

WARDEN PRESS

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

**THE ETERNAL TRUTH
OF THE WARDEN EMPIRE**

ISSUE #5

THE COMMISSAR IN SUSPENDERS

I was being held at gun-
point while doing this
cover.

-Souperior

The raid through the Ward!
The Warden Alliance special issue!

The Battle of Umbral Wildwood

Armored Car Defects?

Weapons of war - The Storm Rifle

Old vehicle relics found by the
Sunhaven association Historians!

THE CONQUEST RAGES ON!

The model in this cover picture is no other than the Founder himself, Commissar Jimbo.

MEET THE TEAM

FOUNDER



Commissar_Jimbo

ARTISTS



Red Donut



Souperior



JoanneEcureuil

We would like to introduce our newest member: RobotSpark. Born to the Spark family in Port of Rime, he continues to impress the Press Team with his unexpected commitment and dedication to the paper. Before he became an editor and reporter for our newspaper and acting as a representative of the Warden Press at the Clan Counsel, he served the Warden Empire as an artillery officer. He would become a commander of several howitzer and (eventually) field artillery batteries at the rank of 2nd Lieutenant. He was honorably discharged when a mortar shell detonated near his forward post by the front. Shrapnel from the shell tore through his shirt and into his abdomen like scissors through paper. Fortunately, he was carried to safety by one of his cadets and received medical attention that saved his life, but left some shrapnel inside. After he was relieved of his duty, he sought to serve the military even with his wounds. And thus, after helping the PRESS team with his Weapons of War series, he eventually applied and got accepted. He shall continue to impress and serve the press as a writer.



Bubbadeej

WRITERS



MrDrake



RobotSparks

TWITCH



TDJZ

ARCHAEOLOGICAL TEAM RECEIVES FUNDING TO COMMENCE DIG

By [PRESS] RobotSpark

The Sunhaven Association of Historians has recently received enough funds from the Warden Ministry of War Economy to begin an archaeological dig northeast of Port of Rime, marking the first time the ministry has shown public support for the investigation of the history of the Warden Empire. The dig is believed to commence sometime during the Summer, when the weather is at its best.

The Sunhaven Association of Historians was founded on the 3rd of May 52 years ago in order to answer questions about the history of the Warden Empire. Their work includes their research on the history of firearms and the Great Bulwarks, the Great War, pre-war Caiovia, and several 'relic' weapons, including the V2 rockets. Located in the capital of Sunhaven, they often conduct their research on the field, congregating every month in differing towns to compare and analyse their findings.

One piece of evidence to catch the Association's eye during their conference at Saltbrook was the discovery of the helm of a ship lodged into the ground 21 miles northeast of Port of Rime. The Association believes that this would most likely lead to a larger shipwreck. They say that the find, found by Dr. Jean-Pierre Lemoine, could help piece together the relatively unknown period of time when the Warden Merchant Fleet was at its peak.

A letter was soon sent to the Warden Ministry of War Economy, requesting \$10,000 funding and permission to excavate the land. This request was approved, with the Ministry planning on further funds being sent for future digs. The Sunhaven Association of Historians has stated that they plan to start sometime during the Summer when the weather is much more pleasant. Estimations indicate that the dig should be completed sometime during the end of Fall if all goes well.

Ownership of the wreck will fall to the Ministry once a complete analysis has been completed by the Association.

The next city selected for the Sunhaven Association of Historians' monthly congression is Port of Rime, on the 30th of March.



Dr. Jean-Pierre Lemoine (front) of the Sunhaven Association of Historians, with his colleagues Dr. Robert Gavreau (left) and Dr. Simon Allais (centre).

ARMORED CARS SUFFER DEFECT, RETROFIT SENT TO THE FRONT

By [PRESS] RobotSpark



A pair of O'Briens awaiting the retrofit.

Once again, the armored car has entered service - but to the surprise of both Colonial and Warden soldiers alike, a major defect in the manufacturing process prevented their turrets from rotating early on. This would not be ratified until several days later, with a public apology from the Warden Ministry of Engineering.

War 22 saw the Warden Ministry of Engineering improving Warden manufacturing processes, many of which can be credited for the holding of the central regions for much of the war. Much like other vehicles, the O'Brien v110 was assessed and improved upon. One of these processes was the simplification of the turret rotating mechanism, which performed well in tests held by the Ministry.

However, when production of the O'Brien began after being approved, the stress put upon the mechanism under factory conditions was too much for it to handle, and it would break shortly after completion. This was only realised after the initial batch had already been completed, resulting in hundreds of armored cars suffering from this defect. Shortly afterwards, a special production line for the mechanism itself was established, and repair kits were issued en masse to the front.

"As part of a routine Warden engineering effort to streamline armoured car assembly," says Mark-foot on behalf of the Warden Ministry of Engineering, "a defect was introduced into the production chain. What was meant to be an improvement in efficiency ended up leaving several hundred armored cars crippled on the battlefield. With the defect repaired and the original manufacturing improvements intact, the Warden vehicle production line is now stronger than ever."

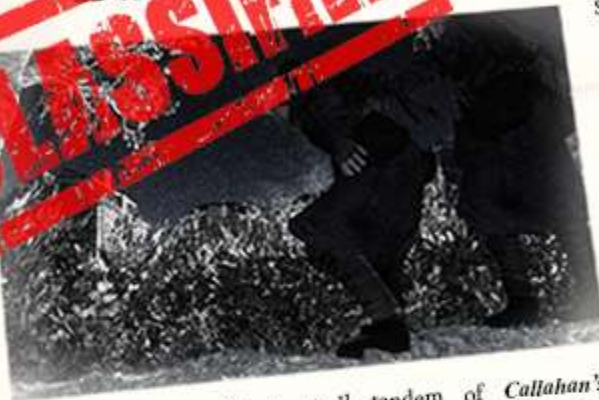
But it wasn't just Warden armored cars that suffered from this defect - Colonial spies, hoping to improve their own T3 Armored Escort, stole the design and began manufacturing the T3 'Xiphos' with the faulty mechanism. This defect stopped showing up roughly around the same time the O'Brien's repair kits were being issued, but analysis of destroyed Colonial armored cars shows that they simply reverted to their old mechanism and issued replacement parts to the front.

The current O'Brien design, still designated the v110 due to the insignificance of the change, utilises the specialized production line. The rotation mechanism is installed after the vehicle is built, and although it requires frequent maintenance it is still cheaper than the previous model.

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BATTLE REPORT 3B-456

CLASSIFIED



Small Squad Hits the Collie Lines From the Rear
Days 25-28, The Deadlands, Abandoned Ward

- Enemy Casualties estimated in the raid were:
- Upwards of 70 infantrymen
 - 2 Logistic Trucks

The command of the Callahan's Legion urges all Warden men to fight on with bravery and audacity and hope that this report proves that a small and determined unit can still make the Colonials bleed.

Battle report by: Lefty

On the night of Day 25, a small tandem of Callahan's Legion members comprised of the Staff Sergeant WDX and Lieutenant Lefty decided to conduct a scouting operation into Abandoned Ward to see if there was a possibility for the Warden forces to retake the city. The two scouts were delighted to find that there was a poorly defended path straight to the Colonial Headquarters.

After quickly pulling back with this information, the two scouts snuck back into the city with a heavy bag filled to the brim with fragmentation grenades and even a few Green Ash gas canisters. After carefully making their way into an abandoned wreckage of a house overlooking the Headquarters, the CL scouts began hurling grenades and firing their Submachine Guns at the enemy. After a quick and bloody exchange of fire, the headquarters fell to the two scouts and the colonial forces were forced to retreat South to the outskirts of the city. SSgt WDX held his position, making sure that the Colonial forces couldn't come occupy the area again. Soon the SSgt made his way back to the destroyed Headquarters with a small team of 4 riflemen. This ad-hoc fire team then proceeded to advance South, fighting their way to the large Southern Bridge of Abandoned Ward. Here the small squad held their ground against multiple hastily assembled enemy pushes, buying time for more equipment and manpower to be moved into the town. After a couple of hours of hard fighting at the bridge, the Colonial attacks subsided and the fire team fell back to the Abandoned Ward headquarters for resupply. Then an opportunity was spotted. The main battlelines at Hope's Causeway had gotten so close to each other that the entire area had become a hellish deadlock where both sides insisted on sending fresh conscripts into the meat grinder. However at this point with Abandoned Ward having been claimed by the Warden Forces, well determined attacks could hit the Colonial Lines in the rear. Such disrupting raids into enemy lines from the rear could certainly greatly aid to break the deadlock at Hope's Causeway. Thusly after the fire-team had finished re-arming they headed out on their flanking mission. After dodging multiple enemy foxholes and pillboxes, the squad made its way into the heart of the Colonial lines. After the successful infiltration, the squad began its assault, hurling grenades and Gas Canisters at the stunned defenders from behind. The nature of the colonial defenses made clearing out the trenches easy from behind with shotguns and submachine guns. An entire portion of the line was systematically cleared of defenders through shotgun fire and grenades and soon the squad had pushed all the way up to the Colonial Forward Operating Base. There the fire team made a fire line which butchered countless Colonial infantrymen. After desperate hand to hand fighting the fire team was forced to retreat after expending all of their ammunition and losing two of its members. The remaining four men managed to break back to Abandoned Ward after a determined bayonet charge to clear out a small woodland area on the way. Come midnight the squad made its way back to the Abandoned Ward Headquarters and was rotated out for some much needed rest.

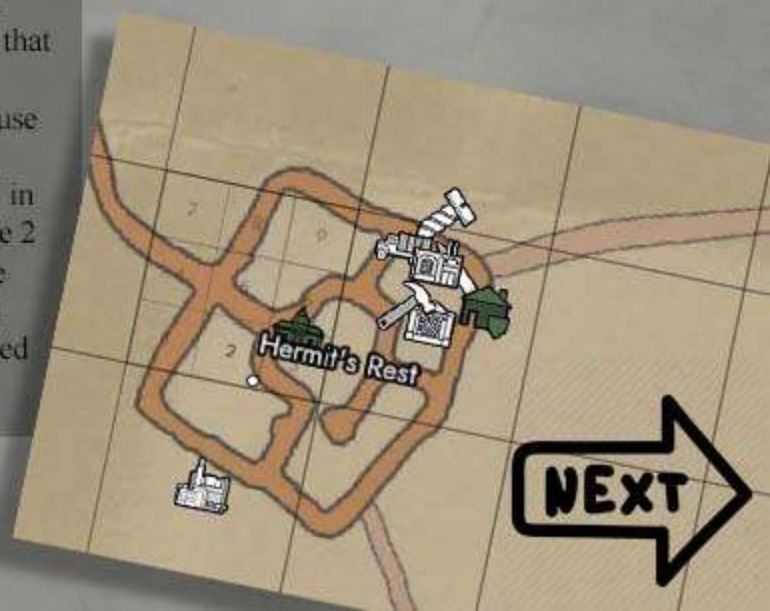
Fortis Fortuna Adiuvat ~ Fortune Favours the Bold

Battle of Umbral Wildwood

Written By [82DK-AR] MrDrake

Umbral Wildwood had been under several invasions but this invasion would be the largest and most successful invasion so far. The invasion started with Warden Navy landing and capturing Dredgewood Fort and CAW capturing Amethyst and Amethyst Fort, 82DK also moved in from the north, using the land route from Endless Shore and attacking Stray, this was a bloody battle, it took us 1.5 hours to clear defenses and capture the town hall... this tough push is where we were bogged down along the enemy defensive line. At a point a grenade took me right off the back of my half-tack. After this tough battle the remaining members of CAW and the full force of the 82DK infantry and armoured units moved south to assist Warden Navy in attacking Hermit's Rest. This city was on a hill, good for defenses and since the Wardens couldn't capture it for the past few wars everyone on the front knew that the morale boost would be immense for the combat veterans.

The first assaults began with armoured formations attacking the city but quickly changed to infantry attacking the city. The armour phase lasted about 1 hour until people began leaving. One of the 82DK Junior Officers (Kriegsman), Zackreaver, realised that there were 200 RPG shells sitting in the FOB, he quickly began giving orders and telling people to use the RPGs against the Colonials. This was a costly strategy but it worked as the Wardens now pushed in and owned about one sixth of the city. After maybe 2 more hours we managed to get our RPGs up to the town hall but we were ambushed and after a small skirmish we were pushed back to ground that stayed the same for the next hour.



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*THE ETERNAL TRUTH
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At this point men were getting tired, some driven insane and many more wounded but still fighting on, at this point I ran into battle and shouted "Not one step back! The only steps will be forward!" We also started using our explosives to push again, now we began making ground. Now some men were getting so tired of the push that they started throwing sticky bombs on each other and running into the enemy. The biggest problem that we encountered was that we were using supplies faster than we got them, now logistics volunteers signed up and got working. When I came back from my volunteer run we had pushed all the way to the enemy Town Hall in Hermit's Rest and Warden soldiers were running there with sacks full of High Explosive Grenades to distribute them around and destroy the Town Hall. At last after a siege lasting more than 5 hours and with massive casualties on both sides, with most of the remaining Wardens going insane or wounded. We moved a CV and captured the city, the remaining power in Umbral Wildwood went into securing and fortifying the city.



Now most of the men left for new fronts or pulled back to the medical stations for treatment, they were replaced by new recruits making most on the front wounded or new soldiers. At this time the combat veterans in the area began giving out their orders, even if they were wounded. Now most of the soldiers moved out to attack the last Colonial holds in Hermit's Rest and build defenses along the outskirts of the town, the Colonials also started their preparations in terms of recapturing the town. They brought forward Half-Tracks and large amounts of infantry. We held for a long time but the defenses weren't strong enough. After the fall of Hermit's Rest the rest of Umbral Wildwood fell back into Colonial hands. This battle of Hermit's Rest was a Warden victory and raised the Warden veteran soldiers morale but the amount of resources used in the battle was too large, this battle indirectly led to the Warden's darkest hour, a time we went through but endured!



WEAPONS OF WAR—STORM RIFLE

By [PRESS] RobotSpark



STORM RIFLE

Length: 1.0m

Weight: 16.2kg

Cartridge: 7.92x51mm

Capacity: 30

Range: 35m

Cost: 8 Bmats/rifle (160 Bmats/crate)

The storm rifle is perhaps the most advanced firearm to see frontline service. It fills in the role of the carbine and SMG, while being more accurate on the move than both. It's able to swap between a more accurate semi-automatic firing mode to a fully automatic mode with a high rate of fire, providing

advancing troops with versatility and reliability. However, this comes at the cost of ease-of-use - the storm rifle weighs up at 16.2kg, twice that of the rifle and equal to the arguably static HMG. It is also more expensive and difficult to manufacture than any other firearm. Despite these flaws, the storm rifle is popular with the troops, and a semi-automatic civilian variant - the Stormrifle Light Automatic Rifle (SR LAR) - has been recently announced by the Sporting Arms Division. This article will take a look into the storm rifle, its history during the Great War, and its unique select fire function with a bit of info on the new SR LAR.

During the Great War, advances were a monumentally difficult effort due to the defensive lines set up by either side, with the Wardens responsible for most of them such as the Great Bulwarks in the southern regions of Warden lands. In order to counter this, dedicated offensive weapons and tactics needed to be established - artillery that can be pushed around the battlefield and hit targets with less rounds than other artillery, armoured vehicles that provide a lot of firepower while being able to take a lot, and troop transports and logistics trucks that are able to keep up with them. While some could operate independently or in small numbers, infantry required support from these things and couldn't attack in small numbers. A weapon to give them more independence during operations was needed.

The storm rifle, due to its complicated machinery and a troubled production time, was only introduced to Warden forces well after the war had begun and when resources were beginning to thin. It saw huge successes against many Colonial defensive fortifications, and plans for it to replace the rifle as the standard infantry firearm had begun. However, this would never happen - although it was well-liked by its users (and still is to this day) and a Colonial reverse-engineered storm rifle would quickly enter service afterwards, maintaining it was complex and many storm rifles would become completely unusable after only a dozen or so hours of combat. It was (and still is) also expensive and difficult to manufacture, and soon plans to issue it in large numbers were stopped. It became a very rare weapon, even rarer than it is today, and was only given to veteran units before planned assaults.

(MORE ON NEXT PAGE)

WEAPONS OF WAR—STORM RIFLE

By [PRESS] RobotSpark

The main reason for the storm rifle's expensive and difficult manufacturing process is the select-fire mechanism, unique to itself. A completely revolutionary idea, the select-fire mechanism allows the storm rifle to fire both in semi-automatic and fully automatic modes. This is important, as the weapon's role and usage changes completely depending on the fire mode. The semi-automatic fire, for example, turns the storm rifle into a powerful variant of the carbine, while in fully automatic mode acts as an SMG with a larger range and marginally better accuracy. The specifics of how it functions are too complex to describe in detail, but the short of it is that fully automatic fires with the chamber's bolt open while semi-automatic fires with the bolt closed.

STORMRIFLE LIGHT AUTOMATIC RIFLE

The Stormrifle Light Automatic Rifle is a recently developed civilian firearm, designed to save on resources by only including the semi-automatic firearm. This, however, does not undermine the value of the gun as it still retains the firepower, range, and accuracy of its parent model. It is also capable of fitting the magazine used by commercially available hunting rifles (and military-exclusive sniper rifles) for a less bulky weapon and ease of firing. This also makes it suited for partisan use, as it provides the quality needed to take on a larger number of foes on at once.



STORMRIFLE LIGHT AUTOMATIC RIFLE

Length: 1.0m

Weight: 10.4kg

Cartridge: 7.92x51mm

Capacity: Varies (Max. 30)

Range: 35m

Cost: 6 Bmats/Rifle (120 Bmats/crate)

Licensed for civilian use by the Ministry of War Economy, Sporting Arms Division.

There's no arguing with success. or quality.

The well-known STORMRIFLE, the Warden War-Ministry of Productions robust and reliable automatic firearm, has a sporting relative.

Yes, the most successful military arm ever produced is also available as the a semi-automatic rifle.

Designated as the SR LAR (Light Automatic Rifle) and in the same totally dependable .308! (7.62MM) caliber.

Sportsmen and shooters everywhere can now have absolute accuracy and reliable performance. The same long-range accuracy and performance that made its military counterpart the Caiova's firearm of choice. Both nations have adopted it, and there's no arguing with success.

Surveys show that most gun owners have more than one rifle. Perhaps you are a competition shooter looking for the best rifle anywhere. Or a Partisan who doesn't want to make excuses about "the one that got away." You owe it to yourself to look into the SR LAR. You may never buy another rifle. You won't have to.



- Rear peep sight instantly adjustable to 600 meters, click adjustable for windage. Front sight adjusted for elevation.
- Equipped with a 30-shot magazine.
- Convenient safety catch.

The SR LAR is precision built in Jade Cove at the War-Ministries factory, where fine gunsmithing has been a tradition for centuries. So don't compromise with quality. Treat yourself to the best. The very best. Purchase the SR LAR at any better gun shops everywhere.

The Ministry of War Economy

SPORTING ARMS DIVISION
P.O Box 2898 Jade Cove NI 070945



STORMRIFLE LIGHT AUTOMATIC RIFLE
MAGAZINE REMOVED

Behind the Lines:

Caovish Proving Grounds: Unrusting the Relics

By: Bubbadeej

Back from the Caovish Proving Grounds with first hand info on multiple vehicles from the Great Wars that are currently undergoing trials. Should these vehicles pass inspections, Warden engineering personnel will be given manuals and information for repair and use of these relics if found on the battlefield. While certain trials are classified for the protection of Caovish intelligence, I am allowed to bring forth to the Warden Empire three of the vehicles in trial: The Repurposed truck, the Armored Fighting Tractor, and most importantly, the Storm Tank.



- Storm Tank moves to testing, other relics featured in background

Repurposed Truck



The Repurposed Truck is a strong vehicle. As shown through testing, the truck can carry far more than the standard capacity (five more slots), allowing it to fill roles of a shell carrier and a heavy load mover. This comes at a cost: the vehicle is slower and the engine is less resistant to damage in comparison to our standard issue lorries.

- Repurposed Truck undergoing snow trials.

Armored Fighting Tractor



Current testing shows the AFT to fit the Armored Cars role well: if not better. With a substantially large belt size (100 rds) and more storage space, the AFT also shows off its incredible armor by remaining drivable even after a damage test hit from a 75mm AP shell.

-AFT manuvering through a ditch in terrain trials.

The Storm Tank



The Storm Tank is a beast to behold. A fast, one of a kind vehicle that certainly represents the will of Caoiva- fierce, determined, and unbreakable. The era-old tank proved a menace in all aspects: easily completing the terrain trials and excelling in mock battles, proving a threat to even the mightiest battletank. The powerful frontal armor combined with a quick reload speed and multiple shell racks gives it flexibility in a shifting battlefield, allowing it to go from charging enemy defences to flanking enemy tanks with little to no retrofitting. Its weaknesses of slow turret speed and weak side armor are easily compensated by a full reverse gear set, allowing it to escape enemy ambushes and return to its home in a phalanx formation. This tank will revolutionize warfare, and our engineers are already in training to get this tank into combat readiness. This was Koedem Clair from the Caoivish Proving Grounds.

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THE ETERNAL TRUTH OF THE WARDEN EMPIRE

Adapt. Improvise. Overcome.





WARDEN ABOVE ALL
CALLAHAN PROTECTS



*WARDEN
PRESS*

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