You can create your own BM files. You can do that via GUI or by editing of a plain text file.
Below is my own BM file.
BUILDER = "CLANG";
COMPILER = "clang++";
COMMON_OPTIONS = "-fno-omit-frame-pointer -fstrict-enums";
COMMON_CPP_OPTIONS = "-std=c++17 -Wno-logical-op-parentheses";
COMMON_C_OPTIONS = "";
COMMON_LINK = "";
COMMON_FLAGS = "";
DEBUG_INFO = "2";
DEBUG_BLITZ = "1";
DEBUG_LINKMODE = "1";
DEBUG_OPTIONS = "-O0";
DEBUG_FLAGS = "";
DEBUG_LINK = "";
RELEASE_BLITZ = "1";
RELEASE_LINKMODE = "1";
RELEASE_OPTIONS = "-O3 -ffunction-sections -fdata-sections";
RELEASE_FLAGS = "";
RELEASE_LINK = "-Wl,--gc-sections";
DEBUGGER = "nemiver";
ALLOW_PRECOMPILED_HEADERS = "1";
DISABLE_BLITZ = "0";
PATH = "";
INCLUDE = "";
LIB = "/usr/lib/x86_64-linux-gnu/";
LINKMODE_LOCK = "0";

Some of the stuff in it is unneeded. I just need to clean it up at some point in time.
Assembler and resource compiler are hard-coded, AFAIK.

Hope this helps.