fire on the T’Karath Sanctuary, where a group of dissidents known as the Syrrannites were hiding out.

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D’Kyr-type vessels were among the most common in the Vulcan fleet and were used for diplomatic, scientific and military operations. For example, the Seleya, a D’Kyr-type ship, was used to chart the thermobaric clouds surrounding the Delphic Expanse. During the mission, the vessel became caught in a subspace eddy and was pulled inside the phenomenon. TOXIC INFECTION It was later discovered that the crew of the Seleya had tried to protect their ship from the spatial anomalies inside the Expanse by lining the hull with trellium-D, an ore that they had mined from an asteroid field. While the trellium-D protected the ship, it also had a neurotoxic effect on the crew. Unable to control their emotions, they were driven insane and became psychotic murderers.
**SHIP PROFILE D’Kyr Type**

**FIRST ENCOUNTER**
The first time Enterprise NX-01 encountered a D’Kyr-type ship was in 2152, when it was supposed to drop off T’Pol and Dr. Phlox on the D’Kyr for transport home. This was after the crew of Enterprise had apparently caused the destruction of a mining colony on Paraagan II, and as a consequence Vulcan Ambassador Soval had cancelled Enterprise’s mission. Captain Archer and his crew later acquired proof that the Suliban were responsible for the colony’s annihilation, and their assignment was allowed to continue.

The commanding officer of the D’Kyr-type Seleya was named Voris, while the chief engineer was called Solin. T’Pol served on the Seleya for a year as deputy science officer before being assigned to Earth as an ambassador to the Earth government.

**DATA FEED**

By the 24th century there were few vessels of exclusive Vulcan design, as they shared Starfleet ships along with countless other species. There were some ships that were of specific Vulcan design, however, such as the science vessel T’Vran and Apollo-class transports such as the T’Pau.

It was possible that the D’Kyr was a Myrmor-class vessel, but as this class was never formally identified, this is only speculation.

The D’Kyr-type Tal’Kir was disabled by Tholian ships in 2152 after picking up a time travel pod from the 31st century that Enterprise had discovered. The Tal’Kir had to be towed back to its home planet by a Vulcan transport.

**SELEYA CREW**

The commanding officer of the D’Kyr-type Seleya was named Voris, while the chief engineer was called Solin. T’Pol served on the Seleya for a year as deputy science officer before being assigned to Earth as an ambassador to the Earth government.
In ENTERPRISE’s second season the episode “Carbon Creek” called for a new design of Vulcan ship that could rescue three Vulcans who had been stranded in middle-America during the 1950s. Since the transporter hadn’t been invented yet, a small rescue vehicle would go down to the surface and return to a mother ship. John Eaves was given the task of designing both the larger ship, which was originally known as the D’Vahl and the smaller vessel. He saw a direct parallel between the Vulcan ships and US Navy submarines such as the LA-class USS Dallas that carry small Deep Sea Rescue Vehicles (DSRVs) on their backs and started thinking about how the two ships might fit together.

By this point certain things had already been established about the design of Vulcan ships. Eaves’s own design for the Vulcan survey ship in FIRST CONTACT had provided their distinctive red color and a slightly organic, rounded feel to the design while Doug Drexler’s design for the Suurok class, had given them ring-shaped engines, inspired by one of Matt Jefferies’ rejected designs for the original Starship Enterprise. Eaves started with the small Vulcan ship that would go down to the surface. Influenced by the red Vulcan color and by the ring around the middle in Drexler’s existing design, his
first drawing drew inspiration from an American football, which he says “had been cut open like a sandal.” A second drawing showed a more contained design that still had echoes of the football shape but had a simpler design with two hulls joined together by a circular engine. It was this version that got the nod from the producers.

MOVING PARTS
Turning to the main ship, Eaves produced drawings showing the D’Vahl with and without the rescue ship in place. He also took advantage of the fact that the ship would be computer generated to suggest that Drexler’s circular engine design could be turned horizontally when the ship was “parked” but tilt up to a perpendicular position when it went to warp. A single pivot point provided several different interesting silhouettes. Eaves then produced a series of drawings that showed how the rescue ship would dock with the larger vessel before the engine swung into place. When the first concepts had been shown to the producers, Eaves had sensed that they weren’t all entirely sure which way the ship was supposed to fly, so this time around he added a very definite arrow showing the direction.

CHANGE OF DIRECTION
Although, the ship was designed specifically for “Carbon Creek,” with it’s small rescue ship, it actually made it’s debut in the episode before, “Shockwave, Part II,” which called for the Enterprise to rendezvous with a large Vulcan ship called the D’Kyr. In the end, a totally different design was used for the D’Vahl and the idea of a small rescue ship was completely abandoned. Eaves’s design for the D’kyr would go on to appear in several other episodes, playing a prominent role in the final season, where it was part of the fleet that threatened Andoria. It was even occasionally seen without the small rescue vessel, though the fact that it was designed to be two different ships was never referenced on screen.
The Vulcans of Archer’s era were designed to be antagonists who would change as the series progressed. One of the most unexpected things about ENTERPRISE’s pilot, ‘Broken Bow,’ was the discovery that in the 22nd-century the Vulcans were not exactly humanity’s friends. Although they had helped mankind overcome poverty and war, they were now actively trying to stop them going out into the Galaxy and regarded humans as a dangerous, immature race. “We had to do something different with the Vulcans,” Braga says, “in the original series they were antagonists, but they were often deceitful. However, the premise of ENTERPRISE always contained the notion of how things would change as the Federation came into being. When Manny Coto took charge of the writing staff for the fourth season, he decided to focus on this element of the series and to develop stories that showed the Vulcans as more interesting.”

CORRUPTED SOCIETY

Braga and the writing staff would soon go even further and reveal that the Vulcans of this time period didn’t mind-meld, were militaristic and were often deceitful. However, the premise of ENTERPRISE always contained the notion of how things would change as the Federation came into being. When Manny Coto took charge of the writing staff for the fourth season, he decided to focus on this element of the series and to develop stories that showed the Vulcans as more interesting. “The Vulcans in this era are very complicated and paradoxical and make good antagonists,” Braga says. “They seemed great when they walked off the ship in FIRST CONTACT, but they had a tumultuous relationship with the humans because they felt that they knew best and they didn’t think we were ready, and perhaps we weren’t ready.”

CORE THEMES

One of the reasons it appealed to them so much was that they felt the idea of races overcoming their differences, was a core theme of STAR TREK. “In the original series the Klingons were always the deadly enemy. By the time of TWOK they were coming closer and closer to becoming allies and you could project into the future that at some point the Klingons might join the Federation. There were three big stories that were implied at the beginning of ENTERPRISE. One was how did the Federation come to be. That implies that we would see the beginning of the Romulan war. The third one was how did the Vulcans go from being our enemies to our allies?”

Another part of their agenda was using the story to fill in the gaps in STAR TREK’s history. “We always wanted to bring in the threads of the lost history and that had never been explored in any novel,” Judy says. One of those gaps involved how the Vulcans had changed over the years. As Spock tells us in ‘The Savage Curtain,’ they had originally been a violent people who had embraced peace and logic thanks to the teachings of Surak, who laid down the foundations of modern Vulcan society, ending a brutal period of their history. “It was clear,” Judy says, “that the Vulcans had a nuclear war about 2,000 years earlier. We’d been allowed to, we would have shown fields of green glass left over from the nuclear explosions but they didn’t make them interesting again.”

So although many fans were uncomfortable with ENTERPRISE’s portrayal of Vulcans, it was definitely within the canon. And the writers embraced it because it made stories more interesting. “The Vulcans in this era are very complicated and paradoxical and make good antagonists,” Braga says. “They wanted to include a sehlat – the Vulcan creature that Spock kept as a pet and that had played a prominent role in the animated episode, ‘Yesteryear’ – and T’Pau the Vulcan politician who had officiated at Spock’s wedding in ‘Amok Time.’”

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she was part of a rebel group that was responsible for bringing Vulcan society back to Surak’s teachings. “Vulcans always followed, something had gone wrong in the centuries years that had happened up to that point in a different light. In particular, Judy says, T’pol mentioned the idea that at one point the high command was responsible for exploration but it had become militarised. We figured the change that had come over Vulcan culture was probably something that happened within the last few generations. It was their contact with us that re-invigorated them.”

The idea,” Gar says, “was that somewhere off in the wild on Vulcan there was a Martin Luther character - a radical out in the wilderness - who was calling for a return to the old ways. That would lead to the discovery of Surak’s katra, which would kick everything off.”

The unseen war was clearly a pivotal period of Vulcan history. “In the novels we wrote,” Gar adds, “we said that this was about the time the Romulans split off too. That means the Romulans had space warp 2,000 years ago when there was a lot of turmoil going on. We thought the was one of the reasons the Vulcans were so nervous about changes and touch telepathy, both of which had become really codified and stifled.”

However, Judy says it was clear that in the centuries years that had followed, something had gone wrong with Vulcan society. “Vulcans always had a tendency to bureaucracy but it had become really codified and stifled.”

The story would inevitably take place on Vulcan, a planet that we have actually seen remarkably little of. The Reeves-Stevens were determined that it should feel suitably alien. “We thought it has become a little too cosy. People had forgotten that Vulcan was an alien world. They didn’t really know much about it so we were excited because we wanted to bring the feeling back that it wasn’t something familiar.”

By the end of the story, Archer and T’Pau’s actions have had a significant impact on Vulcan society. The Vulcan High Command has been disbanded, the full scope of Surak’s teachings are public and the Vulcans once again embrace the benefits of mind-melding and telepathy, both of which had been suppressed.

For the Reeves-Stevens one of the most successful things about the story was that it didn’t just change things: it showed everything that had happened up to that point in a different light. In particular, Judy says, they were keen to show that the Vulcan ambassador to Earth, Soval, who had originally objected to Archer’s mission, was a much more complicated character than we might have thought. “We saw him as a statesman who was finding his way for his people. After ‘The Forge’ suddenly the fans were coming back and saying ‘I always hated him because he was evil. I didn’t like the way he thought. I couldn’t sympathise with him but now I know what he was really thinking.’”

That’s the wonderful thing when you have a series. In one episode you can turn around perceptions of the character and throw a different light onto the previous episodes. Now you can see that all along there was an internal battle going on in this character. He was saying these hateful things and doing these things but he didn’t always agree with them. And you can turn it round in one episode.”

It was never seen on screen, but Judy reveals that in their minds at least another of STAR TREK’s most important characters was peripherally involved in the story. “We always thought that Spock’s father Sarek was one of the assistants to Soval and that sort of colored his view of humans.”

Although the story brought the Vulcans much closer to the noble pacifists that we are familiar with, the Reeves-Stevens are keen to point that there was still a long way to go and that ‘The Forge’ was only a beginning. “The thing,” Gar says, “was just to get the ball rolling. The trilogy ended with the High Command gone and it was time for the truth about mind-melds and the old ways of logic to come back. So everything was set in motion. But there would have been twists and turns and betrayals. Clearly the leaders of the High Command only existed because they had lots of helpers in the lower ranks. Just thinking, it could be that remnants of the High Command are somehow responsible for starting the Romulan war...”
ON SCREEN

TRIVIA

According to production illustrator John Eaves, the D’Kyr-type vessel was originally going to be called the D’Vahl type. This latter name ended up being used for another Vulcan ship [pictured below] that was seen in the episode ‘Carbon Creek’.

ON SCREEN

The D’Kyr-type vessel Selaya was named after the sacred mountain on Vulcan. Surak, the founder of modern Vulcan civilization, was said to have died on Mount Selaya before the final battle between his followers and “those who marched beneath the raptor’s wings.” That enemy apparently left Vulcan and became the Romulans.

SABER CLASS

STAR TREK: ENTERPRISE ‘Impulse’

Enterprise NX-01 discovers the drifting hull of the Selaya, a D’Kyr-type ship that had gone missing the previous year in the Delphic Expanse. An away team takes a shuttlepod over to the ship to find out what has happened, and are shocked when they detect biosigns. As they search the Selaya they come under attack from the Vulcan crew, who are suffering from a condition that has turned them into homicidal maniacs. The away team becomes trapped on the ship and have to find a way out before T’Pol succumbs to the same fate as the rest of the Vulcans.

STAR TREK: ENTERPRISE ‘Cease Fire’

Captain Archer is called in to mediate a dispute between the Vulcans and the Andorians over the sovereignty of a planetoid between their systems. The Andorians have landed a military force on the surface and taken several Vulcans hostage. Two D’Kyr-type vessels are in orbit of the planetoid, and are ready to retake the settlement by force if necessary. The situation soon escalates when three Andorian battle cruisers arrive and a tense stand-off ensues while Archer desperately tries to negotiate peace before the ships begin firing on one another.

KEY APPEARANCES

STAR TREK: ENTERPRISE

‘Cease Fire’

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