Antares 2 Army List

Boromite Guilds & Clans

V2.011 J

Boromite Specific Rules

The following rules, technology and equipment are unique to forces of the Boromite Clans and Guilds, though similar equipment is used by their mining rivals, the Virai Dronescourge.

Some Boromite units can be found in Freeborn Salvageer forces – refer to the Boromite Houses army lists for more details.

Societal Structure

Almost every Boromite belongs to a clan, a close-knit family group run by a Matriarch. Every clan also belongs to a Guild, a group of clans operating together to bid for bigger contracts than can be undertaken by a clan. There are countless clans and many guilds, though there are 23 senior, or 'Founding Guilds' who form a sort of ruling council for the Boromite nation. One of the Founding Guilds is the Lost Guild, so called because its members were lost in a previous collapse and never rediscovered – as a result, the Council of the Founding Guilds only consists of 22 guild votes and one permanent abstention.

One of the more famous of the Founding Guilds is the mystical Guild of the Under-Fallen whose Boromites have their hide genetically recoloured to black, midnight blue or very dark grey and then place glittering crystals on their hide to represent a significant constellation. Unique amongst the guilds, the Under Fallen have no clans and members give up their clan alliances when joining.

We encourage players to make their own Guilds and Clans.

Boromite Special Rules

Environmental Adaptation

Boromites are bio-engineered to cope with harsh environments. The exact bonus is specific to particular environments and scenarios. In general, however, when when exposed to radiation or adverse atmospheres, Boromites gain a +1 bonus on any Res tests they are forced to make for survival and any Co tests they are forced to make directly due to the environment.

Boromites can also survive in vacuum for short periods of time without penalty. The exact benefits of this vary by scenario.

Move 4

Boromites are hampered by their armoured hide and whilst they have good fine motor control, they lack overall mobility. Their Move rate is therefore 4" (M4), so Boromites move 4" on an Advance order, up to 8" on a Run (2M) and can Sprint up to 12" (3M).

Despite their move of 4", sprinting is highly effective amongst Boromites due to their high Co stat – even those on suspensor platforms can dismount and sprint 12" if they wish to receive a Res reroll by doing so!

Hatchling Brood

Larger members of the lavan creatures carry swarms of young on their body. This is represented by the Hatchling Brood rule, the number of hatchling swarms able to be carried stated after the rule, as in 'Hatchling Brood 3'.

These swarms cannot be harmed by shooting against the Matronite's unit except in PBS and are destroyed when she is removed from the table. The Hatchlings only appear as separate models in an Assault, at which point the models are placed on the table beside the Matronite and take part in PBS and hand-to-hand. Hits upon, or casualties amongst, the Hatchlings do not inflict a pin on the Matronite unit. After the Assault, surviving Hatchlings return to the Brood Mother and are removed from the table, the survivors to be used again.

Boromite Weapons

Boromite Mag Mortar

Boromites use mag mortars for demolitions at a distance and have optimised the munitions to be more effective against buildings. A side-effect is that the munitions are more likely to cause serious impact to non-structural targets.

The Boromite Mag Mortar inflicts D8+2 Blast hits at SV2, Breaching SV3. It is otherwise identical to other mag mortars.

Compactor Maul

The Boromites have a range of mining tools for compressing ore and detritus or softer rock whilst tearing it away from rock faces with accompanying suspensor fields. These are used for tunnelling, clearing up demolished buildings, ore shifting – as well as tearing apart opponent's torsos. The equipment comes

in a huge variety of designs but they all operate on the same principles so we express them all in a single tool stat: the compactor maul.

Common to all such items of equipment is that they are large and weighty, though just the kind of brutal, difficult and occasionally deadly tool that Boromites were bio-engineered to use. They are tools, however, and rarely used by the more military-minded individuals, but can are highly effective (if a little unwieldy) when used in close quarters.

The tractor and compression technology used in most such equipment fades badly with range, though up close (especially PBS) the combination of compressor beam and tractor suspensor field is deadly.

Lectro Lance

Lectro lances are adaptations of the various energy lashes for use by Boromite Rock Riders trainers and riders. The tip of the lance unleashes an intense shock of energy that can be felt by lavans and, as a result, can paralyse or even kill a human.

SPECIAL MUNITIONS

The Boromite have access to the following special munitions as standard for weapons that can use them.

- Arc
- Suspensor Net
- Grip

ARMOUR & EQUIPMENT

The Boromite use reflex plates embedded into their hide, though little other armour. They tend to manufacture their own weapons or use whatever mining tools they have to hand, but sometimes purchase hi-spec weapons from the Freeborn.

Borer Buddy

Type: Buddy Drone

A borer buddy drone is a ubiquitous Boromite mining tool carrying powerful suspensor arrays with which it can move soil, rubble and other materials. Boromites use them to bore passages, prop up loose tunnels, take core samples from surrounding rock, dig entrenchments and help lift items.

A unit with **one or more** borer buddies gains the following benefits:

- Every model in an infantry or weapon team unit gets a Str bonus of +1 which applies for all tests against Strength, including hand-to-hand fighting.
- The buddies can throw up temporary cover when the unit makes any action or reaction so long as it does not move when it does so; this includes a Down action following an unsuccessful Order Test or if forced by a trigger die. A marker (we use upturned soil and detritus) is placed to show cover has been thrown up. Providing the unit does not move, it gains the following benefit:

  ◦ All models in the protected unit up to size Large benefit from having +2 Res cover from that point on. This cover bonus is not cumulative with other cover bonuses, and is not classed as an obstacle: the borer drone just raises the cover bonus to +2 where it would otherwise be less or none.

  ◦ As soon as the unit moves, the bonus ceases to have any effect – remove the cover marker.

Haulers

Type: Vehicle

Boromite haulers are bulky suspensor vehicles with various types of thrusters built to support mining in vacuum as much as on a planet and come in a huge variety of styles and sizes. They often act as temporary housing for a team of Boromite miners.

The hauler used in these lists is a common variant, with a built-in, forward-facing frag borer that has a limited shooting arc only 45° either side of straight ahead.

> May wish to customise or create their own haulers and should feel free to do so – there are many variants of haulers. It would also be appropriate for a player to voluntarily adjust the Transport capacity of their haulers to something matching their size, such as Transport 6 or Transport 8. We recommend the limit of Transport 10 not be exceeded.

Micromites

Type: Spotter buddy / Scout probe

A micromite buddy or probe is a cybernetic organism – a living creature merged with substantial amounts of technology. Part grown lavamite hatchlings are used by Boromites to create living micromites as pets and tiny assistants, useful for carrying out simple tasks such as fetching and carrying and assisting the Boromites in their day-to-day work.

To make the hatchlings amenable to training and to restrict their growth, portions of the hatchling's brain and endocrine system (or what passes for one, at any rate) is replaced with sensitive motion receptors and a pattern recognition nano-net. This makes the micromite loyal, obedient and very good at finding veins, weaknesses in structures – and at locating opponents on a battlefield. Instinctively, micromites stick close to their Boromite handlers, no doubt regarding the two-legged panhumans as part of their new swarm, but such instincts can be bypassed to allow a micromite to roam further afield.

On the battlefield, micromites are functionally identical to spotter buddies or scout probes and may be used in place of either.

> In a Guild force, scout probes are probably best left as a mechanical device; in a Clan or Breeder force, micromites could be used in place of scout probe models. If a player has micromites spare, several could be put in a single base and used in place of a borer buddy.

Standard Weapon	Effv	Long	Extr	Shots	Attacks	Special
Compactor Maul	10	20	30	1×3/2/1	2×SV3	Inaccurate, Breaching, No Cover, Compound SV
Lectro Lance	–	–	–	–	1×SV2	–
Heavy Weapon	**Effv**	**Long**	**Extr**	**Shots**	**Attacks**	**Special (Heavy, Crew 3, M3, Res 13)**
Boromite Mag Mortar	(10)30	40	60	1×SV2	–	Cumbersome, Large, OH; EITHER Blast D8+2, Breaching SV3, No Cover OR Special Munitions: Arc, Grip, Suspensor Net

If a player wishes, several micromites could be put in a single base and used in place of a borer buddy, the micromites perhaps modified to show them carrying rocks, stones or flora.

Suspensor Platform

Type: Equipment

Suspensor platforms are disc-shaped platforms that are used to carry, lift and transport fairly substantial loads. Their internal suspensors can manipulate large weights, enabling them to carry objects in a suspensor cradle that are greater in size than the disc diameter.

Suspensor platforms are also used as personnel transport. They provide a convenient means for the Guild's Matriarch to move elegantly about – a practical necessity given that most Matriarchs conform to the Boromite tradition of enormity by which they are seen to assert their right to rule. The platforms are also used by Lavamite Handlers to keep up with their Rock Brood.

An infantry model riding a suspensor platform:

- gains 6" movement (M6) and the Suspensored rule;
- Cannot Sprint (it's a carrying platform!);
- adds +1 to its agility (Ag);

In addition to the driver/pilot, suspensor platforms have a transport capacity of three (Transport 3). Place the additional models so that their bases touch the suspensor platform to show that they are 'hanging on'.

It's worth noting that models on a Suspensor Platform need not use it all the time. If they don't use the platform and models in their unit sprint at greater than their own 3M stat, they are still limited to 3M and have to test on their own Ag for exhaustion, not that of the platform!

Vorpal Charge

Type: Equipment

A vorpal charge is an anti-matter field containment chamber which is used extensively by Boromites as part of their mining operations, and sometimes deployed against their luckless enemies! It is represented by a model on a standard sized (25mm) base and is included with an infantry unit as part of its equipment. Until released it can be targeted as any other item of equipment via Lucky Hits.

To save repeating ourselves, we refer to the vorpal charge as 'the charge'. Its effects are as follows:

- A unit can activate one charge when it is given an order and makes any action (not reaction), even if going Down following a failed order test or forced to perform an action as a result of any event dice.
- Once activated, the owning player declares the infantry model that is launching the charge, then nominates a direction and rolls 2D6. The charge moves the distance rolled in the direction stated, as measured from the launching model: no part of the charge's base may move more than the distance rolled from that launching model.
- An active charge is a roiling ball of anti-matter, but for convenience we use the model itself to represent this.
- If the charge's 25mm base touches any other model during its move, the model touched must take an Agility test: on success, the model has dodged; on failure, the model is hit.

- ○ Equipment, probes and buddies automatically fail their Ag test (so no need to take the Ag test).
- ○ A hit model automatically fails its Res test and is either removed as a casualty, takes a Wound or rolls on its damage chart if it has one. When rolling on the damage chart roll a D10 to determine the result regardless of the target's own Res value.
- ○ A unit taking one or more casualties from the charge or rolling on the damage chart also takes a pin as if hit and damaged by shooting.
- ○ Walls and structures do not make Ag tests and automatically fail. The charge is Breaching 10SV against any structure it hits and is not stopped by contact with a structure but continues as it would normally, potentially striking models within. Refer to the Buildings section in the *Core Rules* for details.

- Once released a charge is treated as part of the battlefield and the base area it occupies is impassable.
- A unit cannot react to a vorpal charge.
- The charge cannot be shot at or assaulted and is unaffected by special munitions.
- The activated charge blocks LoS and any shots through its base area.
- Models moving into contact with the charge must act as if contacted by it (see above).

Once a vorpal charge has been released, place an event die into the dice bag at the start of each turn the charge remains in play. When the event die is drawn, the charge moves 2D6" in a random direction and damage is resolved as above. If the 2D6 total is 11" or 12", move the charge the distance indicated, resolve damage as above, and it then disintegrates: remove the model and its order dice.

- If a charge moves off the table edge it does not reappear and it is treated as having disintegrated.
- If two or more charges are still in play at the start of a turn, place a different coloured event die into the bag for each.

If you don't have lots of different coloured order dice, just use the same, third colour for all the charges' event die and randomly determine which is activated when the dice are drawn – make sure there's only one activation for each charge, though!

Vorpal Charge Usage Tip

Vorpal charges are automatically hit and removed if struck by another vorpal charge (it has no Ag). Further, the moving charge contacting the not-currently-active charge counts as having struck the other charge (see above), so is also removed.

ARMY OPTIONS

The Boromite can use the following standard Army Options at the costs stated.

- Block! – 2pts.
- Countershard+0 – 2 of for 1pt.
- Get Up - 1pt.
- Pull Yourself Together – 2pts.
- Well Prepared – 1 pt.

BOROMITE CORE SELECTOR

Refer to the *Playing the Game* supplement for details of core selections. One of the three Boromite selectors must be chosen: a **Clan Workface** force, typically encountered whilst mining or staking a claim; a **Guild Security** force, which is more akin to an army than a team of Boromite miners; or a **Lavan Breeder** force that represents the units of a clan focused on breeding and developing lavan creatures.

For all, whilst the core units for each selector must be taken, other selector limitations must also still be met.

Clan Workface Core Units (Clan)

This represents the quintessential Boromite clan disturbed whilst at work and forced to defend itself.

At its core, there must be at least a number of **Work Gangs** equal to the Force Level (so 1 at FL1, 2 at FL2 and so on), plus two additional units chosen from: **Work Gangs**, **Engineer Teams** or **Workface Teams**.

Guild Security Core Units (Guild)

This is a typical response from a Guild forced to defend itself or take military action to defend a claim.

At its core, a Guild Security force must have at least a number of **Security Ganger** units equal to the Force Level, plus two more taken from: **Security Ganger** squads, **Guild Weapon Teams** and either **Boromite Command** or **Matriarch/ Guildess Command**.

Lavan Breeder Core Units (Breeder)

This selector represents the forces fielded by Boromite purists and lavan training schools, such as the highly-regarded Jhemlin Stable Clan.

At its core, there must be at least one **Lavamite Handler** in a Breeder force, plus a number of units equal to the Force Level taken from: **Lavamite Handler**, **Rock Rider**, **Rock Rider Command** or **Matronite** units.

Major Changes

From 2.11J the locomite unit was changed to 9 with a core unit discount and the rock brood upgrade capped at 2 points. The unit was also given the option to mount the handler or master breeder on a locomite whilst retaining it's class as infantry.

BOROMITE UNIT DEFINITIONS

BOROMITE INFANTRY COMMAND

Boromite Command (Infantry Command, 10pts)

Either a Rock Father or Matriarch/Guildess can be taken, never both

Unit complement	M	Ag	Acc	Str	Res	Init	Co	Special
1 × Overseer with plasma carbine, compactor maul, implosion grenades; reflex armour	4	5	6	6	6(7)	6	10	Command, Follow, Tough 2
0 × Rock Father with plasma carbine, compactor maul, implosion grenades; reflex armour	4	5	6	6	6(7)	8	10	Command, Follow, Hero, Tough 3, Unique, Wound
2 × Veteran Gangers with plasma carbine, implosion grenades; reflex armour	4	5	6	6	6(7)	6	9	–

Upgrade Options:
- 0–1 spotter buddy @ 1pt
- 0–1 borer buddy @ 2pts
- 0–2 Rock Dogs @ 2pts each
- 0–2 Veteran Gangers @ 2pts each
- Replace Overseer with Rock Father in one unit only @ +2pts
- Replace Overseer or Rock Father's compactor maul with lectro lash @ Free
- Replace all Implosion Grenades with Fractal Charges @ 1pt in total
- Replace unit with **Rock Father Tas Geren'do** @ 5pts (see below)

Unit/Force Restrictions –	All:	0–FL	*Limited Choice*

Character Unit: Rock Father Tas Geren'do (Infantry Command, 15pts)

Tas Geren'do replaces a Rock Father Boromite Command unit and counts a a Rock Father for selection purposes

Unit complement	M	Ag	Acc	Str	Res	Init	Co	Special
1 × **Rock Father Tas Geren'do** with compactor maul, lectro lash, implosion grenades; in suspensor platform with integral HL booster module, Integral borer module, reflex armour	6	6	6	6	8(10)	8	10	Command, Follow, Hero, No Sprint, Tough 2, Unique, Wound
2 × Veteran Work Gangers with compactor maul, implosion grenades; reflex armour	4	5	6	6	6(7)	6	9	–

Integral HL booster module and borer module: No model is required for these (but one can be used) but each module can be targeted as if they were buddy drones (see *Arms & Equipment Guide*).

Upgrade Options:

• 0–1 spotter buddy @ 1pt
• 0–2 Rock Dogs @ 2pts each
• 0–2 Veteran Work Gangers @ 2pts each
• Replace all Implosion Grenades with Fractal Charges @ 1pt in total

Unit/Force Restrictions –	As Boromite Command (Rock Father)

Matriarch/Guildess (Infantry Command, 5pts)

Either a Rock Father or Matriarch/Guildess can be taken, never both.

Arran Gestalin can either be taken here or in the Rock Rider Command squad, never both!

The HL Booster Buddy can be a module in the suspensor platform, able to be targeted as if a buddy drone.

Unit complement	M	Ag	Acc	Str	Res	Init	Co	Special
1 × Matriarch on suspensor platform; reflex armour	6	6	(5)	6	6(8)	6	9	Command, Follow, Tough 2, Wound, No Sprint
0 × Guildess with plasma pistol; reflex armour	4	5	5	6	6(8)	8	10	Command, Follow, Hero, Tough
0 × Guildess Arran Gestalin with customised plasma pistol; reflex armour	4	5	5	6	6(8)	8	10	Command, Follow, Hero, Tough 2, Wound, Unique
2 × Gun Buddies	–	–	(5)	–	–	–	–	Plasma Carbine
1 × HL Booster Buddy/Module	–	–	–	–	–	–	–	(Increases Res for Matriarch & Guildess only)

Customised Plasma Pistol: Arran Gestalin has a customised, bejewelled, personalised weapon matched to her own DNA. It only works with her but grants her a +1 bonus to both shooting (Acc) or in hand-to-hand (Str).

Upgrade Options:

• 0–4 hatchling swarms @ 1pt each
• 0–1 spotter buddy @ 1pt (typically a micromite)
• 0–2 gun buddies @ 1pt each
• 0–1 borer buddy @ 1pt (this is a deliberate variance from normal borer buddy costs for the Matriarch)
• EITHER 0–1 Guildess @ 4pts
    OR 0–1 **Guildess Arran Gestalin** @ 6pts

Unit/Force Restrictions –	All:	0–1	*Limited Choice*

CLAN WORKFACE UNITS

Work Gang (Infantry, 10pts)

Unit complement	M	Ag	Acc	Str	Res	Init	Co	Special
1 × Supervisor with compactor maul, mag pistol, implosion grenades	4	5	5	6	6	6	9	Tough, Breaching Kit
4 × Work Gangers with compactor maul, implosion grenades	4	5	5	6	6	6	9	Breaching Kit

Upgrade Options:
- 0–3 Work Gangers @ 2pts each
- Give all members of unit reflex armour @ 1pt
- 0–1 borer buddy @ 2pts each
- EITHER 0–2 hatchling swarms @ 1pt each OR
  ◦ 0–2 lavamite rock dogs @ 2pts each
- 0–2 vorpal charges @ 1pt total
- 0–1 micromite @ 1pt
- Replace all implosion grenades with fractal charges @ 1pt in total

Unit/Force Restrictions –	Clan:	FL+	Guild:	0–½×FL	Breeder:	0–2×FL

Workface Team (Weapon Team, 6pts)

Unit complement	M	Ag	Acc	Str	Res	Init	Co	Special
2 × Gang Crew with mag pistol	4	5	5	6	6	6	9	–
1 × Frag Borer	5	–	–	–	11	–	–	–
1 × Micromite	–	–	–	–	–	–	–	–

Upgrade Options:
- 0–1 Gang Crew @ 2pts
- Give all Gang Crew reflex armour @ 1pt in total
- 0–2 borer buddies @ 2pts each
- EITHER 0–2 hatchling swarms @ 1pt each OR
  ◦ 0–2 lavamite rock dogs @ 2pts each
- Replace frag borer with heavy frag borer and an extra crew making the unit a Heavy Weapons team @ 3pts (FL2+ only)
- Replace frag borer in one unit with Boromite mag mortar and an extra crew making the unit a Heavy Weapons team @ 3pts (FL2+ only)

Unit/Force Restrictions –	Clan:	0–1+FL	Guild:	0–½×FL	Breeder:	0–FL

Heavy Frag Borer and Boromite Mag Mortar Minimum FL 2+

Engineer Team (Infantry, 7 pts)

Unit complement	M	Ag	Acc	Str	Res	Init	Co	Special
0 × Chargehand with plasma pistol, compactor maul, fractal charges; reflex armour	4	5	5	6	6(7)	6	9	Breaching Kit, Tough 2
2 × Engineers with plasma pistol, compactor maul, fractal charges; reflex armour	4	5	5	6	6(7)	6	9	Breaching Kit
1 × Auto Workshop	–	–	–	–	(5)	–	–	–

Upgrade Options:
- 0–1 Chargehand @ 3pts
- 0–2 Engineers @ 2pts each
- 0–4 vorpal charges @ 1pt per 2 charges (so 1 pt for 2 charges, 2 pts for 4 vorpal charges)
- 0–2 borer buddies @ 2pts each
- 0–1 micromite @ 1pts

Unit/Force Restrictions –	Clan:	0–FL	Guild:	0–½×FL	Breeder:	None

Boromite Hauler (Vehicle, 19 pts)

The integrated frag borer on the Boromite Hauler fires from the front only in a 90° arc, 45° either side of straight ahead.

Unit complement	M	Ag	Acc	Str	Res	Init	Co	Special
1 × Boromite Hauler with built-in frag borer, mag light support	5	5	5	–	13	6	9	Extra Large, Self-Repair, MOD2, Suspensored, Transport 10

Upgrade Options:
• 0–1 spotter buddy @ 1pt each
• 0–1 batter buddy @ 2pts
• Replace mag light support with mag cannon @ Free
• Replace the internal frag borer with an external, second MLS or a mag cannon @ 3pts (Guild force only)

Unit/Force Restrictions –	Clan:	0–1/Work Gang	Guild:	0–FL	Breeder:	0–1/Work Gang

Minimum FL 2+

Scout Probe Shard (Probe, 5pts)

In a clan or breeder force, a scout probe shard is possibly best represented by micromite models.

Unit complement	M	Ag	Acc	Str	Res	Init	Co	Special
4 × Scout probes	10	–	–	–	5	–	–	Probe

Upgrade Options:
• 0–FL Scout probes @ 1pt each

Unit/Force Restrictions –	Clan:	0–1	Guild:	0–1	Breeder:	0–1	*Unique*

GUILD SECURITY UNITS

Security Gangers (Infantry, 11pts)

Unit complement	M	Ag	Acc	Str	Res	Init	Co	Special
1 × Gangleader with mag pistol or mag gun, compactor maul, implosion grenades; reflex armour	4	5	5	6	6(7)	6	9	Tough
4 × Security Gangers with mag gun, implosion grenades; reflex armour	4	5	5	6	6(7)	6	9	–

Upgrade Options:
• 0–3 Security Gangers @ 2pts each
• 0–1 spotter buddy @ 1pt
• 0–1 borer buddy @ 2pts
• Give Gangleader lectro lash in place of compactor maul @ Free

Unit/Force Restrictions –	Clan:	0– ½×FL	Guild:	FL+	Breeder:	None

Guild Weapons Team (Weapon Team, 7pts)

Unit complement	M	Ag	Acc	Str	Res	Init	Co	Special
1 × Security Team Leader with mag pistol; reflex armour	4	5	5	6	6(7)	6	9	Tough
1 × Security Team Crew with mag pistol; reflex armour	4	5	5	6	6(7)	6	9	–
1 × Mag Light Support (MLS)	5	–	–	–	11	–	–	–
1 × Spotter Buddy	–	–	–	–	–	–	–	–

Upgrade Options:
• 0–1 Security Team Crew @ 2pts
• 0–1 borer buddy @ 2pts
• 0–2 lavamite rock dogs @ 2pts each
• Replace MLS with:
  ◦ mag cannon @ Free
  ◦ x-launcher and special munitions arc, grip and suspensor net @ 2pts
  ◦ with heavy mag cannon and an extra crew making the unit a Heavy Weapons team @ 3pts (FL2+ only)
  ◦ with mag heavy support and an extra crew making the unit a Heavy Weapons team @ 3pts (FL2+ only)

Unit/Force Restrictions –	Clan:	0–1	Guild:	0–FL	Breeder:	None

Heavy Mag Cannon, Mag Heavy Support Minimum FL 2+

Guild Specialist Team (Weapon Team, 8pts)

Unit complement	M	Ag	Acc	Str	Res	Init	Co	Special
1 × Security Team Leader with mag pistol; reflex armour	4	5	5	6	6(7)	6	9	Tough
1 × Security Team Crew with mag pistol; reflex armour	4	5	5	6	6(7)	6	9	–
1 × Boromite Plasma Cannon	5	–	–	–	11	–	–	Fade
1 × Spotter Buddy	–	–	–	–	–	–	–	–

Upgrade Options:

• 0–1 Security Specialist Crew @ 2pts

• 0–1 borer buddy @ 2pts

• 0–2 lavamite rock dogs @ 2pts each

• Replace plasma cannon with plasma light support @ 1pt

• Replace plasma cannon with x-howitzer and special munitions arc, grip and suspensor net and one extra crew making the unit a Heavy Weapons team @ 3pts (FL2+ only)

Unit/Force Restrictions –	Clan:	None	Guild:	0–½×FL	Breeder:	None

X-Howitzer Minimum FL 2+

LAVAN UNITS

At the request of players, from 2.11H a core unit discount has been applied to Lavamite Handlers.

Lavamite Handler (Beast, 9pts)

A Lavamite Handler unit acquires the Savage Strike attribute from its Rock Dogs or Rock Brood.

Unit complement	M	Ag	Acc	Str	Res	Init	Co	Special
1 × Lavamite Handler with plasma pistol, lectro lash; reflex armour on suspensor platform	6	6	6	6	6(7)	6	9	Tough 2, (Savage Strike), No Sprint (platform)
0 × Master Breeder with plasma pistol, lectro lash; reflex armour on suspensor platform	6	6	6	6	6(7)	7	10	Tough 3, Wound, (Savage Strike), No Sprint (platform)
0 × Mounted Lavamite Handler with plasma carbine, lectro lance; reflex armour on locomite	7	6	5	8	7(8)	6	9	Savage Strike, Tough 2
0 × Mounted Master Breeder with plasma carbine, lectro lance; reflex armour on locomite	7	6	6	8	7(8)	7	10	Savage Strike, Tough 3. Wound
3 × Lavamite Rock Dogs	5	5	5	6	7	6	5	Savage Strike
0 × Lavamite Rock Brood	6	6	5	7	8	6	5	Savage Strike, Frenzy

Upgrade Options:

• 0–2 Lavamite Rock Dogs @ 2pts each

• 0–1 borer buddy @ 2pts

• Upgrade all Rock Dogs to Rock Brood @ 2pts in total

• Make Lavamite Handler a Master Breeder @ +2pts (Breeder only)

• Mount Lavamite Handler or Master Breeder on a locomite @ +2pts (Breeder only; unit remains a Beast unit)

Unit/Force Restrictions –	Clan:	0–FL	Guild:	0–FL	Breeder:	1+

Special Note: Use of Locomite mounts in Assaults

When Boromites mounted on locomites make an assault, both the **rider** and the **locomite mount** take part in the Assault as is normal for beast mounts; the combined Acc stat shown is used for both in PBS and the mount's Str is used for both in hand-to-hand.

This means that the riders shoot with their plasma carbine in point blank shooting (PBS) with 1×SV2 shot or 2×SV0 shots. The locomites also use their lava spit – 1×SV2. This gives a total of 2×SV2 shots at Acc 5 in PBS (or 2×SV0 and 1×SV2) per model. As they all are fast enough to have the Hit & Run special rule, **Rock Riders** could also break off after PBS (few do).

In hand-to-hand combat, the rider and locomite both attack using the locomite's Str, giving 3×SV2 attacks at Str 8, also per model. Typically, this would occur on a charge or countercharge with a +1 bonus to give a hand-to-hand on 1-9.

Rock Rider Overseer Squad (Mounted Command, 16pts)

Dismounts as Boromite Command with Overseer – the locomites run off when not controlled!

Locomites cannot be transported by battlefield transports.

Unit complement	M	Ag	Acc	Str	Res	Init	Co	Special
1 × Rock Rider Overseer with plasma carbine, lectro lance; reflex armour on locomite	7	6	5	8	7(8)	7	10	Command, Follow, Hit & Run, Savage Strike, Tough 2
2 × Rock Riders with plasma carbine, lectro lance; reflex armour on locomite	7	6	5	8	7(8)	6	9	Savage Strike, Hit & Run
0 × **Guildess Arran Gestalin** with plasma carbine, customised plasma pistol; reflex armour on locomite	7	6	5	8	7(8)	8	10	Command, Follow, Hero, Hit & Run, Savage Strike, Tough 2, Wound, Unique

Customised Plasma Pistol: Arran Gestalin has a customised, bejewelled, personalised weapon matched to her own DNA. It only works with her but grants her a +1 bonus to both shooting (Acc) or in hand-to-hand (Str).

Upgrade Options:

• 0–1 Rock Rider @ 4pts

• Replace Rock Rider Overseer with **Guildess Arran Gestalin** @ 2pts (Clan or Guild only)

Upgrade Options if Arran Gestalin is taken:

• 0–1 spotter buddy @ 1pt

• 0–1 HL booster buddy @ 1pt

• 0–2 gun buddies @ 1pt each

Unit/Force Restrictions –	Clan:	0–1	Guild:	0–1	Breeder:	0–FL	*Limited Choice*

Rock Rider Squad (PanHuman Mount, 14pts)

Dismounts as Security Gang but with listed weapons – the locomites run off when not controlled.

Unit complement	M	Ag	Acc	Str	Res	Init	Co	Special
1 × Rock Rider leader with plasma carbine, lectro lance; reflex armour on locomite	7	6	5	8	7(8)	6	9	Savage Strike, Tough, Hit & Run
2 × Rock Riders with plasma carbine, lectro lance; reflex armour on locomite	7	6	5	8	7(8)	6	9	Savage Strike, Hit & Run

Upgrade Options:

• 0–2 Rock Riders @ 4pts each

Unit/Force Restrictions –	Clan:	0–FL	Guild:	0–½×FL	Breeder:	Any

Matronite Brood Mother (Humongous Beast, 31pts)

Unit complement	M	Ag	Acc	Str	Res	Init	Co	Special
1 × Matronite Brood Mother with Boromite crew, 3 × mag light supports, heavy mag cannon	4	4	5	10	15	6	9	MOD2, Extra Large, Hatchling Brood 3
3 × Carried Hatchling Swarms	–	5	5	6	7	6	5	–

Upgrade Options:

• 0–2 micromite spotter buddies @ 1pt each

• Replace Heavy Mag Cannon with Mag Heavy Support or Mag Light Support @ Free

• 0–2 batter buddies @ 2pts each

Unit/Force Restrictions –	Clan:	0–1	Guild:	None	Breeder:	0–½×FL

Minimum FL 2+

BOROMITE GUILDS & CLANS REFERENCE

BOROMITE UNIT SELECTOR SUMMARY

- In a **Clan Workface** force, there must be at least FL×**Work Gangs** plus two more units taken from **Work Gangs, Engineer Teams** and **Workface Teams**.
- In a **Guild Security** force, there must be at least FL×**Security Gangers** plus two more units taken from **Security Gangers, Guild Weapons Teams**, and either **Boromite Command** or **Matriarch/Guildess Command**.
- In a **Lavan Breeder** force, there must be at least 1×**Lavamite Handler** plus a number of units equal to the FL chosen from **Lavamite Handler, Rock Rider, Rock Rider Command** or **Matronite** units.

The above Core selections are designated by the word ^Core.

Unit/Squad	Base Points	Limited Choice	Min FL	Clan Workface	Guild Security	Lavan Breeder
Boromite Command	10	Y	1	0–FL	0–FL ^Core	0–FL
Matriarch/Guildess Command	5	Y	1	0–1	0–1 ^Core	0–1
Work Gang	10	N	1	FL+^Core	0–½×FL	0–2×FL
Security Gangers	11	N	1	0–½×FL	FL+^Core	None
Workface Team	6	N	1	0–1+FL ^Core	0–½×FL	0–FL
Guild Weapons Team	7	N	1	0–1	0–FL^Core	None
Guild Specialist Weapons Team	8	N	1	None	0–½×FL	None
Hauler	19	N	2	0–1/Work Gang	0–FL	0–1/Work Gang
Scout Probe Shard	5	N	1	0–1	0–1	0–1
Engineer Team	7	N	1	0–FL ^Core	0–½×FL	None
Lavamite Handler	9	N	1	0–FL	0–FL	1+^Core
Rock Rider Overseer	16	Y	1	0–1	0–1	0–FL^Core
Rock Riders	14	N	1	0–FL	0–½×FL	Any ^Core
Matronite Brood Mother	31	N	2	0–1	None	0–½×FL ^Core

BOROMITE ARMY OPTIONS

Army Option	Points	Maximum Number	Summary
Block	2	2×FL	Return drawn Order die to bag
Countershard+0	2 for 1	FL×2	Counter opponent's IMTel dice
Get Up!	1	FL	Succeed Recovery Test on 1-9
Pull Yourself Together	2	FL (1/turn)	Remove 1 pin at end of turn
Well Prepared	1	2×FL	Add +2 to any single Re-roll

LAVAN CREATURE OVERVIEW

Lavan	M	Ag	Acc	Str	Res	Init	Co	Special
Hatchling Swarm	4	5	5	6	7	6	5	Lava Spit SV1; 3 Attacks SV1, Beast
Lavamite Rock Dog	5	5	5	6	7	6	5	Lava Spit SV2; 3 Attacks SV2; Savage Strike, Beast
Lavamite Rock Brood	6	6	5	7	8	6	5	Lava Spit SV3; 3 Attacks SV3; Savage Strike, Frenzy, Beast
Locomite with rider	7	6	5	8	7(8)	6	5(9)	Lava Spit SV2; 2 Attacks SV2+rider, Savage Strike, Mount
Matronite Brood Mother with Boromite crew	4	4	5	10	15	6	9	Lava Spit SV6, 2 Attack SV6 Massive Damage, MOD2, Extra Large, Hatchling Brood×3, Humongous Beast
Micromite *As Spotter Buddy*	–	–	–	–	–	–	–	Spotter
As Scout Probe	10	–	–	–	5	–	–	Scout Probe
Additional Notes and Special Rules (refer to the *Core Rules* for those not listed here)								

Lava Spit: Lavan species spit lava as part of point blank shooting during an assault as a ranged weapon.

The matronite's crew does not fight in hand-to-hand combat as their attention is on handling the matronite.

Note that locomites and matronites cannot be transported by anything smaller than a shuttle. Other lavan creatures are Transport Space 1

Boromite Weapons in Use

Standard Weapon	Mode	Effv	Long	Extr	Shots	Attacks	Special
		— Range —					
Compactor Maul		10	20	30	1×3/2/1	2×SV3	Inaccurate, Breaching, No Cover, Compound SV
Lectro Lance		–	–	–	–	1×SV2	–
Lectro Lash		Hand-to-hand only			–	3×SV1	–
Mag Gun		20	30	60	1×SV1	–	–
Mag Pistol		10	20	30	1×SV1	1×SV1	–
Plasma Carbine	Scatter	20	30	–	2×SV0	–	RF
	Focused	20	30	50	1×SV2	–	–
Plasma Pistol		10	20	30	1×SV2	1×SV2	–

Support Weapon	Effv	Long	Extr	Shots	Attacks	Special (unless stated: Support, Crew 2, Res 11, M5)
Boromite Plasma Cannon	30	40	80	1×SV7	–	Fade
Frag Borer	20	30	50	1×SV4+3	–	Fractal Lock, Breaching SV 5+4
Mag Cannon	30	50	100	1×SV5	–	Massive Damage
Mag Light Support	30	50	100	3×SV2	–	RF, PBS
Plasma Light Support	30	40	80	3×SV3	–	RF, PBS, Power Drain
X-Launcher	(10)30	60	120	1×SV1	–	OH; EITHER Blast D5, No Cover OR Special Munitions: Arc, Grip, Suspensor Net

Heavy Weapon	Effv	Long	Extr	Shots	Attacks	Special (unless stated: Heavy, Crew 3, M3, Res 13)
Boromite Mag Mortar	(10)30	40	60	1×SV2	–	Cumbersome, Large, OH; EITHER Blast D8+2, Breaching SV3, No Cover OR Special Munitions: Arc, Grip, Suspensor Net
Heavy Frag Borer	50	100	200	1×SV5+3	–	Breaching SV7+4, Fractal Lock, Large
Heavy Mag Cannon	50	100	250	1×SV7	–	Large, Massive Damage
Mag Heavy Support	30	50	100	5×SV3	–	Medium, M4, RF, PBS
X-Howitzer	(20)50	100	250	1×SV2	–	Cumbersome, Large, OH; EITHER Blast D8, No Cover OR Special Munitions: Arc, Grip, Suspensor Net

Grenade	Effv	Long	Extr	Shots	Attacks	Special
Fractal Charge	5	–	–	1×SV3	1×SV3	Breaching, Hazardous H2H, Compound SV
Implosion Grenade	5	–	–	1×SV2	1×SV2	Breaching, Compound SV
Plasma Grenade	5	–	–	1×SV1	1×SV1	Compound SV

Special Munitions	Summary of effect
Arc	Turn-to-turn; 3" radius; Direct fire shots through effect miss on 6–10; nullifies other munitions.
Grip	Turn-to-turn; 3" radius; Ag test to cross/move from otherwise halt.
Suspensor Net	Instant; Blast template; Raises pins to 1D3+1 (Support weapons) or 1D5+1 (heavy weapons), divided equally amongst units hit – halve pins on targets that force rerolls of hits.

BOROMITE SPECIAL RULES QUICK REF

n Attack(s) SVx	*n defaults to 1.* Model has *n* strikes in HtH at strike value *x*.
Auto Workshop	When unit activated, friendly vehicle, drone, weapon team and machine mounted unit within 5" recover one pin on a roll of 1–5 on D10.
Blast Dn	Roll the dice specified to determine to number of hits on a successful attack (shot or strike).
Breaching [SVx [+y]]	Weapon ignores a structure's damage threshold; if stated, inflicts damage *x* against structures, increasing by *y* or by damage stated on weapons 'Shots' damage if the weapon has **Fractal Lock** (see below).
Command [n"]	*n" defaults to 10".* Friendly units within *n*" can use model's Co stat for Co-based tests.
Compound SV	After all hits have been allocated, merge all hits into one with an SV of the total SV from all those hits.
Critical Fade	As for **Fade** but the model also receives a pin for **each** Acc test fail of a 10.
Cumbersome	Suffers an additional pin on failing Agilty tests.
Fade	On Acc Test roll of a 10, weapon fails: turn **current** order to Down; if already Down, turn/draw MOD to Down.
Follow [n"]	*n" defaults to 5".* Can instruct friendly unit in *n*" to act immediately after this model's unit. Draw both dice; make Co test if either unit has pins and using worst pin count; on success both units act, ordering unit first, then Follower; on fail, both units go Down. Pins removed as for normal Order Tests.
Fractal Lock	On a hit, weapon automatically hits next Fire order if target does not move and SV increases with bonus stated on weapon damage (e.g. SV5+4 gives SV9 on next
Frenzy	HtH attack roll of a 10 automatically hits another **beast** in the same unit.
Hatchling Brood *n*	The model carries up to *n* Hatchling Swarms on its body that appear only in Assaults and disappear when the Assault is resolved. The number of swarms actually carried is given in the unit entry.
Hazardous HtH	HtH attack roll of a 10 automatically hits another **member** of the same unit.
Heavy	*Weapon.* Requires 3 crew; shoots only on Fire order with no bonus; unless stated is No PBS, Res 13, M4, Large.
Hero [n"]	*n" defaults to 10".* Friendly units within *n*" can use model's Init stat for Init-based tests.
Hit & Run	Unit can break off an Assault and move 1M after PBS and before hand-to-hand fighting.
Inaccurate	Weapon suffers -1 on Acc tests when shooting in specified mode.
Large/Extra-Large	+1 to opponent's Acc (note all models may draw LoS over smaller units).
Massive Damage	On a hit, subtract **one** from Damage Table roll (so a 2 becomes a 1) before defender's alterations.
MOD n	Unit has *n* Order dice.
No Cover	Targets hit by shot gain no cover bonus to Res saves.
Not RF	Multiple shot weapon does not count as shooting in RF mode.
PBS	Support or Heavy weapon can shoot in PBS.
Power Drain	If two or more weapons with Power Drain shoot at same time, then both are subject to **Critical Fade** (above).
Reflex Armour	+1 Res
Savage Strike	Pass an Order or Reaction Test when making an Assault or testing for a Countercharge on a 1-9.
Self-Repair	On successful Rally order, unit declares one failed system and makes a Co Test: on success, system is repaired.
Small	-1 to opponent's Acc (note that all models may draw LoS over smaller units).
Support	*Weapon rule.* Requires 2 crew; unless stated also has No PBS; Res 11; M5; Medium.
Suspensored	No penalty when crossing relatively clear but otherwise difficult terrain, such as: boggy ground, marsh, fissures, deep water, stream obstacles, and similar.
Tough [n]	*n defaults to 1.* Model may reroll *n* failed Res saves.
Transport n	Can transport *n* medium-sized models.
Transport Space n	Occupies *n* spaces in a transport.
Unique	Only one of specified model or unit can appear in an army.
Wound [n]	*n defaults to 1.* Model can take *n* hits as Wounds before being removed as casualty; each Wound is represented by a non-removable pin on the model's unit.