

Phoenix Point Console Command Spawn Lists

1. Download the Mod Enabler here
2. Download the Console Enabler Mod here
3. Follow instructions for installation/activation. If the mods folder doesn't create itself like it says it should, just manually create a "Mods" folder in your base Phoenix Point directory
4. Praise the mod gods for RealityMachina

~ opens console in game

- If you use dump data mod (https://www.nexusmods.com/phoenixpoint/mods/50), it will output all sorts of files. Among them is ConsoleCommands.csv

THIS DOCUMENT IS SIMPLE A LIST OF MOST, IF NOT ALL, KNOWN ID CODES FOR THE GIVE SOLDIER, GIVE ITEM, AND TEACH ABILITY COMMANDS.

For the standard console commands document, go here.

Some "special" items like living weapons and christmas/gold skin variants can only be given in tactical but it will be in inventory after mission

-ALL GIVE SOLDIER IDs:

For soldier IDs you can spawn any soldier in tactical to control with spawn command, even the ancients. in geoscape give_soldier will only allow human (this includes anu) soldiers.

type give_soldier in geoscape, spawn in tactical followed by the the soldier/spawn I.D i.e spawn nj_assault7 / give_soldier nj_assault7

ACHoplite1, ACHoplite2, AcidMortarBurrow, AcidMortarStomp, acidW, Acidworm, Acidworm, AcidWormAgile, AcidwormEgg, AcidWormHeavy, AN_Civilian, 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, 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, ANAssault7_1, ANBerserker1, 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, ANPriest1, ANPriest1, ANPriest2, ANPriest2, ANPriest2, ANPriest3, ANPriest3, ANPriest3, ANPriest4, ANPriest4, ANPriest4, ANPriest5, ANPriest5, ANPriest5, ANPriest6, ANPriest6, ANPriest6, ANPriest7, ANPriest7, ANPriest7, ANU_Assault, ANU_Assault, ANU_Berserker, ANU_Berserker, ANU_Berserker, ANU_Heavy, ANU_Heavy, ANU_Priest, ANU_Priest, ANU_Priest, ANU_Priest, ANU_Priest_L7, ANU_Shooter, ANU_Shooter, ANU_Watcher, ANU_Watcher, Aspida, BANAssault1, BANAssault2, BANAssault3, BANAssault4, BANAssault5, BANAssault6, BANAssault7, BANHeavy1, BANHeavy2, BANHeavy3, BANHeavy4, BANHeavy5, BANHeavy6, BANHeavy7, BANSniper1, BANSniper2, BANSniper3, BANSniper4, BANSniper5, BANSniper6, BANSniper7, bubu, Chiron_AcidWorm, Chiron_AMortar, Chiron_Crystal, Chiron_EGX_Goo, Chiron_FireWorm, Chiron_Goo, Chiron_Heavy, Chiron_Mortar, Chiron_Mortar, Chiron_PoisonWorm, CrabACharger, CrabACharger2, CrabACommando, CrabACommando2, CrabAPretorian, CrabAPretorian2, CrabAShielder, CrabAShielder2, CrabBasic, Crabby, Crabby, Crabby, Crabby, Crabby, Crabby, Crabby, CrabCharger, CrabCommando, CrabEAcidRanger,

CrabEAcidRanger2, CrabEAcidRanger3, CrabECharger, CrabECharger2, CrabECharger3, CrabECommando, CrabECommando2, CrabECommando3, CrabEPretorian, CrabEPretorian2, CrabEPretorian3, CrabERanger, CrabERanger2, CrabERanger3, CrabEShielder, CrabEShielder2, CrabEShielder3, CrabEViralCommando, CrabEViralCommando2, CrabEViralCommando3, CrabGunner, CrabmanBrawler, CrabmanBrawler, CrabmanBrawler, CrabmanBrawler, CrabmanBrawler, CrabmanBrawler, CrabmanEBrawler, CrabmanEGrenadier, CrabmanETank, CrabmanEVGunner, CrabmanGrenadier, CrabmanGunner, CrabmanTank, CrabmanTank, CrabmanUmbra, CrabmanVGunner, CrabPretorian, CrabShielder, CrabUAcidRanger, CrabUCharger, CrabUCommando, CrabUPretorian, CrabURanger, CrabUShielder, CrabUViralCommando, Crate, Crate, Crate, Crate, Crate, Crate, Crate, Crate, Crate, Crate, Crate, Crate, Crate, Crate, Crate, Crate, DrKalindar, Egg_Acidworm, Egg_Facehugger, Egg_Fireworm, Egg_Poisonworm, Egg_swarmer, EGX_Assault, EGX_Heavy, EGX_Sniper, EGX_Tech, Exalted, Facehugger, Facehugger1, FacehuggerEgg, Felipe, Fireworm, Fireworm, FireWormAgile, FirewormEgg, FireWormHeavy, FishAgroAssault, FishAgroSniper, FishAssault, FishBrawler, FishEliteHunter, FishEliteStriker, FishEliteViralAssault, FishFocusAssault, FishFocusSniper, FishHunter, Fishman_Paralyzing, Fishman_Praetorian, Fishman_Regenerating, Fishman_Shrowder, FishmanE_Paralyzing, FishmanE_Paralyzing, FishmanE_Regenerating, FishmanE_Shotgunner, FishmanE_Shrowder, FishmanE_Sniper, FishmanUmbra, FishPiercerAssault, FishPiercerSniper, FishSneaker, FishSniper, FishStriker, FishViralAssault, FishViralSniper, FishViralSniper, FK_Mutog_PoisonAgileBasher, FK_Mutog_PoisonAgileBladed, FK_Mutog_PoisonRegenBasher, FK_Mutog_PoisonRegenBladed, FK_Mutog_RamAgileBasher, FK_Mutog_RamAgileBladed, FK_Mutog_RamRegenBasher, FK_Mutog_RamRegenBladed, 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, FKScreamingPriest6_Watcher, FKScreamingPriest7_Heavy, FKScreamingPriest7_Shooter, FKScreamingPriest7_Watcher, FKSynodPriest1, FKSynodPriest2, FKSynodPriest3, FKSynodPriest4_Heavy, FKSynodPriest4_Watcher, FKSynodPriest5_Heavy, FKSynodPriest5_Watcher, FKSynodPriest6_Heavy, FKSynodPriest6_Shooter, FKSynodPriest6_Watcher, FKSynodPriest7_Heavy, FKSynodPriest7_Shooter, FKSynodPriest7_Watcher, FoodCrate, GooHeavy, GooStomp, Guard_Drill, Guard_LivingCrystal, Guard_Orichalcum, Guard_Protean, Guard_Shield, Helena,

IN_Assault, IN_Assault, IN_Assault, IN_Assault, IN_Assault, IN_Assault, IN_Assault, IN_Assault, IN_Assault, IN_Assault, IN_Assault, IN_Civilian, IN_Heavy, IN_Heavy, IN_Sniper, InjectorBomb1, InjectorBomb2, InjectorBomb3, InjectorBomb4, MaterialsCrate, MortarBurrow, MortarCrystal, MortarStomp, MrSpark, MutogAgile, MutogRegenerating, NEU_Assault, NEU_Heavy, NEU_Heavy, NEU_Sniper, NEU_Sniper, NJ_Armadillo, NJ_Armadillo, NJ_Armadillo_Rescue, NJ_Assault, NJ_Assault, NJ_Civilian, NJ_ExoSuit, NJ_Godly, NJ_Heavy, NJ_Heavy, NJ_Jugg, NJ_LaserTurret, NJ_PRCRTurret, NJ_Shinobi, NJ_Sniper, NJ_Sniper, NJ_Technician, NJ_Technician, NJ_TechTurret, NJAss1, NJAssault1, NJAssault2, NJAssault3, NJAssault4, NJAssault5, NJAssault6, NJAssault7, NJHeavy1, NJHeavy1, NJHeavy2, NJHeavy3, NJHeavy4, NJHeavy4_F, NJHeavy5, NJHeavy5_F, NJHeavy5_R, NJHeavy6, NJHeavy6_F, NJHeavy6_R, NJHeavy7, NJHeavy7_F, NJHeavy7_R, NJSniper1, NJSniper1, NJSniper2, NJSniper3, NJSniper4, NJSniper5, NJSniper6, NJSniper7, NJTechnician1, NJTechnician2, NJTechnician3, NJTechnician4, NJTechnician5, NJTechnician6, NJTechnician7, oilcrab, oilfish, Pirate_King, Pirate_King, Poisonworm, Poisonworm, PoisonWormAgile, PoisonwormEgg, PoisonWormHeavy, Pool, 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, PX_Assault, PX_Assault, PX_Assault_Berserker_L7, PX_Assault_L7, PX_Assault_L7, PX_Assault_Sniper_L7, PX_Berserker_L7, PX_Berserker_Sniper_L7, PX_Chitin, PX_Civilian, PX_Heavy, PX_Heavy, PX_Heavy_Berserker_L7, PX_Heavy_L7, PX_Heavy_Sniper_L7, PX_Scarab, PX_SentryTurret, PX_Sniper, PX_Sniper, PX_Sniper_L7, PX_Technician_L7, PXAssault, PXAssault, PXAssault1, PXBerserker1, PXHeavy, PXHeavy, PXHeavy1, PXInfiltrator1, PXPriest1, PXSniper, PXSniper, PXSniper1, PXTechnician1, Queen_Agile, Queen_Crystal, Queen_Gatekeeper, Queen_Gatekeeper, Queen_Goo, Queen_Heavy, Queen_Sonic, Ravi, S_Chiron_FireWorm, S_Chiron_Mortar, S_SY_Sniper, Scarab, Scylla1, Scylla10, Scylla2, Scylla3, Scylla4, Scylla5, Scylla6, Scylla7, Scylla8, Scylla9, SentinelHatching, SentinelHatching, SentinelMist, SentinelMist, SentinelTerror, SentinelTerror, SirenBasic, SirenInjector, SirenInjectorBuffer, SirenOrichalcum, SirenOrichalcum, SirenSlasher, SirenSlasher, SirenSlasherBuffer,

SirenSlasherScreamer, SpawningPoolCrabman, StoryAssault, Swarmer, SY_Aspida, SY_Assault, SY_Assault, SY_Civilian, SY_Civilian, SY_Decoy, SY_Infiltrator, SY_Infiltrator, SY_Infiltrator, SY_Infiltrator, SY_Infiltrator, SY_Infiltrator_L7, SY_InfVenom, SY_Leader, SY_Sniper, SY_SpiderDrone, SYAss1, SYAssault1, SYAssault2, SYAssault3, SYAssault4, SYAssault5, SYAssault6, SYAssault7, SYInfiltrator1, SYInfiltrator2, SYInfiltrator3, SYInfiltrator4, SYInfiltrator5, SYInfiltrator6, SYInfiltrator7, SYSniper1, SYSniper1, SYSniper2, SYSniper3, SYSniper4, SYSniper5, SYSniper6, SYSniper6_P, SYSniper7, SYSniper7_P, TechCrate, TobiasWest, Tutorial_AssaultF, Tutorial_AssaultF, Tutorial_AssaultF, Tutorial_AssaultM, Tutorial_AssaultM, Tutorial_AssaultM, Tutorial_Crate, Tutorial_Heavy, Tutorial_Heavy, Yuggothian_Main

-ALL GIVE ITEM IDs:

type give_item in geoscape or give in tactical followed by the following list of I'ds i.e give_item AC_CrystalCrossbow_WeaponDef

AC_CrystalCrossbow_WeaponDef, AC_Mattock_WeaponDef, AC_Rebuke_WeaponDef, AC_Scorpion_WeaponDef, AC_Scyther_WeaponDef, AC_ShardGun_WeaponDef, Acidworm_Torso_BodyPartDef, AN_AcidGrenade_WeaponDef, AN_AcidHandGun_AmmoClip_ItemDef, AN_AcidHandGun_WeaponDef, AN_Assault_Helmet_BodyPartDef, AN_Assault_LeftArm_BodyPartDef, AN_Assault_LeftLeg_BodyPartDef, AN_Assault_Legs_ItemDef, AN_Assault_RightArm_BodyPartDef, AN_Assault_RightLeg_BodyPartDef, AN_Assault_Torso_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_Helmet_BodyPartDef, AN_Berserker_LeftArm_BodyPartDef, AN_Berserker_LeftLeg_BodyPartDef, AN_Berserker_Legs_ItemDef, 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_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_Blade_WeaponDef, AN_Hammer_WeaponDef, AN_HandCannon_AmmoClip_ItemDef, AN_HandCannon_WeaponDef, AN_Mace_WeaponDef, 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_Legs_ItemDef,
AN_Priest_RightArm_BodyPartDef, AN_Priest_RightLeg_BodyPartDef,
AN_Priest_Torso_BodyPartDef, AN_Redemptor_AmmoClip_ItemDef,
AN_Redemptor_WeaponDef, AN_Shotgun_AmmoClip_ItemDef, AN_Shotgun_WeaponDef,
AN_ShreddingShotgun_AmmoClip_ItemDef, AN_ShreddingShotgun_WeaponDef,
AN_Subjector_AmmoClip_ItemDef, AN_Subjector_WeaponDef, 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,
FS_AssaultGrenadeLauncher_AmmoClip_ItemDef, FS_AssaultGrenadeLauncher_WeaponDef,
FS_Autocannon_AmmoClip_ItemDef, FS_Autocannon_WeaponDef,
FS_BiogasGrenade_WeaponDef, FS_BiogasLauncher_AmmoClip_ItemDef,
FS_BiogasLauncher_WeaponDef, FS_LightSniperRifle_AmmoClip_ItemDef,
FS_LightSniperRifle_WeaponDef, FS_RiotShield_WeaponDef,
FS_SlamstrikeShotgun_AmmoClip_ItemDef, FS_SlamstrikeShotgun_WeaponDef,

Human_FacialHair_BodyPartDef, Human_Hair_BodyPartDef, Human_Hat_BodyPartDef,
Human_Head_BodyPartDef, Human_HelmetBeard_BodyPartDef,
Human_HelmetHair_BodyPartDef, Human_LeftArm_BodyPartDef,
Human_LeftHand_BodyPartDef, Human_LeftLeg_BodyPartDef, Human_Legs_ItemDef,
Human_RightArm_BodyPartDef, Human_RightHand_BodyPartDef,
Human_RightLeg_BodyPartDef, Human_Torso_BodyPartDef,
HumanoidGuardian_CrystalShield_EquipmentDef, HumanoidGuardian_Drill_WeaponDef,
HumanoidGuardian_Head_WeaponDef, HumanoidGuardian_LeftLeg_Armoured_BodyPartDef,
HumanoidGuardian_LeftShield_EquipmentDef, HumanoidGuardian_Legs_Armoured_ItemDef,
HumanoidGuardian_RightLeg_Armoured_BodyPartDef,
HumanoidGuardian_RightShield_WeaponDef, HumanoidGuardian_TorsoDrill_BodyPartDef,
HumanoidGuardian_TorsoShields_BodyPartDef, IN_Assault_Helmet_BodyPartDef,
IN_Assault_LeftArm_BodyPartDef, IN_Assault_LeftLeg_BodyPartDef,
IN_Assault_Legs_ItemDef, IN_Assault_RightArm_BodyPartDef,
IN_Assault_RightLeg_BodyPartDef, IN_Assault_Torso_BodyPartDef,
IN_Heavy_Helmet_BodyPartDef, IN_Heavy_LeftArm_BodyPartDef,
IN_Heavy_LeftLeg_BodyPartDef, IN_Heavy_Legs_ItemDef, IN_Heavy_RightArm_BodyPartDef,
IN_Heavy_RightLeg_BodyPartDef, IN_Heavy_Torso_BodyPartDef,
IN_Sniper_Helmet_BodyPartDef, IN_Sniper_LeftArm_BodyPartDef,
IN_Sniper_LeftLeg_BodyPartDef, IN_Sniper_Legs_ItemDef,
IN_Sniper_RightArm_BodyPartDef, IN_Sniper_RightLeg_BodyPartDef,
IN_Sniper_Torso_BodyPartDef, InjectorBomb_Base_BodyPartDef,
InjectorBomb_Top1_BodyPartDef, InjectorBomb_Top2_BodyPartDef,
InjectorBomb_Top3_BodyPartDef, InjectorBomb_Top4_BodyPartDef,
InjectorBomb_WeaponDef, MaterialsPack_ItemDef, MechArms_AmmoClip_ItemDef,
MediumGuardian_FrontLeftLeg_LivingCrystal_BodyPartDef,

MediumGuardian_FrontLeftLeg_Orichalcum_BodyPartDef,
MediumGuardian_FrontLeftLeg_ProteanMutane_BodyPartDef,
MediumGuardian_FrontRightLeg_LivingCrystal_BodyPartDef,
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MediumGuardian_FrontRightLeg_ProteanMutane_BodyPartDef,
MediumGuardian_Head_LivingCrystal_WeaponDef,
MediumGuardian_Head_Orichalcum_WeaponDef,
MediumGuardian_Head_ProteanMutane_WeaponDef,
MediumGuardian_Legs_LivingCrystal_ItemDef, MediumGuardian_Legs_Orichalcum_ItemDef,
MediumGuardian_Legs_ProteanMutane_ItemDef,
MediumGuardian_RearLeftLeg_LivingCrystal_BodyPartDef,
MediumGuardian_RearLeftLeg_Orichalcum_BodyPartDef,
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MediumGuardian_RearRightLeg_LivingCrystal_BodyPartDef,
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MediumGuardian_RearRightLeg_ProteanMutane_BodyPartDef,
MediumGuardian_Torso_LivingCrystal_BodyPartDef,
MediumGuardian_Torso_Orichalcum_BodyPartDef,
MediumGuardian_Torso_ProteanMutane_BodyPartDef, Medkit_AmmoClip_ItemDef,
Medkit_EquipmentDef, MutagenPack_ItemDef, Mutog_FrontLeftLeg_Agile_BodyPartDef,
Mutog_FrontLeftLeg_Regenerating_BodyPartDef, Mutog_FrontRightLeg_Agile_BodyPartDef,
Mutog_FrontRightLeg_Regenerating_BodyPartDef, Mutog_HeadPoison_WeaponDef,
Mutog_HeadRamming_BodyPartDef, Mutog_Legs_Agile_ItemDef,
Mutog_Legs_Regenerating_ItemDef, Mutog_RearLeftLeg_Agile_BodyPartDef,
Mutog_RearLeftLeg_Regenerating_BodyPartDef, Mutog_RearRightLeg_Agile_BodyPartDef,
Mutog_RearRightLeg_Regenerating_BodyPartDef, Mutog_Tail_Basher_WeaponDef,
Mutog_Tail_Bladed_WeaponDef, Mutog_Torso_BodyPartDef,
NE_AssaultRifle_AmmoClip_ItemDef, NE_AssaultRifle_WeaponDef,
NE_MachineGun_AmmoClip_ItemDef, NE_MachineGun_WeaponDef,
NE_Pistol_AmmoClip_ItemDef, NE_Pistol_WeaponDef, NE_SniperRifle_AmmoClip_ItemDef,
NE_SniperRifle_WeaponDef, NEU_Assault_LeftArm_BodyPartDef,
NEU_Assault_LeftHand_BodyPartDef, NEU_Assault_LeftLeg_BodyPartDef,
NEU_Assault_Legs_ItemDef, NEU_Assault_RightArm_BodyPartDef,
NEU_Assault_RightHand_BodyPartDef, NEU_Assault_RightLeg_BodyPartDef,
NEU_Assault_Torso_BodyPartDef, NEU_Bandit_TurretMissiles_V01_WeaponDef,
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NEU_Heavy_Torso_BodyPartDef, NEU_Sniper_Helmet_BodyPartDef,
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NEU_Sniper_RightLeg_BodyPartDef, NEU_Sniper_Torso_BodyPartDef,

NJ_Armadillo_Back_BodyPartDef, NJ_Armadillo_Front_BodyPartDef,
NJ_Armadillo_FrontLights_BodyPartDef, NJ_Armadillo_Gauss_Turret_WeaponDef,
NJ_Armadillo_ItemDef, NJ_Armadillo_Left_BodyPartDef,
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NJ_Exo_BIO_RightLeg_BodyPartDef, NJ_Exo_BIO_Torso_BodyPartDef,
NJ_FireResistanceVest_Attachment_ItemDef, NJ_Flamethrower_AmmoClip_ItemDef,
NJ_FlameThrower_WeaponDef, NJ_Gauss_AssaultRifle_AmmoClip_ItemDef,
NJ_Gauss_AssaultRifle_WeaponDef, NJ_Gauss_HandGun_AmmoClip_ItemDef,
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NJ_Gauss_PDW_WeaponDef, NJ_Gauss_SniperRifle_AmmoClip_ItemDef,
NJ_Gauss_SniperRifle_WeaponDef, NJ_Godly_Torso_BodyPartDef,
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NJ_Heavy_Torso_BodyPartDef, NJ_Heavy_Torso_Jetpack_BodyPartDef,
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NJ_Jugg_BIO_LeftArm_BodyPartDef, NJ_Jugg_BIO_LeftLeg_BodyPartDef,
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NJ_Jugg_BIO_Torso_BodyPartDef, NJ_PRCR_AssaultRifle_AmmoClip_ItemDef,
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NJ_Technician_RightLeg_BodyPartDef, NJ_Technician_Torso_BodyPartDef,
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Poisonworm_Torso_BodyPartDef, PP_Manticore_VehicleItemDef,
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PX_Heavy_Torso_JumpPack_Christmas_BodyPartDef,
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PX_LaserTechTurretGun_AmmoClip_ItemDef, PX_LaserTechTurretGun_WeaponDef,
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PX_Scarab_LeftFrontTyre_BodyPartDef, PX_Scarab_Missile_Turret_WeaponDef,
PX_Scarab_Right_BodyPartDef, PX_Scarab_RightBackTyre_BodyPartDef,
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PX_ShredingMissileLauncherPack_WeaponDef, PX_Sniper_Helmet_BodyPartDef,
PX_Sniper_Helmet_Gold_BodyPartDef, PX_Sniper_LeftArm_BodyPartDef,
PX_Sniper_LeftArm_Gold_BodyPartDef, PX_Sniper_LeftLeg_BodyPartDef,
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PX_Sniper_Torso_Gold_BodyPartDef, PX_SniperRifle_AmmoClip_ItemDef,
PX_SniperRifle_Gold_WeaponDef, PX_SniperRifle_WeaponDef, PX_StunRod_WeaponDef,
PX_VirophageGrenade_WeaponDef, PX_VirophageSniperRifle_AmmoClip_ItemDef,
PX_VirophageSniperRifle_WeaponDef, Queen_Abdomen_Belcher_BodyPartDef,
Queen_Abdomen_Spawner_BodyPartDef, Queen_Arms_Gun_WeaponDef,
Queen_Arms_Smashers_WeaponDef, Queen_Carapace_Crystal_BodyPartDef,
Queen_Carapace_Heavy_BodyPartDef, Queen_Carapace_MistEmitter_BodyPartDef,
Queen_Carapace_MistLauncher_WeaponDef, Queen_Head_Heavy_BodyPartDef,
Queen_Head_Sonic_WeaponDef, Queen_Head_Spitter_Goo_WeaponDef,
Queen_Left_Front_Leg_Agile_BodyPartDef, Queen_Left_Front_Leg_Heavy_BodyPartDef,
Queen_Left_Middle_Leg_Agile_BodyPartDef, Queen_Left_Middle_Leg_Heavy_BodyPartDef,
Queen_Left_Rear_Leg_Agile_BodyPartDef, Queen_Left_Rear_Leg_Heavy_BodyPartDef,
Queen_LeftArm_Smasher_BodyPartDef, Queen_LeftArmGun_WeaponDef,
Queen_LeftSmasher_WeaponDef, Queen_Legs_Agile_ItemDef, Queen_Legs_Heavy_ItemDef,
Queen_Right_Front_Leg_Agile_BodyPartDef, Queen_Right_Front_Leg_Heavy_BodyPartDef,
Queen_Right_Middle_Leg_Agile_BodyPartDef,
Queen_Right_Middle_Leg_Heavy_BodyPartDef, Queen_Right_Rear_Leg_Agile_BodyPartDef,
Queen_Right_Rear_Leg_Heavy_BodyPartDef, Queen_RightArm_Smasher_BodyPartDef,
Queen_RightArmGun_WeaponDef, Queen_RightSmasher_WeaponDef,
Queen_Torso_BodyPartDef, SentinelHatching_Body_BodyPartDef,
SentinelHatching_Head_BodyPartDef, SentinelHatching_Roots_BodyPartDef,
SentinelMist_Body_BodyPartDef, SentinelMist_Head_BodyPartDef,
SentinelMist_Roots_BodyPartDef, SentinelTerror_BodyFront_BodyPartDef,
SentinelTerror_BodyLeft_BodyPartDef, SentinelTerror_BodyRight_BodyPartDef,

SentinelTerror_HeadFront_BodyPartDef, SentinelTerror_HeadLeft_BodyPartDef,
SentinelTerror_HeadRight_BodyPartDef, SentinelTerror_Roots_BodyPartDef,
SentryTurret_Base_BodyPartDef, SentryTurret_Body_BodyPartDef,
SentryTurretGun_WeaponDef, SharedFreeReload_AmmoClip_ItemDef,
Siren_Arms_Injector_WeaponDef, Siren_Arms_Orichalcum_WeaponDef,
Siren_Arms_Slasher_WeaponDef, Siren_Head_Buffer_BodyPartDef,
Siren_Head_Orichalcum_BodyPartDef, Siren_Head_Screamer_BodyPartDef,
Siren_Head_ScreamerNoMC_BodyPartDef, Siren_LeftArm_Injector_WeaponDef,
Siren_LeftArm_Orichalcum_WeaponDef, Siren_LeftArm_Slasher_WeaponDef,
Siren_Legs_Agile_BodyPartDef, Siren_Legs_Heavy_BodyPartDef,
Siren_Legs_Orichalcum_BodyPartDef, Siren_RightArm_Injector_WeaponDef,
Siren_RightArm_Orichalcum_WeaponDef, Siren_RightArm_Slasher_WeaponDef,
Siren_Torso_AcidSpitter_WeaponDef, Siren_Torso_Heavy_BodyPartDef,
Siren_Torso_Orichalcum_WeaponDef, SpawningPoolCrabman_Body_BodyPartDef,
SpawningPoolCrabman_LeftBack_Egg_BodyPartDef,
SpawningPoolCrabman_LeftFront_Egg_BodyPartDef,
SpawningPoolCrabman_LeftMiddle_Egg_BodyPartDef,
SpawningPoolCrabman_RightBack_Egg_BodyPartDef,
SpawningPoolCrabman_RightFront_Egg_BodyPartDef,
SpawningPoolCrabman_RightMiddle_Egg_BodyPartDef,
SpawningPoolCrabman_Roof_BodyPartDef, SpiderDrone_Torso_BodyPartDef,
Stimpack_EquipmentDef, Swarmer_Torso_BodyPartDef, SY_Aspida_Arms_WeaponDef,
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SY_Assault_Torso_Neon_BodyPartDef, SY_Assault_Torso_WhiteNeon_BodyPartDef,
SY_Crossbow_AmmoClip_ItemDef, SY_Crossbow_WeaponDef,
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-ALL TEACH COMMAND IDs:

here are all the teach abilities, just enter the first part you dont have to enter the whole name i.e AdrenalineRush_AbilityDef just put teach adrenalinerush

AcidImmunity_DamageMultiplierAbilityDef, AcidResistant_DamageMultiplierAbilityDef, AcidwormExplode_AbilityDef, AdrenalineRush_AbilityDef, AIEvaluation_AbilityDef, AreaStun_AbilityDef, Armadillo_Die_AbilityDef, Armadillo_EvacuateMountedActorsAbilityDef, ArmadilloHulk_DieAbilityDef, ArmourBreak_AbilityDef, Assault_ClassProficiency_AbilityDef, AssaultRiflesTalent_AbilityDef, Aura_LivingCrystal_AbilityDef, Aura_OrichalcumStack_AbilityDef, Aura_ProteanMutaneFire_AbilityDef, Bash_WithWhateverYouCan_AbilityDef, BashStrike_AbilityDef, Basic_Die_AbilityDef, Berserker_ClassProficiency_AbilityDef, BigBooms_AbilityDef, BioChemist_AbilityDef, BionicDamageMultipliers_AbilityDef, BlastResistant_DamageMultiplierAbilityDef, BloodLust_AbilityDef, BodypartDamageMultiplier_AbilityDef, BodySlam_AbilityDef, Brainiac_AbilityDef, Brawler_AbilityDef, CanBeRecruited_1x1_AbilityDef, CanBeRecruited_1x1_Tutorial_AbilityDef, CanBeRecruited_3x3_Disabled_AbilityDef, CanBeRecruitedOmar_1x1_Tutorial_AbilityDef, CanBeRecruitedTakeshi_1x1_Tutorial_AbilityDef, Cautious_AbilityDef, Chiron_BashStrike_AbilityDef, Chiron_Die_AbilityDef, Chiron_EnterPlay_AbilityDef, Chiron_EnterStabilityStance_AbilityDef, Chiron_ExitStabilityStance_AbilityDef, Chiron_Strike_AbilityDef, ChironJumpOneFloor_AbilityDef, CloseQuarters_AbilityDef, CloseQuartersSpecialist_AbilityDef, Crabman_Die_AbilityDef, Crabman_EnterPlayAbilityDef, Crafty_AbilityDef, CrystalStacks_DamageAmplification_AbilityDef, Dash_AbilityDef, DeadlyDuo_FollowUp_ShootAbilityDef, DeadlyDuo_ShootAbilityDef, Decoy_AbilityDef, Decoy_Die_AbilityDef, DefaultDieAbilityDef, DemolitionMan_AbilityDef, DeployDrone_ShootAbilityDef, DeployDronePack_ShootAbilityDef, DeployInjectorBomb1_AbilityDef, DeployInjectorBomb2_AbilityDef, DeployInjectorBomb3_AbilityDef, DeployInjectorBomb4_AbilityDef, DeployLaserTurret_AbilityDef, DeployPRCRTurret_AbilityDef, DeployRiotShield_AbilityDef, DeployShield_AbilityDef, DeployShield_Bionic_AbilityDef, DeployShield_BionicAi_AbilityDef, DeployShield_Guardian_AbilityDef, DeployShield_Guardian_Dual_AbilityDef, DeployTurret_AbilityDef, DeployTurret_PlayAnimation_AbilityDef, DeterminedAdvance_AbilityDef, Devoted_AbilityDef, DoublePerception_AbilityDef, DropItem_AbilityDef, EagleEye_AbilityDef, EagleEyed_AbilityDef, Egg_HatchAcidWorm_MorphIntoActorAbilityDef, Egg_HatchFireWorm_MorphIntoActorAbilityDef, Egg_HatchPoisonWorm_MorphIntoActorAbilityDef, EggFacehugger_Die_AbilityDef, EggFacehugger_HatchFacehugger_MorphIntoActorAbilityDef, EggFacehugger_HulkDieAbilityDef, EggFacehugger_StartPreparing_AbilityDef, EggFacehugger_Surveillance_AbilityDef, ElectricKick_AbilityDef,

ElectricReinforcement_AbilityDef, ElectricTentacleAttack_AbilityDef, EMPResistant_DamageMultiplierAbilityDef, EndTurn_AbilityDef, EnhancedVision_AbilityDef, EnterVehicle_AbilityDef, EnterVehicle_Instant_AbilityDef, Exalted_Die_AbilityDef, Exalted_InducePanic_AbilityDef, Exalted_MindControl_AbilityDef, Exalted_MindCrush_AbilityDef, Exalted_MistBreather_AbilityDef, Exalted_PsychicScream_AbilityDef, Exalted_ReleaseControl_AbilityDef, ExaltedInteractWithYuggothian_AbilityDef, ExitMission_AbilityDef, ExitVehicle_AbilityDef, ExitVehicle_Instant_AbilityDef, Exo_Leap_AbilityDef, ExpertHealer_AbilityDef, ExpertHeavyWeapons_AbilityDef, ExpertLightWeapons_AbilityDef, ExpertMelee_AbilityDef, ExpertMountedWeapons_AbilityDef, ExpertPacker_AbilityDef, ExpertRunner_AbilityDef, ExpertShooter_AbilityDef, ExpertThrower_AbilityDef, ExplodingBarrel_StructuralTargetDieAbilityDef, ExtraMove_AbilityDef, ExtremeFocus_AbilityDef, Facehugger_Die_AbilityDef, Facehugger_MindControl_AbilityDef, FallNoSupport_AbilityDef, FastUse_AbilityDef, FieldMedic_AbilityDef, FieldRepairKit_AbilityDef, FireImmunity_DamageMultiplierAbilityDef, FireResistant_DamageMultiplierAbilityDef, FireStatusImmunity_AbilityDef, FireVulnerability_DamageMultiplierAbilityDef, FirewormEgg_Die_AbilityDef, FirewormEgg_HulkDieAbilityDef, FirewormEgg_StartPreparing_AbilityDef, FirewormEgg_Surveillance_AbilityDef, FirewormEnterPlay_AbilityDef, FirewormExplode_AbilityDef, FirewormFallNoSupport_AbilityDef, Fishman_ClassProficiency_AbilityDef, Fishman_Die_AbilityDef, Fishman_EnterPlay_AbilityDef, Fishman_HumanWeaponsProficiency_AbilityDef, Fishman_Regeneration_Passive_AbilityDef, Fishman_SpawnMist_AbilityDef, Fishman_UpperArms_Strike_AbilityDef, Fishman_UpperArms_Strike_ShootAbilityDef, FlameThrower_ShootAbilityDef, Focused_AbilityDef, FrenzySelfDamageAbilityDef, GoodShot_AbilityDef, GooImmunity_AbilityDef, GooSpit_ShootAbilityDef, GrenadeSpam_ShootAbilityDef, GrenadeSpam_ShootAbilityFollowUpDef, GrenadesTalent_AbilityDef, Guardian_Beam_ShootAbilityDef, Guardian_Drill_AbilityDef, Guardian_Drill_ShootAbilityDef, Guardian_ShieldSlice_AbilityDef, Guardian_ShieldSlice_ShootAbilityDef, Guardian_Stomp_AbilityDef, Gunslinger_AbilityDef, GymRat_AbilityDef, Handgun_ShootAbilityDef, HandgunsTalent_AbilityDef, Heavy_ClassProficiency_AbilityDef, HeavyLifter_AbilityDef, HeavyWeaponsTalent_AbilityDef, Helpful_AbilityDef, Humanoid_HighJump_AbilityDef, HumanoidGuardian_AwakeAnimAbilityDef, HumanoidGuardian_Die_AbilityDef, HumanoidGuardian_EnterPlayAbilityDef,

Idle_AbilityDef, IgnorePain_AbilityDef, InducePanic_AbilityDef, Infiltrator_ClassProficiency_AbilityDef, InjectorBomb_Die_AbilityDef, Inspire_AbilityDef, InteractWithObject_AbilityDef, InteractWithYuggothian_AbilityDef, Inventory_AbilityDef, InventoryVehicle_AbilityDef, JetJump_AbilityDef, LaserArray_ShootAbilityDef, LaunchAcidWorm_ShootAbilityDef, LaunchFireWorm_ShootAbilityDef, LaunchGoo_ShootAbilityDef, LaunchGrenade_ShootAbilityDef, LaunchMissiles_ShootAbilityDef, LaunchMortar_ShootAbilityDef, LaunchPoisonWorm_ShootAbilityDef, LaunchRocket_ShootAbilityDef, MachineEntity_ClassProficiencyAbilityDef, MachineEntityDazeImmunity_AbilityDef,

Madman_AbilityDef, MadmanTutorial_AbilityDef, ManualControl_AbilityDef, MarkedForDeath_AbilityDef, MartialArtist_AbilityDef, MasterMarksman_AbilityDef, MediumGuardian_AwakeAnimAbilityDef, MediumGuardian_Die_AbilityDef, MediumGuardian_EnterPlayAbilityDef, Medkit_AbilityDef, MeleeProficiency_AbilityDef, MeleeReturnFire_WithBashAbility_AbilityDef, MeleeReturnFire_WithShootAbility_AbilityDef, MeleeWeaponTalent_AbilityDef, MindControlImmunity_AbilityDef, MindCrush_AbilityDef, MindSense_AbilityDef, MistBreather_AbilityDef, MistLaunch_ShootAbilityDef, MistRepeller_AbilityDef, MotionDetection_AbilityDef, MountedWeaponTalent_AbilityDef, Move_AbilityDef, Move3x3_AbilityDef, Move5x5_AbilityDef, Mutog_CanLeap_AbilityDef, Mutog_ControlledByPriest_AbilityDef, Mutog_Devour_AbilityDef, Mutog_Die_AbilityDef, Mutog_EnterPlay_AbilityDef, Mutog_HeadAttack_AbilityDef, Mutog_HeadBash_AbilityDef, Mutog_HeadBash_BashAbilityDef, Mutog_Leap_AbilityDef, Mutog_LeftPawBash_AbilityDef, Mutog_PlayBerserkAnimation_AbilityDef, Mutog_PlayDevourAnimation_AbilityDef, Mutog_PrimalInstinct_AbilityDef, Mutog_Ram_AbilityDef, Mutog_Regeneration_AbilityDef, Mutog_RightPawBash_AbilityDef, Mutog_TailBash_AbilityDef, Mutog_TailBash_BashAbilityDef, Mutog_TailSlice_AbilityDef, Mutog_TailSlice_BashAbilityDef, Mutog_TongueLash_AbilityDef, NeuralDisruption_AbilityDef, Neurazer_BashStrike_AbilityDef, Oilcrab_Die_DeathBelcher_AbilityDef, Oilcrab_PlayMorphAnimationAbilityDef, Oilfish_Die_DeathBelcher_AbilityDef, Oilfish_PlayMorphAnimationAbilityDef, OilMonster_Die_AbilityDef, OpenCrate_AbilityDef, Overwatch_AbilityDef, OverwatchFocus_AbilityDef, PainChameleon_AbilityDef, Panic_AbilityDef, ParalysedStatusImmunity_AbilityDef, ParalysisImmunity_DamageMultiplierAbilityDef, PDWTalent_AbilityDef, Pitcher_AbilityDef, PlayActionAnimation_AbilityDef, PlaySeedsAnimation_AbilityDef, PoisonImmunity_DamageMultiplierAbilityDef, PoisonResistant_DamageMultiplierAbilityDef, PoisonwormExplode_AbilityDef, Priest_ClassProficiency_AbilityDef, Priest_InstilFrenzy_AbilityDef, Priest_MindControl_AbilityDef, Priest_PsychicScream_AbilityDef, PsychicImmunity_DamageMultiplierAbilityDef, PsychicResistant_DamageMultiplierAbilityDef, PsychicWard_AbilityDef, Queen_BashStrike_AbilityDef, Queen_CanLeap_AbilityDef, Queen_Die_AbilityDef, Queen_Die_Belcher_AbilityDef, Queen_EnterPlay_AbilityDef, Queen_GunsFire_ShootAbilityDef, Queen_IdleAbilityDef, Queen_InstilFrenzy_AbilityDef, Queen_Leap_AbilityDef, Queen_SpawnFacehugger_AbilityDef, Queen_SpawnMist_AbilityDef, Queen_StartPreparing_AbilityDef, Queen_Strike_AbilityDef, QuickAim_AbilityDef, RadiantHope_AbilityDef, RageBurst_RageBurstInConeAbilityDef, RageBurst_ShootAbilityDef, Rally_AbilityDef, RapidClearance_AbilityDef, ReadyForAction_AbilityDef, Reckless_AbilityDef, RecoverWill_AbilityDef, RecruitIntoPhoenix_AbilityDef, RecruitIntoPhoenix_Tutorial_AbilityDef, Regeneration_Torso_Passive_AbilityDef, ReleaseControl_AbilityDef, Reload_AbilityDef, ReloadTurret_AbilityDef, RemoteDeployment_AbilityDef, ResourceCrate_DieAbilityDef, Resourceful_AbilityDef, RestrictedMovement_AbilityDef, RetrieveShield_AbilityDef, RetrieveTurret_AbilityDef, ReturnFire_AbilityDef, ReturnFire_WithInactiveWeapon_AbilityDef, RevealToPhoenix_Tutorial_AbilityDef, SafeLanding_AbilityDef, Scarab_Die_AbilityDef, Scarab_EvacuateMountedActorsAbilityDef, ScarabHulk_DieAbilityDef, ScytherBashStrike_AbilityDef, ScytherStrike_ShootAbilityDef, SelfDefenseSpecialist_AbilityDef,

SenseLocate_AbilityDef, Sentinel_Die_AbilityDef, Sentinel_StartPreparing_AbilityDef, SentinelHatching_MassHatch_AbilityDef, SentinelHatching_Surveillance_AbilityDef, SentinelMist_SpawnMist_AbilityDef, SentinelMist_Surveillance_AbilityDef, SentinelTerror_Surveillance_AbilityDef, SentinelTerror_TelepathicAttack_AbilityDef, SentryTurret_Die_AbilityDef, ShadowStep_AbilityDef, ShieldProficiency_AbilityDef, ShootPoisonSpike_ShootAbilityDef, ShotgunTalent_AbilityDef, SilencedWeaponTalent_AbilityDef, SilentEcho_AbilityDef, Siren_EnterPlay_AbilityDef, Siren_Injecting_BashStrike_AbilityDef, Siren_Injecting_Strike_AbilityDef, Siren_InstilFrenzy_AbilityDef, Siren_PsychicScream_AbilityDef, Siren_Slashing_BashStrike_AbilityDef, Siren_SlashingStrike_AbilityDef, Siren_SpitAcid_AbilityDef, SneakAttack_AbilityDef, Sniper_ClassProficiency_AbilityDef, SniperTalent_AbilityDef, Soldier_Die_AbilityDef, SonicBlast_ShootAbilityDef, SonicImmunity_DamageMultiplierAbilityDef, SonicResistance_DamageMultiplierAbilityDef, Sow_AbilityDef, SpawningPoolCrabman_HulkDie_AbilityDef, SpiderDroneEnterPlay_AbilityDef, SpiderDroneExplode_AbilityDef, SpiderDroneFallNoSupport_AbilityDef, SpitPoison_ShootAbilityDef, StandBy_AbilityDef, Stealth_AbilityDef, StealthSpecialist_AbilityDef, Stimpack_AbilityDef, StomperLegs_EnterStabilityStance_AbilityDef, StomperLegs_ExitStabilityStance_AbilityDef, StomperLegs_Stomp_AbilityDef, Strength_PassiveModifierAbilityDef, Strike_ShootAbilityDef, Strongman_AbilityDef, StructuralTarget_StructuralTargetDieAbilityDef, StructuralTargetSlowAura_AbilityDef, StructuralTargetSwitch_AbilityDef, Structure_ClassProficiencyAbilityDef, StunStatusImmunity_AbilityDef, SurpriseAttack_AbilityDef, SwarmerEgg_Die_AbilityDef, SwarmerEgg_HatchSwarmer_MorphIntoActorAbilityDef, SwarmerEgg_HulkDieAbilityDef, SwarmerEgg_StartPreparing_AbilityDef, SwarmerEgg_Surveillance_AbilityDef, SY_Aspida_Die_AbilityDef, SY_Aspida_EvacuateMountedActorsAbilityDef, SY_AspidaBashStrike_AbilityDef, SY_AspidaHulk_DieAbilityDef, SY_AspidaStrike_ShootAbilityDef, SY_FullRestoration_AbilityDef, Technician_ClassProficiency_AbilityDef, TechnicianBashStrike_AbilityDef, TechnicianHeal_AbilityDef, TechnicianPowerSurge_ShootAbilityDef, TechnicianRemoveFacehugger_AbilityDef, TechnicianRepair_AbilityDef, TechnicianRestoreBodyPart_AbilityDef, TechnicianStrike_ShootAbilityDef, TechTurret_Die_AbilityDef, TestActionAnimation_AbilityDef, Thief_AbilityDef, ThrowGrenade_ShootAbilityDef, ThrowLaserTurret_AbilityDef, ThrowPRCRTurret_AbilityDef, ThrowTurret_AbilityDef, TotalClearance_ShootAbilityDef, TotalClearance_ShootAbilityFollowUpDef, TurretCombo_ShootAbilityDef, UnusableLeftHand_AbilityDef, UnusableRightHand_AbilityDef, UseAttachedEquipment_AbilityDef, Vanish_AbilityDef, VehicleRam_AbilityDef, VirophageMedkit_AbilityDef, VirusImmunity_DamageMultiplierAbilityDef, VirusResistant_DamageMultiplierAbilityDef, WarCry_AbilityDef, WeakSpot_AbilityDef, Weapon_ShootAbilityDef, Worm_Die_AbilityDef, Yuggothian_HulkDie_AbilityDef, Yuggothian_InducePanic_AbilityDef, Yuggothian_Shields_AbilityDef,

Yuggothian_StatusAttack_AbilityDef, Yuggothian_StatusDefence_AbilityDef, Zombified_ClassProficiencyAbilityDef,