Boromite Army List V1

BOROMITE FORCE SELECTOR

Force Size	Points Value	Combat Level			
		Tactical	Support	Strategic	Auxiliary
Scouting Force	500	3-5	0-2	0	0-1
Skirmish Force	750	4-8	0-4	0	0-1
Combat Force	1,000	5-9	1-5	0-1	0-2
Battle Force	1,250	5-10	2-7	0-2	0-2
Offensive Force	1,500	6-12	3-8	0-3	0-3
Invasion Force	1,750	6-13	3-9	0-4	0-3
Conquest Force	2,000	6-14	3-10	0-5	0-3
Each 250+ after	+250	Same/+1	Same/+1	Same/+1	Same

• No more than 1 in 4 (25%) of units can be Limited Choices
• You can spend up to 10% of your points on Army Options

TACTICAL

OVERSEER SQUAD

Infantry Command Unit			*Points Value: 105*				**Limited Choice**
Unit: Boromite Overseer Squad	**Ag**	**Acc**	**Str**	**Res**	**Init**	**Co**	**Special**
1 x Overseer with plasma carbine, reflex armour	4	5	6	6(7)	6	10	Command, Follow, Leader 2
2 x Gangers with plasma carbine, reflex armour	4	5	6	6(7)	6	9	-
Options							

•Include Spotter Drone in unit@10pts

•Include Synchoniser Drone in unit @20pts

•Add up to 2 Gangers to unit @21pts each

•Upgrade Overseer to Leader 3 @10pts

•Give unit Plasma Grenades @2pts per model

•Give Overseer Lectro Lash **or** Tractor Maul @5pts

MATRIARCH

Infantry Command Unit			Points Value: 136				Limited Choice

Special: You can include a maximum of 1 Matriarch in your force and you cannot include a Matriarch and a Rock Father in the same force

Unit: Boromite Matriarch	Ag	Acc	Str	Res	Init	Co	Special
1 x Matriarch with suspensor platform, reflex armour	4	5	6	6(7)	6	10	Command, Follow, Leader 2, Rapid Sprint
1 x Guildess with reflex armour	4	5	6	6(7)	6	10	Command, Follow, Leader
2 x Gun Drones with plasma carbine	-	-	-	-	-	-	-

Options

- Include Spotter Drone in unit @10pts
- Include Synchroniser Drone in unit @20pts
- Include up to 2 additional Gun Drones in unit @14pts each
- Include up to 2 Shield Drones in unit @10pts each
- Upgrade Matriarch to Leader 3 @10pts
- Upgrade Guildess to Leader 2 @10pts

ROCK FATHER

Infantry Command Unit			Points Value: 144				Limited Choice

Special: You can include a maximum of 1 Rock Father in your force and you cannot include a Matriarch and a Rock Father in the same force

Unit: Boromite Rock Father	Ag	Acc	Str	Res	Init	Co	Special
1 x Rock Father with reflex armour	4	6	6	6(7)	8	10	Command, Follow, Hero, Leader 3
2 x Gangers with plasma carbine, reflex armour	4	6	6	6(7)	6	9	-
2 x Shield Drones	-	-	-	-	-	-	-

Options

- Include Synchroniser Drone in unit @20pts
- Include up to 2 additional Shield Drones in unit @10pts each
- Add up to 2 Gangers to unit @23pts each
- Give Rock Father Plasma Carbine @9pts
- Give Rock Father Lectro-Lash **or** Tractor Maul @5pts

GANG FIGHTERS

Infantry Unit			Points Value: 97				

Unit: Boromite Gang Fighters	Ag	Acc	Str	Res	Init	Co	Special
1 x Gang Leader with mag pistol, reflex armour	4	5	6	6(7)	6	9	Leader
4 x Gangers with mag gun, reflex armour	4	5	6	6(7)	6	9	-

Options

- Add up to 3 additional Gangers @18pts each
- Give unit Plasma Grenades @2pts per model
- Give Gang Leader Mag Gun instead of Mag Pistol @3pts
- Give Gang Leader Lectro Lash **or** Tractor Maul @5pts
- Upgrade Gang Leader to Leader 2 @10pts

WORK GANG WITH HEAVY TRACTOR MAULS

Infantry Unit			Points Value: 98				

Unit: Boromite Work Gang	Ag	Acc	Str	Res	Init	Co	Special
1 x Gang Leader with mag pistol, heavy tractor maul	4	5	6	6	6	9	Leader
4 x Gangers with heavy tractor maul	4	5	6	6	6	9	-

Options

- Add up to 3 additional Gangers @17pts each
- Give unit Borer Drone @15pts
- Give unit up to 3 Vorpal Charges @10pts each
- Give unit Implosion Grenades @3pts per model
- Give unit Reflex Armour @2 pts per model (increasing Res to 6(7))

WORK GANG WITH MASS COMPACTORS

Infantry Unit				Points Value: 98			

Unit: Boromite Work Gang	Ag	Acc	Str	Res	Init	Co	Special
1 x Gang Leader with mag pistol, mass compactor	4	5	6	6	6	9	Leader
4 x Gangers with mass compactors	4	5	6	6	6	9	-

Options	
•Add up to 3 additional Gangers @17pts each	•Give unit Implosion Grenades @3pts per model
•Give unit Borer Drone @15pts	•Give unit Reflex Armour @2 pts per model (increasing Res to 6(7))
•Give unit up to 3 Vorpal Charges @10pts each	

LAVAMITES

Infantry/Beast Unit				Points Value: 82			

Unit: Lavamites	Ag	Acc	Str	Res	Init	Co	Special
1 x Handler with plasma pistol, lectro lash, reflex armour	4	5	6	6(7)	6	9	Leader
3 x Lavamite	4	7	7	8	6	5	3 Attacks SV2, Lava Spit
0 x Lavamite Rock Brood	4	7	7	8	6	5	4 Attacks SV3, Lava Spit, Rapid Sprint
0 x Hatchling Swarm	5	7	7	7	6	5	3 Attacks SV1, Lava Spit

Options	
•Give unit Borer Drone @15pts	•Upgrade **all** Lavamites to Lavamite Rock Brood @4pts per model
•Give Handler Suspensor Platform @5pts (adds Rapid Sprint rule)	•Add up to 1 Hatchling Swarm per Lavamite or Rock Brood @16pts each
•Add up to 2 additional Lavamites @17pts each	•Upgrade Handler to Leader 2 @10pts

SUPPORT

BOROMITE ROCK RIDER OVERSEER SQUAD

Mounted Command Unit				Points Value: 129			**Limited Choice**

Special: You can only include more than one Rock Rider Squad in your force if you also include a Rock Rider Overseer Squad

Unit: Rock Rider Overseer Squad	Ag	Acc	Str	Res	Init	Co	Special
1 x Rock Rider Overseer with plasma carbine, reflex armour, riding Locomite	4	5	8	7(8)	6	10	Command, Follow, Leader 2, Large, Locomite: 1 Attack, SV2, Rapid Sprint
2 x Rock Rider with plasma carbine, reflex armour, riding Locomite	4	5	8	7(8)	6	9	Large, Locomite: 1 Attack SV2, Rapid Sprint

Options	
•Include Spotter Drone in unit @10pts	•Give unit Lectro Lances @4pts per model
•Upgrade Rock Rider Overseer to Leader 3 @10pts	•Give Rock Rider Overseer Lectro Lash **or** Tractor Maul @5pts
•Add up to 1 additional Rock Rider @31pts	

BOROMITE ROCK RIDER SQUAD

Mounted Unit				Points Value: 97			

Special: You can only include more than one Rock Rider Squad in your force if you also include a Rock Rider Overseer Squad

Unit: Rock Rider Squad	Ag	Acc	Str	Res	Init	Co	Special
1 x Rock Rider Leader with plasma carbine, reflex armour, riding Locomite	4	5	8	7(8)	6	9	Leader, Large, Locomite: 1 Attack SV2, Rapid Sprint
2 x Rock Rider with plasma carbine, reflex armour, riding Locomite	4	5	8	7(8)	6	9	Large, Locomite: 1 Attack SV2, Rapid Sprint

Options	
•Upgrade Rock Rider Leader to Leader 2 @10pts	•Give unit Lectro Lances @4pts per model
•Add up to 1 additional Rock Rider @31pts	•Give Rock Rider Leader Lectro Lash **or** Tractor Maul @5pts

BOROMITE SUPPORT TEAM

Weapon Team Unit					Points Value: 36		
Unit: Boromite Support Team	Ag	Acc	Str	Res	Init	Co	Special
2 x Ganger Crew with mag pistol	4	5	6	6	6	9	-

Weapon Options

The Support Team can be armed with any of the following support weapons at the points cost shown.

- Mag Light Support @Free
- X-Launcher @Free
- Mag Cannon @10pts
- Frag Borer @40pts
- Give X-Launcher any of the following special munitions: Scrambler, Arc, Blur, Scoot, Net and Grip @5pts each **OR** 15pts for all

Options

- Include Spotter Drone in unit @10pts
- Include Borer Drone in unit @15pts
- Add 1 Ganger Crew to unit @13pts
- Promote 1 Ganger Crew to Leader @10pts
- Give crew Reflex Armour @2 pts per model (increasing Res to 6(7))

BOROMITE SPECIALIST SUPPORT TEAM

Weapon Team Unit					Points Value: 66		Limited Choice
Unit: Boromite Support Team	Ag	Acc	Str	Res	Init	Co	Special
2 x Ganger Crew with mag pistol	4	5	6	6	6	9	-

Weapon Options

The Specialist Support Team can be armed with either of the following support weapons at the points cost shown.

- Plasma Light Support @Free
- Plasma Cannon @5pts

Options

- Include Spotter Drone in unit @10pts
- Include Borer Drone in unit @15pts
- Add 1 Ganger Crew to unit @13pts
- Promote 1 Ganger Crew to Leader @10pts
- Give crew Reflex Armour @2 pts per model (increasing Res to 6(7))

STRATEGIC

BOROMITE HEAVY SUPPORT TEAM

Weapon Team Unit					Points Value: 84		Limited Choice
Unit: Boromite Heavy Support Team	Ag	Acc	Str	Res	Init	Co	Special
3 x Ganger Crew with mag pistol	4	5	6	6	6	9	Large, Slow
1 x Spotter Drone	-	-	-	-	-	-	-

Weapon Options

The Heavy Support Team can be armed with any of the following heavy weapons at the points cost shown.

- Mag Heavy Support @Free
- Heavy Mag Cannon @10pts
- Heavy Frag Borer @35pts
- X-Howitzer @10pts
- Mag Mortar @10pts
- Give X-Howitzer or Mag Mortar any of the following special munitions: Scrambler, Arc, Blur, Scoot, Net and Grip @5pts each **OR** 15pts for all

Options

- Include 1 additional Spotter Drone in unit @10pts
- Include Batter Drone in unit @20pts
- Add 1 Ganger Crew to unit @13pts
- Promote 1 Ganger Crew to Leader @10pts
- Give crew Reflex Armour @2 pts per model (increasing Res to 6(7))

MATRONITE BROOD MOTHER

Humungous Beast Unit   *Points Value: 278*

Special: You can include a maximum of 1 Brood Mother in your force

Unit: Brood Mother	Ag	Acc	Str	Res	Init	Co	Special
1 x Brood Mother with 4 mag light supports	5	5	10	15	7	9	MOD2, Slow, 1 Attack SV4, Large
0 x Hatchling Swarms	5	7	7	7	6	5	3 Attacks, SV1, Lava Spit

Weapon Options

The Brood Mother is armed with four mag light supports at no points cost. **One** mag light support can be replaced with either of the following heavy weapons at the points cost shown.

• Heavy Mag Cannon @35pts   • Mag Heavy Support @25pts

Options

• Include Spotter Drone in unit @10pts   • Include up to 5 Hatchling Swarms in unit @16pts each

• Include Batter Drone in unit @20pts

BOROMITE HAULER

Vehicle Unit   *Points Value: 190*

Special: You cannot include more Haulers in your force than you have Work Gangs

Unit: Hauler	Ag	Acc	Str	Res	Init	Co	Special
1 x Hauler with 2 mag light supports	5	5	1	13	6	9	MOD2, Transport 10, Large

Options

• Include up to 2 Spotter Drones in unit @10pts each   • Replace either or both Mag Light Supports with Mag Cannons @10pts each

• Include Batter Drone in unit @20pts

• Include up to 2 Shield Drones in unit @10pts each   • Give Hauler Self Repair rule @10pts

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BOROMITE HEAVY HAULER

Vehicle Unit   *Points Value: 392*

Unit: Heavy Hauler	Ag	Acc	Str	Res	Init	Co	Special
1 x Heavy Hauler with mag heavy support and 2 mag light support	5	5	1	15	6	9	MOD3, Transport 15, Large, Slow
1 x Spotter Drone	-	-	-	-	-	-	-

Weapon Options

The Heavy Hauler is armed with a Mag Heavy Support and 2 Mag Light Supports. The Mag Heavy Support can be replaced with any of the following heavy weapons at the cost indicated. The unit can be equipped with the special munitions indicated if armed with a X-Howitzer or Mag Mortar.

• Heavy Mag Cannon @10pts   • Heavy Frag Borer @35pts   • Compression Bombard @45pts

• X-Howitzer @10pts   • Mag Mortar @10pts

• Give X-Howitzer/Mag Mortar any of the following special munitions: Scrambler, Arc, Blur, Scoot, Net and Grip @5pts each **OR** 15pts for all

Options

• Include 1 additional Spotter Drone in unit @10pts   • Include up to 2 Shield Drones in unit @10pts each

• Include Batter Drone in unit @20pts   • Give Heavy Hauler Self Repair rule @10pts

AUXILIARY

MICROMITE PROBE SHARD

Probe Unit				Points Value: 20			
Unit: Micromite Probes	Ag	Acc	Str	Res	Init	Co	Special
4 x Micromite Probes	-	-	-	5	-	-	Shard
Options							

•Add up to 2 Micromite Probes to sharded unit @5pts each

SCOUT PROBE SHARD

Probe Unit				Points Value: 40			
Unit: Scout Probe	Ag	Acc	Str	Res	Init	Co	Special
4 x Scout Probes	-	-	-	5	-	-	Shard
Options							

•Add up to 2 Scout Probes to sharded unit @10pts each

ROVER DRONE SURVEYOR

Weapon Drone Unit				Points Value:			
Unit: Rover	Ag	Acc	Str	Res	Init	Co	Special

COMING SOON

BOROMITE ENGINEER SQUAD

Infantry Unit				Points Value: 44			
Unit: Engineer Squad	Ag	Acc	Str	Res	Init	Co	Special
2 x Engineers with reflex armour and auto-workshop	4	5	6	6(7)	6	9	-
Options							

•Add 1 additional Enginneer @12 pts

•Include Spotter Drone in unit @10pts

•Include Borer Drone in unit @15pts

•Include Batter Drone in unit @20pts

•Give unit Lectro Lashes *or* Tractor Mauls @5pts per model

•Give unit Plasma Pistols @4pts per model

•Give unit Implosion Grenades @3pts per model

•Give unit up to 3 Vorpal Charges @10pts each

CONCORD PATTERN ISO-DRONE

Weapon Drone Unit				Points Value:			
Unit: Iso-Drone	Ag	Acc	Str	Res	Init	Co	Special

COMING SOON