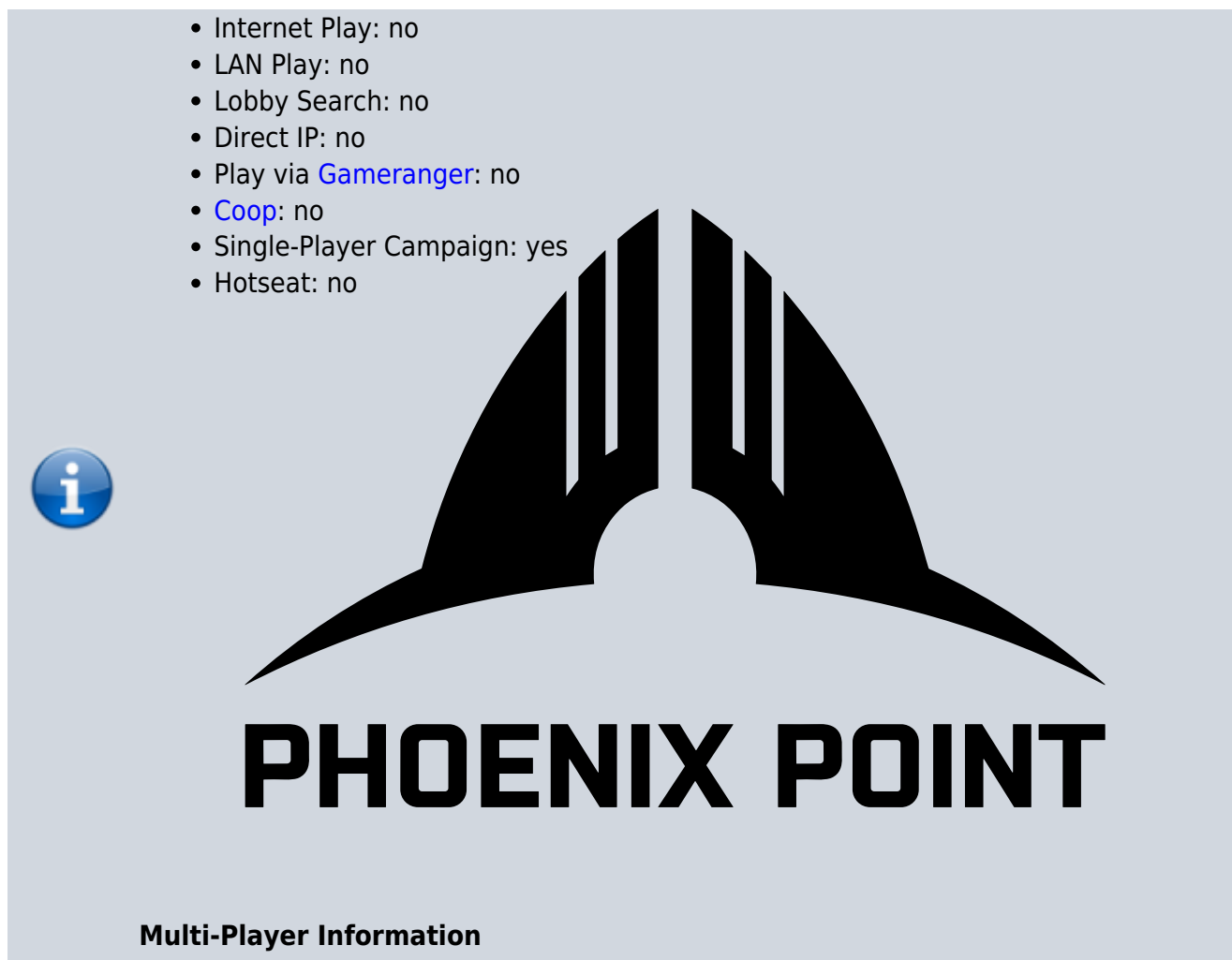


Phoenix Point



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/1cyIZF4eCIKUIOIXdQS818o-QQdLaCxUjZajhKDGDxGc/edit?pli=1> on 10th of December 2023

Interactive Commands

| Code | Effect |
|--|--|
| <code>add_facility_buff <buffType> <modType> <amount></code> | Give a facility buff to faction |
| <code>add_research_pts <number></code> | Adds the amount of <number> research points (geoscape) |
| <code>add_spec specialization name</code> | Give specialization |

| 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> | Prevents ambushes for the next <number> explorations. |
| apply_status <i>status name</i> | 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 |
| create_mission <missiontype> <faction> | 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. |
| diplomacy_set <faction name> <amount> <faction name> | 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 <i>amount</i> | 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 <i><name></i> | Adds an alien of the given type <i><name></i> to containment, e.g. <code>geo_capture_alien siren</code> (geoscape). Other possible values are <code>scylla</code> and <code>triton</code> . |
| geo_destory_all_havens | Destroys all havens, making you lose the game. The code is no typo. It has to be entered just the way it is written down here. |
| geo_event_list | List all triggered events, including completed ones. |
| geo_faction_attack <i><factionName></i> | 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 <i><item_id></i> | Give an item to the unit under the cursor. |
| give_bionics | Give all bionic items |
| give_item <i><item name></i> | Give items with given item's name. Item <code>all</code> 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 <i><soldier></i> . The values for <i><soldier></i> can be obtained by entering <code>help spawn</code> . Note: <i>recurit</i> is not a typo here. It has to be entered exactly like that (typo of the game). |
| give_soldier <i><soldier name></i> | Add soldier (geoscape). See section Adding Soldiers on more details. |
| give_sp <i><number></i> | Adds <i><number></i> amount of experience points to the general experience pool. |
| give_xp <i><number></i> | Adds <i><number></i> 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 (battlescape). |
| master_specialization <i><specialization name></i> | Teach all abilities of its class to a unit. See section Adding Skills on more details. |
| mist_expand <i><amount></i> | Add mist expansion time (hours) |
| population_set <i><population amount></i> | Set haven's population |
| px_base_infestation <i><base infestation amount></i> | Set infestation for a single phoenix base. |
| px_base_protection <i><amount></i> | Set base's counter of protection from assaults. |

| Code | Effect |
|--|--|
| recruit_naked_px | Recruit one naked Phoenix Point recruit. |
| remove | Removes unit under cursor (kills him and hides the body). |
| repair_bases | Repairs all Phoenix Point bases' facilities. |
| research_complete_all | Completes all researches for faction. |
| research_complete <faction name> <research name> | Completes research of a specific research item. See section Complete Research on more details. |
| 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. |
| set_ap <value> | Adds <value> action points to the unit under the cursor. Cannot exceed the maximum value for a soldier. |
| set_charges <number> | Sets the ammo of the currently used weapon to <number>. |
| set_faction <faction name> | 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 <statName> <amount> | Sets stats points of the unit under the cursor |
| set_wp <value> | Adds <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 <soldier name> | Spawn a unit of the given type in the location under the cursor (battlescape). See section Adding Soldiers on more details. |
| 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 <i>class type</i> is optional, e. g. PX_Assault, NJ_Armadillo, etc. |
| subfaction_list | List all active subfactions |
| subfaction_set_mission_threat <faction name> <threat level> | Set subfaction's mission 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 | Toggles displaying range of active alien bases. |
| toggle_anvil_cheats | Activates a cheat menu. |
| toggle_god_mode | 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. |

| Code | Effect |
|---------------------------|---|
| unlock_all_stuff | Unlock all locked things for a faction. |
| 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 <item name>`. The item names can be found in the [Item Names](#) article.

Damage Dealing

| Code | Effect |
|-----------------------|---|
| Damage <X> | Deal <X> Damage |
| Damage <Bodypart> <X> | Deal <X> Damage to the given <body part>. |

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 | <i>Thunderbird</i> |
| SYN_Helios | <i>Helios</i> |
| AN vars | <i>Tiamat?</i> |

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:

`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 Point
- synedrion: Synedrion
- NewJericho: 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: Pandorans
- Anu: Diciples of Anu
- NewJericho: New Jericho
- Synedrion: 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 name>` adds a new unit of `<unit name>` 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 <X>`. `<X>` 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 | <i>Tiamat Development</i> |
| atmo | <i>Atmospheric Analysis</i> |
| centralizedai | <i>Centralized AI</i> (all base Facilities output is increased by 50%) |
| commandfortress | <i>Command Fortress</i> (Soldier recruitment cost is decreased by 50%) |
| food | <i>Fungal Food Production</i> |
| harv | <i>Mutagen Harvesting</i> |
| heal | <i>Medical Nanites</i> (Medical Bay facility healing at bases increased by 50% and +20 healing bonus in battle) |
| livesiren | <i>Siren Vivisection</i> (damage increase against sirens by 10%) |
| missionary | <i>Missionary Center Technology</i> (Recruitment costs are reduced by 25%) |
| moon | <i>Moon Mission Preparation</i> (aircraft speed increased by 25%) |
| physiology | <i>Pandoran Physiology</i> (Pandoran related research speed increased by 25%) |
| projectvulture | <i>Project Vulture</i> (+3 strength to all soldiers even if maxed) |
| recr | <i>Haven Recruitment Protocols</i> |
| sentientai | <i>Sentient AIs</i> (Research point output is increased by 25%) |
| siren | <i>Siren Autopsy</i> |
| tele | <i>Pandoran Telepathic Nodule</i> |

| Item | Research Item |
|----------|--|
| trad | <i>Haven Trade Protocols</i> |
| training | <i>New Jericho Combat Training</i> (Training facility efficiency improved by 50%) |
| uplink | <i>Satellite Uplink Research</i> (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](#)

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