

**WARDEN  
PRESS**

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

**THE ETERNAL TRUTH  
OF THE WARDEN EMPIRE**

**ISSUE #8**

# WARDEN'S VICTORY!

Colonial Rebels bombs towns and several tech farms.

Terrorists begin to take over half of Caoiva

Brave Wardens defend the center regions as rebels surround them.

Rebels have managed to rebuild their military.

# WARDENS ABOVE ALL!

## Warden above all!

By [82DK-AR] MrDrake

As the dust settles on the battlefield and both nations begin to demobilize we are left to think back on this great Warden victory! The past few wars have been hard for us Wardens with Colonials pillaging and committing war crimes in our land as they defeat our army in battle but now we don't only beat them out of the middle regions but we managed to storm their home regions and set up crucial bases there. However our men have been tied up with the Colonial Resistance, a militarist organisation with the goals of ignoring the Colonial government, capturing neutral Warden cities and killing peaceful Warden civilians. Our military will care of this "Resistance"!



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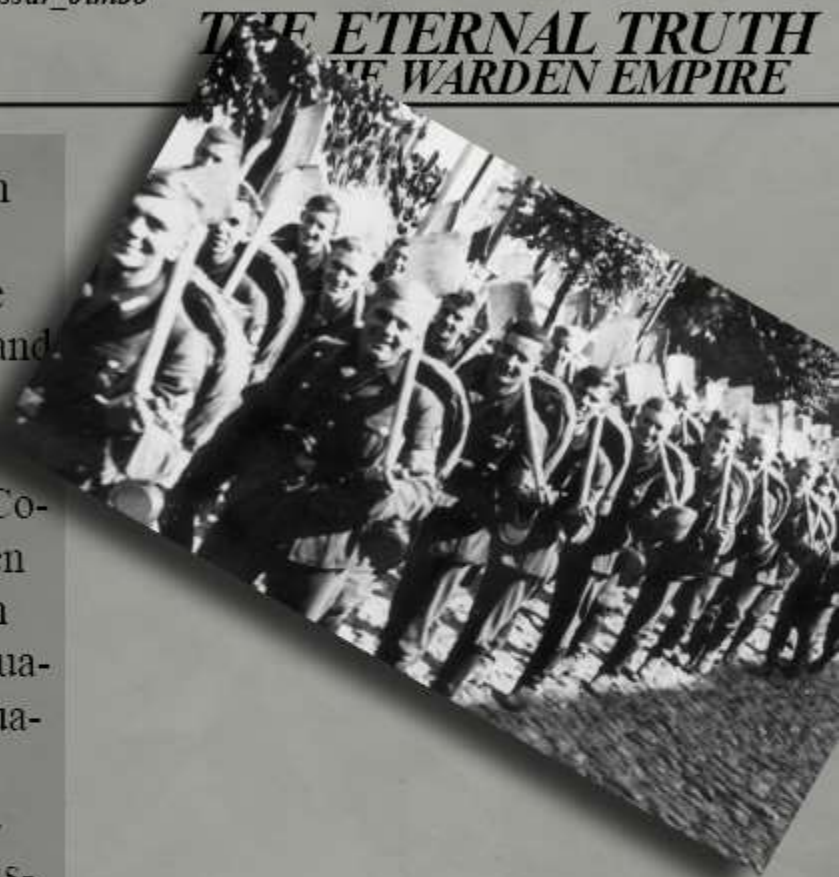


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The brave remainder of the Warden military has been trapped in the middle and southern regions by the resistance as they bomb our cities and rob our tech farms! More men are being sent there but these rebels... They have support from the main Colonial military, some have been seen with Hatchet tanks, one group even had a stolen Flood tank! As this situation deteriorates the diplomatic situation too begins to fall apart. The Warden and Colonial diplomats recently met in Liberation Point to discuss the withdrawal of the Warden military from their home region but instead of accepting it the Warden diplomats insulted the Colonial scum and told them that no withdrawal would happen!



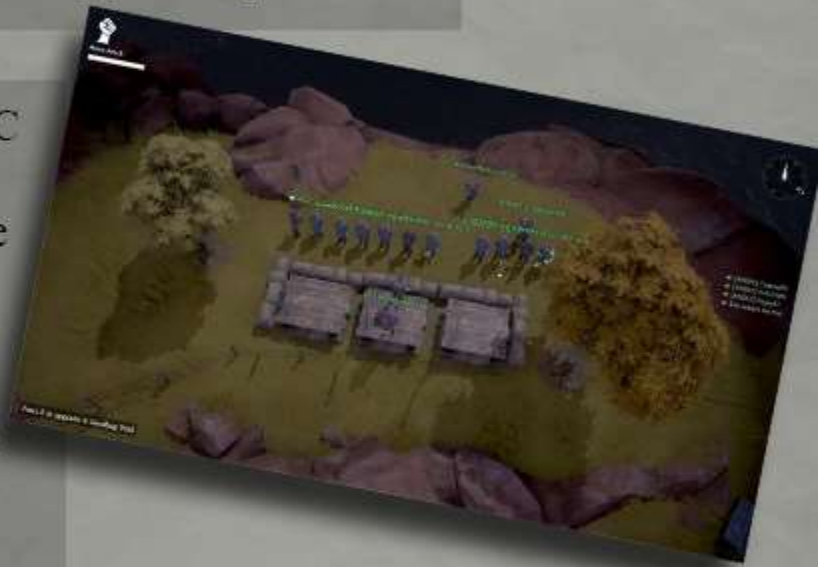
The resistance initially pushed the Wardens back but then the Wardens came back in full force to capture the north of Heartlands! The Wardens also made the final decision of declaring war on the Colonials. On the day of the 25th of April the Warden declaration of war went in and the Colonials military stormed Warden bases and the small military force holding out in the Heartlands! It is now a stalemate in technology, men and on the front as the Colonials continue to die to warden steel! This will be our war!

# ANZAC Day

By [82DK-AR] MrDrake

On the 25th of April it was ANZAC day, a day to remember the brave and fallen soldiers of ANZAC. The Warden Clan ANZAC too held an event to commemorate the fallen soldiers of ANZAC. In the event they paid respects in remembrance of the fallen soldiers by having a moment of silence and by fired of artillery shells. The event took place on an island in Endless Shore and the attendees were [ANZAC] CappedPluto, [ANZAC] Evilchild66, [ANZAC] Blacklight, [ANZAC] Pnguy57, [ANZAC] Bob Semple, [ANZAC] Eppexwun, [BM] Tea Rain, [BM] Sir Beat-down, [BM] KiloWasps, [GG] StupidSoldier, [PRESS] Boris Grishenko and (∞) Quantumphyguy.

soldiers! Lest we forget.





## OPERATION DESERT STORM—ONE OF THE LARGEST WARDEN OPERATIONS

By [PRESS] RobotSpark



*A recreation of the initial stage of the operation as seen from the main Army Group.*

In the waning days of War 24, Warden forces launched Operation Desert Storm, one of the biggest multi-clan operations since the disbanding of The Warden Alliance. It hit many important targets and milestones both for the war and for the good of the Warden faction - the Colonial home regions became hotly contested, which was a blow that the Colonial armed forces never fully recovered from, and it saw the cooperation of many Warden clans for the first time in ages. Most importantly, however, it proved that a TWA-style organisation was not necessary for Warden forces to plan and launch large operations.

The planning process for Operation Desert Storm was a long and tedious one, with specific targets changing from time to time. Early versions saw an attack in Woodbind, but Warden forces had already secured many of the towns that Operation Desert Storm originally aimed to secure. It was finally agreed upon that Endless Shore would be the main point of attack, with aims to push into Umbral Wildwoods with the momentum gathered.

Planning was predominantly done by the Advanced Recon Commandos (ARC) - more specifically, [ARC] Devoid, who is credited with planning and pulling off the operation with great success. Other clans involved include the 82DK, GE, and the 101st, with the 82DK playing a large role in taking the Heartlands.

The first stage of Operation Desert Storm - the Battle for Woodbind - was initially intended as a

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By [PRESS] RobotSpark



*A depiction of the 82DK's assault into the Heartlands, showing Northern towns falling.*

two-pronged attack into Enduring Post and Woodbind, with the 82DK attacking from the Deadlands to the west and the main Army Group consisting of ARC, GE, and the 101st attacking from the east. The main Army Group took Woodbind quicker than expected, which gave the 82DK the freedom to launch their own invasion into the Heartlands.

The main Army Group's thrust into Umbral Wildwoods occurred shortly after the taking of Woodbind and Enduring Post. The attack was launched from Woodbind, which saw the addition of CAW forces to the assault to the surprise of all involved. The defences along the front were also weaker than expected, possibly as a result of Colonial incompetence or the unknown involvement of Warden partisan forces prior. There was very little resistance as Warden forces poured into the swampy marshlands. The push went into The Foundry, where Warden tank columns found it difficult to advance any further without the support of artillery (which had been destroyed in an unfortunate accident earlier).

The 82DK's offensive saw critical success in addition to the attacks on Umbral Wildwoods. They also saw little resistance, being able to push into Loftmire with ease along the 18th Sideroad. The Colonial forces were wide awake by this point, and Loftmire became hotly contested territory. The 82DK used this to their advantage, capturing many of the northern towns with little opposition before swooping behind the main FOBs that the attacks were being staged from. Soon, supplies ran out and the 82DK secured Loftmire.



## WORDS OF HOPE FROM A PRIOR OF CALLAHAN

By [501st] TheVoiden

Sometimes, when the partisans strike hard and the front falls back, one may find it hard to follow in the footsteps of Callahan and believe that the Warden Empire shall reign victoriously over the Colonial scum. Whenever you should despair, seek your nearest Prior of Callahan, for they may have something not unlike this to say:

"It is every Warden's responsibility as a citizen to see to the upholding of law, order, and prosperity, in any way, shape, or form. I merely contribute to this teaching as Callahan's Prior, reminding everyone of what He fought for, and why.

Colonial propaganda will often tell you that he is a failure and an autocrat, but one must remember that no tyrannical leadership would lead to the economical prosperity that the private Warden citizen experienced before their savagery. Even Colonial individuals admitted to this themselves, in their books and journals! Proof - concrete proof - that can still be found today!

Understand that almost all land currently fought over is Warden homeland. Deadlands, Endless Shore- Name it, and it was Warden property. It housed Warden people, whom lived and worked there, and this was all under the view of his light, Callahan.

This is why this war is so important, even if its original hatred is lost to time.

We fight for our families' houses, our families' homeland. The Colonial savage, a foreigner to these lands mind you, fights to take, not to restore.

I might speak with a religious fervor, but these words are backed by facts found in the field itself. Statues marking the very face of our leader, journals belonging to Colonials found in the field, commenting on the local Warden lifestyle.

That is something Callahan gave *all* under his leadership. That is what the Colonials snatch away out of greed. Out of an inferiority they could not help but wail out like babbling girls.

That is why I fight." -[501st] TheVoiden, Prior of Callahan



## WEAPONS OF WAR—SMG

By [PRESS] RobotSpark



### SUBMACHINE GUN

Length: 0.6m

Weight: 6.75kg (15%)

Cartridge: 9x19mm (SMG Clip)

Capacity: 25

Range: 25m

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

The submachine gun (SMG), although considered by many to be an outdated weapon with the introduction of the HMG and the Stormrifle, was an important step in the direction of such weapons. Although machineguns existed when the SMG was introduced, the idea of a mobile machinegun revo-

lutionised infantry warfare and led to the rise of weapons like the Stormrifle. The SMG still sees use, mainly through partisan and resistance activities due to its cheap and lightweight nature.

SMG's were derived from automatic pistols, used very early on in The Great War. These pistols could fire up to 15 bullets with a very high rate of fire, and often utilised detachable and foldable stocks to keep accuracy as high as possible. They were very easy to use, but weren't as effective as they could be due to low accuracy overall and a shorter range than what was preferred. Thanks to the more fluid nature of the very beginning of the war, they were often used with mobile troops such as assault divisions to great success.

The automatic pistol, however, was viewed more as a desperate secondary weapon than a primary weapon soldiers would be outfitted with. Attempts to make it into a primary began with light-weight rifle-calibre versions of the modern SMG. These were bulky, expensive, and had very high recoil that meant shooting them in an automatic firing method was impractical.

Warden engineers soon realised, however, that pistol-calibre ammunition gave a much more controllable recoil than rifle-calibre ammo, and meant that the gun could be lighter and easier to manufacture. The barrel was extended, and a block clip was added to the front which not only stored ammunition but also served as a grip. The result was a gun that had a longer range (albeit being rather short) and was perfect for storming trenches.

However, as the Foxhole War began, trench warfare fell to the wayside. SMG's were no longer as prominent as they once were, but until HMG's were introduced they were used effectively against foxholes (and still are to this day), although they struggled on pillboxes and gun nests.

Using the SMG requires good trigger discipline. A soldier must be able to shoot their target quickly and in short controlled bursts to compensate for recoil and to conserve ammo. Shooting in the target's general direction also isn't good enough - you have to carefully aim, which is hard in the short-ranged 'fur balls' an SMG user might find himself in but is very often the decisive factor in a one-on-one engagement.





WARDEN ABOVE ALL  
CALLAHAN PROTECTS



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