

**WARDEN  
PRESS**

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

**THE ETERNAL TRUTH  
OF THE WARDEN EMPIRE**

**ISSUE #7**

**THE RESISTANCE**

Brave resistance fighters rise up weeks  
after the supposed "Loss" of our cause.

The Uprising springs up in every  
town, pushing the Colonials  
down south!

Most recent technologies malfunc-  
tion due to the lack of engineers  
caused by the Uprising.

A soldier named Aidan (A.K.A  
TheGreenEagle) applies for the  
Warden Press. Gets approved as  
an editor!

**THEGREENEAGLE HAS JOINED  
THE TEAM!**

THE SOLDIER IN THE COVER IS NO OTHER THAN AIDAN, ALSO KNOWN AS THEGREENEAGLE

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## The Farannac Counter-attack.

The date was April 6th, when a large amount of Wardens of 82DK arrived in Farranac Coast. When the united force of Wardens made it to Farranac, they quickly overwhelmed the Colonials' defenses there and set up a forward base of operations around the aptly named Spearhead, as it was to be the main location from which the Wardens' siege of Farranac would launch. For a time, the force fought there, until splitting up into two columns: the western column would stay in Spearhead, and the eastern column pushed east. In time, the two columns would push south parallel to each other to ensure absolute conquering of the Colonial territory.

With the help of howitzers, neither division struggled in their pushes for more territory. To start, a small group of shock troops moved into Iuxta Homestead and took that out. With the decisive victory, the shock troops had enabled a small howitzer crew's convoy to set up just north of Mara. The howitzer crew made short work of Mara after they were established. Once Mara was captured, the Wardens attempted to move over the ice bridge. Despite their best efforts, the Wardens were being repelled by the Colonials who had dug in on the banks, and the Wardens' attempts were stunted for hours. After several hours, the field commanders decided to redirect the Mara force, transitioning the rolling legion to Terra instead, where a huge battle was going on. Friendly infantry had captured vital FOBs on the road to Terra, and with the western column of 82DK moving down and capturing Sickle Hill, Terra was surrounded. There was a vicious battle with infantry dying en masse for both sides. Howitzer spotters had to go out, armed with a rifle and bayonet, and most of the time ended up joining the main infantry force.



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Even when the Terra town hall fell, 2 Colonial AFTs and a safe house were still in the city and delayed its capture. Once Terra fell to the Wardens, they found a forward base fully stocked to support an ongoing conflict, and the Wardens used those supplies in the next phase of the attack. Many men were injured and had to be pulled back. Many more came from Sickie Hill and helped in the fight too.

An even harder battle now began around Huskhollow. A page from a howitzer's crewman says [can you make like a paper that looks like a journal page and put it on the newspaper? also the final won't have anything in this bracket in it] "On the main front, there was nothing we could do to break through so we made another plan. We moved to a nearby Mine and built the howitzer there. We bombarded the enemy out of the town hall and the surrounding area, but we were under constant attack from Colonial infantry. I don't know how I made it out alive." After a long siege and multiple sprawling fields of the dead, Huskhollow fell. The last target was Jade Cove, but at this point the Wardens were too exhausted to go on. No more land fell to the Wardens that day, but the land they captured was a great victory!

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**JOIN THE  
MODERN ARMY**



Join the Royal Artillery where you do interesting and important work with the most modern equipment in the world



# THE WARDEN REDEMPTION

From the very first days of the latest war, the Wardens were pushed back into their home regions. The Colonial onslaught was maintained, but we dug in and repelled them for months. Eventually, alas, the Colonials finally forced the Wardens out of Callahan's Passage. As some began to consider the potential for defeat, a select group of Wardens rose up and invaded the northern city of White Chapel, establishing a foothold once again in Callahan's Passage. This reignited the passion the hearts of soldiers everywhere, and several proud men and women gathered in White Chapel to halt the overwhelming Colonial forces.

After many more months, shedding Colonial blood across the fields outside White Chapel, the final Warden hold on Callahan's Passage was finally overthrown, and the valiant soldiers in blue were pushed back. In truth, that push on Callahan's Passage was the last true, lasting Warden success of that war. In time, Weathered Expanse nearly fell as well, and the times were looking bleak. But up until the last town was lost, the Wardens fought with pride, and no shame was brought to the Warden forces that day.

These inspiring times called many soldiers and civilians left hiding all across the land to rise up in the Warden Resistance. It is said that you can't see the most ferocious side of a person until their lifestyle is in danger of being eradicated; we proved that proverb true in those following days. Within only a couple of weeks, most of the Warden land that was lost was either reclaimed or at least left unoccupied. When the Wardens reunited as one, there were already several several marching columns and hundreds of AFTs prepared for deployment across the continent, and the soldiers saw immediate success in Farranac as well as other regions.



## WEAPONS OF WAR—SHOTGUN

By [PRESS] RobotSpark



### PUMP-ACTION SHOTGUN

Length: 0.7m

Weight: 6.7kg

Cartridge: 20 Gauge Buckshot

Capacity: 6

Range: 15m

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

The shotgun is one of few weapons that Warden officials openly admit was developed by the Colonial Legion before being developed by Warden research teams. This is in no small part due to the unethical nature of the weapon that Colonial authorities simply disregard - treating shotgun wounds is a very diffi-

cult task, if not impossible, and shots that don't kill will more often than not have the victim bleed out before they can seek medical attention. Shotguns were originally conceived for bird hunting, which they performed well in, but their use against human targets is barbaric in every sense of the word. Warden forces have employed it begrudgingly, accepting the fact that morality cannot always beat immorality, but not to the extent of Colonial forces. Drastic attempts to mitigate the inhumanity of the shotgun have been taken.

The shotgun is a simple concept. Its round works much like a regular round - it has a casing, primer, and projectile - but with significant variations. The main variation is the inclusion of several projectiles, known as 'shot', that are tightly packed in a paper casing. This results in a much less accurate weapon, but one that has further spread and can deal a lot of damage to many targets at once. The modern shotgun utilises a pump-action, which is not dissimilar to the bolt action. Pushing the 'pump' of the shotgun opens the ejection port and ejects the empty casing, while pulling it back will bring a new round into the chamber via the magazine along the pump's 'rail'.

The idea of using canister shot in an infantry-bearing firearm was originally applied to the blunderbuss, a close relative of the musket. It was a muzzle-loading black powder weapon, and was originally used for hunting birds where it was known as a fowling piece. It was soon discovered that such a weapon could be effectively used as a cavalry firearm, benefiting from the closer ranges cavalry can reach before engaging infantry or artillery pieces. Although inhumane by our standards, such a practice was considered acceptable by the standards of the time.

The blunderbuss was phased out by the time of the invention of the rifle, being seen as an outdated antiquity. It was developed into the modern six-shot pump-action shotgun shortly before the Great War, complementing many Colonial squads' outfits.

Warden soldiers who were being treated for shotgun wounds were also being treated for several other wounds and diseases, and had the lowest survival rate of any of the patients admitted into Warden field hospitals. Lead poisoning became common, and soon Warden plans to introduce the shotgun were almost abandoned. Instead, steel was used for the pellets.



WARDEN ABOVE ALL  
CALLAHAN PROTECTS



*WARDEN  
PRESS*

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