

# GOONHAMMER APPROVED MISSION

## BONUS ROUND

Sometimes warlords like to let their forces blow off steam and demonstrate their prowess by wailing on an old Toyota. This is one of those times. To the victor goes prestige and glory. To the loser, eternal shame.

### THE KILL TEAMS

This is a mission for two players, and should be played between the top and bottom of the third battle round of a game of Warhammer 40,000. Or you can play it by itself. Whatever.

### THE BATTLEFIELD

Create the battlefield and set up terrain. An example of how you might do that is shown below. Next, place a single model to represent the 1993 Toyota Celsior in the middle of the table.

### DEPLOYMENT

The players roll off and the winner chooses whether to deploy first or second. Players alternate setting up models until both players have set up their kill teams. A player's models must be wholly within their deployment zone. Once the players have set up all their models, the first battle round begins.

### BATTLE LENGTH

The Battle ends at the end of battle round 4.

### THE 1993 TOYOTA CELSIOR

The 1993 Toyota Celsior has the following profile:

| M   | WS | BS | S | T | A | W  | Sv | Ld |
|-----|----|----|---|---|---|----|----|----|
| 14" | -  | -  | 6 | 7 | 0 | 30 | 3+ | 12 |

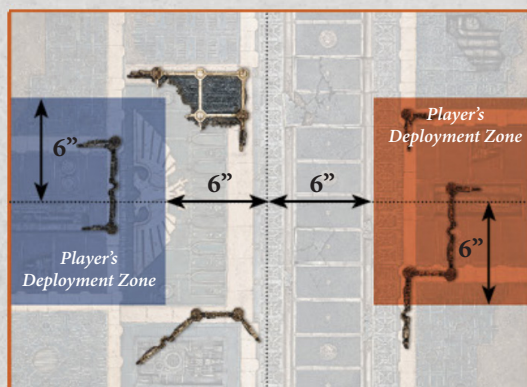
**FACTION KEYWORDS:** JAPAN, TOYOTA, UNALIGNED

**KEYWORDS:** VEHICLE, 1993 TOYOTA CELSIOR

**Japanese Engineering:** The 1993 Toyota Celsior has a 3+ invulnerable save.

**Multi-Track Drifting:** The 1993 Toyota Celsior has an advanced multi-link suspension and rack-and-pinion steering, and as such can only be hit by melee attacks.

**Relic of a Bygone Age:** ADEPTUS MECHANICUS units that attack this model suffer a -1 penalty to their To Hit rolls.



### TRAFFIC COPS

Players may shoot into combats which involve only the opponent's models and the 1993 Toyota Celsior, as if they weren't locked in combat.

### C-C-COMBO CHAINING

Each time a model rolls a To Hit roll of a 6+ while attacking the 1993 Toyota Celsior with a melee attack, it may make an additional attack. These attacks do not generate additional attacks themselves.

### VICTORY CONDITIONS

At the end of the game, the player who has scored the most victory points is the winner. If both players have the same number of victory points, the game is a tie. Victory points are achieved for the following:

**Fuck This Car In Particular:** Each player scores 1 victory point for each unsaved Wound dealt to the 1993 Toyota Celsior.

**C-C-COMBO BONUS:** Each time a model does 2 or more damage to the 1993 Toyota Celsior with a single attack, that model's controller scores an additional victory point.

**Oh! My Car:** At the end of the battle, the player who did the most unsaved Wounds to the 1993 Toyota Celsior scores an additional victory point.

### CHAINING HITS

Use this Tactic when a model on your kill team successfully hits the 1993 Toyota Celsior with a melee attack. That model can immediately make an additional attack with the same weapon against the 1993 Toyota Celsior.

**1 COMMAND POINT**

### SUPER MOVE

Use this Tactic when a model on your kill team within 1" of the 1993 Toyota Celsior is selected to fight in the Fight phase. For each unmodified wound roll of a 5+ that model makes this phase, the target takes a mortal wound in addition to any other damage.

**4 COMMAND POINTS**