

# Phoenix Point Item Names

There is quite a number of game elements, that can be added by issuing the command `give_item <item name>`. Here is a complete list of all of these items.

## Phoenix Point Items

### Phoenix Point Weapons

Code	Item
PX_AcidCannon_AmmoClip_ItemDef	<i>Jormungandr Cannon Ammo</i>
PX_AcidCannon_WeaponDef	<i>Jormungandr Cannon</i>
PX_AssaultRifle_AmmoClip_ItemDef	<i>Ares AR-1 Ammo</i>
PX_AssaultRifle_WeaponDef	<i>Ares AR-1</i>
PX_GrenadeLauncher_AmmoClip_ItemDef	<i>Goliath GL 2 Ammo</i>
PX_GrenadeLauncher_WeaponDef	<i>Goliath GL 2 Launcher</i>
PX_HandGrenade_WeaponDef	<i>Odin Grenade</i>
PX_HeavyCannon_AmmoClip_ItemDef	<i>Tyr-1 Autocannon Ammo?</i>
PX_HeavyCannon_WeaponDef	<i>Tyr-1 Autocannon?</i>
PX_LaserArrayPack_WeaponDef	<i>Destiny III Ammo</i>
PX_LaserArray_AmmoClip_ItemDef	<i>Destiny III</i>
PX_LaserPDW_AmmoClip_ItemDef	<i>Gorgon Eye-A Ammo</i>
PX_LaserPDW_WeaponDef	<i>Gorgon Eye-A</i>
PX_LaserTechTurretGun_AmmoClip_ItemDef	<i>Scorcher AT Ammo</i>
PX_LaserTechTurretItem_ItemDef	<i>Scorcher AT</i>
PX_Neurazer_WeaponDef	<i>Neurazer</i>
PX_PDW_AmmoClip_ItemDef	<i>?</i>
PX_Pistol_AmmoClip_ItemDef	<i>Cypher HG Ammo</i>
PX_Pistol_WeaponDef	<i>Cypher HG</i>
PX_ShotgunRifle_AmmoClip_ItemDef	<i>Mercy SG3 Ammo</i>
PX_ShotgunRifle_WeaponDef	<i>Mercy SG3</i>
PX_ShredderGrenade_WeaponDef	<i>Mjolnir Grenade</i>
PX_ShredingMissileLauncherPack_WeaponDef	<i>Ragnarok Ammo</i>
PX_ShredingMissileLauncher_AmmoClip_ItemDef	<i>Ragnarok</i>
PX_SniperRifle_AmmoClip_ItemDef	<i>Firebird SR Ammo</i>
PX_SniperRifle_WeaponDef	<i>Firebird SR</i>
PX_StunRod_WeaponDef	<i>Phoenix Shock Lance</i>
PX_VirophageGrenade_WeaponDef	<i>Yggdrasil Grenade</i>
PX_VirophageSniperRifle_AmmoClip_ItemDef	<i>Gungnir SR-2 Ammo</i>
PX_VirophageSniperRifle_WeaponDef	<i>Gungnir SR-2</i>

### Phoenix Point Armor and Attachments

Code	Item
PX_Assault_Helmet_BodyPartDef	<i>Odin Helmet</i>
PX_Assault_Legs_ItemDef	<i>Odin Leg Armor</i>
PX_Assault_Torso_BodyPartDef	<i>Odin Body Armor</i>
PX_GooRepeller_Attachment_ItemDef	<i>Goo Repeller Module - Mark C</i>
PX_Heavy_Helmet_BodyPartDef	<i>Golem-B Helmet</i>
PX_Heavy_Legs_ItemDef	<i>Odin Leg Armor</i>
PX_Heavy_Torso_BodyPartDef	<i>Golem-B Body Armor</i>
PX_PsychicShield_Attachment_ItemDef	<i>Clarity Helmet Module</i>
PX_Sniper_Helmet_BodyPartDef	<i>Banshee Helmet</i>
PX_Sniper_Legs_ItemDef	<i>Banshee Leg Armor</i>
PX_Sniper_Torso_BodyPartDef	<i>Banshee Body Armor</i>

## Synedrion Items

### Synedrion Weapons

Code	Item
SY_Aspida_Arms_WeaponDef	<i>Tech Arm</i>
SY_Crossbow_WeaponDef	<i>Eros CRB III</i>
SY_Crossbow_AmmoClip_ItemDef	<i>Eros CRB III Ammo</i>
SY_EMPGrenade_WeaponDef	<i>Synedrion EMP Grenade</i>
SY_LaserAssaultRifle_AmmoClip_ItemDef	<i>Deimos AR-L Ammo</i>
SY_LaserAssaultRifle_WeaponDef	<i>Deimos AR-L</i>
SY_LaserBlade_WeaponDef	<i>?</i>
SY_LaserPistol_AmmoClip_ItemDef	<i>Hephaestus II Ammo</i>
SY_LaserPistol_WeaponDef	<i>Hephaestus II</i>
SY_LaserSniperRifle_AmmoClip_ItemDef	<i>Pythagoras VII Ammo</i>
SY_LaserSniperRifle_WeaponDef	<i>Pythagoras VII</i>
SY_NeuralPistol_AmmoClip_ItemDef	<i>Hera NP-1 Ammo</i>
SY_NeuralPistol_WeaponDef	<i>Hera NP-1</i>
SY_NeuralSniperRifle_AmmoClip_ItemDef	<i>Athena NS-2 Ammo</i>
SY_NeuralSniperRifle_WeaponDef	<i>Athena NS-2</i>
SY_PoisonGrenade_WeaponDef	<i>Chimera Grenade</i>
SY_SonicGrenade_WeaponDef	<i>Synedrion Sonic Shock Grenade</i>
SY_SpiderDroneLauncher_AmmoClip_ItemDef	<i>Arachni SP I Ammo</i>
SY_SpiderDroneLauncher_WeaponDef	<i>Arachni SP I</i>
SY_Venombolt_AmmoClip_ItemDef	<i>Psyche CRB IV Ammo</i>
SY_Venombolt_WeaponDef	<i>Psyche CRB IV</i>

### Synedrion Armor and Attachments

Code	Item
SY_Assault_Helmet_BodyPartDef	<i>Phlegethon Helmet</i>
SY_Assault_Legs_ItemDef	<i>Styx Leg Armor</i>
SY_Assault_Torso_BodyPartDef	<i>Phlegethon Body Armor</i>

Code	Item
SY_Infiltrator_Helmet_BodyPartDef	<i>Phlegethon Helmet</i>
SY_Infiltrator_Legs_ItemDef	<i>Styx Leg Armor</i>
SY_Infiltrator_Torso_BodyPartDef	<i>Styx Body Armor</i>
SY_MistRepeller_Attachment_ItemDef	<i>Multivisual Sensor Module</i>
SY_MotionDetector_Attachment_ItemDef	<i>Multivisual Sensor Module</i>
SY_MultiVisualSensor_Attachment_ItemDef	<i>Multivisual Sensor Module</i>
SY_PoisonResistanceVest_Attachment_ItemDef	<i>Multivisual Sensor Module</i>
SY_Sniper_Helmet_BodyPartDef	<i>Phlegethon Helmet</i>
SY_Sniper_Legs_ItemDef	<i>Styx Leg Armor</i>
SY_Sniper_Torso_BodyPartDef	<i>Phlegethon Body Armor</i>

## New Jericho Items

### New Jericho Weapons

Code	Item
NJ_Flamethrower_AmmoClip_ItemDef	<i>Dante FT Ammo</i>
NJ_Flamethrower_WeaponDef	<i>Dante FT</i>
NJ_Gauss_AssaultRifle_AmmoClip_ItemDef	<i>Bulldog AR-50 Ammo</i>
NJ_Gauss_AssaultRifle_WeaponDef	<i>Bulldog AR-50</i>
NJ_Gauss_HandGun_AmmoClip_ItemDef	<i>Iron Fury HG Ammo</i>
NJ_Gauss_HandGun_WeaponDef	<i>Iron Fury HG</i>
NJ_Gauss_MachineGun_AmmoClip_ItemDef	<i>Deceptor MG Ammo</i>
NJ_Gauss_MachineGun_WeaponDef	<i>Deceptor MG</i>
NJ_Gauss_PDW_AmmoClip_ItemDef	<i>VDM Defender Ammo</i>
NJ_Gauss_PDW_WeaponDef	<i>VDM Defender</i>
NJ_Gauss_SniperRifle_AmmoClip_ItemDef	<i>Cyclops SR7 Ammo</i>
NJ_Gauss_SniperRifle_WeaponDef	<i>Cyclops SR7</i>
NJ_GuidedMissileLauncher_AmmoClip_ItemDef	<i>Thor AML Ammo</i>
NJ_GuidedMissileLauncherPack_WeaponDef	<i>Thor AML</i>
NJ_HeavyRocketLauncher_AmmoClip_ItemDef	<i>Archangel RL1 Ammo</i>
NJ_HeavyRocketLauncher_WeaponDef	<i>Archangel RL1</i>
NJ_IncindieryGrenade_WeaponDef	<i>Purification Grenade</i>
NJ_PRCR_AssaultRifle_AmmoClip_ItemDef	<i>Piranha AR-51 Ammo</i>
NJ_PRCR_AssaultRifle_WeaponDef	<i>Piranha AR-51</i>
NJ_PRCR_PDW_AmmoClip_ItemDef	<i>VDM Defender Ammo</i>
NJ_PRCR_PDW_WeaponDef	<i>VDM Defender</i>
NJ_PRCR_SniperRifle_AmmoClip_ItemDef	<i>Raven SR13 Ammo</i>
NJ_PRCR_SniperRifle_WeaponDef	<i>Raven SR13</i>
NJ_PRCRTechTurretGun_AmmoClip_ItemDef	<i>Rattlesnake AT Ammo</i>
NJ_PRCRTechTurretItem_ItemDef	<i>Rattlesnake AT</i>
NJ_RocketLauncher_AmmoClip_ItemDef	<i>Fury-2 Ammo</i>
NJ_RocketLauncherPack_WeaponDef	<i>Fury-2</i>
NJ_TechTurretGun_AmmoClip_ItemDef	<i>Watcher AT Ammo</i>
NJ_TechTurretItem_ItemDef	<i>Watcher AT</i>

## New Jericho Armor and Attachments

Code	Item
NJ_Assault_Helmet_BodyPartDef	<i>Wardog Helmet</i>
NJ_Assault_Legs_ItemDef	<i>Wardog Leg Armor</i>
NJ_Assault_Torso_BodyPartDef	<i>Wardog Body Armor</i>
NJ_FireResistanceVest_Attachment_ItemDef	<i>Fire-Res Vest Module</i>
NJ_Heavy_Helmet_BodyPartDef	<i>Anvil-2 Helmet</i>
NJ_Heavy_Legs_ItemDef	<i>Anvil-2 Leg Armor</i>
NJ_Heavy_Torso_BodyPartDef	<i>Anvil-2 Body Armor</i>
NJ_Sniper_Helmet_BodyPartDef	<i>New Jericho Sniper Helmet</i>
NJ_Sniper_Legs_ItemDef	<i>Eidolon Leg Armor</i>
NJ_Sniper_Torso_BodyPartDef	<i>Eidolon Body Armor</i>
NJ_Technician_Helmet_BodyPartDef	<i>New Jericho Technician Helmet</i>
NJ_Technician_Legs_ItemDef	<i>TechOps-7 Leg Armor</i>
NJ_Technician_MechArms_WeaponDef	<i>VVA-2 Arms</i>
NJ_Technician_Torso_BodyPartDef	<i>Anvil-2 Body Armor</i>

## Deciples of Anu Items

### Deciples of Anu Weapons

Code	Item
AN_AcidGrenade_WeaponDef	<i>Imhullu Grenade</i>
AN_AcidHandGun_AmmoClip_ItemDef	<i>Sanctifier Ammo</i>
AN_AcidHandGun_WeaponDef	<i>Sanctifier</i>
AN_Blade_WeaponDef	<i>Dagon's Tooth</i>
AN_Hammer_WeaponDef	<i>Marduk's Fist</i>
AN_HandCannon_AmmoClip_ItemDef	<i>Nergal's Wrath Ammo</i>
AN_HandCannon_WeaponDef	<i>Nergal's Wrath</i>
AN_Mace_WeaponDef	<i>Scion of Sharur</i>
AN_Redemptor_AmmoClip_ItemDef	<i>Redeemer Ammo</i>
AN_Redemptor_WeaponDef	<i>Redeemer</i>
AN_Shotgun_AmmoClip_ItemDef	<i>Iconoclast Ammo</i>
AN_Shotgun_WeaponDef	<i>Iconoclast</i>
AN_ShreddingShotgun_AmmoClip_ItemDef	<i>Harrower Ammo</i>
AN_ShreddingShotgun_WeaponDef	<i>Harrower</i>
AN_Subjector_AmmoClip_ItemDef	<i>Subjugator Ammo</i>
AN_Subjector_WeaponDef	<i>Subjugator</i>

### Deciples of Anu Armor and Attachments

Code	Item
AN_Assault_Helmet_BodyPartDef	<i>Acolyte Helmet</i>
AN_Assault_Legs_ItemDef	<i>Acolyte Leg Armor</i>
AN_Assault_Torso_BodyPartDef	<i>Acolyte Body Armor</i>

Code	Item
AN_Berserker_Helmet_BodyPartDef	<i>Aksu Helmet</i>
AN_Berserker_Legs_ItemDef	<i>Aksu Leg Armor</i>
AN_Berserker_Torso_BodyPartDef	<i>Aksu Body Armor</i>
AN_Priest_Legs_ItemDef	<i>Acolyte Leg Armor</i>
AN_Priest_Torso_BodyPartDef	<i>Amphion Body Armor</i>

## Neutral Faction Weapons

Code	Item
NE_AssaultRifle_AmmoClip_ItemDef	<i>Yat AR Ammo</i>
NE_AssaultRifle_WeaponDef	<i>Yat AR</i>
NE_MachineGun_AmmoClip_ItemDef	<i>Uragan MG Ammo</i>
NE_MachineGun_WeaponDef	<i>Uragan MG</i>
NE_Pistol_AmmoClip_ItemDef	<i>Udar HG Ammo</i>
NE_Pistol_WeaponDef	<i>Udar HG</i>
NE_SniperRifle_AmmoClip_ItemDef	<i>Vyara SR Ammo</i>
NE_SniperRifle_WeaponDef	<i>Vyara SR</i>

## Ancient DLC Items

Code	Item
AC_CrystalCrossbow_WeaponDef	<i>Crystal Crossbow</i>
AC_Mattock_WeaponDef	<i>Reaper</i>
AC_Rebuke_WeaponDef	<i>Rebuke</i>
AC_Scorpion_WeaponDef	<i>Scorpion</i>
AC_Scyther_WeaponDef	<i>Scyther</i>
AC_ShardGun_WeaponDef	<i>Shard Gun</i>

## Other Items

Code	Item
VirophageMedkit_EquipmentDef	<i>Virophage Kit (untested)</i>
MechArms_AmmoClip_ItemDef	<i>VVA-2 Arms Ammo</i>
Stimpack_EquipmentDef	<i>Stimpack</i>
Medkit_EquipmentDef	<i>Medkit</i>
fs_biogaslauncher_ammoclip_itemdef	<i>Ammo for the Biogas Launcher</i>
fs_biogaslauncher_weapondf	<i>Biogas Launcher, like Vidar/assault Grenade Launcher with +10 damage +5 range +1 blast radius - Only a heavy weapons mount for heavies.</i>
nj_tobiaswestgun_weapondf	<i>New Jericho Gauss handgun with +20 damage +6 range +20 pierce +5 shred.</i>
fs_lightsniperrifle_weapondf	<i>Hawk-41K</i>
fs_assaultGrenadeLauncher_AmmoClip_ItemDef	<i>?</i>
fs_assaultgrenadelauncher_weapondf	<i>?</i>
FS_SlamstrikeShotgun_AmmoClip_ItemDef	<i>Slamstrike Ammo</i>

Code	Item
fs_slamstrikeshotgun_weapondef	<i>Slamstrike</i>

## Living Weapons DLC Items

Code	Item
px_acidassaultrifle_weapondef	<i>Jormungandr Acid Cannon</i>
px_poisonmachinegun_weapondef	<i>Malachi MG</i>
PX_Chitin_Helmet_ItemDef	<i>Chitin Helmet</i>
PX_Chitin_Torso_ItemDef	<i>Chitin Body Armor</i>
PX_Chitin_Legs_ItemDef	<i>Chitin Leg Armor</i>

## Unsorted Items

The following items are not confirmed in terms of what exactly they are but they are part of the game.

- Acidworm\_Torso\_BodyPartDef
- AN\_Assault\_LeftArm\_BodyPartDef
- AN\_Assault\_LeftLeg\_BodyPartDef
- AN\_Assault\_RightArm\_BodyPartDef
- AN\_Assault\_RightLeg\_BodyPartDef
- AN\_Berserker\_Heavy\_Helmet\_BodyPartDef
- AN\_Berserker\_Heavy\_LeftArm\_BodyPartDef
- AN\_Berserker\_Heavy\_LeftLeg\_BodyPartDef
- AN\_Berserker\_Heavy\_Legs\_ItemDef
- AN\_Berserker\_Heavy\_RightArm\_BodyPartDef
- AN\_Berserker\_Heavy\_RightLeg\_BodyPartDef
- AN\_Berserker\_Heavy\_Torso\_BodyPartDef
- AN\_Berserker\_LeftArm\_BodyPartDef
- AN\_Berserker\_LeftLeg\_BodyPartDef
- AN\_Berserker\_RightArm\_BodyPartDef
- AN\_Berserker\_RightLeg\_BodyPartDef
- AN\_Berserker\_Shooter\_Helmet\_BodyPartDef
- AN\_Berserker\_Shooter\_LeftArm\_WeaponDef
- AN\_Berserker\_Shooter\_LeftLeg\_BodyPartDef
- AN\_Berserker\_Shooter\_Legs\_ItemDef
- AN\_Berserker\_Shooter\_RightArm\_BodyPartDef
- AN\_Berserker\_Shooter\_RightLeg\_BodyPartDef
- AN\_Berserker\_Shooter\_Torso\_BodyPartDef
- AN\_Berserker\_Watcher\_Helmet\_BodyPartDef
- AN\_Berserker\_Watcher\_LeftArm\_BodyPartDef
- AN\_Berserker\_Watcher\_LeftLeg\_BodyPartDef
- AN\_Berserker\_Watcher\_Legs\_ItemDef
- AN\_Berserker\_Watcher\_RightArm\_BodyPartDef
- AN\_Berserker\_Watcher\_RightLeg\_BodyPartDef
- AN\_Berserker\_Watcher\_Torso\_BodyPartDef
- AN\_Mutog\_PABa\_ItemDef

- AN\_Mutog\_PABl\_ItemDef
- AN\_Mutog\_PRBa\_ItemDef
- AN\_Mutog\_PRBl\_ItemDef
- AN\_Mutog\_RABa\_ItemDef
- AN\_Mutog\_RABl\_ItemDef
- AN\_Mutog\_RRBa\_ItemDef
- AN\_Mutog\_RRBl\_ItemDef
- AN\_Priest\_Head01\_BodyPartDef
- AN\_Priest\_Head02\_BodyPartDef
- AN\_Priest\_Head03\_BodyPartDef
- AN\_Priest\_LeftArm\_BodyPartDef
- AN\_Priest\_LeftLeg\_BodyPartDef
- AN\_Priest\_RightArm\_BodyPartDef
- AN\_Priest\_RightLeg\_BodyPartDef
- AncientSiteProbeItemDef
- ANU\_Blimp\_VehicleItemDef
- Chiron\_Abdomen\_Acid\_Mortar\_WeaponDef
- Chiron\_Abdomen\_AcidWorm\_Launcher\_WeaponDef
- Chiron\_Abdomen\_Crystal\_Mortar\_WeaponDef
- Chiron\_Abdomen\_FireWorm\_Launcher\_WeaponDef
- Chiron\_Abdomen\_Goo\_Launcher\_WeaponDef
- Chiron\_Abdomen\_Mortar\_WeaponDef
- Chiron\_Abdomen\_PoisonWorm\_Launcher\_WeaponDef
- Chiron\_FrontLeftLeg\_Agile\_BodyPartDef
- Chiron\_FrontLeftLeg\_Burrowing\_BodyPartDef
- Chiron\_FrontLeftLeg\_Heavy\_WeaponDef
- Chiron\_FrontLeftLeg\_Stomping\_BodyPartDef
- Chiron\_FrontRightLeg\_Agile\_BodyPartDef
- Chiron\_FrontRightLeg\_Burrowing\_BodyPartDef
- Chiron\_FrontRightLeg\_Heavy\_WeaponDef
- Chiron\_FrontRightLeg\_Stomping\_BodyPartDef
- Chiron\_Head\_BodyPartDef
- Chiron\_Legs\_Agile\_ItemDef
- Chiron\_Legs\_Burrowing\_ItemDef
- Chiron\_Legs\_Heavy\_WeaponDef
- Chiron\_Legs\_Stomping\_ItemDef
- Chiron\_RearLeftLeg\_Agile\_BodyPartDef
- Chiron\_RearLeftLeg\_Burrowing\_BodyPartDef
- Chiron\_RearLeftLeg\_Heavy\_BodyPartDef
- Chiron\_RearLeftLeg\_Stomping\_BodyPartDef
- Chiron\_RearRightLeg\_Agile\_BodyPartDef
- Chiron\_RearRightLeg\_Burrowing\_BodyPartDef
- Chiron\_RearRightLeg\_Heavy\_BodyPartDef
- Chiron\_RearRightLeg\_Stomping\_BodyPartDef
- Chiron\_Torso\_BodyPartDef
- Crabman\_Carapace\_BodyPartDef
- Crabman\_EliteCarapace\_BodyPartDef
- Crabman\_EliteTorso\_BodyPartDef
- Crabman\_Head\_EliteHumanoid\_BodyPartDef
- Crabman\_Head\_EliteSpitter\_WeaponDef
- Crabman\_Head\_Humanoid\_BodyPartDef

- Crabman\_Head\_Spitter\_WeaponDef
- Crabman\_LeftArm\_Acid\_EliteGrenade\_BodyPartDef
- Crabman\_LeftArm\_Acid\_Grenade\_BodyPartDef
- Crabman\_LeftArm\_BodyPartDef
- Crabman\_LeftArm\_EliteGrenade\_BodyPartDef
- Crabman\_LeftArm\_EliteShield\_BodyPartDef
- Crabman\_LeftArm\_Grenade\_BodyPartDef
- Crabman\_LeftArm\_Shield\_BodyPartDef
- Crabman\_LeftHand\_Acid\_EliteGrenade\_WeaponDef
- Crabman\_LeftHand\_Acid\_Grenade\_WeaponDef
- Crabman\_LeftHand\_EliteGrenade\_WeaponDef
- Crabman\_LeftHand\_EliteShield\_EquipmentDef
- Crabman\_LeftHand\_Grenade\_WeaponDef
- Crabman\_LeftHand\_Shield\_EquipmentDef
- Crabman\_LeftLeg\_Agile\_BodyPartDef
- Crabman\_LeftLeg\_Armoured\_BodyPartDef
- Crabman\_LeftLeg\_EliteAgile\_BodyPartDef
- Crabman\_LeftLeg\_EliteArmoured\_BodyPartDef
- Crabman\_Legs\_Agile\_ItemDef
- Crabman\_Legs\_Armoured\_ItemDef
- Crabman\_Legs\_EliteAgile\_ItemDef
- Crabman\_Legs\_EliteArmoured\_ItemDef
- Crabman\_RightArm\_EliteGun\_BodyPartDef
- Crabman\_RightArm\_ElitePincer\_BodyPartDef
- Crabman\_RightArm\_Gun\_BodyPartDef
- Crabman\_RightArm\_Pincer\_BodyPartDef
- Crabman\_RightArm\_Viral\_EliteGun\_BodyPartDef
- Crabman\_RightArm\_Viral\_Gun\_BodyPartDef
- Crabman\_RightHand\_EliteGun\_WeaponDef
- Crabman\_RightHand\_ElitePincer\_WeaponDef
- Crabman\_RightHand\_Gun\_WeaponDef
- Crabman\_RightHand\_Pincer\_WeaponDef
- Crabman\_RightHand\_Viral\_EliteGun\_WeaponDef
- Crabman\_RightHand\_Viral\_Gun\_WeaponDef
- Crabman\_RightLeg\_Agile\_BodyPartDef
- Crabman\_RightLeg\_Armoured\_BodyPartDef
- Crabman\_RightLeg\_EliteAgile\_BodyPartDef
- Crabman\_RightLeg\_EliteArmoured\_BodyPartDef
- Crabman\_Torso\_BodyPartDef
- 18:35:25 | EggAcidWorm\_Base\_BodyPartDef
- EggFacehugger\_Base\_BodyPartDef
- EggFireWorm\_Base\_BodyPartDef
- EggPoisonWorm\_Base\_BodyPartDef
- EggSwarmer\_Base\_BodyPartDef
- Exalted\_Head\_BodyPartDef
- Exalted\_LeftArm\_BodyPartDef
- Exalted\_LeftTentacles\_BodyPartDef
- Exalted\_Legs\_BodyPartDef
- Exalted\_RightArm\_BodyPartDef
- Exalted\_RightTentacles\_BodyPartDef



- Exalted\_Torso\_BodyPartDef
- 18:35:25 | Facehugger\_Abdomen\_BodyPartDef
- Facehugger\_Back\_Left\_Leg\_BodyPartDef
- Facehugger\_Back\_Right\_Leg\_BodyPartDef
- Facehugger\_DroppedTorso\_BodyPartDef
- Facehugger\_Front\_Left\_Leg\_BodyPartDef
- Facehugger\_Front\_Right\_Leg\_BodyPartDef
- Facehugger\_Head\_BodyPartDef
- FieldRepairKit\_EquipmentDef
- Fireworm\_Torso\_BodyPartDef
- Fishman\_Head\_Sensors\_BodyPartDef
- Fishman\_Head\_SoundAbsorb\_BodyPartDef
- Fishman\_LeftLeg\_Agile\_BodyPartDef
- Fishman\_LeftLeg\_Stealth\_BodyPartDef
- Fishman\_Legs\_Agile\_BodyPartDef
- Fishman\_Legs\_Stealth\_BodyPartDef
- Fishman\_Lower\_LeftArm\_Regenerate\_BodyPartDef
- Fishman\_Lower\_LeftArm\_Shrowder\_BodyPartDef
- Fishman\_Lower\_RightArm\_Regenerate\_BodyPartDef
- Fishman\_Lower\_RightArm\_Shrowder\_BodyPartDef
- Fishman\_RightLeg\_Agile\_BodyPartDef
- Fishman\_RightLeg\_Stealth\_BodyPartDef
- Fishman\_Torso\_Regenerate\_BodyPartDef
- Fishman\_Torso\_Shrowder\_BodyPartDef
- Fishman\_Upper\_LeftArm\_BloodSucker\_BodyPartDef
- Fishman\_Upper\_LeftArm\_MistEmitter\_BodyPartDef
- Fishman\_Upper\_LeftArm\_Paralyzing\_BodyPartDef
- Fishman\_Upper\_RightArm\_BloodSucker\_BodyPartDef
- Fishman\_Upper\_RightArm\_MistEmitter\_BodyPartDef
- Fishman\_Upper\_RightArm\_Paralyzing\_BodyPartDef
- Fishman\_UpperArms\_BloodSucker\_BodyPartDef
- Fishman\_UpperArms\_MistEmitter\_BodyPartDef
- Fishman\_UpperArms\_Paralyzing\_BodyPartDef
- FishmanElite\_Head\_Sensors\_BodyPartDef
- FishmanElite\_Head\_SoundAbsorb\_BodyPartDef
- FishmanElite\_LeftLeg\_Agile\_BodyPartDef
- FishmanElite\_LeftLeg\_Stealth\_BodyPartDef
- FishmanElite\_Legs\_Agile\_BodyPartDef
- FishmanElite\_Legs\_Stealth\_BodyPartDef
- FishmanElite\_Lower\_LeftArm\_Regenerate\_BodyPartDef
- FishmanElite\_Lower\_LeftArm\_Shrowder\_BodyPartDef
- FishmanElite\_Lower\_RightArm\_Regenerate\_BodyPartDef
- FishmanElite\_Lower\_RightArm\_Shrowder\_BodyPartDef
- FishmanElite\_RightLeg\_Agile\_BodyPartDef
- FishmanElite\_RightLeg\_Stealth\_BodyPartDef
- FishmanElite\_Torso\_Regenerate\_BodyPartDef
- FishmanElite\_Torso\_Shrowder\_BodyPartDef
- FishmanElite\_Upper\_LeftArm\_BloodSucker\_BodyPartDef
- FishmanElite\_Upper\_LeftArm\_MistEmitter\_BodyPartDef
- FishmanElite\_Upper\_LeftArm\_Paralyzing\_BodyPartDef
- FishmanElite\_Upper\_RightArm\_BloodSucker\_BodyPartDef

- FishmanElite\_Upper\_RightArm\_MistEmitter\_BodyPartDef
- FishmanElite\_Upper\_RightArm\_Paralyzing\_BodyPartDef
- FishmanElite\_UpperArms\_BloodSucker\_BodyPartDef
- FishmanElite\_UpperArms\_MistEmitter\_BodyPartDef
- FishmanElite\_UpperArms\_Paralyzing\_BodyPartDef
- FoodPack\_ItemDef
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