2025-07-10-07-09 1/9 Phoenix Point

# **Phoenix Point**



# **Summary**

Phoenix Point is a Turn Based Strategy game, very similar to XCOM: Enemy Unknown (which in turn is derived from X-COM UFO Defense). It was developed and published by Snapshot Games and got released for the following platforms:

- 1. macOS (3rd of December 2019),
- 2. Microsoft Windows (3rd of December 2019),
- 3. Stadia on (26th of January 2021),
- 4. Xbox One (3rd of December 2019) and
- 5. PlayStation (4th of October 2021).

It is a strict single-player game, featuring a single-player campaign but no instant-mission-like option. It is based on the Unity Engine.

# **Purchasing**

The game is currently being distributed via Steam and Epic Store. The Phoenix Point Demo can be obtained via Steam. There are a number of DLCs available for it:

- Blood and Titanium DLC,
- Corrupted Horizons DLC,
- Digital Extras,
- Festering Skies DLC,
- · Kaos Engines,
- Legacy of the Ancients DLC and
- Living Weapons Pack.

Some of them come packaged together along with the *Year One Edition*:

- Blood and Titanium,
- Digital Extras,
- · Legacy of the Ancients and
- Living Weapons Pack.

The Phoenix Point: Complete Edition-Upgrade contains all of them.

### Cheats

The game comes with a number of cheat codes having various effects. By default you cannot use them in-game. But you can turn them on by doing the following steps:

- 1. Go to the *Phoenix Point* game folder (e.g. C:\Program Files (x86)\Steam\steamapps\common\Phoenix Point). Using the Steam function Browse local files may help with that (if you play it via Steam).
- 2. Create a new file named autoexec.cfg.
- 3. Open the file and place the line disable console access = false inside it and save it.

When you start the game now, you can activate the console with the ; key (resp. ö on German keyboard layouts), even from the main menu.

The following cheats were taken from https://docs.google.com/document/d/1cylZF4eCIKUIOIXdQS818o-QQdLaCxUjZaJhKDGDxGc/edit?pli=1 on 10th of December 2023

#### **Interactive Commands**

Code	Effect
<pre>add_facility_buff <bufftype> <modtype> <amount></amount></modtype></bufftype></pre>	Give a facility buff to faction
add_research_pts <number></number>	Adds the amount of < <i>number</i> > research points (geoscape)
add_spec <i>specialization name</i>	Give specialization

2025-07-10-07-09 3/9 Phoenix Point

Code	Effect
alien_expand_base	Expand alien base to max range
alien_promote_base	Promote alien base to a different type (geoscape)
alien_reveal_chance_stats	Displays stats for all alien bases and their reveal chances.
alien_reveal_phoenix	Reveals all phoenix bases to the aliens.
alien_spawn_base	Spawns Pandoran base next to cursor (geoscape).
all_bases	Unlocks all Phoenix Point bases
ambush_protection_get	Shows for how many explorations you are protected from getting ambushed during exploration.
ambush_protection_set <number></number>	Prevents ambushes for the next < number > explorations.
apply_status status name	Applies a status to the actor under the cursor with value and target slot
attack_phoenix	Schedule an attack on phoenix base.
bionic_dmg	Amount -Damage the bionic part of a soldier
blast	Creates an explosion at the current cursor location (battlescape)
break_all_bodyparts	Breaks every bone in the unit's body.
Build_instant <i>true/false</i>	Should(!) enable/disable instant build/manufacture/research
Build_instant	Should(!) enable instant build/manufacture/research
cls	Clears the console screen.
commands	Shows available commands
<pre>create_mission <missiontype> <faction></faction></missiontype></pre>	Creates and assigns a mission to a geo site. See section Adding Missions on more details.
damage <i>amount</i>	Damages the unit under cursor or body part in any of his slots. See section Damage Dealing on more details.
damagepart	Damages the body part under cursor. See section Damage Dealing on more details.
diplomacy_get	Get diplomacy table of a faction or a site's leader.
diplomacy_get_haven	Get diplomacy table of a haven's leader.
<pre>diplomacy_set <faction name=""> <amount> <faction name=""></faction></amount></faction></pre>	Set diplomacy between two factions. See section Alter Diplomacy Value on more details.
diplomacy_set_haven	Set diplomacy between faction and a haven.
diplomacy_set_state	Set diplomacy state for Phoenix Point with other faction.
dlc	Shows in game enabled dlc
end_turn_current_faction	Ends turn for the currently active faction (battlescape)
endgame	End the tactical game, setting winning/losing factions. Positive factions will win, negative will lose.
fow 0	Disable fog of war
fow 1	Enable fog of war
game_difficulty	Set game difficulty

Code	Effect
generate_naked_recruits	Instantly generates Phoenix Point recruits
geo_add_hunger amount	Add hunger to all units
geo_add_mist	Add mist to current site
geo_add_repeller	Add mist repeller to current site
geo_add_skill_reset	Add skill reset
geo_capture_alien <name></name>	Adds an alien of the given type < name > to containment, e.g. geo_capture_alien siren (geoscape). Other possible values are scylla and triton.
geo_destory_all_havens	Destroys all havens, making you lose the game. The code is <b>no</b> typo. It has to be entered just the way it is written down here.
geo_event_list	List all triggered events, inclusing completed ones.
<pre>geo_faction_attack <factionname></factionname></pre>	Makes on faction attack the currently marked site.
geo_overgrown	Activate overgrown scavenging sites.
geo_set_hp	Set hit point amount for all units.
geo_set_stamina	Set stamina amount to all units.
give <item_id></item_id>	Give an item to the unit under the cursor.
give_bionics	Give all bionic items
give_item <item name=""></item>	Give items with given item's name. Item all gives 1 of every item you can manufacture, excluding vehicles (geoscape). See section Adding Items on more details.
give_mutations	Give all mutation items
give_recurit < <i>soldier</i> >	Adds a recruit of type < soldier>. The values for < soldier> can be obtained by entering help spawn. Note: recurit is not a typo here. It has to entered exactly like that (typo of the game).
give_soldier < <i>soldier name</i> >	Add soldier to current selected actor that can have soldiers. See section Adding Soldiers on more details.
give_sp <number></number>	Adds < number > amount of experience points to the general experience pool.
give_xp <number></number>	Adds < number > experience points to all soldiers (geoscape).
god_mode false	Turns god mode off.
god_mode true	Turns god mode on.
heal < <i>value</i> >	Adds < <i>value</i> > hit points. Cannot exceed the maximum value for a soldier.
Hide_me_the_money	Sets all resources to 0.
launch_probe	Launch an ancient site probe at cursor location.
lose	Loses the current mission (battelscape).
<pre>master_specialization <specialization name=""></specialization></pre>	Teach all abilities of its class to a unit. See section Adding Skills on more details.
mist_expand <amount></amount>	Add mist expansion time (hours)
population_set <population amount=""></population>	Set haven's population
<pre>px_base_infestation <base amount="" infestation=""/></pre>	Set infestation for a single phoenix base.

2025-07-10-07-09 5/9 Phoenix Point

px_base_protection <amount> Set base's counter of protection from assaults. recruit_naked_px Recruit one naked Phoenix Point recruit. Remove Removes unit under cursor (kills him and hides the body). repair_bases research_complete_all Completes all researches for faction. research complete <research name=""> <a href="#">Faction name&gt;</a> Completes research of a specific research item (completes research_unlock_all <a href="#">Faction name&gt;</a> Removes research items for the current faction. reveal_sites_all Reveal_sites_all (sites, even unrevealable).  **Set_and <a href="#">Adds <a href="#">Value&gt;</a> Set_and <a href="#">Set site faction of the unit under the cursor. Cannot exceed the maximum value for a soldier.  **Set_infinite_ap **Set_ste faction of the unit under cursor **Set_infinite_ap **Set_ste faction of the unit under cursor **Set_ste faction of the unit under the cursor **Set_ste stat <a href="#">Sets the faction of the unit under the cursor **Set_wp <a href="#">Value&gt;</a> **Set ste faction of the unit under the cursor **Set_wp <a href="#">Set sinfinite action points for vehicles. May crash the game when used on soldier. **Show_me_the_money **Adds <a href="#">Adds <a href="#">Value&gt;</a> **Show_me_the_money **Adds <a href="#">Adds <a href="#">Adds <a href="#">Value&gt;</a> **Show_me_the_money **Adds <a href="#">Adds <a href="#">Adds <a href="#">Value&gt;</a> **Spawn in Aircraft on more details. **Spawn = recruit <a href="#">Spawn id</a> **Spawn in Aircraft on more details. **Spawn = recruit <a href="#">Spawn id</a> **Spawn in Aircraft on more details. **Spawn in Aircraft on more details. **Spawn = soldiers **Spawn in Aircraft on more details. **Spawn = soldiers **In threat level&gt; **Spawn in Aircraft on more details. **Spa</a></a></a></a></a></a></a></a></a></research></amount>	Code	Effect
Removes unit under cursor (kills him and hides the body).  repair_bases  research_complete_all  completes all researchs for faction.  research complete <research name="">  research_complete <research name="">  research_remove <research name="">  research_remove <research name="">  research_unlock_all <faction name="">  research_unlock_all <faction name="">  reveal_sites_all  Adds <value> action points to the unit under the cursor. Cannot exceed the maximum value for a soldier.  set_p <value>  set_faction name&gt;  set_faction name&gt;  set_faction of the unit under cursor  set_infinite_ap  set_site faction of the unit under cursor  set_site stat <statname> <a href="samount">set sets the faction of the unit under cursor  set_stat <statname> <a href="samount">set_statName&gt; <a href="samount">set_stat <statname> <a href="samount">set_stat &gt; soldiers.  set_ye <a href="value">value&gt; <a href="samount">set_stat &gt; soldiers.  set_ye <a href="samount">set_walue&gt; will points. Cannot exceed the maximum value for a soldier.  set_ye <a href="samount">soldiers. set sats points of the unit under the cursor  set_ye <a href="samount">set_stat <a href="samount">set_stat <a href="samount">set_stat <a href="samount">set_stat <a href="samount">set_stat <a href="samount">set_stat <a href="samount">set_upe <a href="samount">adds <a href="samount">sets stats points of the unit under the cursor  set_upe <a href="samount">value&gt; adds 10'000 units of all resources</a>  set_stat <statname> <a href="samount">set_upe <a href="samount">adds 10'000 units of all resources</a>  set_upe <a href="samount">set_upe <a href="samount">adds 10'000 units of all resources</a>  spawn aircraft <a href="samount">spawn id&gt; spawn id&gt; spawn aircraft (geoscape). See section  spawn aircraft <a href="samount">spawn id&gt; spawn aircraft (geoscape). See section  spawn recruit <a href="samount">spawn id&gt; spawn aircraft (geoscape). See section  spawn recruit <a href="samount">samount</a> <a href="samount">spawn in Aircraft (geoscape). See section  spawn recruit <a href="samount">samount</a> <a< td=""><td><pre>px_base_protection <amount></amount></pre></td><td>Set base's counter of protection from assaults.</td></a<></a></a></a></a></a></a></statname></a></a></a></a></a></a></a></a></a></a></a></a></a></a></statname></a></a></statname></a></statname></value></value></faction></faction></research></research></research></research>	<pre>px_base_protection <amount></amount></pre>	Set base's counter of protection from assaults.
remove body).  repair_bases	recruit_naked_px	Recruit one naked Phoenix Point recruit.
research_complete_all	remove	·
research complete <research name=""> <faction name=""> <faction name=""> research_remove <research name=""> Removes research research_unlock_all <faction name=""> Unlocks all research items for the current faction. Reveal_sites_all Reveal_all sites, even unrevealable. Adds  Adds  Adds  Adds  Completes research items for the current faction. Reveal_all sites, even unrevealable. Adds  Adds  Adds  Adds  Completes research items for the current faction. Reveal_all sites, even unrevealable. Adds  Adds  Adds  Adds  Adds  Sets to price and the currently used weapon to   <pre> <pre> <pre> <pre> Adds columner&gt; </pre> <pre> set_action </pre> <pre> set_faction </pre> <pre> Sets the faction of the unit under cursor  set_infinite_ap Sets infinite action points for vehicles. May crash the game when used on soldiers.  set_stat </pre> <pre> set_actatName&gt; <amount> Sets stats points of the unit under the cursor  set_wp </amount></pre> <pre> Adds <aloue> will points. Cannot exceed the maximum value for a soldier.  Show_me_the_money Adds 10'000 units of all resources.  site_destroy Set site to be destroyed.  Spawn a unit under the cursor.  Spawn aircraft <spawn id=""> Spawn a unit under the cursor.  Creates new aircraft (geoscape). See section Spawn in Aircraft on more details.  Spawn recruit <spawn id=""> [<a href="#cates new aircraft">creates new aircraft</a> (geoscape). See section Spawn in Aircraft on more details.  Spawn recruit to haven. Parameter class type is optional, e. g. PX_Assault, NJ_Armadillo, etc. subfaction_set_mission_threat </spawn></spawn></aloue></pre>  <a href="#cates new aircraft">faction name&gt; <a href="#cates new aircraft">threat level&gt;</a>  Set subfaction's mission threat level  Turns all soldiers into their maxed out versions, including all special abilities.  teach <a href="#ability name">ability to the actor under the cursor. See section Adding Skills on more details.</a>  toggle_alien_base  Toggle sibplaying range of active alien bases.  Activates a cheat menu.  Turns g</a></pre></pre></pre></faction></research></faction></faction></research>	repair_bases	Repairs all Phoenix Point bases' facilities.
research_remove <research name=""> research_remove <research name=""> research_unlock_all <faction name=""> Unlocks all research items for the current faction. Reveal_sites_all  Reveal all sites, even unrevealable.  Adds <value> action points to the unit under the cursor. Cannot exceed the maximum value for a soldier.  Set_charges <number> set_faction <faction name=""> Sets the ammo of the currently used weapon to <number>.  Sets the faction of the unit under cursor Set_infinite_ap Sets infinite action points for vehicles. May crash the game when used on soldiers.  Set_wp <value> Sets stat Spoints of the unit under the cursor Set_wp <value> Sets stat spoints of the unit under the cursor Set_wp <value> Madds <value> will points. Cannot exceed the maximum value for a soldier.  Show_me_the_money Adds 10'000 units of all resources.  Site_destroy Set site to be destroyed. Spawn aircraft <spawn id=""> Spawn aunit under the cursor.  Creates new aircraft (geoscape). See section Spawn in Aircraft on more details.  Spawn recruit <spawn id=""> [<class class="" e.g.="" etc.="" haven.="" is="" nj_armadillo,="" optional,="" parameter="" px_assault,="" recruit="" spawn="" subfaction_set_mission_threat<="" td="" to="" type="" types]=""><td>research_complete_all</td><td>Completes all researches for faction.</td></class></spawn></spawn></value></value></value></value></number></faction></number></value></faction></research></research>	research_complete_all	Completes all researches for faction.
research_unlock_all <faction name=""></faction>		Completes research of a specific research item
reveal_sites_all  Adds <alue> action points to the unit under the cursor. Cannot exceed the maximum value for a soldier.  set_charges <number> set_faction <faction name=""> set_infinite_ap  set_stat <statname> <amount> Sets the faction of the unit under the cursor Set_walue&gt; action points for vehicles. May crash the game when used on soldiers.  set_walue&gt; set_walue&gt; Sets tat <statname> <amount> Sets stats points of the unit under the cursor Adds <alue> will points. Cannot exceed the maximum value for a soldier.  Show_me_the_money Adds <alue> will points. Cannot exceed the maximum value for a soldier.  Show_me_the_money Adds 10'000 units of all resources.  Site_destroy Spawn <alue> set to be destroyed. Spawn aurit under the cursor.  Creates new aircraft (geoscape). See section Spawn in Aircraft on more details.  Spawn_recruit <a href="spawn id">spawn id</a> Spawn recruit to haven. Parameter class type is optional, e. g. PX_Assault, NJ_Armadillo, etc.  subfaction_list Subfaction_set_mission_threat <a href="faction name">faction name</a> <a href="faction name">faction name<td>research_remove &lt; research name &gt;</td><td>Removes research</td></a></alue></alue></alue></amount></statname></amount></statname></faction></number></alue>	research_remove < research name >	Removes research
Adds <value> action points to the unit under the cursor. Cannot exceed the maximum value for a soldier.  set_charges <number></number></value>	research_unlock_all <faction name=""></faction>	Unlocks all research items for the current faction.
set_ap <value> cursor. Cannot exceed the maximum value for a soldier.  set_charges <number> set_stat <sfaction <faction="" name=""> Sets the ammo of the currently used weapon to <number> set_infinite_ap set_stat <sfatname> <amount> Sets infinite action points for vehicles. May crash the game when used on soldiers.  set_wp <value> set_mp <value> Madds <value> will points. Cannot exceed the maximum value for a soldier.  Show_me_the_money Adds 10'000 units of all resources.  site_destroy spawn aunit under the cursor.  Spawn a unit under the cursor.  Creates new aircraft (geoscape). See section Spawn in Aircraft on more details.  Spawn_recruit <spawn id=""> Spawn aunit under the cursor.  Creates new aircraft (geoscape). See section Spawn in Aircraft on more details.  Spawn_recruit <spawn id=""> spawn_recruit to haven. Parameter class type is optional, e. g. PX_Assault, NJ_Armadillo, etc.  List all active subfactions  subfaction_list  List all active subfactions  subfaction_set_mission_threat <faction name=""> Set subfaction's mission threat level  Turns all soldiers into their maxed out versions, including all special abilities.  Teach an ability to the actor under the cursor. See section Adding Skills on more details.  Toggles displaying range of active alien bases.  toggle_alien_base  toggle_alien_base  toggle_aloued  Activates a cheat menu.  Turns god mode on or off. Note: This does affect all units (not just your own). Units will not get any conventional damage, but body parts can still be disabled, or effects be cast (e.g. bleeding). Only the receiving of actual damage (hit points getting decreased) will not happen any more.  TP  Teleport Soldier  Teleport Vehicle  unapply_status <status name=""></status></faction></spawn></spawn></value></value></value></amount></sfatname></number></sfaction></number></value>	reveal_sites_all	Reveal all sites, even unrevealable.
set_faction <faction name="">  set_faction <faction name="">  sets the faction of the unit under cursor  set_infinite_ap  set_start <statname> <amount>  set_wp <value>  Madds <value> will points. Cannot exceed the maximum value for a soldier.  Show_me_the_money  sate destroy  spawn <spawn id="">  Spawn a unit under the cursor.  Spawn_aircraft <spawn id="">  Spawn in Aircraft on more details.  Spawn recruit <spawn id=""> [<class <faction="" e.="" etc.="" g.="" name="" nj_armadillo,="" optional,="" px_assault,="" subfaction_list="" subfaction_set_mission_threat=""> <threat level="">  super_soldiers  toggle_alien_base  toggle_anvil_cheats  Teach an ability name and individed and in the points of the unit under the cursor.  Sets infinite action of the unit under the cursor and the game when used on soldiers.  Sets infinite action points for vehicles. May crash the game when used on soldiers.  Set site to be destroyed.  Spawn a unit under the cursor.  Creates new aircraft (geoscape). See section Spawn in Aircraft on more details.  Spawn recruit to haven. Parameter class type is optional, e. g. PX_Assault, NJ_Armadillo, etc.  List all active subfactions  Set subfaction's mission threat level  Set subfaction's mission threat level  Turns all soldiers into their maxed out versions, including all special abilities.  Teach an ability to the actor under the cursor. See section Adding Skills on more details.  Toggles displaying range of active alien bases.  Activates a cheat menu.  Turns god mode on or off. Note: This does affect all units (not just your own). Units will not get any conventional damage, but body parts can still be disabled, or effects be cast (e.g. bleeding). Only the receiving of actual damage (hit points getting decreased) will not happen any more.  TP  Teleport Vehicle  unapply_status <status name="">  Removes a status to the unit under the cursor.</status></threat></class></spawn></spawn></spawn></value></value></amount></statname></faction></faction>	set_ap <value></value>	cursor. Cannot exceed the maximum value for a
Sets infinite ap Sets infinite action points for vehicles. May crash the game when used on soldiers.  set_stat <statname> <amount> Sets stats points of the unit under the cursor Adds <a href="Adds value">Adds value&gt; will points</a>. Cannot exceed the maximum value for a soldier.  Show_me_the_money Adds 10'000 units of all resources.  site_destroy Set site to be destroyed.  spawn a unit under the cursor.  Spawn a unit under the cursor.  Creates new aircraft (geoscape). See section Spawn in Aircraft on more details.  spawn_recruit <spawn id=""> Spawn recruit to haven. Parameter class type is optional, e. g. PX_Assault, NJ_Armadillo, etc.  subfaction_list List all active subfactions  subfaction_set_mission_threat <a href="faction name">faction name</a> <a href="faction name">faction name</a> <a href="faction name">threat level</a>  super_soldiers  Turns all soldiers into their maxed out versions, including all special abilities.  Teach an ability to the actor under the cursor. See section Adding Skills on more details.  Toggle_alien_base  Toggles displaying range of active alien bases.  toggle_anvil_cheats  Activates a cheat menu.  Turns god mode on or off. Note: This does affect all units (not just your own). Units will not get any conventional damage, but body parts can still be disabled, or effects be cast (e.g. bleeding). Only the receiving of actual damage (hit points getting decreased) will not happen any more.  TP  Teleport Vehicle  unapply_status <status name="">  Removes a status to the unit under the cursor.</status></spawn></amount></statname>	set_charges <number></number>	
the game when used on soldiers.  set_stat <statname> <amount>  Sets stats points of the unit under the cursor  Adds <ul> <li>Adds <ul> <lu> <li>Adds <ul> <lu> <lu></lu></lu></lu></lu></lu></lu></lu></lu></lu></lu></lu></lu></lu></lu></lu></ul></li></lu></ul></li></ul></li></ul></li></ul></li></ul></li></ul></li></ul></li></ul></li></ul></li></ul></li></ul></li></ul></li></ul></li></ul></li></ul></li></ul></li></ul></li></ul></li></ul></li></ul></li></ul></li></ul></li></ul></li></ul></li></ul></li></ul></li></ul></li></ul></li></ul></li></ul></li></ul></li></ul></li></ul></li></ul></li></ul></li></ul></li></ul></li></ul></li></ul></li></ul></li></ul></li></ul></li></ul></li></ul></li></ul></li></ul></li></ul></li></ul></li></ul></li></ul></li></ul></li></ul></li></ul></li></ul></li></ul></li></ul></li></ul></li></ul></li></ul></li></ul></amount></statname>	<pre>set_faction <faction name=""></faction></pre>	Sets the faction of the unit under cursor
Adds < value> maximum value for a soldier.  Show_me_the_money	set_infinite_ap	· · · · · · · · · · · · · · · · · · ·
maximum value for a soldier.  Show_me_the_money Adds 10'000 units of all resources.  Site_destroy Set site to be destroyed.  Spawn a unit under the cursor.  Spawn_aircraft <spawn id=""> Spawn in Aircraft on more details.  Spawn recruit <spawn id=""> Spawn recruit to haven. Parameter class type is optional, e. g. PX_Assault, NJ_Armadillo, etc.  subfaction_list subfaction_set_mission_threat <faction name=""> <threat level="">  super_soldiers  teach <ability name=""> teach <ability name=""> toggle_alien_base toggle_anvil_cheats  Toggles displaying range of active alien bases.  toggle_god_mode  toggle_god_mode  toggle_god_mode  Teleport soldier  Teleport vehicle  maximum value for a soldier.  Adds 10'000 units of all resources.  Set site to be destroyed.  Spawn a unit under the cursor.  See section Spawn in Aircraft on more details.  Spawn recruit to haven. Parameter class type is optional, e. g. PX_Assault, NJ_Armadillo, etc.  List all active subfactions  Set subfaction's mission threat level  Set subfaction's mission threat level  Turns all soldiers into their maxed out versions, including all special abilities.  Teach an ability to the actor under the cursor. See section Adding Skills on more details.  Toggles displaying range of active alien bases.  Toggles displaying range of active alien bases.  Toggle displaying range of active alien bases.  Teleport soldier  Teleport soldier  Teleport vehicle  unapply_status <status name="">  Removes a status to the unit under the cursor.</status></ability></ability></threat></faction></spawn></spawn>	set_stat < <i>statName</i> > < <i>amount</i> >	Sets stats points of the unit under the cursor
site_destroySet site to be destroyed.spawn spawn id>spawn a unit under the cursor.spawn_aircraft Creates new aircraft (geoscape). See section spawn in Aircraft on more details.spawn_recruit spawn id> [ <class e.="" etc.<="" g.="" nj_armadillo,="" optional,="" px_assault,="" td="">subfaction_list subfaction_set_mission_threat List all active subfactionssuper_soldiersSet subfaction's mission threat levelsuper_soldiersTurns all soldiers into their maxed out versions, including all special abilities.teach <ability name="">Teach an ability to the actor under the cursor. See section Adding Skills on more details.toggle_alien_baseToggles displaying range of active alien bases.toggle_anvil_cheatsActivates a cheat menu.Turns god mode on or off. Note: This does affect all units (not just your own). Units will not get any conventional damage, but body parts can still be disabled, or effects be cast (e.g. bleeding). Only the receiving of actual damage (hit points getting decreased) will not happen any more.TPTeleport soldierTPVTeleport Vehicleunapply_status <status name="">Removes a status to the unit under the cursor.</status></ability></class>	set_wp <value></value>	
spawn <spawn id="">Spawn a unit under the cursor.spawn_aircraft <spawn id="">Creates new aircraft (geoscape). See section Spawn in Aircraft on more details.spawn_recruit <spawn id=""> [<class type="">]Spawn recruit to haven. Parameter class type is optional, e. g. PX_Assault, NJ_Armadillo, etc.subfaction_listList all active subfactionssubfaction_set_mission_threat <faction name=""> <threat level="">Set subfaction's mission threat levelsuper_soldiersTurns all soldiers into their maxed out versions, including all special abilities.teach <ability name="">Teach an ability to the actor under the cursor. See section Adding Skills on more details.toggle_alien_baseToggles displaying range of active alien bases.toggle_anvil_cheatsActivates a cheat menu.Turns god mode on or off. Note: This does affect all units (not just your own). Units will not get any conventional damage, but body parts can still be disabled, or effects be cast (e.g. bleeding). Only the receiving of actual damage (hit points getting decreased) will not happen any more.TPTeleport soldierTPVTeleport Vehicleunapply_status <status name="">Removes a status to the unit under the cursor.</status></ability></threat></faction></class></spawn></spawn></spawn>	Show_me_the_money	Adds 10'000 units of all resources.
spawn_aircraft <spawn id="">  Creates new aircraft (geoscape). See section Spawn in Aircraft on more details.  spawn_recruit <spawn id=""> [<class <faction="" active="" all="" class="" e.="" etc.="" g.="" haven.="" is="" list="" name="" nj_armadillo,="" optional,="" parameter="" px_assault,="" recruit="" spawn="" subfaction_list="" subfaction_set_mission_threat="" subfactions="" to="" type=""> <threat level="">  super_soldiers  Turns all soldiers into their maxed out versions, including all special abilities.  teach <ability name="">  Teach an ability to the actor under the cursor. See section Adding Skills on more details.  toggle_alien_base  toggle_anvil_cheats  Turns god mode on or off. Note: This does affect all units (not just your own). Units will not get any conventional damage, but body parts can still be disabled, or effects be cast (e.g. bleeding). Only the receiving of actual damage (hit points getting decreased) will not happen any more.  TP  Teleport soldier  TPV  Teleport Vehicle  Removes a status to the unit under the cursor.</ability></threat></class></spawn></spawn>	site_destroy	Set site to be destroyed.
Spawn in Aircraft on more details.  spawn_recruit <spawn id=""> [<class class="" e.="" etc.="" g.="" haven.="" is="" nj_armadillo,="" optional,="" parameter="" px_assault,="" recruit="" spawn="" subfaction_list<="" td="" to="" type=""><td>spawn &lt;<i>spawn id</i>&gt;</td><td>Spawn a unit under the cursor.</td></class></spawn>	spawn < <i>spawn id</i> >	Spawn a unit under the cursor.
type>]optional, e. g. PX_Assault, NJ_Armadillo, etc.subfaction_listList all active subfactionssubfaction_set_mission_threatSet subfaction's mission threat levelsuper_soldiersTurns all soldiers into their maxed out versions, including all special abilities.teach <ability name="">Teach an ability to the actor under the cursor. See section Adding Skills on more details.toggle_alien_baseToggles displaying range of active alien bases.toggle_anvil_cheatsActivates a cheat menu.Turns god mode on or off. Note: This does affect all units (not just your own). Units will not get any conventional damage, but body parts can still be disabled, or effects be cast (e.g. bleeding). Only the receiving of actual damage (hit points getting decreased) will not happen any more.TPTeleport soldierTPVTeleport Vehicleunapply_status <status name="">Removes a status to the unit under the cursor.</status></ability>	spawn_aircraft < <i>spawn id</i> >	
subfaction_set_mission_threat <faction name=""> <threat level="">  super_soldiers  teach <ability name=""> toggle_alien_base toggle_anvil_cheats  toggle_god_mode  toggle_god_mode  Turns all soldiers into their maxed out versions, including all special abilities.  Teach an ability to the actor under the cursor. See section Adding Skills on more details.  Toggles displaying range of active alien bases.  Activates a cheat menu.  Turns god mode on or off. Note: This does affect all units (not just your own). Units will not get any conventional damage, but body parts can still be disabled, or effects be cast (e.g. bleeding). Only the receiving of actual damage (hit points getting decreased) will not happen any more.  TP  Teleport soldier  TPV  Teleport Vehicle  Removes a status to the unit under the cursor.</ability></threat></faction>	1 · _	
<faction name=""> <threat level="">Set sublactions mission their levelsuper_soldiersTurns all soldiers into their maxed out versions, including all special abilities.teach <ability name="">Teach an ability to the actor under the cursor. See section Adding Skills on more details.toggle_alien_baseToggles displaying range of active alien bases.toggle_anvil_cheatsActivates a cheat menu.Turns god mode on or off. Note: This does affect all units (not just your own). Units will not get any conventional damage, but body parts can still be disabled, or effects be cast (e.g. bleeding). Only the receiving of actual damage (hit points getting decreased) will not happen any more.TPTeleport soldierTPVTeleport Vehicleunapply_status <status name="">Removes a status to the unit under the cursor.</status></ability></threat></faction>		List all active subfactions
super_soldiers  Turns all soldiers into their maxed out versions, including all special abilities.  Teach an ability to the actor under the cursor. See section Adding Skills on more details.  Toggle_alien_base  Toggles displaying range of active alien bases.  Activates a cheat menu.  Turns god mode on or off. Note: This does affect all units (not just your own). Units will not get any conventional damage, but body parts can still be disabled, or effects be cast (e.g. bleeding). Only the receiving of actual damage (hit points getting decreased) will not happen any more.  TP  Teleport soldier  TPV  Teleport Vehicle  unapply_status <status name="">  Removes a status to the unit under the cursor.</status>		Set subfaction's mission threat level
including all special abilities.  Teach an ability to the actor under the cursor. See section Adding Skills on more details.  Toggle_alien_base  Toggles displaying range of active alien bases.  Activates a cheat menu.  Turns god mode on or off. Note: This does affect all units (not just your own). Units will not get any conventional damage, but body parts can still be disabled, or effects be cast (e.g. bleeding). Only the receiving of actual damage (hit points getting decreased) will not happen any more.  TP  Teleport soldier  TPV  Teleport Vehicle  unapply_status <status name="">  Removes a status to the unit under the cursor.</status>	<pre><faction name=""> <threat level=""></threat></faction></pre>	
teach <abiting (e.g.="" (hit="" (not="" <status="" a="" activates="" actual="" adding="" affect="" all="" any="" be="" bleeding).="" body="" but="" can="" cast="" cheat="" conventional="" damage="" damage,="" decreased)="" details.="" disabled,="" does="" effects="" from="" get="" getting="" god="" happen="" just="" menu.="" mode="" more="" more.="" name="" not="" note:="" of="" off.="" on="" only="" or="" own).="" parts="" points="" receiving="" section="" skills="" soldier="" still="" teleport="" the="" this="" toggle_alien_base="" toggle_anvil_cheats="" tp="" tpv="" turns="" unapply_status="" units="" vehicle="" will="" your="">  Removes a status to the unit under the cursor.</abiting>	super_soldiers	including all special abilities.
toggle_anvil_cheats  Activates a cheat menu.  Turns god mode on or off. Note: This does affect all units (not just your own). Units will not get any conventional damage, but body parts can still be disabled, or effects be cast (e.g. bleeding). Only the receiving of actual damage (hit points getting decreased) will not happen any more.  TP  Teleport soldier  TPV  Teleport Vehicle  unapply_status <status name="">  Removes a status to the unit under the cursor.</status>	teach <ability name=""></ability>	
Turns god mode on or off. <b>Note</b> : This does affect  all units (not just your own). Units will not get any conventional damage, but body parts can still be disabled, or effects be cast (e.g. bleeding). Only the receiving of actual damage (hit points getting decreased) will not happen any more.  TP Teleport soldier  TPV Teleport Vehicle unapply_status <status name=""> Removes a status to the unit under the cursor.</status>	toggle_alien_base	Toggles displaying range of active alien bases.
toggle_god_mode  all units (not just your own). Units will not get any conventional damage, but body parts can still be disabled, or effects be cast (e.g. bleeding). Only the receiving of actual damage (hit points getting decreased) will not happen any more.  TP  Teleport soldier  TPV  Teleport Vehicle  unapply_status <status name="">  Removes a status to the unit under the cursor.</status>	toggle_anvil_cheats	Activates a cheat menu.
TP Teleport soldier  TPV Teleport Vehicle unapply_status <status name=""> Removes a status to the unit under the cursor.</status>	toggle_god_mode	<b>all</b> units (not just your own). Units will not get any conventional damage, but body parts can still be disabled, or effects be cast (e.g. bleeding). Only the receiving of actual damage (hit points getting
unapply_status <i><status name=""></status></i> Removes a status to the unit under the cursor.	TP	
11 7	TPV	
unlock_all_stuff Unlock all locked things for a faction.	unapply_status <status name=""></status>	Removes a status to the unit under the cursor.
	unlock_all_stuff	Unlock all locked things for a faction.

Code	Effect
unlock_all_stuff_suppress	Unlock all locked things for a faction without throwing events.
vars	Shows available variables
vehicle_destroy	Destroy vehicles from site or under cursor
visit_all_px_bases	Visit all phoenix bases
Win	Wins the mission.

# **Adding Items**

There is quite a number of game elements, that can be added by issuing the command give\_item <i tem name>. The item names can be found in the Item Names article.

## **Damage Dealing**

Code	Effect
Damage <x></x>	Deal <x> Damage</x>
Damage <bodypart> <x></x></bodypart>	Deal <x> Damage to the given <body part="">.</body></x>

#### Body parts:

- Head.
- Torso.
- Lefthand,
- Righthand,
- Legs,
- Arms,
- Leftarm and
- Rightarm.

# **Spawn in Aircraft**

It is possible to add new craft to the players arsenal, by issuing the command spawn aircraft <craft name>. The craft name can be taken from this list:

Code	Aircraft
NJ_Thunderbird	Thunderbird
SYN_Helios	Helios
AN vars	Tiamat?

If the command is issued without any craft name, a Manticore will be added.

# **Alter Diplomacy Value**

The way how a specific faction regards another one can be set directly with the following command:

2025-07-10-07-09 7/9 Phoenix Point

diplomacy set <faction regarding> <faction regarded> <value>

The factions used for *<* faction regarding > and *<* faction regarded > are:

• Anu: Deciples of Anu

• Anu\_faction: Deciples of Anu (also)

phoenix: Phoenix Pointsynedrion: SynedrionNewJericho: New Jericho

**Note**: This has no effect on the magic steps that you have to take, in order to progress your relations further. You still have to go on missions to progress your relations with a faction to the next stage.

### **Adding Missions**

When hovering the mouse pointer over a location spot on the geoscape, it is possible to add/re-use missions. Scavanging missions can be re-used, as well as Pandroan attacks can be cast on a haven. The command for this is:

create mission <missiontype> <faction>

<missiontype> is the kind of mission to be created:

- base: One of Phoenix Point's bases will be attacked.
- scavenging: A scavenging site gets re-activated.
- ambush: One of Phoenix Point's craft gets ambushed.
- haven: A haven is attacked.

<faction> is optional and defines, which faction is leading the assault on, resp. defending against an attack by Phoenix Point:

Alien: PandoransAnu: Diciples of Anu

NewJericho: New JerichoSynedrion: Synedrion

Example: create mission haven alien creates a Haven mission, defending against Pandorans.

# **Adding Soldiers**

It is possible to add units during geoscape as well as battlescape. give\_soldier <unit name> adds a soldier to your team on geoscape. spawn <unit type> adds a new unit of <unit type> on the battlescape. Both give a very specific unit. Some are even special units as they are representing a specific character of the game's story. A list of these units can be found in article Soldier Names.

**Note**: Adding a unit to a faction, that you are currently fighting effectively adds another opposing unit.

### **Adding Skills**

In order to temporarily add a specific skill/ability to a unit while in battlescape, hover over that unit with your mouse and use teach  $\langle X \rangle$ .  $\langle X \rangle$  can be taken from the list in article Skills. After the mission the skill will vanish.

There is also a faster approach to the task: master\_specialization <class> gives every ability of that class. < class> can be taken from one of the following values:

- assault,
- ber,
- heavy,
- inf,
- priest,
- sniper and
- tech.

### **Complete Research**

Research items can be completed instantly, when using the command research complete <faction name> <research>.

Example: research complete px siren

#### **Phoenix Point Research Items**

The following items can be researched for faction px (Phoenix):

Item	Research Item
arch	Tiamat Development
atmo	Atmospheric Analysis
centralizedai	Centralized AI (all base Facilities output is increased by 50%)
commandfortress	Command Fortress (Soldier recruitment cost is decreased by 50%)
food	Fungal Food Production
harv	Mutagen Harvesting
heal	Medical Nanites (Medical Bay facility healing at bases increased by 50% and +20 healing bonus in battle)
livesiren	Siren Vivisection (damage increase against sirens by 10%)
missionary	Missionary Center Technology (Recruitment costs are reduced by 25%)
moon	Moon Mission Preparation (aircraft speed increased by 25%)
physiology	Pandoran Physiology (Pandoran related research speed increased by 25%)
projectvulture	Project Vulture (+3 strength to all soldiers even if maxed)
recr	Haven Recruitment Protocols
sentientai	Sentient Als (Research point output is increased by 25%)
siren	Siren Autopsy
tele	Pandoran Telepathic Nodule

2025-07-10-07-09 9/9 Phoenix Point

Item	Research Item
trad	Haven Trade Protocols
training	New Jericho Combat Training (Training facility efficiency improved by 50%)
uplink	Satellite Uplink Research (Scanning range of Phoenix Bases is increased by 25%)

#### **Unknown Faction Research Items**

energy (Energy production is increased by 50%)

# **Web Links**

- Phoenix Point Discord server
- Official Phoenix Point Wiki

Back to the games database

From

https://www.mobile-infanterie.de/wiki/ - mwohlauer.d-n-s.name / www.mobile-infanterie.de

Permanent link:

https://www.mobile-infanterie.de/wiki/doku.php?id=en:games:phoenix\_point&rev=1703430174

Last update: **2023-12-24-15-02** 

