

**WARDEN
PRESS**

The newspaper was founded
on 1st of May
by: *Commodore, Jimbo*

**THE ETERNAL TRUTH
OF THE WARDEN EMPIRE**

ISSUE #4

WARDENS' VICTORY

...again holy shit.

The Feared "Callahan's
Hammer."

Spies. A fuck ton of them.

The V2 Missile!

The Wardens ransack stolen
supplies to the Criminals.

Radio! Wardens Cooing
soon.

Attack on Surge Gate

The Brand new update.

The start of a new Conquest

May Callahan guide us all.



READ
IN
BROWSER

Rogue Warden Spy steals Colonial supplies

News by: /U/Bicarius

Written by: Souperior

On the night of the 4th of February, a Colonial truck full of supplies went through our defenses, ran past our anti tank guns. Stopping right beside a building, a Colonial steps out with his hands up. Two Warden soldiers aimed their rifles at the fellow, as he says "Fear not, my comrades! I have brought you supplies from the Colonials! And I-" before he was shot in the chest. The unknown Colonial soldier had a radio in his backpack. His Colonial comrades were shouting, screaming every syllable of the Velish curse dictionary.

A Warden picks up the radio and began talking to the Colonials. According to the international rules of war (Established by Clapfoot Inc.), espionage and sabotage is condemned. The Warden who picked up the radio told the ones on the other side to calm down, and thus, a brief peace was established.

Both sides discussed on where to drop the truck to avoid enemy anti tank guns.

An unknown Warden volunteers to drive the truck back. We all laughed and shared our few moments, before pushing him into the truck. The Warden drops the truck at [DATA EXPUNGED], Deadlands for extraction, before running back swiftly into the darkness.

The Warden, terrified and anxious, walked with flaunting bravery through wrecked buildings. We cheered him on, but at the same time, worried of what the other side could be up to. The Colonials thanked us with their most sincere gratitude, before we threw the radio off a motorboat at sea.

CAW goes Colonial?

Written by [82DK-AR] MrDrake

Sometime in-between the 20th and 21st of February the Wardens discovered a plan by a large Warden clan known as CAW (Callahans' Armoured Wolves). In this plan it stated that CAW were planning to go Colonial. The CAW High Council had set up a pole that the clan members could go vote, this would determine if CAW would go Colonial or Warden. In the results they found that 55% wanted to go Colonial and 45% wanted to stay Warden however this has been criticised due to not all CAW members voting and it being such a close call. Since the vote was so close the High Council decided to stay Warden for war #22 but switch to Colonial for war #23, if they do it too soon or perhaps if they even do switch the clan would most likely loose many many or form a second, Warden CAW.

With their plans on becoming green, they decided that they would change the clan name to Colonial Armoured Wolves and there are speculations that they have begun making treaties with various Colonial clans. There was also much tension between CAW and other Warden clans when they got this information, some say this was just a joke and others call CAW idiots for the vote and the "betrayel" but for now there is just tension and a decision to either leave the Empire or to remain. Many are anxious, scared and angry, what will the result be? Well... only time shall tell



Weapons of War - Know the 'Nuke'

Story by [WIMP] RobotSpark Written by [82DK-AR] MrDrake

Not much is known about the rockets' origins and history, except for the fact that they were created some time during the original conflicts. The only surviving official documentation - a badly damaged blueprint - mentions them being called the 'V2 Rocket', a name which many historians and weapons experts have tried to explain. Although it could just be the second variation on a line of similar weapons, many believe it to refer to its larger nature when compared to more traditional rocket artillery (whose usefulness on the battlefield today would be rather limited due to their inaccuracy and cost). However, nowhere in this documentation or anything else referencing it is the word 'nuke' used, and with good reason; the V2 is not a nuke as defined by Warden scientists.

The idea of the 'gun-type nuclear fission warhead', often shortened to 'nuke', is a relatively recent one, conceived well after the original wars that saw the V2 in use. A small batch of a 'sub-critical' mass, potent with energy, is hit by another batch of sub-critical mass, resulting in a volatile batch of 'supercritical' mass that releases an unimaginable amount of energy. To put it in perspective, scientists say that a nuclear warhead could have an explosive potential anywhere from 3 to 5 thousand times larger than the current rockets on the battlefield with a body of a similar size. The V2 rocket does not utilise this type of explosion at all, and so calling it a 'nuke' is inaccurate. The V2 rocket has three tons of traditional explosives as its warhead, with some believing that this could be as much as twice that, but a traditional nuclear warhead would only require 65kg of sub-critical mass - around 5% of the V2's estimated warhead. However, researching and constructing a facility needed to develop nuclear weapons further would strain the war economy severely, and take dozens of years to complete, and even then finding a suitable sub-critical material may be impossible.

The V2 rocket's explosive matter is rather unique, as it leaves both a blinding flash and scorches the area, which isn't typical for the amount of explosives it carries. Unfortunately, detailed information on the warhead's nature is classified, so this paragraph is entirely speculation on the part of historians and the like. The most common explanation, although rather flawed in certain aspects, is that the warhead includes a large amount of incendiaries. Little is known as to what happens when the nuke strikes as the flash doesn't allow for any useful observations to be made, which has lead some to believe that the ash is the result of incendiary rounds being scattered around the impact site, extending the area of damage considerably. The incendiary itself is not well known, but some have suggested that it contains a large component of magnesium, a metal that burns as bright as the sun and under almost any conditions. This would explain the flash and the embers, but it leaves questions about the nature of the fire, as it is almost always out a few seconds after impact. Nevertheless, the V2 rocket is not to be underestimated.

Perhaps the most ingenious part of the rocket, however, is that during its flight it leaves the planet's atmosphere before coming back down towards its target. The thrusters designed by our very own Warden science team are able to lift the 12.5 thousand kilogram rocket anywhere up to an altitude of 200km, easily breaking free of the lower atmosphere. Then, the rocket arcs back towards the ground, where it proceeds to head straight towards its target. The rocket can reach a speed of up to 5,760km/h as it descends, around triple that of the speed of sound. The raw explosive material of the V2 is considered by many to be powerful enough for any military target, but the kinetic energy also contributes a considerable amount of explosive force to impact.

A Fun Fact!

V2 ROCKET
Height: 14m
Weight: 12.5 tons
Warhead: 3 tons of
Traditional Explosives
(Equal to 3 tons of TNT)
Capacity: Single-use

Range: Unlimited - can reach any
target coordinates are transferred
for
Cost: 1,000 Rmats, 1,000 Emats,
5 Upgrade Parts/nuke

-RobotSpark



BATTLE REPORT 4-56



Warden Tank Hunter in Umbral Days (REDACTED), Umbral Wildwood, The Foundry The Devitt Mark III tank "Callahan's Hammer" arrived to the Umbral regions during a large-scale offensive organised by the A.S.S and CAW with the purpose of disrupting and raiding enemy supply lines and production capabilities in the region.

"Callahan's Hammer" was crewed by:
1) Commander & Driver: Callahan's Legion officer (Lefty)
2) Gunner: Callahan's Legion sergeant (WDX)
Let it be noted that the gunners were rotated often and thus multiple people functioned as gunner.

The Devitt Mark III tank "Callahan's Hammer" arrived to the Umbral regions during a large-scale offensive organised by the A.S.S and CAW with the purpose of disrupting and raiding enemy supply lines and production capabilities in the region. Armed with 40mm Armor Piercing shells, the Hammer fought for a couple of days at The Foundry, but soon headed South through the Steely Fields towards Borderwatch where a base had been established by the A.S.S and CAW. On it's way South the Hammer scored her first enemy armor kill by surprising a Colonial H5 Hatchet which had seemingly been on a flanking mission through the fields. Quick repairs were conducted on the Hammer after her arrival into Borderwatch. Due to the night settling in, a decision was made to drive the Hammer into a small yet dense woodland area next to the oil depot East of Borderwatch. As soon as morning came, the Colonials launched a determined offensive over the river and towards Borderwatch. Multiple H5 Hatchets were spotted rushing towards the Warden defenders South East of Borderwatch with infantry support. The Hammer bided her time until the Colonial forces were engaged AP payload of the Hammer made quick work of the enemy armor elements, especially when fired in the more vulnerable rear of the Hatchets. After destroying 4 Hatchets and a Half-track, the Hammer retreated back to Borderwatch for repairs, destroying a small contingent of 3 Colonial Xiphos (Armored Cars) on her way. For the coming two days the Hammer and her crew took part in the bloody battles in the region, notably aiding the Warden infantry in clearing out the Thunder Road crossroad and destroying 3 enemy Light Tanks and 2 Armored Cars in the process. When not supporting infantry pushes directly, the Hammer was kept busy answering to enemy armored elements that were constantly attempting flanking maneuvers to separate the Northern Foundry-line and the Southern Borderwatch-line. After near four days of constant fighting and an impressive amount of enemies destroyed, the Hammer and her crew were rotated out of the front to Weathered Expanse for much needed rest and resupply.

Estimated Casualties caused by the "Callahan's Hammer":

- 13 confirmed "H5 Hatcher" Light Tanks destroyed.
- 7 confirmed "Xiphos" Armoured Cars destroyed.
- 3 confirmed Half-tracks destroyed.
- 8 confirmed Logistic trucks destroyed.
- 2 confirmed Light Utility Vehicles destroyed.

REPORT BY: CALLAHAN'S LEGION OFFICER, LEFTY

READ
IN
BROWSER!

The Island Fortress Surge Gate

Story and Written by [82DK] MrDrake

"It is an important asset, the island stands approximately North West of Tempest Island and is one of the best defence positions on the map, this island provides steep cliffs, smooth beaches good for parking barges and other naval craft, a grassy landscape ripe for defences and as it stands it can be self-sustaining... If we build on it the Colonials will want to attack it and if we build on it even more the Colonials won't be able to attack it," [82DK-8] DarkLeftOvers. At the beginning of World Conquest #21 a small force of Wardens led by Key landed on the island, quickly capturing it and bringing it under Warden protection, this at the point wasn't seen as a huge victory but it still brought up warden morale. The next day the Wardens indeed found out... The Surge Gate defences were far too weak and it fell to the Colonials, this is when the Wardens began to realise how important Surge Gate could be as they began attacking it, sadly the Colonials built it up and continued to build it up and upgrade it.



The Continuous Warden Attacks

As Surge Gate fell the rest of the Wardens felt that they needed it back... they prepared their logistics, got ships together and collected manpower for the attack. As the first attack began morale was high and the men were eager but when they came back battered and "beat", the thing many Wardens didn't get is that even though the force came back without anything except losses, they destroyed many Colonial defences and wasted heaps of enemy materials. This attack raised the Warden cause to take the island, now Warden clans and all other Wardens came together for this one cause. When gunboats came out Zackreaver, who previously led many other attacks, moved in for the attack, once again he came back with nothing but took out the Surge Gate town hall and the Construction Vehicles. Now the Wardens stopped the frequent attacks and began using it as a propaganda and unifying symbol, a better victory than owning it.



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WARDEN PRESS

The newspaper was founded
on 5th of May
by: *Commissar Jimbo*

**THE ETERNAL TRUTH
OF THE WARDEN EMPIRE**

The Colonials Counterattack

As the Warden attacks died down this allowed the Colonials to build gunboats on the island, now began the counterattack. The Colonials dispatched gunboats out across Tempest Island but most of them went over to Maelstorm, they would either destroy the bridge or fire into the Portbase, destroying many vehicles and killing many infantry units. This caused the Wardens to double defences, get APCs and hunt down the Colonial gunboats, this scared the Colonials to the point of stopping gunboat production and ending the raids. The final attack was a Warden push aimed at Surge Gate, it was spearheaded by 3 gunboats, a Colonial APC was patrolling the water and spotted our gunboat. We began to pull back and the second gunboat rammed the APC and died. The second attack was our gunboat and a second one but sadly we lost both ships in this attack, this was the final Warden attack of the war. In the skirmishes the Wardens captured Surge Gate and used it as a Great Symbol of Warden Unity!

The Great Fortress of Surge Gate WC #22
When this war started we all knew that Surge Gate would be important... I myself even spent 10 hours on Surge Gate busy building and stocking up, I joined the Surge Gate Guard! As we built more defences, the Colonials ramped up the attack but this time we wouldn't loose the island, they lost many ships and our defences and supply lined were able to hold. All of this raised the Warden morale greatly... The Colonials now begin to loose morale and with this the Wardens gain even more morale. As the island stands in its current state the Colonials can't attack it, we own it, we fortify it and we stay in it! This was the insane MrDrake (Because of 10 hours building) Reporting out.



Drawn by [82DK-AR] MrDrake

Ace Tank Crew of "Zaamurets" The Battle Tank, Heartlands, 2nd Last Day Of WC #21

Zaamurets is the name of an armoured train that changed hands between three different nations during World War One. Our tank changed hands between three different commanders, me being the last one.

[Pnzgr]Matson and his battle tank had been alive for days before the events of this true story took place so the final kill count could be higher than what is said

[Pnzgr]Matson had arrived in Heartlands shortly after we had taken Blemish, on the way to the frontline I happened to be on the road with a full tank kit I scavenged from abandoned FOBs along the road. He offered a ride and I decided to join him for the journey. In the town of Blemish we found two other crew members and decided to head for the frontline. At this point we had a four man crew consisting of a driver, a bow MG gunner, an engineer, and a commander gunner (my role).

Second engagement: 2 BT kills

Our tank and one other light were closing in on the crossroads just outside of the enemy port base. We spotted two enemy battle tanks down the road. We called out their positions to our field arty crews. The enemy tanks advanced 50 meters apart which our tank to pick them off one by one. We started to advance and we disabled one of the enemy tanks. Our field arty proceeded to pound them into submission along with us. The second enemy battle tanks dropped like a



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Third Engagement: 1 BT kill

We were trying to hold the crossroads just outside of the enemy port base with another friendly battle tank and two enemy battle tanks arrived, they took over the crossroads and continued their push while we continued to pull back and assess the situation. We decided to go for a head on approach and we engaged the enemy tanks. In the fighting, the friendly battle tank that was fighting with us died leaving one of the enemy battle tanks burning. We managed to secure the kill on the burning tank but we suffered heavy damage in the process. we made it back to Blemish in one piece despite this.

Fourth Engagement: 2 BT kills

Our tank and three other light tanks were defending the town of Blemish from an enemy assault force consisting of seven light tanks, three battle tanks, a field machine gun, and loads of infantry (soon to be bodies). Our tank formation was the only thing standing in the way of the attacking forces. We set up ambush in the town and waited for the enemies to attack us. The battle tanks formed up on the main road leading into the town in a single file line. We gave the order for our light tanks to flank from multiple directions and we succeeded in killing one battle tank. They did the same attack twenty minutes later with their remaining battle tanks and we managed to destroy yet another battle tank. While all this is going on, the enemy light tanks kept trying to flank the town. We were there to stop them while the light tanks and friendly infantry held off their main force. Eventually, after many stickybomb assaults, our three light tanks met their fate at different times in different areas on the same frontline. The remaining enemy tanks pulled out of the town and sat at a safe distance. They waited far back while their infantry raided the buildings and destroyed defenses. After a while, they managed to take the town and we made a quick offroad retreat away from the frontlines to regroup with more friendly forces.

Fifth Engagement: 2 BT kills

We regrouped with a formation of friendly battle tanks on the road outside of Blemish. We numbered three light tanks and four battle tanks. Us and an battle tanks crewed by ANZAC went for a flank attack on an enemy BT that was sitting down the road leading inside Blemish. A friendly light tank pushed with us and we caught them off guard. After the kill was confirmed we made a hasty retreat back to our lines. We then caught another tank off guard while it was making an off road retreat on the opposite side of the road fifteen minutes later. We proceeded to wipe it out.

Sixth engagement: 1 BT kill

Our battle tank saw an opportunity to take out another enemy battle tank. A friendly battle tank pushed ahead of us without notice and got disabled by an enemy battle tank as we were advancing forward. We pulled in front of them to block the tank rounds. We managed to kill the enemy battle tank but the friendly battle tank died and we were disabled. An armour piercing round hits us in the side and we were unable to locate the enemy tank near our tank in time to survive another shot. Our tank was destroyed and I was the only one that escaped it.

Through the carnage, we killed an almost countless amount of other vehicles besides battle tanks. I only included the battle tanks kills in the engagements for the sake of me not getting bored of typing. It was very hard to confirm the amount of light tank kills and even harder to confirm the amount of armoured cars. The player Black Mamba on the colonials side used to hold the record for most battle tanks killed using a battle tank (his record being ten). I would like to thank anyone who read this for it was about one of my most enjoyable and stressful moments in this game.

Confirmed Kill Count:

- 11 Colonial Battle Tanks (Counted by A.S.S cdr gauge, [WN] Mint, and [Pnzgr] Matson)
- 31 Colonial Light Tanks (Counted by [Pnzgr] Matson)
- 25 Halftracks and Armoured Cars (Counted by [WN] Mint)
- I Don't Remember the amount of infantry or other vehicles



Press Puzzle: Warden Word Jumble!

By: Bubbadeej

MGH

FILER

EANDEGR

UNOBAGT

ECTHTAH

BTNYAEO

TMTOROOAB

TOZIREHW

EHNLARSDAT

GTSOISLCI

Hints: 3 Small arms, 2 Vehicles, 1 Vehicle name, 1 Structure, 1 Region, 1 knife and
1 Truck driver.

MEET THE TEAM

Founded by *Commissar_Jimbo* on the 5th of May, the Warden Press continues to boost Warden Morale. During those times, *Commissar_Jimbo* was the only one who worked on the paper. As we rolled into war back at the 20th conquest, we were given a copy of the magazine, which was the first issue ever made by the Warden Press.



[FOUNDER] *Commissar_Jimbo*

The people were enthralled by the magazine that they had hardly noticed the battle going on around them. The first ever Warden to join the Press was [WN-NE] Red Donut. As the second issue was released, more soldiers began to apply for the Press. Today, the team will continue to serve and to provide news from the battlefield!

-*Souperior*



[GRAPHICS] *Red Donut*



[GRAPHICS] *Souperior*



[GRAPHICS] *JoannEcuireuil*



[WRITER] *MrDrake*



[GRAPHICS] *Bubbadeej*



[TWITCH] *TDJZ*



WARDEN ABOVE ALL
CALLAHAN PROTECTS



*WARDEN
PRESS*

[founder]
Commissar_Jimbo

[graphics team]
Bubbadeej

[writing team]
MrDrake

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TDJZ



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