

THE INSTITUTE FORCE LIST

The Institute are a remnant of the pre-war intellectual elite. Previously the Commonwealth Institute of Technology, in the apocalyptic wasteland they put their greatest asset to use. Applying their minds to the problem of how to survive and thrive.

This came in the form of advanced technology, synthetic humans (Synths), teleportation, and mass-produced laser weaponry. With these advances and more in place, they have started enacting their shadowy plans regarding the future of the wasteland, and humankind as a whole.



A-2018	
May be...	Heroic
May wear...	Heavy Synth Armor
Does carry...	Missile Launcher, Minigun, and/or Gatling Laser
	Institute Laser Rifle and/or Laser Rifle
	Institute Laser Pistol and/or Laser Pistol
	Baton and/or Stun Baton
	Synth Relay Grenades

BATTERED GEN 1 SYNTH	
May carry...	Institute Laser Pistol
	Baton

CONRAD KELLOGG	
May be...	Heroic
May carry...	Assault Rifle, Combat Rifle, Combat Shotgun, and/or Double-Barrel Shotgun
	.44 Revolver and/or 10mm Pistol
	Fragmentation Grenades and/or Synth Relay Grenades
	Stealth Boy
Does carry...	Kellogg's Pistol

COURSER	
May be...	Heroic
May carry...	Assault Rifle, Combat Rifle, Combat Shotgun, Gauss Rifle, Institute Laser Rifle, Laser Rifle and/or Plasma Rifle
	Gamma Gun, Institute Laser Pistol, and/or Laser Pistol
	Baton, and/or Stun Baton
	Fragmentation Grenades and/or Synth Relay Grenade

ENGINEER	
May be...	Heroic
May carry...	Institute Laser Pistol
	Pipe Wrench, Baton, and/or Stun Baton
Does carry...	Cleanroom Suit

GEN 1 SYNTH	
May carry...	Institute Laser Rifle
	Institute Laser Pistol
	Baton and/or Stun Baton

PATROLLER	
May be...	Heroic
May carry...	Institute Laser Rifle and/or Laser Rifle
	Institute Laser Pistol and/or Laser Pistol
	Baton and/or Stun Baton
	Synth Relay Grenade

SCIENTIST	
May be...	Heroic
May carry...	Gamma Gun and/or Institute Laser Pistol
	Baton, Stun Baton
Does carry...	Cleanroom Suit

TROOPER	
May be...	Heroic
May carry	Institute Laser Rifle and/or Laser Rifle
	Institute Laser Pistol and/or Laser Pistol
	Baton and/or Stun Baton
	Synth Relay Grenade

X6-88 COURSER	
May be...	Heroic
May carry...	Missile Launcher
	Gauss Rifle, Institute Laser Rifle, and/or Plasma Rifle,
	Gamma Gun, Institute Laser Pistol and/or Laser Pistol
	Stun Baton

Z2-47	
May be...	Heroic
May carry...	Gamma Gun, Institute Laser Pistol and/or Laser Pistol
	Baton and/or Stun Baton
	Synth Relay Grenades



MODEL COSTS	
A-2018	107
Battered Gen 1 Synth	25
Conrad Kellogg	87
Courser	138
Engineer	43
Gen 1 Synth	35
Patroller	77
Scientist	30
Trooper	88
X6-88 Courser	152
Z2-47	118

WEAPON COSTS	
Gatling Laser	25
Missile Launcher	41
Minigun	23
Assault Rifle	8
Combat Rifle	14
Combat Shotgun	10
Double-Barrel Shotgun	17
Gauss Rifle	47
Institute Laser Rifle	12
Laser Rifle	30
Plasma Rifle	24
.44 Revolver	6
10mm Pistol	6
Gamma Gun	15
Institute Laser Pistol	3
Kellogg's Pistol	0
Laser Pistol	7
Baton	10
Pipe Wrench	6
Stun Baton	30
Fragmentation Grenades	7
Synth Relay Grenades	35

ARMOR COSTS	
Heavy Synth Armor	35

GEAR COSTS	
Stealth Boy	46

HEROIC AND LEADER COSTS	
Heroic	60
Beloved	16
Berserker	13
Blitzer	20
Bodyguard	16
Brawler	10

HEROIC AND LEADER COSTS (CONTINUED)	
Bruiser	26
Commander	36
Creature Controller	7
Defender	39
Dweller	8
Fusilier	20
Gatherer	15
Grenadier	10
Hunter	10
Old Timer	11
Procurer	15
Robot Controller	7
Selfless	13
Stalker	12
Synth Expert	12
Tech	13
Tech Chief	17
Thief	7
Veteran	16
Warden	20
Wasteland Searcher	5
Wrestler	10
Wasteland Searcher	5
Wrestler	10

CHEM COSTS	
Addictol	10
Berry Mentats	16
Buffout	20
Bufftats	25
Calmex	20
Day Tripper	11
Fury	20
Jet	20
Med-X	16
Mentats	13
Mysterious Serum	20
Orange Mentats	20
Overdrive	20
Psycho	20
Rad-X	13
Radaway	20
Refreshing Beverage	52
Spark	18
Stimpak	38
Ultra Jet	25
X-111 Compound	30
X-Cell	24

PERK COSTS	
Basher	10
Big Leagues	16
Blitz	7
Bloody Mess	8
Chem Resistant	10
Chemist	10
Concentrated Fire	12
Demolition Expert	5
Entange	8
Finesse	15
Gunslinger	7
Hacker	7
Heavy Gunner	16
Huntsman	10
Impatient	13
Lead Belly	7
Life Giver	7
Light Step	5
Locksmith	7
Lone Wanderer	33
Medic	7
Mend Robot	15
Moving Target	10
Mysterious Stranger I	10
Mysterious Stranger II	13
Mysterious Stranger III	3
Nerd Rage	13
Ninja	10
Nuclear Physicist	10
Penetrator	15
Rad Resistant	5
Refractor	7
Rifle Man	13
Quick Thinking	4
Sneak	13
Steady Aim	10
Stun Resistant	13
Toughness	7

Chems, Leader, and Perks cards

One model in your force must be selected as the Leader. This model may be given one Leader card. Add the Leader card caps cost to the Leader's caps cost.

Any model in your force may be given one or more Perks. Add the Perk card caps cost to the model's caps cost.

Any model in your force may be given one or more Chems. Add the Chem card caps cost to the model's caps cost.

