

WARDEN PRESS

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

*THE ETERNAL TRUTH
OF THE WARDEN EMPIRE*

ISSUE #6

BURNT OUT STRESS

Artist's note:

I began to realize how important time management actually is. The weight I carry shall turn out to be the goal I have longed and worked for. My name is Souperior, and as you can see, I'm actually undergoing some pretty some tough cowpooop, studies and socially. I managed to apply for a summer job just to ease the stress and manage my anger, so that I can properly finish my architectural thesis that is due in a few weeks. Making SFMs(the works you see in my portfolio) also eases me of stress, especially if they vent about something like in this one, I wont stop making them but I will take a break from something that I have obliged to, which is being the Graphics Artist for the Warden Press and the Eternal Truth. I'll try my best once again to serve the Wardens' morale. But for now, I'll be taking a tough break. We hope that you enjoy this new issue. See you folks!

-Soup

"We didn't lose War 22, we just gave the Collies a chance as they were pitiful. But we'll retaliate, mark my words."

"Someone found an old tank from the Great Wars. Christ, the armor is quite thick. Our engineers are still trying to figure out on how to make it practical in the current conflict."

"I stumbled upon an old blueprint of the "Armored tractor" when mining some components. I'll bring them over to the officers later."



REPRESENTATION OF ME JUST STRAIGHT UP LOSING IT

Once one war end another begins...

By [82DK-AR] MrDrake

As War #22 began moving into it's end stage of the war the Colonials were becoming more vicious in their goal of death and "glory" ... Callahan's Gate had a huge Colonial spearhead in it and Overlook Hill had fallen after much Warden resistance. Weathered Expanse had been pushed back but after the Wardens built up they managed to regain Crow's Nest. The Wardens kept fighting! Every meter lost was 5 dead Colonials and every town lost was the destruction of a Colonial Army but sadly this wasn't enough. The war ended with a Warden Defeat and them being forced to sign the Treaty of Crow's Nest, this put restrictions on Warden weapon size, output and took all Warden land except the home regions and Reaching Trail but the spirit of war still stayed in the souls of Warden citizens. Secretly the Wardens began to rearm, civilians got cheaper but less effective weapons and the Warden army remilitarised, old repurposed trucks and tanks were showing up in Warden ranks and in no time the Wardens were ready to invade the middle regions. This began with Warden resistance members arming themselves and working as partisans, then the Warden military started sending them better guns and sending experienced generals in.

At 3:30 PM GMT on the 13th of March the Wardens sent out the declaration of war, they moved into the middle regions but were met with overwhelming Colonial counter-attacks and pulled back. After several Colonial attacks into Callahan's Passage the Wardens began small border skirmishes with the middle region guards but nothing bigger, on the 17th of March however the Wardens made their push and captured key settlements in Deadlands and later that day Farannae and Endless Shore. The Wardens weren't able to push further then that and in Endless Shore they were stopped by heavy Colonial resistance around Saltbrook Channel. This is a new war, only the future can see who is truly the winner, the Wardens have the spirit and the skill to push but the Colonials have the technology, this is War #23.



The New 82DK badge by Sathoryn
Greath job Sathoryn!

The Battle of Callahan's Passage

By [82DK-AR] MrDrake

At the start of the war the Colonials made a few attempts at taking Callahan's Passage, these failed however after the Wardens attacked Endless Shore this all changed. When the Wardens were pre-occupied on taking Endless Shore the Colonials took advantage of this and attacked Callahan's Passage, at the end of that night they captured Overlook Hill. Soon they had everything except White Chapel and Cragfield. The Wardens held out bravely in the few holdouts they still owned, losing Cragfield but keeping their supply lines open. After many days of holding and pushing very far both sides were exhausted, this was the main front and it was a deadly one. Truces were called and supplies were brought in but this wasn't enough. After a failed Warden push to retake Cragfield, White Chapel fell but the Warden will to fight and main base moved up North West to a small fort, this would be the Warden's Finest Hour!



Be sure to check us out on these platforms:

Discord - <https://discord.gg/MWK7AKy-100> uses

Twitch - <https://www.twitch.tv/wardenpress>

Jimbo's YouTube Channel - <https://www.youtube.com/channel/UCIzI3pgNhpH9Gx3oq8njZ-TQ> or search Commissar Jimbo.

Commissar is head of The Warden Press if you would like to speak to him.



WEAPONS OF WAR—CARBINE

By [PRESS] RobotSpark



SEMI-AUTOMATIC CARBINE

Length: 0.9m

Weight: 5.9kg

Cartridge: 7.62x51mm

Capacity: 25

Range: 30m

Cost: 6 Bmats/gun (160 Bmats/crate)

The carbine is, in essence, a shorter version of the rifle. What it gives up in accuracy it makes up for in rate of fire and lighter weight. The carbine can be effectively used as a medium-close range firearm that can take on close quarters weapons, such as the SMG and the shotgun.

The need for a new firearm arose when cavalry troops were beginning to diversify, moving from traditional lancers and hussars to the relatively modern cuirassiers and dragoons. Firing a regular-length musket on horseback was inaccurate and cumbersome, and was ultimately deemed unfit for horseback troops such as dragoons and hussars. A shorter version of the musket, known as the carbine, was developed and well received. The carbine was well under half the length of the musket, and while less accurate, it boasted a much faster reload time and was less cumbersome for horseback troopers.

As time went on, the musket would be improved until it became not dissimilar to the modern rifle. Traditional horseback cavalry was falling out of favour due to rifle fire becoming more reliable. This meant that most 'cavalry' would become horseback infantry, dismounting to fight. The carbine saw new life as a lever-action firearm issued to horseback infantry such as dragoons due to its lightness. The carbine performed well, and would soon be issued to skirmishing infantry and light infantry.

The first 'modern' carbines started appearing sometime during the Great Wars, where light Colonial skirmishing units would begin equipping it. Soon afterwards, Warden forces would begin to field their own version, which many consider superior to the Colonial-issued variant. It was originally intended to replace the rifle, but would only see service in skirmishing units and alpine regiments.

The carbine is a semi-automatic weapon - each pull of the trigger results in a round fired. This works with a series of springs and levers that fire the round, open the firing chamber's slot, eject the shot, and close the firing chamber's slot and putting a new round in the chamber in one pull of the trigger. This mechanism is difficult to manufacture, and can easily jam if not looked after or exposed to extreme conditions (such as mud etc.).

Despite these flaws, the carbine is seen by many as a direct upgrade to the rifle, especially in urban environments. The high rate of fire, light weight, and bayonet mounting make it easy to use for new recruits and deadly in the hands of an experienced veteran. If the rifle is designed for defensive purposes, the carbine is designed for offence - keep this in mind when using it.

SIX GUN BATTERY IN DEADLANDS—A NORMAL DAY FOR THE 128thAR

By [PRESS] RobotSpark



The six-gun battery in Callahan's Gate.

On day 62 of War 23, the 128th Artillery Regiment and their assigned logistics company (128thAR and 128thLC respectively) set up two batteries of howitzers in Callahan's Gate - a four-gun battery next to the town hall, and a six-gun battery southwest of it. The intense firepower from these howitzers was able to destroy numerous vehicles, and halted the Colonial advance for many weeks. Such batteries seem like they would be rare, but this is no more than a standard operation for the 128th.

The 128th, stationed behind the frontlines in a confidential location, were planning to move up to the front and destroy Colonial defences. Callahan's Gate in the Deadlands was chosen, and supplies arrived in the dead of night. By morning, the regiment was finishing constructing a four-gun defensive battery, located directly north of the town hall. The second battery, a much more impressive six-gun display, would be completed by the morning after, located in-between the factory and storage depot.

Soon, shells were being unloaded from the trucks and being loaded into the guns. Almost immediately, the six-gun battery was manned and its crew fired many impressive volleys to the West and South of Callahan's Gate. After a few days, the four-gun battery would be used exclusively for many weeks afterwards.

Coordinated fire is the key to the 128th's success. Expert spotters are able to spot targets quickly and accurately predict where they will be in a short amount of time. They then relay this info back to the howitzers, who pre-aim and establish the order they will fire in. The spotters then tell the artillery when to fire, and soon a quick barrage of shells hits the target in the blink of an eye. Due to the quick reaction time and the high level of concentration, the 128thAR are able to do approximately 10x damage to their targets when compared to a regular howitzer operating on its own.

Casualties vary wildly, but many suggest that those from Callahan's Gate range from 5-20 infantry and 1-3 armoured cars. Even more impressive is the three-gun battery north of Whitechapel that cleared the way for the infantry and motorcycle 'cavalry' to capture the town. Reports claim that over 30 infantry were killed, and that several vehicles and defences also felt the pinch of the 128th's punch.

The 128th Artillery Regiment continues to serve on the frontlines, bringing the thunderous presence of their artillery with them wherever it is needed.

NEW TRAINING INITIATIVE IMPROVES QUALITY OF RECRUITS DRASTICALLY

By [PRESS] RobotSpark

Due to a major change in conscription laws early on in War 23, many recruits lined up to become the next batch of frontline soldiers. In order to ensure the quality of everyone that was enlisted, a major training initiative lead by okmangeez began, with well up to 30 recruits trained at a time. He has created a new training unit, the 1st Infantry Training Division, and has plans to continue training recruits even after the conscription laws were reverted.

The Warden Empire suffered a humiliating defeat during War 22 thanks to a large disparity in researched equipment. In order to avoid making the same mistakes, the Warden Ministry of War Economy ratified their conscription laws to range from anyone ranged 18-45 fit to fight, as opposed to a purely volunteer service.

As soon as these changes were noticed by Colonial forces, a change to their conscription laws was issued as well, mirroring those of the Warden Empire. The large amount of soldiers was used alongside the recently discovered relic vehicle technology to conquer much of Caoiva early on in the war.

However, as these recruits joined, it was quickly realised that neither side had adequate facilities to automate their training. Many inexperienced soldiers were arriving on the front, without any proper training. Some learned as they fought, but most would end up returning to the training grounds or deserting altogether.

Warden soldier okmangeez saw this problem, and remembered his time as a recruit - quote, "I just connected to their struggles and the feeling of being lost." Seeing as he was an experienced veteran, he began to take fresh recruits and showed them the basics by going through basic training with them. The largest training events reached over 30 recruits with some veterans helping out.

okmangeez also trained his troops on the battlefield, showing them the basics of logistics and armoured combat. He continued to do so even after the conscription laws were reverted.

When asked about the laws, he said this—"I know recruitment and activity will slow since we're a devoted 'training clan' and the laws are reverted, but I am hoping that this group can continue to help any newcomers, no matter how few of them there are."



The end of a Warden training session.

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THE ETERNAL TRUTH OF THE WARDEN EMPIRE

The Wardens captured White Chapel Crossroads and White Chapel but the Wardens lost Scath Pass but this was not over. Later when it looked as White Chapel Crossroads would fall and failed Colonial Armour attack and a Warden counter-attack pushed the Colonials out, the Warden tanks were redirected to Solas Gateway and there they ambushed a Colonial Tank group, loosing their tanks while taking out more Colonial tanks. When the Wardens got tank reinforcements they pushed and captured strategic positions around Overlook Hill, the stalemate would continue there. one tank crewed by the last 82DK members moved from there to Lochen Berth for a last stand, there they killed many Colonials, took out a Colonial tank and stayed disabled for 5+ minutes before being taken out.



War Report - Updated March 24 2019, 20:10 GMT

Warden Casualties - 314,122 Colonial Casualties - 290,408

The Wardens Casualties are 8% higher

Warden Cas Rate - 1317/hr Colonial Cas Rate - 1090/hr

The Warden Cas Rate is 21% Higher

The Wardens own 2/14 VCs

The Colonials Own 12/14 VCs

The Wardens are still superior in battle/tech

Fun facts: Tempest Island has the highest casualties on both sides of the war. There was been 400 Warden and 400 Colonial casualties in The Great March

Now the front was a stalemate and it was drawn, positions went up and went down around Overlook Hill, battles raged around White Chapel. Solas Gorge was a frontline city and a Colonial salient sprung up called the Lochen Bulge, The Warden Morale is high and it is time for the Warden conter-attaack!.

Operation Rubber Duck and Callahan's Liberation

By [82DK-AR] MrDrake

On Friday the 22nd a confident Officer Cadet named Zero began an operation known as Operation Rubber Duck. He had hours of preparation and after all of that the assault began with a large infantry group and two 82DK veteran tanks. The initial attacks were very successful with the tanks sustaining casualties but fort Cragfield being liberated. The next target was Solas Gorge, it was quite strong but the Wardens were inspired and were not going to leave without a fight. Tanks came and tanks were lost, the Wardens tried to cross the bridge but stopped. A few teams managed to get over but were destroyed, the Wardens dug in where they stood.



War Story by MrDrake

So during the battle of Mousetrap as we were pushing the Colonials out fully we were stopped by their safe house. It was fully upgraded and a big problem for us. While I was standing Infront of it and using an AT gun for cover I saw a Warden soldier attempt to storm the safe house but failed. I decided to use the same route to storm the safe house, eventhough there was barbed wire and the enemy began firing at me I made it in. When I got in I saw a Colonial was a RPG, all I had was a SMG so I tried to kill him, after some time he did die. He had and RPG, 1 shell and a satchel. I used the Colonial weapons to break the Colonial safe house

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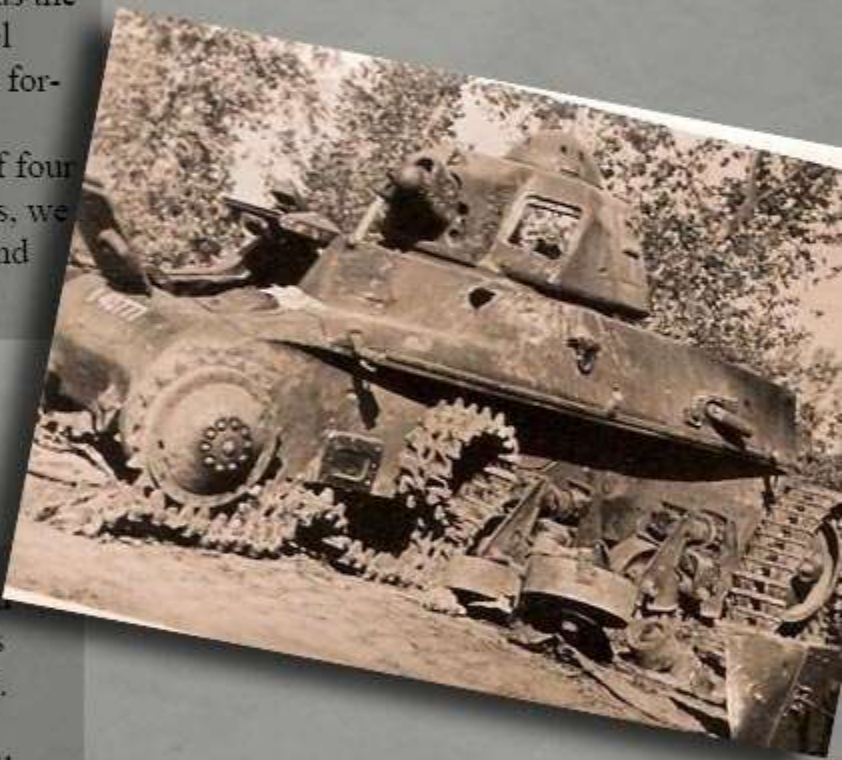
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After a long day and the Wardens withstanding hours of attack without surrendering or failing they still had there positions around fort Cragfield. That evening the exhausted Wardens evacuated the area and 82DK soldiers began showing up in the area. within the first hour of the new operation starting the united clans and Warden soldiers captured Solas Gorge and turned it into the new operations base. Now the sight was set on Lochan Berth, the goal was the capture of White Chapel and White Chapel Crossroads. The soldiers and tanks moved forward and soon Lochan Berth was under Warden control. In this attack our group of four tanks was ordered to charge 2 enemy tanks, we get right up to them taking no casualties and destroying the enemy tanks.

Now as a secondary Warden force moved south to capture Scath Pass the Colonials started a counter-attack on Lochan Berth. they has tanks block the main road and infantry swarm the Warden tabks from all directions but even with this problem of the Warden tanks getting swarmed they held out, stayed strong and didn't falter. When the time was right 3 Warden tanks flanking the enemy and took out their main FOB and one tank but having all three tanks destroyed, even with this the Wardens began to push.



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WARDEN ABOVE ALL
CALLAHAN PROTECTS



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PRESS*

[founder]
Commissar_Jimbo

[graphics team]
Bubbadeej

[writing team]
MrDrake

[graphics team]
Red_Donut

[graphics team]
Souperieur

[graphics team]
JoannEcureuil

[twitch team]
TDJZ



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