

Club Profile: **The Tempus Fugitives**



GCN LONDON
The Tempus Fugitives

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The Tempus Fugitives have organised and run many successful campaign weekend events, devoting huge amounts of time to their hobby. We caught up with Stuart Mackaness to ask the question, ‘what makes campaign events so special?’

Stuart: Campaign weekends present hobbyists with an opportunity to play in a different style than they may be used to. They are about trying out new ideas and contributing to an adventure. In fact the story is almost as important as the actual games themselves and players should be prepared to get into the mindset of the army they have brought to battle. If you and your opponent have a great game, the actual outcome of the battle becomes far less important.

In a campaign, the games are driven by the narrative of the story. This means that during the course of the event various games may appear a bit one-sided when viewed from the usual gaming perspective. However, as in any war, commanders have to deal with unfair and unbalanced situations, using cunning and skill to prevail against overwhelming odds, and the same may be true for you. But whatever the scenario or battlefield conditions, your game and your story will always count in the grand scheme of things; there will always be critically

important mission objectives that you will need to strive to achieve. Your armies may meet annihilation in the face of an enemy with vastly superior numbers or power, but trying to hold the line in the face of such odds is what legends are all about.

Founding the Tempus Fugitives

In fact, the Tempus Fugitives were created from a level of passion and excitement that can only come from the Games Workshop hobby. Originally a group of us decided to attend one of Warhammer World’s fantastic events as a themed team. We all collected and painted our Howling Griffons Space Marine armies so that they would look like they were detachments of a massive 14,000 point single taskforce. Not only was that great fun to play with, but we were frequently told that it had really added to our opponent’s experiences for the weekend. We continued this pattern and for the next event brought together fourteen players to form an entire Imperial Guard regiment. By the time of the Medusa V campaign (which we assaulted with an Ork

Below. Warhammer World was packed to rafters as the armies of the Emperor battles the traitorous legions of the Warmaster.





Waaagh! of almost 20,000 points) it became clear that there was more we could contribute to the community.

Perhaps we could turn our passion and excitement into actually organising and running an event or two? The Tempus Fugitives were born!

A Golden Age

The first few campaign weekends we ran were relatively modest affairs – heavy on the passion and excitement but light on actual players! But now, five years on we have just completed an ambitious series of four campaign weekends played over two years, collectively known as the Age of the Emperor. Each weekend focussed on the Golden Age of the Imperium from the days of the Great Crusade through to the Horus Heresy, the Siege of Terra and finally the Great Scouring where the traitorous Space Marine Legions were banished to the Eye of Terra.

So, where next?

Next year is going to be really exciting as we plan on running five different events focussing on Warhammer and Warhammer 40,000. To start us off in March we have *The Dark Throne*, a tale which takes us to the Empire and the Time of the Three Emperors. When you add the Vampire Wars and a rising Skaven menace into the mix you have dark times indeed for the free people of the Old World. For Warhammer 40,000, May brings us *Into the Maelstrom* with the evil Dark Eldar and green-skinned menace of the Orks raiding the worlds of the Imperium. Only the Astral Claws and the heroic Space Marines can save the day!

If you have never tried a campaign weekend before I recommend making next year the year you give them a go. As for the hundreds of hobbyists who come back event after event to take on the challenge, we'll see you all next year!

Top Left. Apocalypse-sized games are right at home in a campaign weekend, and allow you to field mighty war machines such as the *Ork Stompa*, *Space Marine Thunderhawk Gunship* and *Caestus Assault Ram*.

Above. Campaign weekends are about telling a story and at the Tempus Fugitives' most recent event, players were able to field the titanic *Space Marine Primarchs* in their armies.

The Tempus Fugitives

The Tempus Fugitives started life as a group of gamers who attended the first of the fantastic campaign weekends run at Warhammer World. As the years went by their numbers grew and they began to theme their armies to fit in with the storyline for each campaign. Finally, after joining the Gaming Club Network (GCN), they branched out and tried their own hand at running an event. So successful was it, that they've been at it for the past five years now, taking you on adventures across the Old World and helping you to carve out empires in the 41st millennium.

When not in the midst of running one campaign weekend, they can be found planning the next. Consequently, there's always a Tempus Fugitives event looming on the horizon that is sure excite you.

You can find all the details about their latest campaign weekend events, together with downloadable rules packs on the club website: www.tempusfugitives.co.uk. Alternatively, you can contact the Tempus Fugitives at: events@tempusfugitives.co.uk

SETTING UP YOUR OWN GAMING CLUB

If you would like to set up your own Gaming Club please contact Bek Hawkby, our Community Coordinator on 0115 900 4821, who will give you advice on the basics of setting up and running a club. This includes providing packs for schools, libraries, independent clubs and information on the GCN.

Please note, if you want to set up a gaming club in a school we will need to speak to a teacher or member of staff before we can register your club.