

Fallout™

MINIATURES



THE INSTITUTE CORE BOX

INSTRUCTION BOOKLET · MODE D'EMPLOI · MONTAGEANLEITUNG
MANUAL DE INSTRUCCIONES · LIBRETTO D'ISTRUZIONI

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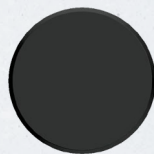
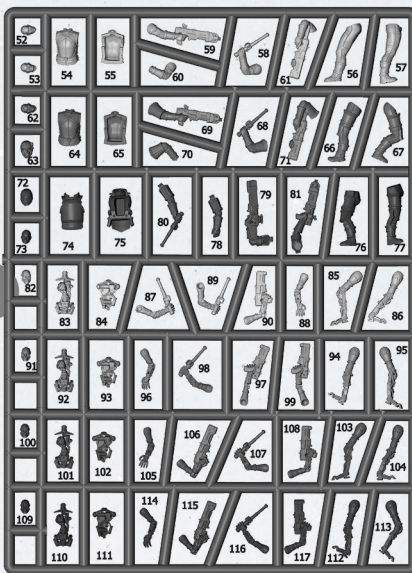
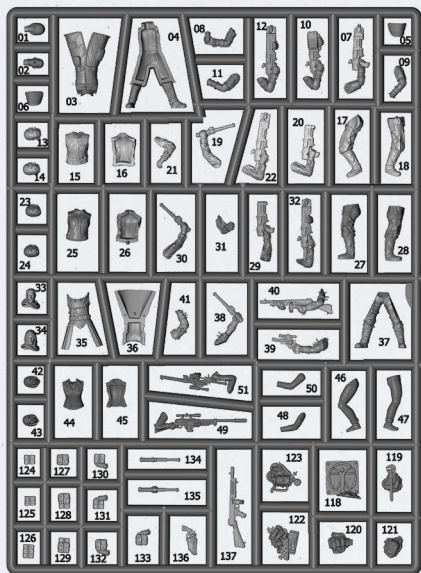
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x12 30mm Bases

READ ME FIRST!

The models in this box can be built in multiple ways. Please check the **Fallout: Wasteland Warfare** and/or **Fallout Factions: Battle for Boston** rules before you begin building.

EXPLANATION OF BUILD GUIDE SYMBOLS

 - Choose option  - Paired options  - Complete  - Model that makes up Institute Starter List

ENG: Please read these instructions thoroughly before beginning assembly of your miniatures. We recommend removing each part from the frame using sharp plastic cutters or a hobby knife. Models should be assembled with plastic glue. This product should not be used by children under the age of 14 without adult supervision. This is not a toy. Choking hazard due to small parts. Plastic models supplied unpainted and unassembled.

FRE: Veuillez lire ce mode d'emploi avant d'assembler vos figurines. Nous vous recommandons d'utiliser un couteau de modélisme ou une lame pour plastiques aiguisée afin de retirer toutes les pièces de la grappe. Utilisez de la colle plastique pour assembler les figurines. Ce produit ne convient pas des enfants de moins de 14 ans sans supervision d'un adulte. Ceci n'est pas un jouet. Les pièces de petite taille représente un risque d'étouffement en cas d'ingestion. Figurines en plastique fournies non peintes et non assemblées.

GER: Lesen Sie bitte die Anweisungen sorgfältig, bevor Sie mit der Miniaturmontage beginnen. Wir empfehlen die Entfernung jedes Teils von ihrem Rahmen mit einem scharfen Kunststoffschneider oder einem Hobbymesser. Die Modelle sollten mit Kunststoffkleber montiert werden. Dieses Produkt sollte bei Kinder unter 14 Jahren unter Aufsicht eines Erwachsenen benutzt werden. Dies ist kein Spielzeug. Erstickungsgefahr durch verschluckbare Kleinteile. Die Kunststoffmodelle werden unbemalt und unmontiert geliefert.

SPA: Lea detenidamente las instrucciones antes de empezar a montar sus miniaturas. Recomendamos retirar cada pieza del armazón utilizando cutters afilados para plástico o cuchillos para manualidades. Los modelos deben ensamblarse con adhesivo para plástico. Este producto no debe ser utilizado por niños menores de 14 años sin la supervisión de un adulto. No es un juguete. Peligro de asfixia por la presencia de piezas pequeñas. Los modelos de plástico se suministran sin pintar y sin montar.

ITA: Leggere attentamente le istruzioni prima di assemblare le miniature. Raccomandiamo di rimuovere tutti i componenti dei modelli dal loro supporto usando un tagliarino da plastica affilato o un coltellino da modellismo. Si consiglia di usare colla per plastica per assemblare i modelli. Questo prodotto non è adatto a bambini sotto i 14 anni senza la supervisione di un adulto. Questo non è un giocattolo. Contiene piccole parti che possono causare soffocamento. I modelli sono forniti smontati e non verniciati.

THE INSTITUTE

"THE INSTITUTE WAS BIRTHED FROM THE RUINED CORPSE OF THE COMMONWEALTH INSTITUTE OF TECHNOLOGY, THE SURVIVING STAFF DIGGING DEEP UNDERGROUND TO FIND SALVATION FROM THE IRRADIATED HELL ABOVE. GENERATIONS LATER, A NEST OF SCIENTISTS WORK BENEATH BOSTON TO FURTHER THEIR SHADOWY AIM OF "REDEFINING HUMANITY". NOTHING IS OFF LIMITS IN ACCOMPLISHING THIS GOAL. THE INSTITUTE CREATED A NEW GENERATION OF SUPER MUTANTS WITH F.E.V. EXPERIMENTS, REPLACED SURVIVORS ABOVE WITH HUMANLIKE SYNTHS, AND MURDERED THOSE THAT KNEW TOO MUCH. COURSERS ARE THE INSTITUTE'S MOST DEADLY WEAPON, HAVING FEW, IF ANY, EQUALS IN ARMED COMBAT."

CREW CREATION

All of the models in an Institute crew must be chosen from this section.

CREW LIMITS

The crew's Tier imposes a number of limits on it, as explained in the rules for creating a custom crew (pg. 34 in **Fallout: Factions Battle for Boston**).

CREW LIMITS	TIER 1	TIER 2	TIER 3
Upgrade Limit per model	4	6	8
Champion Limit	5	6	7
Total Control Limit	5	10	15



MODEL CLASSES

COURSER (CHAMPION, LEADER)

S	P	E	C	I	A	L	♥
6	7	6	6	6	7	3	3

Perks

- **Natural Leader** (Innate)
- **Rad Resistant** (Endurance)
- **Stealth Boy** (Innate)

Weapon and Item Sets

- Synth Relay Grenade & Focused Institute Pistol (57)
- Automatic Institute Rifle (60)
- Scattered Institute Rifle (64)

SYNTH INFILTRATOR (CHAMPION)

S	P	E	C	I	A	L	♥
4	4	4	3	5	4	2	2

Perks

- **Hidden** (Agility)
- **Rad Resistant** (Endurance)

Weapon Sets

No more than two Synth Infiltrators in a crew can have the same Weapon Set.

- .44 Pistol & Stun Baton (29)
- Submachine Gun (32)
- Syringer (33)
- Precision Combat Rifle (36)

INSTITUTE SCIENTIST (CHAMPION)

S	P	E	C	I	A	L	♥
3	4	3	4	7	3	2	2

Perks

- **Adaptable** (Intelligence)
- **Rad Resistant** (Endurance)
- **Medic** (Intelligence)

Weapon Sets

No more than two Institute Scientists in a crew can have the same Weapon Set.

- Institute Pistol & Shock Baton (28)
- Scattered Institute Rifle (30)

GEN 2 SYNTH (GRUNT)

S	P	E	C	I	A	L	♥
3	4	4	2	3	4	2	2

Perks

- **Rad Resistant** (Endurance)

Weapon Sets

No more than three Gen 2 Synths in a crew can have the same Weapon Set.

- Shock Baton & Focused Institute Pistol (19)
- Institute Rifle (20)
- Precision Institute Rifle (23)

GEN 1 SYNTH (GRUNT)

No more than half of the Grunts in a crew can be Gen 1 Synths.

S	P	E	C	I	A	L	♥
3	3	3	2	2	3	1	1

Perks

- **Disposable** (Innate)

Weapon Sets

No more than three Gen 1 Synths in a crew can have the same Weapon Set.

- Shock Baton (8)
- Institute Pistol (9)
- Institute Pistol & Shock Baton (11)
- Institute Rifle (15)

INSTITUTE WEAPONS

WEAPON	TYPE	TEST	TRAITS	CRITICAL EFFECT
Shock Baton	Melee	3S	—	Maim
Stun Baton	Melee	4S	—	Suppress (2)
.44 Pistol	Pistol (14")	4A	Aim (+1)	Pierce
Focused Institute Pistol	Pistol (10")	4A	CQB	Ignite (2)
Institute Pistol	Pistol (9")	3A	CQB	Flush Out (2)
Automatic Institute Rifle	Rifle (12")	4P	—	Flush Out (4)
Institute Rifle	Rifle (15")	4P	—	Flush Out (3)
Precision Combat Rifle	Rifle (30")	4P	Aim (+2)	Suppress (2)
Precision Institute Rifle	Rifle (20")	4P	Aim (+2)	Pierce
Scattered Institute Rifle	Rifle (14")	4P	Storm (2)	Flush Out (2)
Submachine Gun	Rifle (8")	2P	Fast, Storm (3)	—
Syringer	Rifle (16")	2P	Aim (+2)	Poison (3)
Synth Relay Grenade	Grenade (10")	1A	Area (1"), Reinforcements (One Gen 1 Synth), CQB	—

INSTITUTE PLOYS

In addition to the Ploys listed on pg. 28 in the *Fallout: Factions Battle for Boston Rulebook*, an Institute crew can choose from the options below.

MOLECULAR RELAY

You may enact this Ploy before either crew Deploys.

Choose up to two Gen 1 Synths or Gen 2 Synths from your crew. These models are not Deployed as normal. At the start of the first Round, you may place these models anywhere on the Battlefield that isn't within an Enemy model's Control Area.

BOGEYMAN OF THE WASTELAND

You may enact this Ploy at the start of the game, before the start of the first Turn.

Every Enemy model makes a **Confusion Test (2I)**.

Institute Training Table

When purchasing Upgrades (pg. 58 in the *Fallout: Factions Rulebook*) for models in an Institute crew, use the following table.

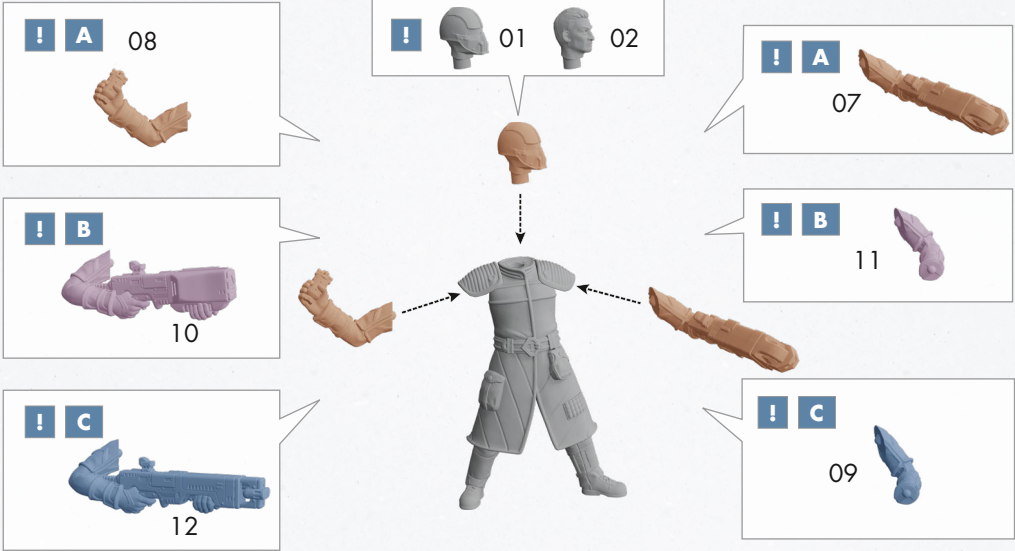
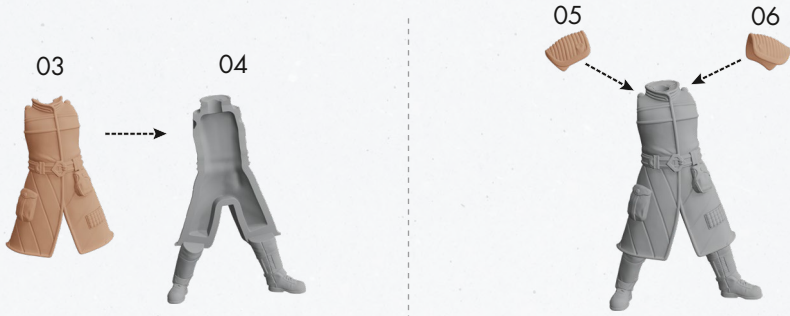
Score	Upgrade	Rating Increase	
		Champion	Grunt
1	Increase the model's Strength by 1.	+10	+7
2-3	Increase the model's Perception by 1.	+10	+7
4	Increase the model's Endurance by 1.	+15	+9
5	Increase the model's Charisma by 1.	+8	+5
6-7	Increase the model's Intelligence by 1.	+8	+5
8	Increase the model's Agility by 1.	+10	+7
9	Choose one of the results above.	—	—
10	Choose one: • Increase the model's Luck by 1. • Increase the model's Health by 1.	+15 +20	+9 +12

Institute Starter List

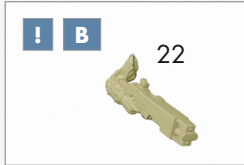
Models marked with  in the Build Guides make up this list.

Model (Class)	Weapon Set	Rating
Courser (Leader, Champion)	Synth Relay Grenade & Focused Institute Pistol	57
Scientist (Champion)	Scattered Institute Rifle	30
Scientist (Champion)	Institute Pistol & Shock Baton	28
Synth Infiltrator (Champion)	.44 Pistol & Stun Baton	29
Synth Infiltrator (Champion)	Syringer	33
Gen 2 Synth (Grunt)	Institute Rifle	20
Gen 2 Synth (Grunt)	Precision Institute Rifle	23
Gen 1 Synth (Grunt)	Shock Baton	8
Gen 1 Synth (Grunt)	Institute Pistol	9
Gen 1 Synth (Grunt)	Institute Pistol & Shock Baton	11
Total Rating (Reputation)		248

BUILD GUIDE: COURSER



BUILD GUIDE: SCIENTIST A



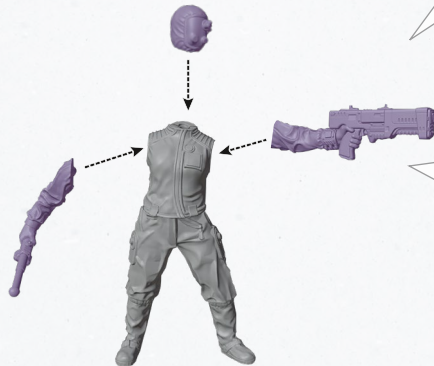
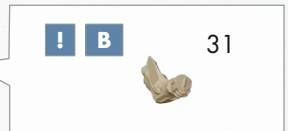
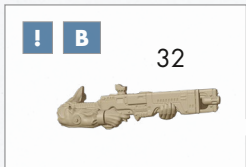
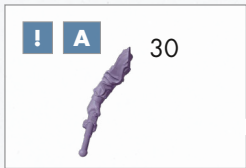
Institute Pistol & Shock Baton



Scattered Institute Rifle



BUILD GUIDE: SCIENTIST B



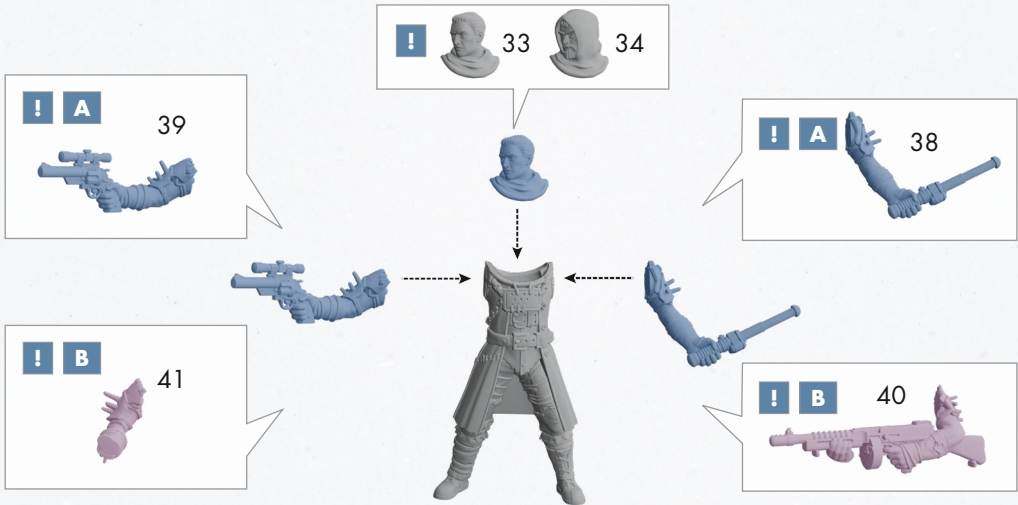
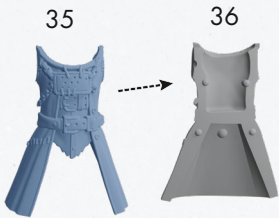
Institute Pistol & Shock Baton



Scattered Institute Rifle



BUILD GUIDE: SYNTH INFILTRATOR A



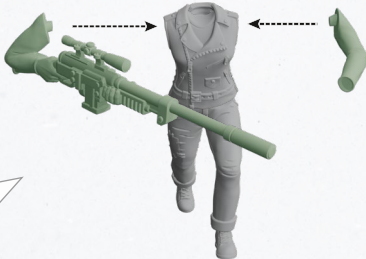
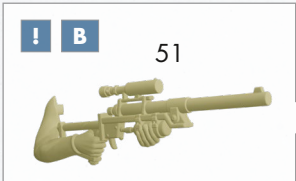
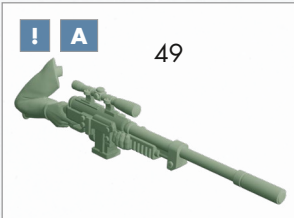
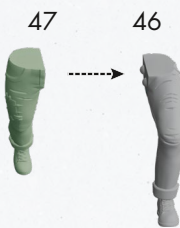
.44 Pistol & Stun Baton



Submachine Gun



BUILD GUIDE: SYNTH INFILTRATOR B



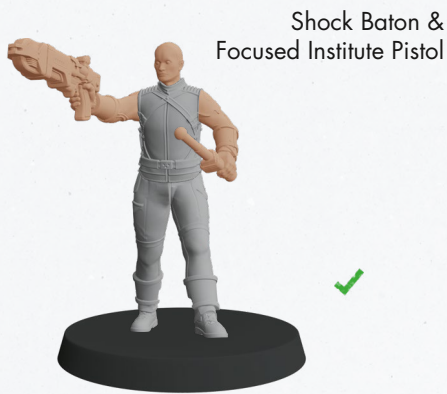
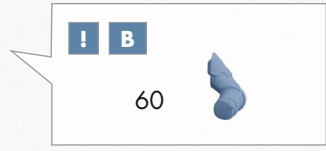
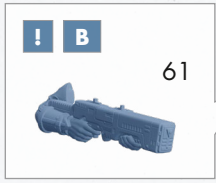
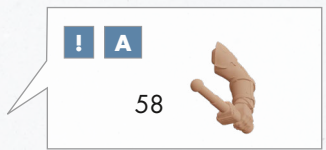
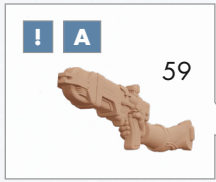
Precision Combat Rifle



Syringer

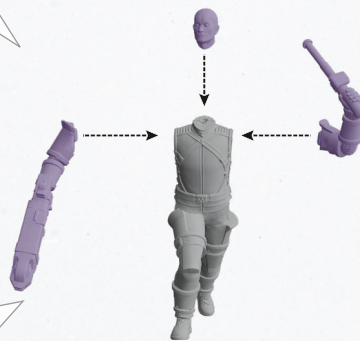
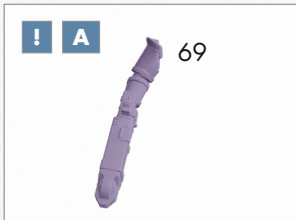


BUILD GUIDE: GEN-2 SYNTH A



BUILD GUIDE: GEN-2 SYNTH B

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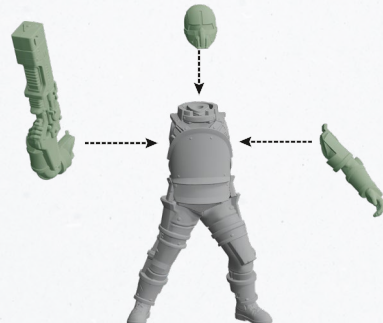
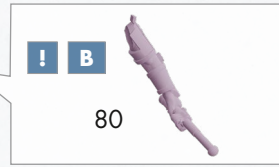
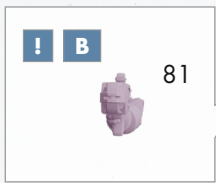
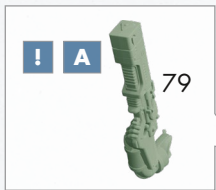
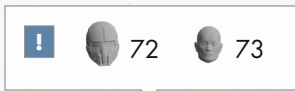
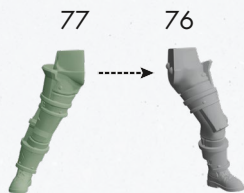
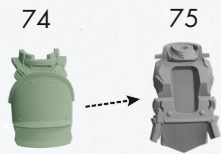
Shock Baton & Focused Institute Pistol



Institute Rifle



BUILD GUIDE: GEN-2 SYNTH C



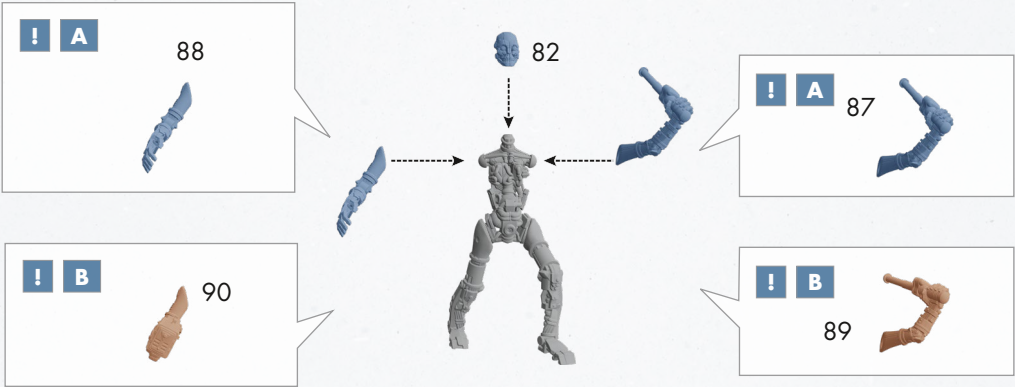
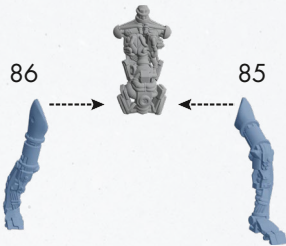
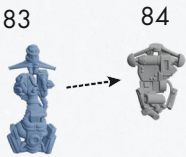
Precision Institute Rifle



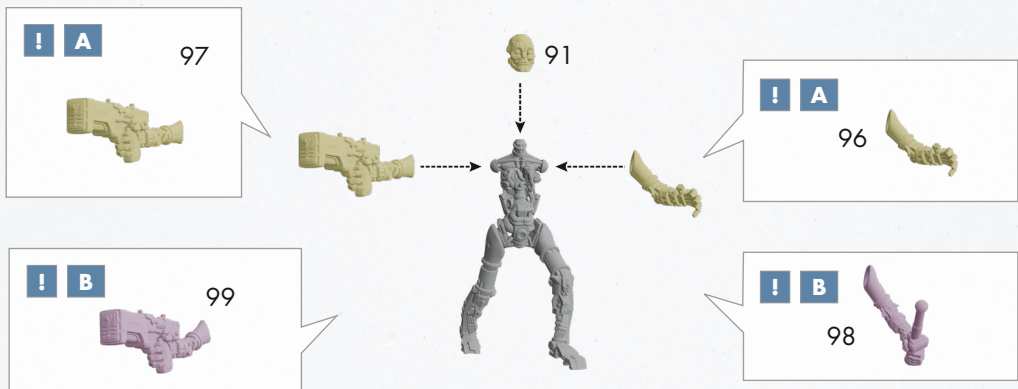
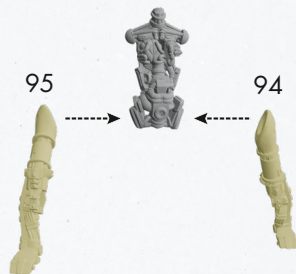
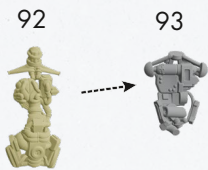
Shock Baton & Focused Institute Pistol



BUILD GUIDE: GEN-1 SYNTH A



BUILD GUIDE: GEN-1 SYNTH B



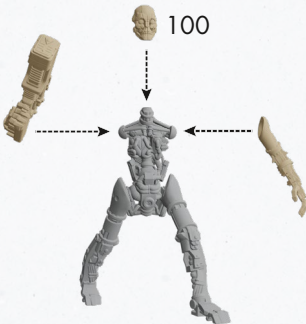
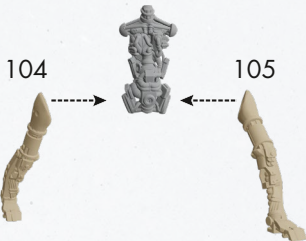
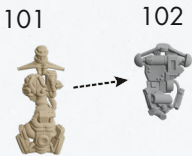
Institute Pistol



Institute Pistol & Shock Baton



BUILD GUIDE: GEN-1 SYNTH C



Institute Rifle

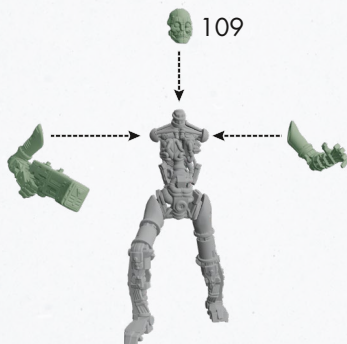
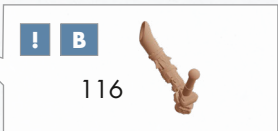
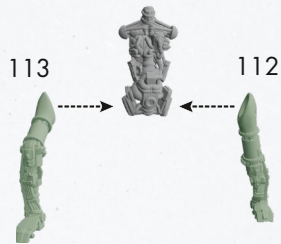
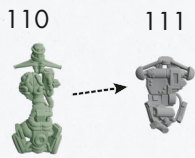


Institute Pistol & Shock Baton



BUILD GUIDE: GEN-1 SYNTH D

This model is not used in the Institute Starter List.



Institute Rifle



Institute Pistol & Shock Baton



BASE TOPPERS AND ACCESSORIES



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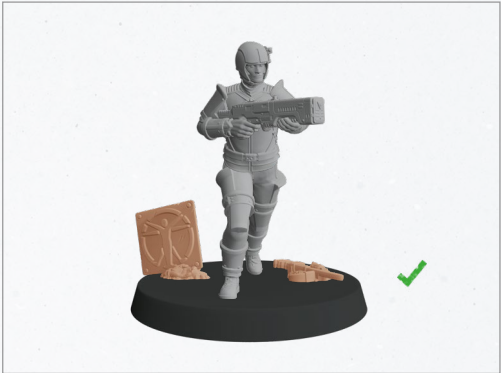
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