

# Freelance Boromite Combat Engineers

A Mercenary for Hire unit for *Beyond the Gates of Antares*

Boromites are renowned as the quintessential combat engineers in Antarean Space. In fact, their capabilities at building, mining and maintaining their equipment in the face of all adversary is legendary. Such a reputation means other engineers often do not get a look-in, even when they are just as capable as the Boromites. Boromite Combat Engineers are freelancers who take advantage of that reputation to sell their services at vastly inflated prices.

Whilst the Boromite clans sometimes loan out their field engineer units under the watchful eye of an Overseer or Rock Father, there are a few other Boromites who chafe at the restrictions imposed by a formal clan mercenary company and by the guilds. These Boromites establish small family units (Boromites could not work without their family) and hire themselves out as builders and engineers wherever they can. These families are dependent on the Freeborn for transportation between contracts and do not have a permanent residence. Some even live in old haulers or converted ore pods, remaining in the pods in the olds of transports when carried to their new assignments.

Some of these small, family units take advantage of the Boromite reputation to serve as demolition experts and combat engineers in the hard-pressed forces of other factions. Lacking the emotional and material support of a full clan, however, such freelancers are not particularly loyal to their employer, and neither are they as reliable as the regular Boromite Engineers. Occasionally a disillusioned, grizzled veteran might join one of the family units and lead one of

the engineering squads, helping its survivability and boosting its morale.

## EQUIPMENT

Freelance Combat Engineers have widely varying equipment – certainly not as good as their clan-supported counterparts. Given they are dependent on armour and protection to ensure their longevity, they all have reflex implants and hand weapons, at least, and never leave for a conflict without a defensive borer drone. They do not have access to advanced demolition equipment such as fractal charges and tend to find their auto workshops fail quickly without ready access to critical replacement components. However, the breaching and demolitions equipment they have is more than satisfactory to help in their normal role as demolitions experts.



### FREELANCE BOROMITE COMBAT ENGINEERS

*Infantry Unit*

*Points Value : 53*

**Unique**

**Substitutes for:** *Auxiliary non-Command entry as a Mercenary for Hire*

**Usable by:** *Any panhuman faction (e.g. excludes Ghar).*

**Limitations:** *Unique – one per army. Freelance Boromites are a rare breed. Cannot be used in an army that contains any other Boromites.*

Unit: Boromite Combat Engineers	Ag	Acc	Str	Res	Init	Co	Special
2 x Engineers with reflex armour, plasma pistol	4	5	6	6(7)	6	8	Breaching Kit
1 x Borer Drone	–	–	–	–	–	–	Buddy Drone
0 x Grizzled Veteran Engineer with reflex armour, plasma pistol	4	5	6	6(7)	6	9	Leader

#### Options

- Add one Engineer @ 14pts
- Include Batter drone in unit @ 20pts
- Include Spotter drone in unit @ 10pts
- Include one extra Borer Drone @ 15pts
- Upgrade one Engineer to Grizzled Veteran @ 12pts
- Give unit Implosion Grenades @ 3pts per model
- Give unit up to 3 Vorpals @ 10pts each
- Give unit Tractor Mauls @ 5pts per model

#### Special Rules

**Breaching kit** is defined in *The Dronescore Returns*. When targeting buildings, walls or obstructions: the squad gains +1 to any destruction test (such as Str); the squad's placed explosives (grenades, charges) have +1 SV; units making breaching attempts within 5" gain +1 Acc.