



THE GAUNTLET 2024

ROUND 4

When: Sunday, 13th October

Where: T3 Games Unit 1/2 Mieke Ct,
Burleigh Heads

Number of Rounds: 3

Max Players: 24

Points: 2000

Registration:

Players will need to register for the event by purchasing a ticket. Tickets can be found at [TICKETS](#)

Schedule:

8:30 - Registration Opens

8:45 - Round 1 – Shifting Objectives

11:30 - Round 2 – Limited Resources

2:15 – Lunch (Pizza will be provided along with other snacks throughout the day)

2:45 - Round 3 – Jaws of Gallet

5:30 - Awards and Prizes

Painting:

All models need to be painted to a battle-ready standard. Models need to be fully assembled and on the correct base size.

Conversions and Proxies

Any conversions or proxies MUST be preapproved by the TO. These will be judged on to determine whether the model/s will be allowed to be used. The model/s will be judged on the Vowel System. See the below link for details:

[VOWEL SYSTEM](#)

Lists/Battletomes:

Lists do not need to be presubmitted and will be checked on the day by your first opponent. Any current official battletome or index can be used, but house rules may be in effect for books without an official FAQ. These will be announced beforehand.

Awards/Prizes:

1st, 2nd, 3rd, Best Painted, Best Sports
Random Door Prizes

Please note: The above awards have no prizes attached. All prizes will be decided by random chance.

Scoring:

Scoring for this event will be using a Win/Draw/Loss system with a Victory points as first tiebreaker. Secondary tiebreaker will be strength of schedule if necessary.