

ISSUE 10

THE WAR MACHINE



The Warden High Command commences all operations to begin in order to drive out the Colonial scum.

More ancient blueprints found by the Sunhaven Association of Historians.

Blueprints of Cranes, Flat-bed trucks, Cargo Ships are now currently being mass produced.

Fuel Tanker, written and built by Engr. Philipps before he creates duplicates of his blueprint for mass production.

NEWS reports are now back! Now with the use of brand new technology: Technicolor! However with our current budget, only a few colored texts and pages can be afforded. We from the Warden Press Team wishes that you enjoy our newest issue. God bless and Warden above all!



Commissar Jumbo

TO BE APPROVED AND MASS COPIED

THE BATTLE OF BLOODY BOWERY

The once great city and logistics centre of the eastern sector, Bloody Bowery was under attack from a coalition of many Colonial forces and was headed by SOM. This battle came to be when SOM led a force of partisans and captured the Earl's Welcome Fort. Initially they were faced by the brave logistics personal stationed at Bloody Bowery but as more Wardens realized the long term effects of cutting one of the most important logistics roads in the Empire and the scarcity of basic materials, they took action. For the first few days of the battle most of the explosives were used and several armoured vehicles were used but as the battle came to its later stages and more experienced officers began to lead, a sandbag wall and line of foxholes was set-up with a no-man's-land in-between. The battle continued like this for hours with Warden and Colonial flanking teams constantly flanking each other and Colonials jumping out of every bush, pistol in hand and ready to shoot. During one of these raids a team of Wardens even got RPG shots on the fort but ultimately failed due to a lack of ammo and a Colonial hoard surrounding them. As the battle went on the Colonials captured a fort in the south of Viper's Pit and a Fort west of the Earl's Welcome Fort in Reaching Trail.



A newly recruited Private crying after artillery shells hit his trench.



Warden Officers giving a speech to new recruits before the Battle of Bloody Bowery

THE BATTLE OF BLOODY BOWERY

Even though this was the low point of the battle the Wardens persevered and managed to gain a small victory in the overwhelming Colonial losses and the destruction of the Southern Colonial Fort in Viper but this victory was short as Colonial could replenish lost soldiers and a Colonial raiding party of about four men was spotted north of Bloody Bowery near an important FOB. This drew men from the frontline and lasted over 2 days but during this time the Wardens began to gain a slight advantage on the front. When the northern raid failed and those Warden moved back to the front was when the Wardens attacked. We captured the first Colonial sandbag line and moved even further to the second.



Soldiers of different clan preparing to launch a second wave of attack on Colonial defenses.

At this stage of the battle the battered and beaten Colonials were hanging on a thin thread, the knife to cut that thread was in the form of a small mortar squad that moved north from the main road and fired on the Fort, within minutes the fort and most surrounding defences had been obliterated with the last Colonials either being executed or retreated to Reaching Trail. From here the final stage of the battle took place, a full scale Warden assault on the Colonial forces in Reaching Trail. They didn't last long with Warden forces at their doorstep and nowhere else to run they capitulated. This battle was a great victory because even though the Colonials were more skilled than most Wardens on the front and had good equipment we managed to unite under the Warden flag and we beat them back.



WARTIME

A man with glasses and a blue trench coat stands centrally. He is holding a large, curved metal tool (possibly a wrench or a similar engineering tool) in his right hand. A tray containing several smaller tools is attached to his belt. He has a thoughtful expression, with his left hand near his ear. The background is black, and the entire image is framed by a red border.

THE
WARDEN'S
LEAD
ENGINEER

THE MAN
WHO REBUILT
THE CRANE

THE SOLDIER
WHO
CHANGED
EVERYTHING
ABOUT
LOGISTICS

ENGR PHILIPPS

FLACK BULLET 2

OLD BLUEPRINTS FROM THE GREAT WARS ENTHRALLS THE LOGISTICS DIVISION



Supposed picture of the building where the bag was found.

WONDERFUL NEWS has arrived to our doorstep. Old blueprints from the Great wars have resurfaced! Recent reports indicate that the Sunhaven Association of Historians have come across an old bag beneath the rubbles of a building in The Moors. They brought the schematics to the Engineering department up north. After researching and studying the blueprints, the historians reported that these blueprints might help our army turn the tide! There were blueprints of a Crane, a Flat-bed truck and a Cargo Ship! The Historians also have discovered that a fuel tanker was once also used to help maintain the ancient vehicles. With no blueprint of the vehicle, the engineers decided to reinvent it, referencing from the notes of the original engineer who made the blueprints. The Tanker was indeed useful in the process of reverse engineering the ancient schematics. We could not build the Crane, the Flat-bed truck and the ship without it. It can also be useful in battle! Take for example: Your tank is now running on empty in the battlefield, you try to retreat but you can only reach a certain distance, but then the Fuel tanker replenishes your fuel enough to drive away from the

When constructing the Crane, the engineers thought of what it was meant to carry, perhaps containers? They almost stuck with that idea until someone barged into their meeting and asked if a Battle tank could fit in a barge. They looked at each other and said "What if we also add another purpose to the crane? What if it can carry tanks and vehicles too?" The Private who just barged in was suddenly confused and left without notice as reported by Engr. Phil. The next day, the engineers have finished building the cranes, it was a revolutionary invention, soldiers no longer had to carry items to trucks on hand, cranes could do the job for them! The next on their list was the Flat-Bed truck, designed to carry containers on its back and light vehicles as well. The Wardens managed to capture a town in Deadlands with the help of the Flat-Bed truck, carrying ammunition and field artillery, it helped turn the tide. The Cargo ship however, was reported to be difficult to be built, the blueprint used terms not commonly used in the Present day, thankfully the historians were there to help out. The Cargo ship was built to store a bountiful amount of materials, and heavy vehicles, which are to be transferred through sea! (Obviously.) The Engineering department had already reported to the Logistics division that they will be supplied with new equipment and tools. They expected barges to arrive at the port but was at complete shock when they saw massive cargo ships carrying containers, vehicles, materials and the likes, the logistics officers have never seen before.

In the end, the Logistics division was happy with the results provided by the engineering department. Everyday from then, all blueprints were mass produced and were provided across the country to further support the Warden cause through logistics and strategic teamwork, as Flat-bed trucks drive across the fields carrying containers, Cargo ships carrying important assets, and much much more the Warden cause have been using to fight the Colonial scum. However, these blueprints also somehow reached the doorstep of the enemy. Warden Partisans report that the Colonials have been constructing the same vehicles with almost the same design. Investigators and experts came up with the conclusion of there being "spies" in our midst. Whoever they are, they would be found through the use of the [REDACTED] strategy. Would this centuries old war ever end?



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WARDENS**

WARDEN HIGH COMMAND COMMENCES A.S.S. OPERATIONS

By orders of the *Warden High Command*:

Members of the *Assault Support Services* were deployed to the regions of Stone Cradle, Linn of Mercy and Loch Morr. On arrival, the *A.S.S.* commence plans to establish defenses, radio tower coverage, logistic support as QRF and partisan operations came into effect quickly. This lead to a major victory in thwarting many plans of the *puny Colonial Partisan forces* and a major joint operation of the infamous & fierce mercenary companies of *FOE and VOX* to set up a base of operations in the Warden Home regions and cut off supplies to Linn of Mercy and Farranac Coast. Thanks to these efforts, the Wardens of the Linn of Mercy were able to continue to mount a successful defense of The Long Whine and eventually an advance leading to retaking of Ulster Falls. In Loch Morr, *A.S.S. partisan operations* interrupted much of the enemy's logistic divisions including the likes of the *22-ACR(22 Ass Crap Rollers)* at the Mercy's Wish Bridge, creating a defensive checkpoint that seized much logistical support for the Linn of Mercy's Colonial efforts.

The A.S.S. would like to thank the members of the following in no particular order:

The 11th, Gas, 3sp, ONE, The 3rd and every other Warden Volunteer in the areas for their service to the Empire.

Day 4 - 1200 hours



A.S.S. soldiers readying for war



Supposed photo of remaining Warden troops praying

ROUGHNECKS REINFORCE FAILING GARRISON

Roughnecks reinforce failing garrison:

Day 4 - 1300 hours

Upon arrival, the *Roughnecks* encountered a beleaguered Warden force which was struggling to hold back the Colonial Horde. For ninety entire minutes, the *Roughnecks* held their position rallying the other Warden troops. Other clans arrived later at the scene, such as the *mighty 82DK*. Slowly, the Wardens with Roughnecks Leading the way, churned through the *demonic Colonial forces*, fighting their way back to the bridges of Abandoned Ward.

MORE NEWS ON THE NEXT PAGE!

WEAPONS OF WAR—REVOLVER

By [PRESS] RobotSpark



DOUBLE-ACTION REVOLVER

Length: 0.3m

Weight: 5.4kg

Cartridge: .44

Capacity: 6

Range: 25m

Cost: 3 Bmats/gun (60 Bmats/crate)

The revolver packs a large punch for being one of two secondary firearms in military service. A skilled user can take on rifles, carbines, and other relatively slow-firing weapons through the clever use of cover and well-timed aiming. Its light weight and convenient size make it ideal for tank commanders,

medics, and heavy weapons operators (HMG, mortar) who'll find its resourceful nature handy when being ambushed or having to deal with pesky enemies who aren't worth the effort of setting up their weapons.

The revolver is a development on the flintlock, a close relative of the musket. The flintlock was shorter than the musket and was issued to officers who had to handle spyglasses, cutlasses, and all other sorts of tools on the go. It was built for convenience first, effectiveness second, which shows in the flintlock's low range and inaccuracy.

As the musket evolved into the rifle, there was a demand for the flintlock to be improved upon. This resulted in the early pistol, which could only hold one shot and operated more similarly to a rifle than a pistol. While it was slightly more accurate than before, it had become cumbersome to shoot more than once—a sacrifice that could be made in the slow-paced line infantry warfare of the musket, but one that was becoming increasingly necessary in modern conflicts.

One idea that was experimented with was the revolving firearm. It was based around the idea of having multiple firing chambers, each containing a load of ammunition, that rotated (or 'revolved') to line up with the barrel that was firing. This was ideal for the pistol, as if properly engineered it could mean that several shots could be fired in quick succession without having to worry about reloading or jamming.

Revolvers require three basic actions—the clip holding ammunition must revolve to a loaded chamber, the firing pin must be cocked back, and the firing pin must be released. Single-action revolvers only spun the chamber and released the firing pin, meaning that the firing pin had to manually be cocked back. Skilled 'gunslingers' could 'fan' the gun, using the palm of their left hand to rapidly pull back the pin.

The double-action revolver, as seen in service now, does not need to be 'fanned'. The 'double-action' term refers to the fact that each pull of the trigger revolves the chamber and cocks the firing pin. Improved machining and design have made the revolver much more accurate over time.



WARDEN ABOVE ALL
CALLAHAN PROTECTS



*WARDEN
PRESS*