

FORTNIGHTLY

UK £10.99, EIRE/MALTA €16.99, AUS/NZ \$20.99 (inc. GST), US \$21.95

EAGLEMOSS  
COLLECTIONS

88

# STAR TREK™

THE OFFICIAL STARSHIPS COLLECTION



**VAHKLAS**

TYPE: TRANSPORT SHIP

LAUNCHED: 22nd C

TOP SPEED: WARP 4

LENGTH: 110 METERS



# VAHKLAS

# Contents

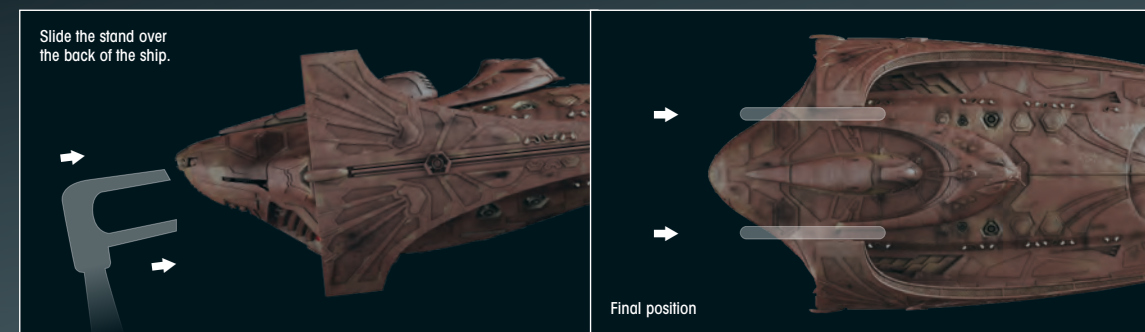
P04: VAHKLAS

P10: DESIGNING THE SHIP

P12: VULCANS IN THE 22ND CENTURY

P18: ON SCREEN

## Stand assembly:



## VAHKLAS SPECIFICATION



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

**ORDER ONLINE**

Order binders, missing issues or other Eaglemoss products at:  
[www.mycollectionshop.com](http://www.mycollectionshop.com)

[www.mycollectionshop.com](http://www.mycollectionshop.com)

## EAGLEMOSS COLLECTIONS

Eaglemoss Publications Ltd. 2016  
1st Floor, Kensington Village, Avonmore Road,  
W14 8TS, London, UK. All rights reserved.

™ & © 2016 CBS Studios Inc. © 2016 Paramount  
Pictures Corp. STAR TREK and related marks and  
logos are trademarks of CBS Studios Inc. All Rights  
Reserved.

Development Director:  
Maggie Calmels

STAR TREK – The Official Starships Collection is  
published fortnightly.

**DON'T MISS AN ISSUE:** place a regular order with  
your magazine retailer.

**SUBSCRIBE** and receive exclusive free gifts –  
[www.startrek-starships.com](http://www.startrek-starships.com)  
Call 0344 493 6091  
Post the subscription form included with Issues 1 to 5

**BACK ISSUES**  
To order back issues: Order online at  
[www.startrek-starships.com](http://www.startrek-starships.com) or call 0344 493 6091

UK distributor: COMAG Magazine Marketing

 **Find us on  
Facebook**  
Join us online for competitions, updates and more!

**CUSTOMER SERVICES:**  
[www.startrek-starships.com](http://www.startrek-starships.com)

UK: 0344 493 6091  
[startrek-ship@eaglemoss-service.com](mailto:startrek-ship@eaglemoss-service.com)

**Australia:** (03) 9872 4000  
[bissett@bissettmags.com.au](mailto:bissett@bissettmags.com.au)

**New Zealand:** (09) 308 2871  
Fax: (09) 302 7661  
[subs@ndc.co.nz](mailto:subs@ndc.co.nz)

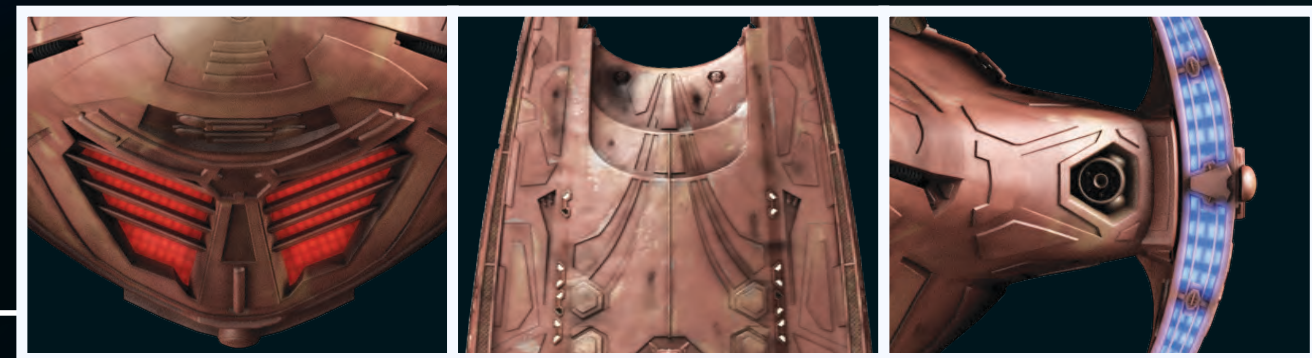
**South Africa:** (011) 265 4307  
[service@jacklin.co.za](mailto:service@jacklin.co.za)

**Malaysia:** (03) 8020 7112  
[sales@allscript.com](mailto:sales@allscript.com)

**Singapore:** (65) 6287 7090  
[sales@allscript.com](mailto:sales@allscript.com)

**OVERSEAS BACK ISSUES**  
Place your order with your local magazine retailer.

Recommended age 14+.  
Warning! Collectable figurines.  
Not designed or intended for play by children.  
Do not dispose of in domestic waste.



[www.startrek-starships.com](http://www.startrek-starships.com)



▼ 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 hooped warp ring that would become a familiar feature on most other Vulcan ships.



# THE VAHKLAS

The *Vahklas* was a civilian transport vessel operated by Vulcans who did not believe in repressing their emotions.

## DATA FEED

According to T'Pol, the crew of the *Vahklas* were not the first Vulcans to try to reintegrate emotions into their lives, but all previous attempts had ended in failure.

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 hooped 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.

## WORSE FOR WEAR

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

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



◀ The commander of the *Vahklas* was Captain Tavin. He was invited aboard *Enterprise* for a meal and Captain Archer found him much more amenable than other Vulcans he had previously met. Tavin was quick to smile and had a sense of humor, while he was also keen to try new experiences, such as tasting human food.





◀ 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 disodium and traces of ethylchlorate.



▶ T'Pol helped Tolaris in the sensor control room aboard the *Vahklas* while it was scanning the Arachnid Nebula. This room was similar to an astrometrics lab and featured a large circular console with a domed display on top. The *Vahklas'* sensor technology was much more advanced than that found on *Enterprise*.



▶ In 2153, two *Vahklas*-type vessels in conjunction with a *D'Kyr*-type ship were used to attack *Enterprise* in orbit of Vulcan. The Starfleet 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.



▲ 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.

▲ With both ships still docked together as maintenance continued, the *Vahklas* used its sophisticated translinear sensors to map the Arachnid Nebula. In just a few days, they found this interstellar dust cloud to be much larger than previously thought.

accurate. They had not given up logic, but had learned to exist without the need to continually repress their emotions. They were also much more open to new experiences, such as trying different food and learning about alien cultures.

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 Galaxy but themselves, by challenging their ancestral teachings and finding a balance between logic and emotion.

After eight years in space, the *Vahklas* needed a major overhaul. In addition to new plasma injectors, it also needed 1,000 liters of plasma coolant and a resupply of medical items. It did, however, have fully-functioning translinear sensors. These were much more advanced than the sensors

used by *Enterprise*, and were able to map and analyze the nebula in a matter of days rather than the weeks it would have taken the Starfleet ship.

#### MAPPING ROOM

T'Pol was transferred to the *Vahklas* so she could monitor the data gathered on the nebula in the sensor control room. It featured a large console, which displayed astronomical navigation by projecting stars on the inside of a dome-shaped screen. There were also various displays on the outer walls of the room showing star maps.

Both crews worked well together, and on the whole the *Enterprise* personnel found these Vulcans to be amenable and curious about humans. Unfortunately, the encounter turned sour after one of the *Vahklas* crew named Tolaris convinced T'Pol

to take part in a mind-meld to help her access her emotions. Shortly after beginning, T'Pol became extremely anxious and screamed that she wanted to stop, but Tolaris carried on until T'Pol eventually managed to break free and call sickbay.

When Archer confronted Tolaris about assaulting a member of his crew, the Vulcan got angry and threw the captain over a desk. Archer grabbed a phaser and told him to leave, bringing an end to the encounter between the two ships.

In 2153, two vessels of the same class as the *Vahklas* were used alongside a *D'Kyr*-type combat cruiser to defend Vulcan. They were ordered to attack *Enterprise* after it refused to leave orbit because Archer and T'Pol were missing on the planet surface. *Enterprise* was damaged in the attack and forced to retreat.

#### DATA FEED

Kov was an engineer aboard the *Vahklas* and he developed a friendship with Trip Tucker while they were carrying out the repairs to the Vulcan ship. Kov was extremely curious about humans and their behavior. For example, he had heard that humans eat six meals a day, sleep for around 12 hours and have sex whenever they want. He also heard that in American football, the teams tried to kill the opposing quarterback.





**MIND ASSAULT**

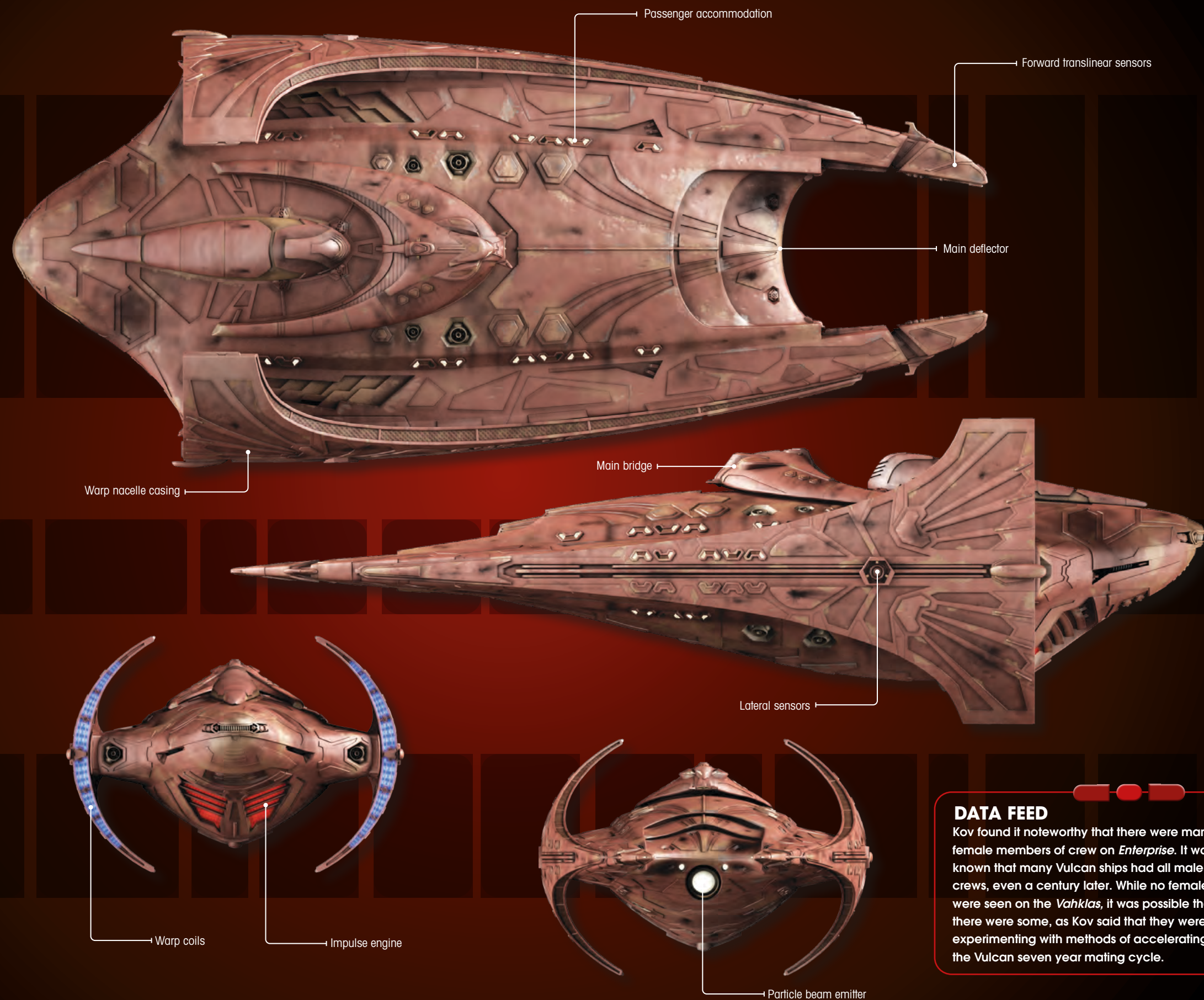
While the *Vahklas* was being repaired, Tolaris urged T'Pol to try some of the ways of the *V'tosh ka'tur* and not just dismiss them. He told her not to meditate before she went to sleep so she could dream, as it was not nearly as dangerous as she had been led to believe. That night, T'Pol skipped her usual meditation, but she had a terrifying nightmare that resulted in a trip to sickbay with elevated blood pressure and high synaptic activity.

The next day, Tolaris was eager to hear about T'Pol's dreams. She told him that it had been a mistake and planned to resume meditating, but Tolaris urged her not to give up. He told her he could help by forming a mind-meld. This ancient technique had been abandoned centuries ago, but he had found that it helped to access emotions. T'Pol agreed to take part in this telepathic link, but shortly after beginning she became extremely anxious and screamed at Tolaris to stop. He refused, but T'Pol eventually managed to tear herself away, leaving her with mental trauma.

Captain Archer was furious when he heard about what had happened to T'Pol, but Tolaris did not seem concerned. When Archer told him to leave T'Pol alone, Tolaris became extremely angry and physically attacked the captain. Realizing that Tolaris was unstable, Archer drew his phaser and demanded that he leave his ship.



▲ 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.

**UNDER WATCH**

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.

**CHILDHOOD DREAM**

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.

**RECONCILED**

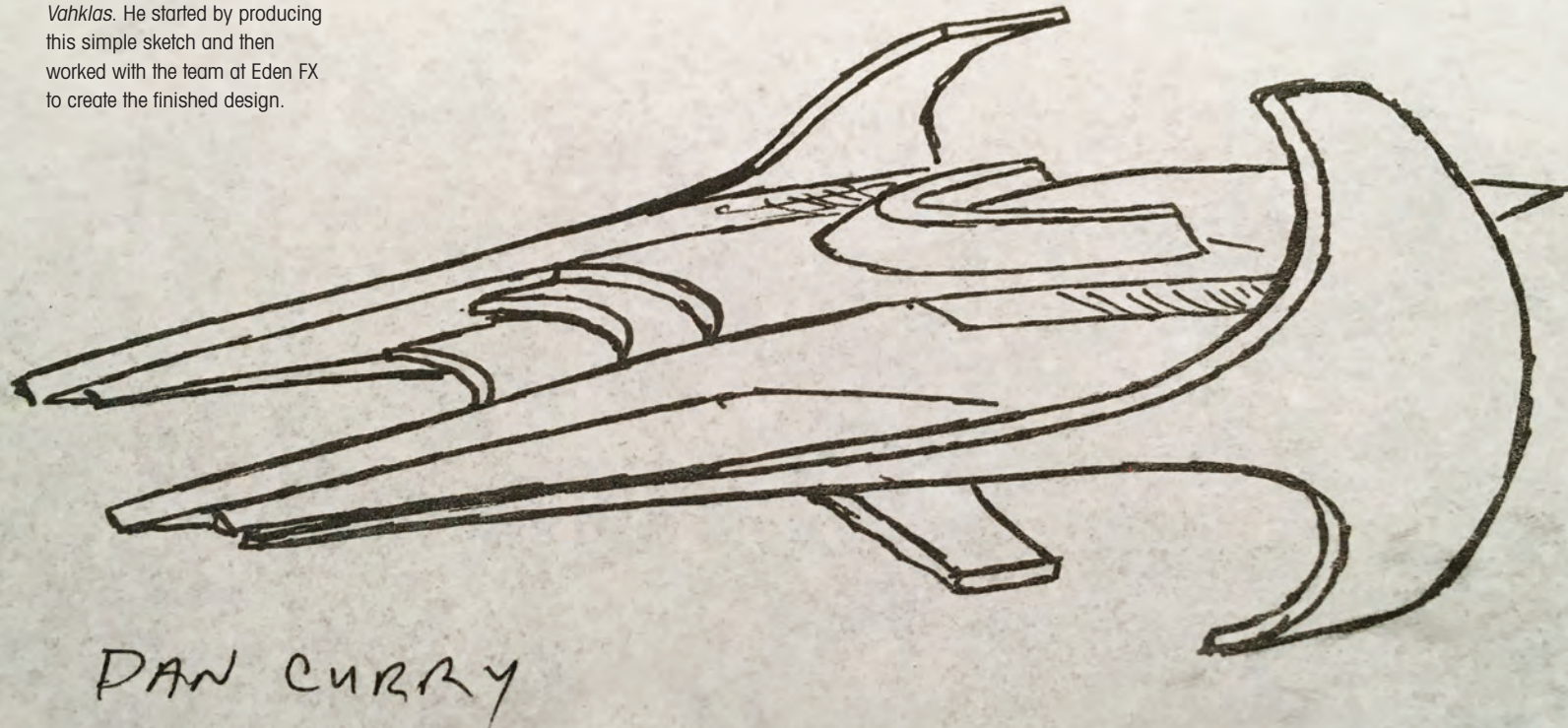
Kov, one of the engineers aboard the *Vahklas*, had a father who worked for the Vulcan High Command. They had not spoken for several years after the father said Kov had brought shame to 15 generations of their family for his beliefs. They became partly reconciled after Kov learned his father was gravely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

**DATA FEED**

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.



▼ VFX producer Dan Curry was responsible for the design of the *Vahklas*. He started by producing this simple sketch and then worked with the team at Eden FX to create the finished design.



▲ The *Vahklas* drew on things that had already been established about Vulcan design - it has a cut down version of the ring engine from the big Vulcan warship and a similar color scheme.

DESIGNING THE



# VAHKLAS

► The first Vulcan ship to appear in *STAR TREK: ENTERPRISE* was the *Suurok* class, which was designed by Doug Drexler.

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

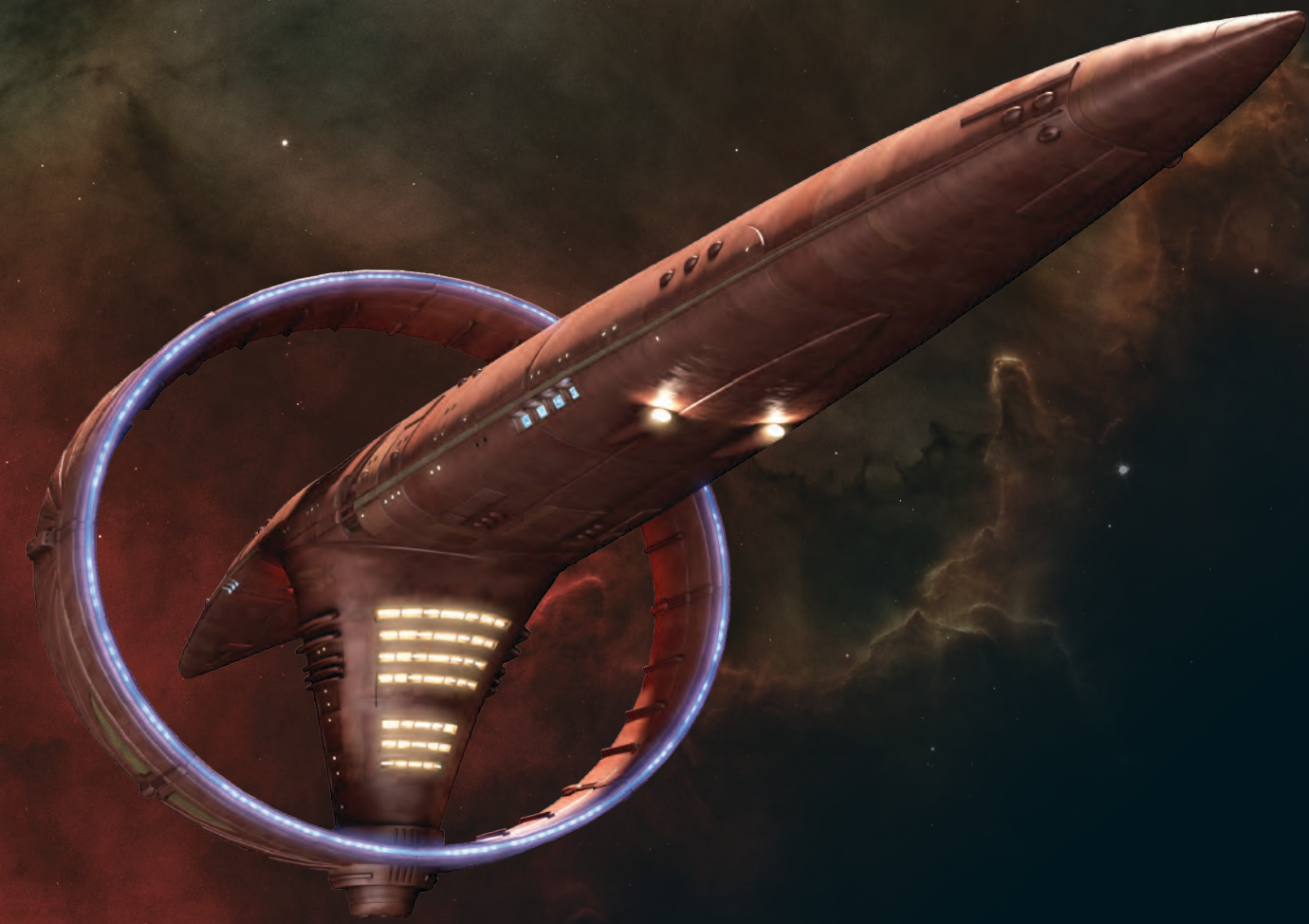


express their own creativity and that makes their job more satisfying and yields good results. I always enjoyed the collaboration and watching the ships evolve."

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'Polanna 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.





# VULCANS IN THE 22ND CENTURY

*STAR TREK: ENTERPRISE* revealed much more about the Vulcans and why they went from being suspicious of humans to trusted allies.

**T**HANKS 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

▲ 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.

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 homeworld 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.

## SHIPS BUILT FOR BATTLE

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. The *D'Kyr* class had a crew complement of 147, and it normally carried a smaller support craft inside the warp ring.

The Vulcans also utilized fighters, small starships armed with particle beam weapons, which were mainly used for the orbital defense of their planet.

While all these vessels were operated by the Vulcan High Command, *Enterprise* also encountered the *Vahklas*, a private transport vessel. This was run by a group of Vulcans who followed the practice of *V'tosh ka'tur*. This term



▲ 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.





▲ Vulcans considered the mind-meld a perverse 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.

had been used by Vulcan elders and meant "Vulcans without logic." In fact, these Vulcans had not abandoned logic, but sought to incorporate emotions within their daily lives. Although Sybok, Spock's brother, could be said to have followed this type of philosophy in the 23rd century, this was the first time that it was seen that not all Vulcans wanted to repress emotions and follow a life of pure logic.

It was notable that these Vulcans were not welcome on their homeworld, and were looked down upon by those in authority. Most Vulcans would be embarrassed by them, if they had been capable of such an emotion.

It was during *Enterprise's* encounter with them that it was learned that at this point the Vulcan

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.

#### WARY AND DISTRUSTFUL

While Vulcan society turned their backs on these emotional Vulcans, they were extremely reluctant to leave emotional humans to their own devices. The Vulcans were seriously worried that humans were too inexperienced and irresponsible to be out exploring the Galaxy on their own. In Vulcan 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 trying 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.

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 also blamed Archer for the incident, and for the loss of P'Jem, which was subsequently bombed by the Andorians.

#### PERNICIOUS INFLUENCE

The reason for the Vulcans' paranoia and suspicions of other species eventually became clear 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 Arev. He told them that Surak taught that mind-melding was the heritage



▲ 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.



▲ There were many ancient ruins and active volcanoes on Vulcan. T'Pol took Commander Tucker to see the Fire Plains, a vast lava field where several large statues had been built.



▲ The Vulcans had an outpost on P'Jem, a planet that was close to Andorian space. A Vulcan monastery had been there for nearly 3,000 years, and it was ostensibly a spiritual retreat.



▲ The Vulcans had hidden a huge hi-tech surveillance complex beneath the P'Jem monastery, which they used to spy on the Andorians.



▲ Archer and T'Pol visited an area known as the Forge. They were looking for the Syrrannites, who were hiding there after they supposedly bombed the United Earth Embassy on Vulcan.





▲ The leader of the Syrrannites, who called himself Arev, transferred the *katra*, or living spirit, of Surak to Archer shortly before he died. At this point in Vulcan history, *katras* were considered a myth, but this proved that they were not.

▼ V'Las was the leader of the Vulcan High Command. He had fallen under the malign influence of a deep-cover Romulan agent, and instigated policies that were to the detriment of the Vulcan people.

of every Vulcan, whether they believed in the practice or not. He also said that at one time the High Command was only responsible for the exploration of space, even though Vulcans now claimed not to be interested in such matters.

**VULCAN REFORMATION**

Arev was struck by lightning in a fierce thunderstorm, but before he died he transferred Surak's *katra*, which he had been carrying, to Archer. The captain became delirious and had a vision in which Surak told him that the current Vulcan society was not one he helped create. His people had strayed far from his teachings, and someone had to restore them to the correct path.

Archer, with Surak's *katra* still inside him, eventually found the *Kir'Shara* in the tunnels beneath the T'Kareth Sanctuary. The *Kir'Shara*



◀ With the *katra* inside him, Archer had a vision of Surak. In it, Surak told Archer that his people had lost their way and strayed far from his teachings that he had set out 1,800 years earlier. He implored Archer to find the *Kir'Shara*, an ancient artifact that contained his original writings, as it would save Vulcan from imminent destruction.

was an ancient artifact that contained Surak's original writings. It would have an enormous impact on the High Command and all of Vulcan.

Archer took the *Kir'Shara* to the High Command building and activated it. Surak's original writings were projected as a hologram around the room. This proved V'Las and his acolytes had not been following the teachings of Surak, and he was removed from power. It would take years to translate all of Surak's work, but it was the start of a new era. The Vulcans planned to pursue a less aggressive policy towards Earth and the High Command was dissolved.

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 foil another Romulan plot to destabilize the region.

*Enterprise* had been called upon to facilitate peace talks between the Andorians and the Tellerites, 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 Tellerites 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's supporters, and they were only able to dispatch 23 vessels. But this was enough, and together they exposed the Romulan plot.

This was the first time the different species had ever cooperated on a mutual endeavor, and they realized the value of working together. In 2155,



they convened a conference to discuss the founding of a Coalition of Planets – the precursor of the Federation.

**DAWN OF THE FEDERATION**

The conference was disrupted when a terrorist organization called Terra Prime threatened to destroy Starfleet Headquarters unless every non-human left the Solar System. Terra Prime was eventually thwarted and the various dignitaries began to work in earnest to forge a new alliance between the various species.

The Coalition of Planets, which included Earth, Vulcan, Tellar, Andoria, Denobula, Rigel and Coridan, was formed in 2155. The Earth-Romulan war broke out in 2156, but was won by an alliance from these planets – this led to the founding of the United Federation of Planets in 2161.

◀ As the *Kir'Shara* contained Surak's original writings, it had an enormous impact on all of Vulcan as his teachings would no longer be open to interpretation. When Archer activated the *Kir'Shara* in the High Command chamber, it was clear that V'Las had not been following the words of Surak. V'Las was relieved of his position, and the conflict he had been planning against Andoria was averted at the last minute.



▶ After V'Las and the rest of his corrupt ministers had been removed from power, the Vulcans became less distrustful of other species and formed closer ties with them. In 2154, they formed a joint fleet with the Andorians and other powers to expose Romulan drone ships that had been trying to destabilize the region.



◀ Relations between Vulcan and other worlds in the region continued to improve, and in 2155 the Coalition of Planets was founded. This organization was formed between Vulcans, humans, Andorians, Tellerites, Rigelians, Denobulans and Coridans. It was the forerunner to the United Federation of Planets that was set up in 2161.



# 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'Pol, 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.

FIRST APPEARANCE: 'FUSION' (ENT)

TV APPEARANCE: STAR TREK: ENTERPRISE

DESIGNED BY: John Eaves

### 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'tosh 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.

COMING IN ISSUE 89

U.S.S. ENTERPRISE

# NCC-1701-J



EVERY TWO WEEKS AT YOUR RETAILER



## 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.

[eaglemoss.com/shop](http://eaglemoss.com/shop)

### The place to order your STAR TREK ships

- WANT 5% OFF YOUR NEXT ORDER? Sign up to our newsletter and receive a unique discount code
- Sign up to be the first to hear when **STARSHIPS** are **BACK IN STOCK**
- All orders are delivered direct to your door. **ANY DAMAGES REPLACED - NO QUESTIONS ASKED!**



#### BINDERS

Order specially-designed binders to store your magazines. There are two designs to choose from.



#### BACK ISSUES

Complete your collection by ordering any missing issues, and sign up to the newsletter to be the first to know when rare items come back into stock.



[eaglemoss.com/shop](http://eaglemoss.com/shop)



# STAR TREK™

