



## NECROMUNDACON 2006 RESULTS

*"Well sure it was a war. And anybody that showed up was gonna join Lem Lee in the Hell Of Being Cut To Pieces."*

I like to think Necromundacon 2006 was quite the success! Thanks to everyone who showed up and gave it their all. Necromundacon 2007 is already in the planning stages, and it is going to be much bigger than you can imagine, so go ahead and gird your loins now, you've been warned...

On to the results:

Our trophy categories were 'best terrain feature', 'best painted gang', and of course, the best overall gang of the day trophy (with a box of miniatures to boot).



**CONGRATULATIONS GO TO RAY AND HIS GANG**

## **BASTARD STEEL**

**FOR BEING THE TOUGHEST GANG OF THE HIVE  
WHEN THE DUST CLEARED AT THE END OF THE DAY.**



**FOR THE BEST TERRAIN FEATURE CATEGORY  
REPRESENTING A PIECE OF NECROMUNDA TERRITORY,**

**ANDY WITH HIS VENTS**

**EASILY TOOK THE TOP HONOR OF THE DAY**



**THE BEST PAINTED GANG CATEGORY CAME DOWN TO A  
THREE-WAY TIE BETWEEN ANDY, MIK, AND RAY.**

**IN AN INNOVATIVE TIE-BREAKING PROCEDURE,  
ANDY ALSO WALKED AWAY WITH THE  
BEST PAINTED GANG TROPHY!**

**CONGRATS GO TO ANDY FOR WALKING AWAY WITH BOTH TROPHIES!**

The gaming area was set up as three different 4'x4' gaming tables, each one representing a different Dome in the Underhive.

**Red Sector A:** A former Imperial Munitions factory, it was abandoned hundreds of years ago as the Underhive's borders encroached upon it. Since that time, many settlements have come and gone, using the ruins as their foundations.

**Sumpville:** A former industrial water processing plant, Sumpville was surrounded by numerous lagoons of semi-fresh water. Now nothing more than seas of sludge, a few of the machines still attempt to churn out potable water for the community.

**Machine Town:** No one knows what the rusted machinery scattered among the streets of this town were once used for. Anything that could be carried off or salvaged disappeared long ago. Machine Town has much going for it today, including a thriving trading post, electricity, and something that even resembles a local government.

There were six rounds of gaming between 10am and 10pm. Before each round, an Arbiter Campaign event was rolled that applied to all games played during that round. Individual rolls were then made at the beginning of each game on the Treacherous Conditions table to represent each of the separate domes.

The first four rounds of the day featured head-to-head games simultaneously at each of the three tables. Round five was a multi-gang brawl. Round six featured one three-way game at one dome, and another head-to-head game at another dome.

Here's the breakdown:

**RAY'S BASTARD STEEL (VAN SAAR) TOOK FIRST PLACE WITH A 5:1 RECORD.**

**CHRIS WAS HOT ON HIS HEELS IN SECOND PLACE WITH  
CHEM LAB (DELAQUE) AND THEIR 4:2 RECORD.**

**THERE WAS A THREE-WAY TIE FOR THIRD, BUT THAT'S NOTHING TO BRAG ABOUT  
CONSIDERING THE THREE GANGS ALL SHARED A DISMAL 2:4 RECORD.**

**ANDY'S ONE DAY WONDERS (ORLOCK)  
MIK'S SOUL CROWS (RATSKIN RENEGADES)  
TODD, WITH THE CAULDRON (ESCHER)**

**BRINGING UP THE REAR, WITH JUST FOUR INSTEAD OF SIX GAMES UNDER THEIR  
BELT, WAS JASON'S GANG, LOGAN'S ZEROES (VAN SAAR) WITH A 0:4 RECORD.**

***ROUND ONE:***

**ONE DAY WONDERS VS. THE CAULDRON  
BASTARD STEEL VS. LOGAN'S ZEROES  
THE SOUL CROWS VS. CHEM LAB**

***ROUND TWO:***

**THE SOUL CROWS VS. THE CAULDRON  
BASTARD STEEL VS. ONE DAY WONDERS  
CHEM LAB VS. LOGAN'S ZEROES**

***ROUND THREE:***

**THE SOUL CROWS VS. BASTARD STEEL  
CHEM LAB VS. ONE DAY WONDERS  
THE CAULDRON VS. LOGAN'S ZEROES**

***ROUND FOUR:***

**BASTARD STEEL VS. THE CAULDRON  
ONE DAY WONDERS VS. LOGAN'S ZEROES  
CHEM LAB VS. THE SOUL CROWS**

***ROUND FIVE:***

**A FIVE GANG SHOOTOUT SCENARIO IN THE STREETS OF MACHINE TOWN BETWEEN  
THE SOUL CROWS, THE CAULDRON, BASTARD STEEL, CHEM LAB, AND ONE DAY WONDERS**

**WINNER: ONE DAY WONDERS**

***ROUND SIX:***

**CHEM LAB VS. THE CAULDRON  
&**

**A THREE GANG SCAVENGERS SCENARIO BETWEEN ONE DAY WONDERS,  
BASTARD STEEL, AND THE SOUL CROWS**

**WINNER: BASTARD STEEL**

Here's some pics of the gangs and terrain pieces entered:

**JASON'S VAN SAAR GANG, LOGAN'S ZEROES:**



**CHRIS' DELAQUE GANG, CHEM LAB:**



**TODD'S ESCHER GANG, THE CAULDRON:**



**MIK'S RATSKIN RENEGADES, THE SOUL CROWS,  
AND HIS TERRAIN ENTRY, A SETTLEMENT:**



**CHRIS' CHEM PIT TERRAIN ENTRY:**



**A COMBINED ENTRY AT 2'X2', JASON AND TODD'S MINE WORKINGS:**



**RAY'S MASSIVE TERRAIN ENTRY, THE DRINKING HOLE:**



**ANDY'S TERRAIN, THE VENTS:**