

Phoenix Point Soldier Names

The `give_soldier <unit name>` command (cheat) in *Phoenix Point* gives a very specific unit. Some are even special units as they are representing a specific character or the game's story.

The `<unit name>` is a usually combination of faction and class, e.g. `NJ_Heavy` means a New Jericho Heavy. The factions are abbreviated like this:

Abbreviation	Faction
<code>aln</code>	Pandorans
<code>anu / env</code>	Disciples of Anu
<code>nj</code>	New Jericho
<code>pp</code>	Phoenix Point (effectively adds a new unit to your own team)
<code>syn</code>	Synedrion
<code>wild</code>	Independents

The unit class can create interesting effects, when the faction actually does not have that kind of class. The used ones are:

Abbreviation	Class
<code>Assault</code>	Assault
<code>Berserker</code>	Berserker
<code>Heavy</code>	Heavy (for Disciples of Anu, a fully mutated Assault class is spawned/berserker with all lvl 1 mutations)
<code>Priest</code>	Priest (with frenzy head mutation)
<code>watcher</code>	Berserker with all 3 level 2 mutations
<code>shooter</code>	Berserker with every level 3 mutation
<code>Sniper</code>	Sniper
<code>Technician</code>	Technician
<code>jugg</code>	Heavy with every level 1 augmentation
<code>exosuit</code>	Technician with all level 2 augmentations
<code>shinobi</code>	Infiltrator with every lvl 3 augmentation
<code>godly</code>	Heavy with 3'000 hit points and 300 strength
<code>Infiltrator</code>	Infiltrator

Here is a complete list of these units:

- `ACHoplite1`
- `ACHoplite2`
- `acidW`
- `ANAss1`
- `ANAssault1`
- `ANAssault2`
- `ANAssault2_1`
- `ANAssault2_2`
- `ANAssault3`
- `ANAssault3_1`
- `ANAssault3_2`

- ANAssault4
- ANAssault4_1
- ANAssault4_2
- ANAssault5
- ANAssault5_1
- ANAssault5_2
- ANAssault6
- ANAssault6_1
- ANAssault6_2
- ANAssault7
- ANAssault7_1
- ANBerserker1
- ANBerserker2
- ANBerserker2_1
- ANBerserker2_2
- ANBerserker3
- ANBerserker3_1
- ANBerserker3_2
- ANBerserker4
- ANBerserker4_1
- ANBerserker4_2
- ANBerserker5
- ANBerserker5_1
- ANBerserker5_2
- ANBerserker6
- ANBerserker6_1
- ANBerserker6_2
- ANBerserker7
- ANBerserker7_1
- ANBerserker7_2
- ANPriest1
- ANPriest2
- ANPriest3
- ANPriest4
- ANPriest5
- ANPriest6
- ANPriest7
- ANU_Assault
- ANU_Berserker (Berserker Unit)
- ANU_Heavy
- ANU_Priest (Priest Unit)
- ANU_Priest_L7
- ANU_Shooter
- ANU_Watcher
- AN_Civilian
- AN_Mutog_PoisonAgileBasher
- AN_Mutog_PoisonAgileBladed
- AN_Mutog_PoisonRegenBasher
- AN_Mutog_PoisonRegenBladed
- AN_Mutog_RamAgileBasher
- AN_Mutog_RamAgileBladed

- AN_Mutog_RamRegenBasher
- AN_Mutog_RamRegenBladed
- AcidMortarBurrow
- AcidMortarStomp
- AcidWormAgile
- AcidWormHeavy
- Acidworm
- AcidwormEgg
- Aspida (Aspida type Phoenix Point is able to gain, the healing and stunning type)
- BANAssault1
- BANAssault2
- BANAssault3
- BANAssault4
- BANAssault5
- BANAssault6
- BANAssault7
- BANHeavy1
- BANHeavy2
- BANHeavy3
- BANHeavy4
- BANHeavy5
- BANHeavy6
- BANHeavy7
- BANSniper1
- BANSniper2
- BANSniper3
- BANSniper4
- BANSniper5
- BANSniper6
- BANSniper7
- bubu
- Chiron_AMortar
- Chiron_AcidWorm
- Chiron_Crystal
- Chiron_EGX_Goo
- Chiron_FireWorm
- Chiron_Goo
- Chiron_Heavy
- Chiron_Mortar
- Chiron_PoisonWorm
- CrabACharger
- CrabACharger2
- CrabACommando
- CrabACommando2
- CrabAPretorian
- CrabAPretorian2
- CrabAShielder
- CrabAShielder2
- CrabBasic
- CrabCharger
- CrabCommando

- CrabEAcidRanger
- CrabEAcidRanger2
- CrabEAcidRanger3
- CrabECharger
- CrabECharger2
- CrabECharger3
- CrabECommando
- CrabECommando2
- CrabECommando3
- CrabEPretorian
- CrabEPretorian2
- CrabEPretorian3
- CrabERanger
- CrabERanger2
- CrabERanger3
- CrabEShielder
- CrabEShielder2
- CrabEShielder3
- CrabEViralCommando
- CrabEViralCommando2
- CrabEViralCommando3
- CrabGunner
- CrabPretorian
- CrabShielder
- CrabUAcidRanger
- CrabUCharger
- CrabUCommando
- CrabUPretorian
- CrabURanger
- CrabUShielder
- CrabUViralCommando
- Crabby
- CrabmanBrawler
- CrabmanEBrawler
- CrabmanEGrenadier
- CrabmanETank
- CrabmanEVGunner
- CrabmanGrenadier
- CrabmanGunner
- CrabmanTank
- CrabmanUmbra
- CrabmanVGunner
- Crate
- DrKalindar
- EGX_Assault
- EGX_Heavy
- EGX_Sniper
- EGX_Tech
- Egg_Acidworm
- Egg_Facehugger
- Egg_Fireworm

- Egg_Poisonworm
- Egg_swarmer
- Exalted
- FKAssault1
- FKAssault2
- FKAssault3
- FKAssault4_Heavy
- FKAssault4_Watcher
- FKAssault5_Heavy
- FKAssault5_Watcher
- FKAssault6_Heavy
- FKAssault6_Shooter
- FKAssault6_Watcher
- FKAssault7_Heavy
- FKAssault7_Shooter
- FKAssault7_Watcher
- FKBerserker1
- FKBerserker2
- FKBerserker3
- FKBerserker4_Heavy
- FKBerserker4_Watcher
- FKBerserker5_Heavy
- FKBerserker5_Watcher
- FKBerserker6_Heavy
- FKBerserker6_Shooter
- FKBerserker6_Watcher
- FKBerserker7_Heavy
- FKBerserker7_Shooter
- FKBerserker7_Watcher
- FKJudgementPriest1
- FKJudgementPriest2
- FKJudgementPriest3
- FKJudgementPriest4_Heavy
- FKJudgementPriest4_Watcher
- FKJudgementPriest5_Heavy
- FKJudgementPriest5_Watcher
- FKJudgementPriest6_Heavy
- FKJudgementPriest6_Shooter
- FKJudgementPriest6_Watcher
- FKJudgementPriest7_Heavy
- FKJudgementPriest7_Shooter
- FKJudgementPriest7_Watcher
- FKScreamingPriest1
- FKScreamingPriest2
- FKScreamingPriest3
- FKScreamingPriest4_Heavy
- FKScreamingPriest4_Watcher
- FKScreamingPriest5_Heavy
- FKScreamingPriest5_Watcher
- FKScreamingPriest6_Heavy
- FKScreamingPriest6_Shooter

- FKScreeamingPriest6_Watcher
- FKScreeamingPriest7_Heavy
- FKScreeamingPriest7_Shooter
- FKScreeamingPriest7_Watcher
- FKSynodPriest1
- FKSynodPriest2
- FKSynodPriest3
- FKSynodPriest4_Heavy
- FKSynodPriest4_Watcher
- FKSynodPriest5_Heavy
- FKSynodPriest5_Watcher
- FKSynodPriest6_Heavy
- FKSynodPriest6_Shooter
- FKSynodPriest6_Watcher
- FKSynodPriest7_Heavy
- FKSynodPriest7_Shooter
- FKSynodPriest7_Watcher
- FK_Mutog_PoisonAgileBasher
- FK_Mutog_PoisonAgileBladed
- FK_Mutog_PoisonRegenBasher
- FK_Mutog_PoisonRegenBladed
- FK_Mutog_RamAgileBasher
- FK_Mutog_RamAgileBladed
- FK_Mutog_RamRegenBasher
- FK_Mutog_RamRegenBladed
- Facehugger
- Facehugger1
- FacehuggerEgg
- Felipe
- FireWormAgile
- FireWormHeavy
- Fireworm
- FirewormEgg
- FishAgroAssault
- FishAgroSniper
- FishAssault
- FishBrawler
- FishEliteHunter
- FishEliteStriker
- FishEliteViralAssault
- FishFocusAssault
- FishFocusSniper
- FishHunter
- FishPiercerAssault
- FishPiercerSniper
- FishSneaker
- FishSniper
- FishStriker
- FishViralAssault
- FishViralSniper
- FishmanE_Paralyzing

- FishmanE_Regenerating
- FishmanE_Shotgunner
- FishmanE_Shrowder
- FishmanE_Sniper
- FishmanUmbra
- Fishman_Paralyzing
- Fishman_Praetorian
- Fishman_Regenerating
- Fishman_Shrowder
- FoodCrate
- GooHeavy
- GooStomp
- Guard_Drill
- Guard_LivingCrystal
- Guard_Orichalcum
- Guard_Protean
- Guard_Shield
- Helena
- IN_Assault
- IN_Civilian
- IN_Heavy
- IN_Sniper
- InjectorBomb1
- InjectorBomb2
- InjectorBomb3
- InjectorBomb4
- MaterialsCrate
- MortarBurrow
- MortarCrystal
- MortarStomp
- MrSpark
- MutogAgile
- MutogRegenerating
- NEU_Assault
- NEU_Heavy
- NEU_Sniper
- NJAss1
- NJAssault1
- NJAssault2
- NJAssault3
- NJAssault4
- NJAssault5
- NJAssault6
- NJAssault7
- NJHeavy1
- NJHeavy2
- NJHeavy3
- NJHeavy4
- NJHeavy4_F
- NJHeavy5
- NJHeavy5_F

- NJHeavy5_R
- NJHeavy6
- NJHeavy6_F
- NJHeavy6_R
- NJHeavy7
- NJHeavy7_F
- NJHeavy7_R
- NJSniper1
- NJSniper2
- NJSniper3
- NJSniper4
- NJSniper5
- NJSniper6
- NJSniper7
- NJTechnician1
- NJTechnician2
- NJTechnician3
- NJTechnician4
- NJTechnician5
- NJTechnician6
- NJTechnician7
- NJ_Armadillo (Armadillo vehicle)
- NJ_Armadillo_Rescue
- NJ_Assault
- NJ_Civilian
- NJ_ExoSuit
- NJ_Godly
- NJ_Heavy
- NJ_Jugg
- NJ_LaserTurret
- NJ_PRCRTurret
- NJ_Shinobi
- NJ_Sniper
- NJ_TechTurret
- NJ_Technician (Technician Unit)
- oilcrab
- oilfish
- PUAssault1
- PUAssault2
- PUAssault3_Exo
- PUAssault3_Jugg
- PUAssault4_Exo
- PUAssault4_Jugg
- PUAssault4_Shin
- PUAssault5_Exo
- PUAssault5_Jugg
- PUAssault5_Shin
- PUAssault6_Exo
- PUAssault6_Jugg
- PUAssault6_Shin
- PUAssault7_Exo

- PUAssault7_Jugg
- PUAssault7_Shin
- PUHeavy1
- PUHeavy2
- PUHeavy3_Exo
- PUHeavy3_Jugg
- PUHeavy4_Exo
- PUHeavy4_Jugg
- PUHeavy4_Shin
- PUHeavy5_Exo
- PUHeavy5_Jugg
- PUHeavy5_Shin
- PUHeavy6_Exo
- PUHeavy6_Jugg
- PUHeavy6_Shin
- PUHeavy7_Exo
- PUHeavy7_Jugg
- PUHeavy7_Shin
- PUInfiltrator1
- PUInfiltrator2
- PUInfiltrator3_Exo
- PUInfiltrator3_Jugg
- PUInfiltrator4_Exo
- PUInfiltrator4_Jugg
- PUInfiltrator4_Shin
- PUInfiltrator5_Exo
- PUInfiltrator5_Jugg
- PUInfiltrator5_Shin
- PUInfiltrator6_Exo
- PUInfiltrator6_Jugg
- PUInfiltrator6_Shin
- PUInfiltrator7_Exo
- PUInfiltrator7_Jugg
- PUInfiltrator7_Shin
- PUSniper1
- PUSniper2
- PUSniper3_Exo
- PUSniper3_Jugg
- PUSniper4_Exo
- PUSniper4_Jugg
- PUSniper4_Shin
- PUSniper5_Exo
- PUSniper5_Jugg
- PUSniper5_Shin
- PUSniper6_Exo
- PUSniper6_Jugg
- PUSniper6_Shin
- PUSniper7_Exo
- PUSniper7_Jugg
- PUSniper7_Shin
- PUTechnician1

- PUTechnician2
- PUTechnician3_Exo
- PUTechnician3_Jugg
- PUTechnician4_Exo
- PUTechnician4_Jugg
- PUTechnician4_Shin
- PUTechnician5_Exo
- PUTechnician5_Jugg
- PUTechnician5_Shin
- PUTechnician6_Exo
- PUTechnician6_Jugg
- PUTechnician6_Shin
- PUTechnician7_Exo
- PUTechnician7_Jugg
- PUTechnician7_Shin
- PXAssault
- PXAssault1
- PXBerserker1
- PXHeavy
- PXHeavy1
- PXInfiltrator1
- PXPriest1
- PXSniper
- PXSniper1
- PXTechnician1
- PX_Assault (Phoenix Point Assault Unit)
- PX_Assault_Berserker_L7
- PX_Assault_L7
- PX_Assault_Sniper_L7
- PX_Berserker_L7
- PX_Berserker_Sniper_L7
- PX_Chitin
- PX_Civilian
- PX_Heavy (Phoenix Point Heavy Unit)
- PX_Heavy_Berserker_L7
- PX_Heavy_L7
- PX_Heavy_Sniper_L7
- PX_Scarab (Scarab vehicle)
- PX_SentryTurret
- PX_Sniper (Phoenix Point Sniper Unit)
- PX_Sniper_L7
- PX_Technician_L7
- Pirate_King
- PoisonWormAgile
- PoisonWormHeavy
- Poisonworm
- PoisonwormEgg
- Pool
- Queen_Agile
- Queen_Crystal
- Queen_Gatekeeper

- Queen_Goo
- Queen_Heavy
- Queen_Sonic
- Ravi
- SYAss1
- SYAssault1
- SYAssault2
- SYAssault3
- SYAssault4
- SYAssault5
- SYAssault6
- SYAssault7
- SYInfiltrator1
- SYInfiltrator2
- SYInfiltrator3
- SYInfiltrator4
- SYInfiltrator5
- SYInfiltrator6
- SYInfiltrator7
- SYSniper1
- SYSniper2
- SYSniper3
- SYSniper4
- SYSniper5
- SYSniper6
- SYSniper6_P
- SYSniper7
- SYSniper7_P
- SY_Aspida (Aspida Synedrion has at its disposal, the laser cannon type)
- SY_Assault
- SY_Civilian
- SY_Decoy
- SY_InfVenom
- SY_Infiltrator (Synedrion Infiltrator Unit)
- SY_Infiltrator_L7
- SY_Leader
- SY_Sniper
- SY_SpiderDrone
- S_Chiron_FireWorm
- S_Chiron_Mortar
- S_SY_Sniper
- Scarab
- Scylla1
- Scylla10
- Scylla2
- Scylla3
- Scylla4
- Scylla5
- Scylla6
- Scylla7
- Scylla8

- Scylla9
- SentinelHatching
- SentinelMist
- SentinelTerror
- SirenBasic
- SirenInjector
- SirenInjectorBuffer
- SirenOrichalcum
- SirenSlasher
- SirenSlasherBuffer
- SirenSlasherScreamer
- SpawningPoolCrabman
- StoryAssault
- Swarmer
- TechCrate
- TobiasWest (character *Tobias West*)
- Tutorial_AssaultF
- Tutorial_AssaultM
- Tutorial_Crate
- Tutorial_Heavy
- Yuggothian_Main

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