

IDES OF TERMINUS NEWSLETTER

RECENT EVENTS

Promotions: Congratulations to Marsha Cox and Jeremy Haler on their recent promotions from Recruits to Ensigns!

Recent Away Missions: DragonCon2026 is now just an officer's log. Specifically, another excellent [After Action Report](#) by Lt. Whitehead. I hope everyone had a fantastic time. We should all be recovered just in time to do it next year, right?

Prior to the big event, there was also a good crew showing at the **Star Trek Drag Brunch**, and a small but admiring audience for the **Tesla vs. Edison** puppet show.

Star Trek News: [Star Trek Day](#) and the official 60th anniversary of the Original Series was just earlier this month. Celebrated with theatrical showings of paired episodes and films, LEGO releases, this [seriously bizarre set of cookware](#), and more.

Space News: [The Nancy Grace Roman Space Telescope](#) launched on August 30th and is currently going through it's pre-mission checks and orbital adjustments. Expect some great discoveries from this infrared telescope as it sets to it's work, attempting to image distant exoplanets!



The remaining Away Mission crew who persevered through an extended, grueling mission to the Convention of Dragons and were still standing after 120 hours in the belly of the beast!

OCTOBER MEETING

In Person!

Date and time:

Sunday, Oct. 18th, 3:00pm

Location:

[Red's Beer Garden](#)
1328 Boulevard SE
Atlanta, GA 30315

Agenda:

Ship's business, Recap of recent Away Missions, Update on upcoming Away Missions, Crew bonding.

A CREW OF MAKERS

For this year's Star Trek track room at Dragon Con, Lt. David Whitehead built a lighted shadow box featuring every ship named Enterprise, from the Navy carrier and NASA Space Shuttle, through the NX-01 and NCC-1701-A through G.

Each ship is a 3D printed model, primed and painted gloss black and gold, mounted on an aluminum backer, inside a hand cut pine frame, with LED lighting powered by a custom battery pack.

"A fun bit of geekery for my favorite track room."



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CREW THOUGHTS

Ensign Elaine Sweatman would like to share: "Looking back, this Dragon was my most Trek-y. Other than being on the Welcome to Wrexham panel with Brit Track, everything else was a Trek Track panel or activity! From meeting up with Terminus crew at the Hilton bar, and giving Tawny Newsome and Eugene Cordero one of our stickers, to the Riker Games, to the Salamander Awards, to our photo op with the cast of the Enterprise, it was Trek-tastic!"



The annual DragonCon Trek Track photo shoot, including those members of the Terminus ~~foolish~~ brave enough to face the extreme environmental conditions.

If you haven't yet **officially** joined Starfleet Command, (and the U.S.S. Terminus) there's no time like now! We love "friends and family," but there's nothing like being crew!

Enlist in Starfleet Command
Quadrant One, today!



UPCOMING EVENTS

Saturday, September 19th - 11:00 EST

Recruit Veronica Dashiell invites the crew to join her on a cultural exchange [Away Mission](#) to the [Atlanta Korean Festival](#) held at [Gwinnett Place Mall](#). Tickets start at \$15.

Sunday, September 20th - 19:00 EST

U.S.S. Terminus online meeting on our [Discord server](#).

November 6-8, 2026

While no official Away Mission has been set, several of the crew are already anticipating their trip into a more fantastical realm at [CONjuration](#) (sister convention to spring's [Stellar Fest](#)). Having lost the usual location of the Sonesta Gwinnett to renovations, this year it takes place at the [Courtland Grand](#). (Yeah, we know.)

December 12-14, 2026

[Dark-sky Geminid Meteor Shower Viewing](#) trip in the mountains of North Carolina! Those who have filled out the commitment form, or otherwise expressed interest in attending have until Halloween (muwahahahahaaaaa) to pay Lt. Lewis for your spot on the trip. [Contact Lt. Lewis](#) directly for additional information on how to join.

Do you want to share a **Maker Project** you recently finished or do you have something for the **Crew Thoughts** space in the next newsletter?

Send it in!

Fill out [this submission form](#) with your Project, Thoughts, or both!

[Previous Newsletters Here](#)

IDES OF TERMINUS NEWSLETTER

WARP SPEED REVIEWS

LT. DAVID WHITEHEAD

Star Trek: Red Shirts, collected edition (issues #1-5)

--**Price:** [Soft Cover](#) (US\$22.99), [Hard Cover](#) (US\$49.99)

--**Creators:** Writer: Christopher Cantwell. Art: Megan Levens. Colors: Charlie Kirchoff. Letters: Jodie Troutman. Publisher: IDW.

I've been watching Star Trek for more years than I care to count. I was there for the reruns, the movies, the lean years, and every renaissance since. I have defended this franchise at dinner tables and in office break rooms, and the thing I have always defended is not the phasers or the ships. It's the idea. The Federation means something. Starfleet means something. Kirk grieved over every crewman he lost, and if you doubt that, go rewatch "The Immunity Syndrome" or "Obsession" and watch the man carry those deaths in his shoulders.

So understand where I'm coming from when I say that Red Shirts is a well-constructed comic built on a premise I fundamentally cannot accept.

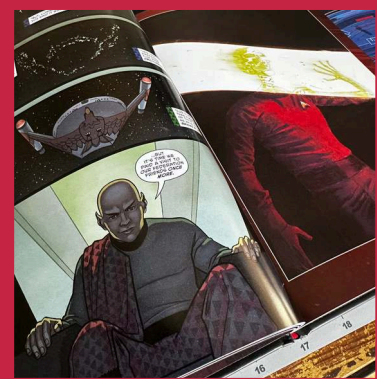
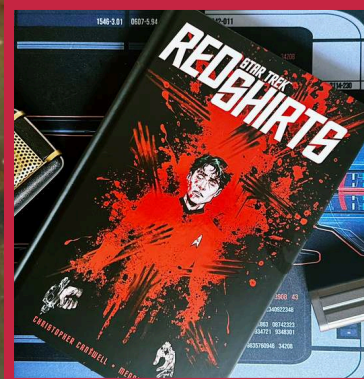
The setup: it's 2266, and Starfleet assembles an all-security-officer team for Operation Squawk Box, a counterintelligence trap on the backwater planet Arkonia 89. No gold shirts. No blue shirts. As Lt. DeMatro puts it in the briefing, "Not gold. Not blue. Red. Boots on the ground." They're fired at the planet in modified torpedo casings, and the attrition starts before anyone even reaches the surface. Cantwell structures the book as a countdown, and the dramatis personae pages at the front read like a memorial wall waiting to be filled in. One character, a young Bolian petty officer, is explicitly noted to have chosen Security because of its high fatality rate. She "hopes to die a hero."

Story and Writing | Warp 7

It pains me to admit it, but the craft here is real. Ensign Chip Miller, the one-eyed survivor of a mugato attack on Neural whose journal narrates the series, is a genuinely affecting creation. His flashback issue, crawling wounded across an alien landscape asking why Starfleet hadn't done better reconnaissance and why his ship left without him, is the best material in the book precisely because his disillusionment is earned. When he looks at "these brave new worlds" and thinks "what a waste," I wanted to argue with him, and a comic that makes you want to argue is doing something right. The supporting cast (the flinty veteran Cromarty, the Vulcan ensign Borvik who settled for Starfleet after the Science Academy rejected him, the empathic Lt. Vestal) is sketched efficiently, which makes it hurt appropriately when the meat grinder takes them. The Klingon and Romulan players in the back half are used well, and there's a torture sequence with a painstik that is genuinely hard to read.

Art and Colors | Warp 6

Megan Levens delivers work I'd call average to good. Her TOS-era fidelity is solid. The uniforms, the shuttlebay, the Klingon D7 and the Romulan Bird-of-Prey with its painted feathers are all rendered with obvious affection, and Charlie Kirchoff's colors do a lot of the atmospheric heavy lifting, especially the sickly greens of the Arkonia night ambush and the hellish reds of the torpedo insertion. Faces occasionally go stiff, and some of the action geography during the antenna firefight muddles who is where. The gore is more graphic



than this era of Trek has any business being, though I concede that's a deliberate thesis statement, not a lapse. The painted Chris Shehan chapter-break covers of skeletal redshirts are striking and grim, and they tell you exactly what book you're getting.

Federation Fidelity | Warp 3

Here is where the book and I part ways. This comic asks me to believe that Starfleet, MY Starfleet, knowingly runs a branch of the service with a casualty rate so infamous that recruits join it to die, and that command treats this as an acceptable operating cost. There's a line where regulations are quoted, saying security officers exist to facilitate command objectives "by any means necessary." Another narration box lands the thesis: security officers don't take the Kobayashi Maru; for them the no-win situation IS the assignment.

Read that again. The redshirt "joke" was always an artifact of 1960s television production, a shorthand of anonymous extras and weekly stakes. It was never meant to be read back into the universe as policy. The Federation of my understanding does not have a fodder caste. Starfleet Command does not shrug at dead ensigns. Turning a production quirk into an in-universe indictment of the Federation's soul is the kind of cynical revisionism I'd expect from a franchise outsider, and it stings that the book executes it this competently.

Value | Warp 6

As a collected edition you're getting all five issues, the full run of Shehan's grim painted interstitial covers, a gallery of retro propaganda-style variant covers (the J.J. Lendl "Want to See the Galaxy? Put on a Red Shirt!" enlistment poster is darkly brilliant, and I say that through gritted teeth), plus Levens' character design sketchbook pages. That's a fair package for the shelf price, and the journal-page interludes between issues reward a second read.

Overall Verdict | Warp 5

Impulse power, and I mean that in both senses. If you think the redshirt gag deserved a serious interrogation, this is probably a Warp 7 book for you. Cantwell writes these doomed officers with real dignity, and there's an argument that the comic honors them by refusing to let their deaths stay a punchline. But I keep coming back to the fact that honoring the redshirts apparently required indicting Starfleet itself, painting the Federation's finest as a bureaucracy that budgets for corpses. I've spent 45 years believing we could be better than that. This book spent five issues telling me we weren't, and telling me skillfully. The craft earns its marks. My Federation deserves better than being the villain of its own uniform.

Warp 1-3 — Red Alert: Serious flaws in quality, accuracy, or value. Hard to recommend.

Warp 4-5 — Impulse Power: Gets the job done, but don't expect to turn any heads at the con.

Warp 6-7 — Warp Speed: Solid construction and good value. A dependable choice for most fans.

Warp 8-9 — Maximum Warp: The best of what's out there. Beam it into your cart.

DRAGONCON PHOTO RECAP

DRAGONCON

U.S.S. DRAGONCON

SHERRY HENRY CLASS - STARFLEET REGISTRY NCC-30303
 LAUNCHED EARTHDATE 8710.02 - ATLANTA FLEET YARD
 ALPHA SECTOR - UNITED FEDERATION OF PLANETS

STARFLEET COMMAND
 ADMl Scotti Rhodes
 ADM David Cady
 ADM Wendy Cady
 ADM Ben Cady
 ADM Robert Darnett
 ADM Regina Kirby

STARFLEET BUREAU
 ADMl Garrett Wang
 ADMl Bill Harrison
 ADMl Lee Tinsley
 FCPT David Campbell
 FCPT John Wright
 CAPT Anna Boma

STARFLEET ACADEMY
 CAPT Joshua Finkbeiner
 CAPT Alvin Starr Vangelis
 CAPT Lisa Wuersther
 CAPT Laila Neidhardt
 CAPT Lucy Hayden
 CAPT Peter Salzman

STARFLEET MEDICAL
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