VAHKLAS

TYPE: TRANSPORT SHIP
LAUNCHED: 22nd C
TOP SPEED: WARP 4
LENGTH: 110 METERS
Stand assembly:

Slide the stand over the back of the ship.

Final position

OPERATED BY: V’TOSH KA’TUR
TYPE: TRANSPORT SHIP
IN OPERATION: 22ND CENTURY
LENGTH: 110 METERS (APPROX.)
TOP SPEED: Warp 4
WEAPONRY: PARTICLE BEAM
CAPTAIN: TAVIN

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The Vahklas was used by a small group of dissident Vulcans who wanted to explore their emotions. By the mid-22nd century, the ship was considered an old design, though its crescent-shaped warp engines heralded the hoop-shaped warp ring that would become a familiar feature on most other Vulcan ships.

The Vahklas was a civilian transport ship used by the Vulcans in the 22nd century. In 2151, Sub-Commander T’Pol said that this class of ship had not been used for a long time, indicating that it had entered service many years earlier.

The exterior of the Vahklas was worn and weathered, as it had been in continuous operation for some years. At approximately 110m in length, it was smaller than most other classes of Vulcan vessel, but it did share similar design architecture and the exterior was colored in a familiar coppery-brown. It resembled a scorpion as it had a thick main body and two arms on either side that ended with twin pincer-like claws at the front. These arms, or side elements, appeared to contain the main propulsion units and were the equivalent of warp nacelles. These structures were curved at the rear of the vessel, but did not quite form a complete circle like the hoop-shaped warp ring that was seen on other Vulcan ships of this era.

On top of the main central body of the ship was a structure shaped like a helmet, while in front of that was a crescent-shaped arrangement that contained the ship’s bridge. Lights from windows on the side of the main body seemed to suggest that this was where most of the occupants resided when traveling in the ship.

The Vahklas was encountered by Enterprise NX-01 in 2151 near the Arachnid Nebula. It was commanded by Captain Tavin and had left Vulcan in 2143. In the intervening eight years, it had fallen into a state of disrepair, and Tavin asked Captain Archer if they could help mend their propulsion and life support systems. After Commander Tucker had examined the Vahklas’ engine, he commented that he had never seen one so far gone, and that every single plasma injector in their warp reactor needed to be replaced. It was estimated that all the repairs that needed doing would take as long as three or four days to complete.

The repair time gave the two crews the opportunity to get to know one another and to chart the Arachnid Nebula. The crew of the Vahklas were no ordinary Vulcans, but had taken up the practice of V’tosh ka’tur. This translated as “Vulcans without logic,” but was not strictly
After eight years in space, the Vahklas was weathered and worn. It needed a major overhaul of many of its systems, and it docked with Enterprise while repairs were undertaken.

Tolaris monitored the incoming data about the nebula on a display that was inset into a wall. It revealed that the dust cloud contained over 20 million cubic meters of diamonld and traces of ethylchlorate.

In 2153, two Vahklas-type vessels in conjunction with a D’Kyr-type ship were used to attack Enterprise in orbit of Vulcan. The Starfleed vessel refused to leave after Archer and T’Pol went missing on Vulcan while looking for T’Pol’s mother. The Vulcan vessels overwhelmed Enterprise and forced it to retreat.

With both ships still docked together as maintenance continued, the Vahklas used its improved translinear sensors to map the Arachnid Nebula. In just a few days, they found the Enterprise there.

In order to carry out their beliefs, the crew of the Vahklas had left their homeworld in 2143. They had spent the intervening years exploring not so much the Solar System, but themselves, by challenging their ancestral teachings and finding a balance between logic and emotion.

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Much to T’Pol’s surprise, an alcove in the Vahklas’ sensor control room featured a statue of Surak, the founding father of Vulcan philosophy. Tolaris explained that they did not completely reject his teachings, but felt that they had been misinterpreted. They believed that Surak never intended Vulcans to completely purge their emotions, but integrate them into their lives.

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Tolaris claimed that the taboo practice of a mind-meld would help T'Pol access her emotions. She entered into it willingly at first, but was soon begging for it to stop after Tolaris forced her to continue with it.

The crew of the Vahklas had been ostracized by Vulcan society for their belief in V'tosh ka'tur, but Captain Tavin noticed that on several occasions the Vulcan High Command had been monitoring them.

Kov, one of the engineers aboard the Vahklas, had a father who worked for the Vulcan High Command. They had not spoken for several years after the father said Kov had brought shame to 15 generations of their family for his beliefs. They became partly reconciled after Kov learned his father was gravely ill.

As a boy, one of Captain Archer's favorite books was The Cosmos A to Z. On the front cover was a picture of the Arachnid Nebula, a phenomenon that he never imagined he would see in person.

Kov found it noteworthy that there were many female members of crew on Enterprise. It was known that many Vulcan ships had all male crews, even a century later. While no females were seen on the Vahklas, it was possible that there were some, as Kov said that they were experimenting with methods of accelerating the Vulcan seven year mating cycle.

DATA FEED
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When the script called for a small, battered Vulcan ship, the VFX team stepped in to help out the art department.

Toward the middle of STAR TREK ENTERPRISE’s first season the episode Fusion called for a Vulcan ship that had never been seen before. The show’s regular illustrator John Eaves was overworked, so the visual effects team volunteered to take on the design. ENTERPRISE’s VFX producer Dan Curry is a skilled artist in his own right and he quickly produced a sketch that he handed over to the CG modelers at Eden FX.

Curry had some information about what was needed—the script described the ship as being an old civilian ship that was in need of some repair and it was clear that it was a relatively small vessel. He also had some ideas about what Vulcan ships might look like since several episodes earlier ENTERPRISE had debuted the first 22nd-century Vulcan ship, the Suurok class, which had been designed by Doug Drexler and featured a ring-shaped engine.

VULCAN DESIGN Curry says there was no particular inspiration for his sketch, and that he was simply trying to come up with a design that was in keeping with what had come before. “I wanted to keep a sense of the Vulcan ring to imply a consistent technology, but because the Vahklas was a smaller ship it did not require the full ring which was needed for deep space travel, so I decided to break that.”

Curry deliberately kept his sketch simple—it had no suggestion of surface texture and it didn’t show the underside or the rear. “I have found that with ‘guest ships’,” he explains, “giving a looser sketch to the digital modelers leaves them with the opportunity to express their own creativity and that makes their job more satisfying and yields good results. I always enjoyed the collaboration and watching the ships evolve.”

The CG model of the ship was built at Eden FX, where a lot of the details were fleshed out. As well as looking at Drexler’s Vulcan ship, the team looked to the T’Panna Hath from STAR TREK: FIRST CONTACT to provide them with a style for the surface details and a color for the ship. Finally, they added a rippled or melted effect to the surface texture to imply that the ship had been out in space for a long time.
The Vulcans operated a large fleet of combat cruisers in the 22nd century that was among the most advanced and powerful in the Alpha Quadrant. The Vulcans did not want to share their starship technology with Starfleet, as they feared that humans were too excitable and volatile to use it responsibly.

The largest and most powerful vessel in the Vulcan fleet was the D’Kyr type. They were mainly used as a deterrent to stop other species, particularly the Andorians, from invading their territories.

The crew of Enterprise often found that Vulcan ships monitored their activities, not out of concern for their safety, but to make sure they were not stirring up trouble with other species.

In addition to the larger vessels in their fleet, the Vulcans also operated a number of small fighter starships, which were mainly used to protect their homeworld from invaders.

THANKS to Spock, the Vulcans were the first extraterrestrial species that the audience really got to know in the STAR TREK universe. Gene Roddenberry was not keen to use familiar aliens in THE NEXT GENERATION, and the Vulcans did not really feature in the show, nor were they seen much in DEEP SPACE NINE. More was learned about them in VOYAGER thanks mainly to Tuvok, but many details of their history and society remained something of a mystery.

Almost nothing was known about Vulcan ships, and their homeworld had rarely been seen. This all changed with the creation of STAR TREK: ENTERPRISE. Set in the 22nd century, it would fill in many of the blanks of how Vulcans had gone from making First Contact with humanity in 2063 to becoming firm friends and allies with Earth by the 23rd century and beyond.

From the moment the T’Plana-Hath landed on Earth and the Vulcans first introduced themselves, lives for humans became infinitely better. War, disease and poverty were all soon eradicated, and it might have been assumed that there was hardly a bump in the road as the two species went on to help found the Federation.

Broken Bow, the first episode of ENTERPRISE, soon put an end to the idea that it was one long harmonious friendship. At this point, Vulcan was ruled with a firm hand by the High Command. It was responsible for governing all aspects of their society, including their space fleet, diplomatic missions and scientific research.

The High Command ran a number of organizations to keep everyone in line. There was the V’Shar the Security Directorate, responsible for maintaining internal and external affairs. There was the Ministry of Information that made sure all reports were in tune with government thinking. There was also the Science Directorate that was reluctant to embrace unorthodox ideas, such as time travel. In fact it deemed that the concept was illogical and could not exist, despite some evidence to the contrary.

The Vulcan fleet was mainly used to protect their homeland and their off-world interests. In the episode Fight or Flight, T’Pol explained to Captain Archer that Vulcans did not share humans’ enthusiasm for exploration as they found that on average only 1 in 43,000 planets supported life.

For a race that became known for their pacifism, it was perhaps surprising that the Vulcans operated a fleet of combat cruisers in the 22nd century, including D’Kyr-class and Surak-class vessels. These ships were much more advanced than Enterprise NX-01, and equipped with powerful armaments including both beam and photonic weapons.

Both these classes of ship had a similar arrangement with a circular warp ring attached to an elongated dart-shaped main hull. The D’Kyr class was approximately 600m in length and had a top speed of warp 7, while the Surak class was 350m in length and its maximum speed was warp 6.5. STAR TREK: ENTERPRISE revealed much more about the Vulcans and why they went from being suspicious of humans to trusted allies.
The Vulcans considered the mind-meld a pernicious practice in the 22nd century. It was thought that only a few Vulcans were capable of performing a mind-meld, and they were ostracized by their society.

mind-meld was not common. It was believed that only a minority of Vulcans were able to do it, and it was viewed as a deviant practice.

While Vulcans were careful about their actions, they were extremely reluctant to leave emotional humans to their own devices. The Vulcans were worried that humans were too inexperienced and irresponsible to be out exploring the Galaxy on their own. In Vulcans' eyes, humans could not be trusted to go out into the Galaxy without creating untold damage to themselves and other species. This was why the Vulcans refused to share their warp technology, or indeed any of their technology, as they feared what humans would do with it.

Humans had a different take on the situation. They saw Vulcans as arrogant and condescending, and they tried to delay their exploration of space at every turn with no good reason. It was not just humans that Vulcans did not trust, and their relations with Andorians were even more fraught. They had gone to war twice in the last one hundred years over a planet that was on the frontier between their two systems – the Vulcans called it Paan Mokar, and the Andorians called it Weytahn. They almost went to war over it again in 2252 when the Andorians sent in an occupying force, and several lives were lost when the Vulcans tried to remove them. Fortunately, Captain Archer was called in and managed to broker peace talks.

In 2154, it transpired that the head of the High Command, V’Las, and other members of his government had been corrupted. Talok, a long-term, deep-cover Romulan agent had been posing as a Vulcan military officer. He had been sent to sow mistrust between the Vulcans and other species in the quadrant, thereby undermining any opposition to the Romulans. Talok also managed to persuade V’Las that the Vulcan and Romulan people should be reunified. Matters came to a head when V’Las and Talok conspired to bomb the United Earth Embassy on Vulcan, and blame it on a radical faction of dissidents known as Syrrannites. Enterprise was sent to investigate as the bombing had claimed the lives of 42 people.

T’Pol and Archer beamed down to the surface to look for the Syrrannites, who were believed to be hiding in a desert area known as the Forge. It was also the area that Surak first brought logic to Vulcan in an age they called the ‘Time of the Awakening.’ It was his teachings that saved Vulcan from a series of devastating wars, which nearly destroyed the planet. His followers made copies of his teachings, but they were open to interpretation. His own words had gone missing and never been found.

As T’Pol and Archer crossed a part of the desert that was named the Plain of Blood, they came across a Syrrannite named Arex. He told them that Surak taught that mind-melding was the heritage of pure logic. It was believed that only a minority of Vulcans were able to do it, and it was viewed as a deviant practice.

The Andorians had very good reasons to be doubtful of Vulcans’ honesty. In 2151, it was revealed that the Vulcans had set up a secret surveillance post underneath their monastery at P’Jem. This building was located on a planet near the border with Andoria, and the Vulcans had been using it as cover to spy on them. It was exposed when Archer and his crew visited the monastery, and the Andorians were outraged that they were being spied on. The Vulcans justified it as merely observing a dangerous and aggressive neighbor. They blamed Archer for the incident, and for the loss of P’Jem, which was subsequently bombed by the Andorians.

The climate of Vulcan was incredibly hot, and much of the surface was covered in deserts and mountain ranges, but the inhabitants had managed to build some impressive high-rise cities.
22nd CENTURY VULCANS

The katra, or living spirit, himself Arev, transferred Syrrannites, who called themselves to the detriment of the Vulcan people. The leader of the Romulan agent, and in influence of a deep-cover under the malign Command. He had fallen of the Vulcan High V'Las was the leader that they were not.

The Vulcans cleaned house and weeded out any of V'Las' supporters who remained in positions of power. Relations with humans continued to improve and they worked closely together to form an alliance between the Vulcans, Andorians and Tellarites to hunt down and destroy the Romulan drone ships. Many Vulcan vessels no longer had full crew complements because of the ongoing purge of V'Las' supporters, and they were only able to dispatch 20 vessels. But this was enough, and together they exposed the Romulan plot.

Enterprise had been called upon to facilitate peace talks between the Andorians and the Tellarites, but the Romulans tried to sabotage them. They used drone ships that could be disguised as other species' vessels to attack Andorian and Tellarite ships. Thanks to Enterprise, their scheme was revealed, as Archer managed to form an alliance between the Vulcans, Andorians and Tellarites to hunt down and destroy the Romulan drone ships.

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Dawn of the Federation

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ON SCREEN

TRIVIA

After T’Pol mind-melded with Tolaris, she contracted Pa’nar Syndrome. This was a life-threatening neural disease that resulted in the degradation of the synaptic pathways. It was caused by a mind-meld that had been performed by an improperly trained practitioner. At this point in the mid-22nd century, the Vulcans viewed mind-melds as an unnatural practice, and people who contracted Pa’nar Syndrome were shunned. T’Pol was eventually cured by T’Pau, who had been properly trained in this procedure. This storyline was designed to echo the problems surrounding HIV as part of an awareness campaign in 2003.

Tolaris was played by actor Enrique Murciano. He is perhaps best known for portraying Special Agent Danny Taylor on the TV show Without a Trace that ran from 2002-2009. More recently, he has played the cop Marco Diaz in Netflix’s Bloodline.

Trip Tucker mentions in the episode Fusion that he practiced a two-step dance with his brother when young so he would be prepared to dance with Melissa Lyles, a girl he had a crush on. This is the only time Tucker referred to his brother, but he also had a sister Elizabeth who died in the Xindi attack on Earth in 2153.

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Key appearances

- STAR TREK: ENTERPRISE
- Fusion
- Enterprise NX-01 is nearing the Arachnid Nebula, which the crew intend to study, when they are hailed by the Vahklas. The captain, Tavin, reveals that they have been in space since 2143 and his ship is in need of repairs. Over dinner, Captain Archer learns that the Vulcan crew are proponents of V’kosh ka’tur. This means that they do not continually suppress their emotions, but look to integrate them into their lives in balance with logic. Archer finds these Vulcans to be much more pleasant than others of their species. They are also much more curious about humans and open to new experiences. While the repairs are being carried out, Archer encourages T’Pol to spend time with her fellow Vulcans. She helps Tolaris to map the nebula aboard the Vahklas’ sensor room, and he invites her to explore her emotions. This leads to Tolaris performing a mind-meld on her to help her deal with the overwhelming feelings she has awoken. When it becomes disturbing, T’Pol asks him to stop, but he refuses, and it only ends when she physically fights back. Archer is furious about the assault and later orders Tolaris off his ship before the two crews part ways.

Inside your magazine

- In-depth profile of the U.S.S. Enterprise NCC-1701-J, a 26th-century vessel that in one potential timeline helped to defeat the Sphere-Builders
- How designer Doug Drexler designed a futuristic Starship Enterprise that broke all the rules.

APPEARANCES

- ROMULAN WARBIRD
- VAHKLAS

VARIETIES

- NCC-1701-D
- ROMULAN WARBIRD
- VAHKLAS

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NCC-1701-J

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- FIRST APPEARANCE: "FUSION" (ENT)
- TV APPEARANCE: STAR TREK: ENTERPRISE
- DESIGNED BY: John Eaves

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