

**Updated for Patch 2.3. Best viewed on
PC.**

**Don't forget to replace NUMBER with
your desired value, if applicable.**

**If you can't find what you're looking for, take a look
[here](#).**

Progress

NOTE: For the **first five items**, you may have to apply them manually through
Inventory > Backpack > Consumables.

+1-3% RAM Recovery Rate (Dendritic Protoplasma Supplier):

Game.AddToInventory("Items.PermanentMemoryRegenFood",**NUMBER**)

+1-3% Stamina Regen Rate (Military-Grade Lactic Acid Recyclers):

Game.AddToInventory("Items.PermanentStaminaRegenFood",**NUMBER**)

+2 Carrying Capacity (Carrying Capacity Shard):

Game.AddToInventory("Items.AirdropPermaReward",**NUMBER**)

+2 Max Health (Prototype Pseudoembryonic Cell Builder):

Game.AddToInventory("Items.PermanentHealthFood",**NUMBER**)

+6 Cyberware Capacity (Cyberware Capacity Shard):

Game.AddToInventory("Items.CWCapacityPermaReward_Legendary",**NUMBER**)

Attribute Points:

PlayerDevelopmentSystem.GetInstance(Game.GetPlayer()):GetDevelopmentData(Game.GetPlayer()):AddDevelopmentPoints(**NUMBER**,
gamedataDevelopmentPointType.Attribute)

Eurodollars: Game.AddToInventory("Items.money",**NUMBER**)

Perk Points:

PlayerDevelopmentSystem.GetInstance(Game.GetPlayer()):GetDevelopmentData(Game.GetPlayer()):AddDevelopmentPoints(**NUMBER**,
gamedataDevelopmentPointType.Primary)

Player Level: Game.SetLevel("Level", **NUMBER**, 1)

Relic Points:

PlayerDevelopmentSystem.GetInstance(Game.GetPlayer()):GetDevelopmentData(Game.GetPlayer()):AddDevelopmentPoints(**NUMBER**,
gamedataDevelopmentPointType.Espionage)

Skill XP: Headhunter: LvL = **NUMBER**; ProfType = gamedataProficiencyType.CoolSkill;
DS =

PlayerDevelopmentSystem.GetInstance(Game.GetPlayer()):GetDevelopmentData(Game.GetPlayer()); DS:SetLevel(ProfType, LvL, telemetryLevelGainReason.Gameplay)

Skill XP: Netrunner: LvL = **NUMBER**; ProfType =
gamedataProficiencyType.IntelligenceSkill; DS =
PlayerDevelopmentSystem.GetInstance(Game.GetPlayer()):GetDevelopmentData(Game.
GetPlayer()); DS:SetLevel(ProfType, LvL, telemetryLevelGainReason.Gameplay)

Skill XP: Shinobi: LvL = **NUMBER**; ProfType = gamedataProficiencyType.ReflexesSkill;
DS =
PlayerDevelopmentSystem.GetInstance(Game.GetPlayer()):GetDevelopmentData(Game.
GetPlayer()); DS:SetLevel(ProfType, LvL, telemetryLevelGainReason.Gameplay)

Skill XP: Solo: LvL = **NUMBER**; ProfType = gamedataProficiencyType.StrengthSkill; DS =
PlayerDevelopmentSystem.GetInstance(Game.GetPlayer()):GetDevelopmentData(Game.
GetPlayer()); DS:SetLevel(ProfType, LvL, telemetryLevelGainReason.Gameplay)

Skill XP: Engineer: LvL = **NUMBER**; ProfType =
gamedataProficiencyType.TechnicalAbilitySkill; DS =
PlayerDevelopmentSystem.GetInstance(Game.GetPlayer()):GetDevelopmentData(Game.
GetPlayer()); DS:SetLevel(ProfType, LvL, telemetryLevelGainReason.Gameplay)

Street Cred: Game.SetLevel("StreetCred", **NUMBER**, 1)

Crafting Components

Tier 1: Game.AddToInventory("Items.CommonMaterial1",**NUMBER**)

Tier 2: Game.AddToInventory("Items.UncommonMaterial1",**NUMBER**)

Tier 3: Game.AddToInventory("Items.RareMaterial1",**NUMBER**)

Tier 4: Game.AddToInventory("Items.EpicMaterial1",**NUMBER**)

Tier 5: Game.AddToInventory("Items.LegendaryMaterial1",**NUMBER**)

Quickhack Components

Tier 1: Game.AddToInventory("Items.QuickHackCommonMaterial1",**NUMBER**)

Tier 2: Game.AddToInventory("Items.QuickHackUncommonMaterial1",**NUMBER**)

Tier 3: Game.AddToInventory("Items.QuickHackRareMaterial1",**NUMBER**)

Tier 4: Game.AddToInventory("Items.QuickHackEpicMaterial1",**NUMBER**)

Tier 5: Game.AddToInventory("Items.QuickHackLegendaryMaterial1",**NUMBER**)

Iconic Weapons

Achilles x-MOD2: Game.AddToInventory("Items.Preset_Achilles_Collectible", 1)

Agaou: Game.AddToInventory("Items.Preset_VB_Axe", 1)

Alabai: Game.AddToInventory("Items.Preset_Pozhar_AirDrop", 1)

Ambition: Game.AddToInventory("Items.Preset_Kenshin_Spy", 1)

Amnesty: Game.AddToInventory("Items.Preset_Overture_Cassidy", 1)

Amstaff: Game.AddToInventory("Items.Preset_Crusher_Amazon", 1)

Apparition: Game.AddToInventory("Items.Preset_Kenshin_Frank", 1)

Archangel: Game.AddToInventory("Items.Preset_Overture_Kerry", 1)

Ba Xing Chong: Game.AddToInventory("Items.Preset_Zhuo_Eight_Star", 1)

Baby Boomer: Game.AddToInventory("Items.Preset_Baseball_Bat_Malina", 1)

Bald Eagle: Game.AddToInventory("Items.Preset_Metel_Kurt", 1)

Baseball bat x-MOD2:

Game.AddToInventory("Items.Preset_Baseball_Bat_Legendary", 1)

BFC 9000: Game.AddToInventory("Items.Preset_Dildo_SexShop",1)

Black Unicorn: Game.AddToInventory("Items.Preset_Katana_GoG",1)

Bloody Maria: Game.AddToInventory("Items.Preset_Tactician_Dino",1)

Blue Fang: Game.AddToInventory("Items.Preset_Neurotoxin_Knife_Iconic",1)

Borzaya: Game.AddToInventory("Items.Preset_Grad_AirDrop",1)

Breakthrough: Game.AddToInventory("Items.Preset_Nekomata_Breakthrough",1)

Butcher's Cleaver: Game.AddToInventory("Items.Preset_Butchers_Knife_Iconic",1)

Buzzsaw: Game.AddToInventory("Items.Preset_Pulsar_Buzzsaw",1)

Byakko: Game.AddToInventory("Items.Preset_Katana_Wakako",1)

Caretaker's Spade: Game.AddToInventory("Items.Preset_Shovel_Caretaker",1)

Carmen: Game.AddToInventory("Items.Preset_Umbra_Bebe",1)

Catahoula: Game.AddToInventory("Items.Preset_Grit_Amazon",1)

Chaos: Game.AddToInventory("Items.Preset_Kenshin_Royce",1)

Cheetah: Game.AddToInventory("Items.Preset_Unity_Angelica",1)

Chesapeake: Game.AddToInventory("Items.Preset_Warden_Amazon",1)

Chinook: Game.AddToInventory("Items.Preset_Kyubi_Amazon",1)

Claw x-MOD2: Game.AddToInventory("Items.Preset_Fanged_Axe_Collectible", 1)

Cocktail Stick: Game.AddToInventory("Items.Preset_Katana_Cocktail",1)

Comrade's Hammer: Game.AddToInventory("Items.Preset_Burya_Comrade",1)

Cottonmouth: Game.AddToInventory("Items.Preset_Cane_Fingers",1)

Crash: Game.AddToInventory("Items.Preset_Overture_River",1)

Crimestopper: Game.AddToInventory("Items.Preset_Kappa_George",1)

Crowbar: Game.AddToInventory("Items.Preset_Crowbar_Bunker",1)

Cut-o-Matic x-MOD2:

Game.AddToInventory("Items.Preset_Chainsword_Legendary",1)

Death and Taxes: Game.AddToInventory("Items.Preset_Nue_Maiko",1)

Dezserter: Game.AddToInventory("Items.Preset_Testera_Nicolas",1)

Divided We Stand: Game.AddToInventory("Items.Preset_Sidewinder_Divided",1)

Doom Doom: Game.AddToInventory("Items.Preset_Nova_Doom_Doom",1)

Dying Night: Game.AddToInventory("Items.Preset_Lexington_Wilson",1)

Erebus: Game.AddToInventory("Items.Preset_Borg4a_HauntedGun",1)

Errata: Game.AddToInventory("Items.Preset_Katana_E3",1)

Fang: Game.AddToInventory("Items.Preset_Knife_Kurtz_1",1)

Fenrir: Game.AddToInventory("Items.Preset_Saratoga_Maelstrom",1)

Foxhound: Game.AddToInventory("Items.Preset_Nekomata_Amazon",1)

Genjiroh: Game.AddToInventory("Items.Preset_Yukimura_Kiji",1)

Gold-plated baseball bat:

Game.AddToInventory("Items.Preset_Baseball_Bat_Denny",1)

Gris-Gris: Game.AddToInventory("Items.Preset_Quasar_Baron",1)

Guillotine x-MOD2: Game.AddToInventory("Items.Preset_Guillotine_Collectible",1)

Guts: Game.AddToInventory("Items.Preset_Carnage_Edgerunners",1)

Gwynbleidd: Game.AddToInventory("Items.Preset_Sword_Witcher",1)

Hawk: Game.AddToInventory("Items.Preset_Kyubi_Myers",1)

Headhunter: Game.AddToInventory("Items.Preset_Punk_Knife_Iconic",1)

Her Majesty: Game.AddToInventory("Items.Preset_Unity_Agent",1)

Hercules 3AX: Game.AddToInventory("Items.Preset_Hercules_Prototype",1)

Hypercritical: Game.AddToInventory("Items.Preset_Kolac_Tiny_Mike",1)

Jinchu-Maru: Game.AddToInventory("Items.Preset_Katana_Takemura",1)

Kappa x-MOD2: Game.AddToInventory("Items.Preset_Kappa_Legendary",1)

Kongou: Game.AddToInventory("Items.Preset_Liberty_Yorinobu",1)

Kyubi x-MOD2: Game.AddToInventory("Items.Preset_Kyubi_Legendary",1)

La Chingona Dorada: Game.AddToInventory("Items.Preset_Nue_Jackie",1)

Laika: Game.AddToInventory("Items.Preset_Burya_AirDrop",1)

Lexington x-MOD2:

Game.AddToInventory("Items.Preset_Lexington_Shooting_Competition",1)

Lizzie: Game.AddToInventory("Items.Preset_Omaha_Suzie",1)

MA70 HB x-MOD2: Game.AddToInventory("Items.Preset_MA70_Collectible",1)

Malorian Arms 3516: Game.AddToInventory("Items.Preset_Silverhand_3516",1)

Mancinella: Game.AddToInventory("Items.Preset_Nova_Hitman",1)

Moron Labe: Game.AddToInventory("Items.Preset_Ajax_Moron",1)

Mox: Game.AddToInventory("Items.Preset_Carnage_Mox",1)

Murphy's Law: Game.AddToInventory("Items.Preset_Baton_Murphy",1)

NDI Osprey: Game.AddToInventory("Items.Preset_Osprey_Prototype",1)

Nehan: Game.AddToInventory("Items.Preset_Tanto_Saburo",1)

O'Five: Game.AddToInventory("Items.Preset_Grad_Buck",1)

Ogou: Game.AddToInventory("Items.Preset_Chao_VooDoo",1)

Ol' Reliable: Game.AddToInventory("Items.Preset_Overture_Dante",1)

Order: Game.AddToInventory("Items.Preset_Satara_Brick",1)

Overwatch: Game.AddToInventory("Items.Preset_Grad_Panam",1)

Ozob's Nose: Game.AddToInventory("Items.GrenadeOzobsNose")

Pariah: Game.AddToInventory("Items.Preset_Ticon_Reed",1)

Pit Bull: Game.AddToInventory("Items.Preset_Ajax_Amazon",1)

Pizdets: Game.AddToInventory("Items.Preset_Warden_Boris",1)

Plan B: Game.AddToInventory("Items.Preset_Liberty_Dex",1)

Pozhar x-MOD2: Game.AddToInventory("Items.Preset_Pozhar_Legendary",1)

Prejudice: Game.AddToInventory("Items.Preset_Masamune_Rogue",1)

Pride: Game.AddToInventory("Items.Preset_Liberty_Rogue",1)

Problem Solver: Game.AddToInventory("Items.Preset_Saratoga_Raffen",1)

Prototype: Shingen Mark V:

Game.AddToInventory("Items.Preset_Shingen_Prototype",1)

Psalm 11:6: Game.AddToInventory("Items.Preset_Copperhead_Genesis",1)

Raiju: Game.AddToInventory("Items.Preset_Senkoh_Prototype",1)

Rasetsu: Game.AddToInventory("Items.Preset_Rasetsu_Prototype",1)

Riskit: Game.AddToInventory("Items.Preset_Nue_Bree",1)

Rook: Game.AddToInventory("Items.Preset_Lexington_Rook",1)

Rosco: Game.AddToInventory("Items.Preset_Overture_Dodger",1)

Sasquatch's Hammer: Game.AddToInventory("Items.w_melee_boss_hammer",1)

Satori: Game.AddToInventory("Items.Preset_Katana_Saburo",1)

Scalpel: Game.AddToInventory("Items.Preset_Katana_Surgeon",1)

Scorch: Game.AddToInventory("Items.Preset_Ticon_Gwent",1)

Seraph: Game.AddToInventory("Items.Preset_Liberty_Padre",1)

Sir John Phallustiff: Game.AddToInventory("Items.Preset_Dildo_Stout",1)

Skippy: Game.AddToInventory("Items.Preset_Yukimura_Skippy_PostQuest",1)

Sovereign: Game.AddToInventory("Items.Preset_Igla_Sovereign",1)

Sparky: Game.AddToInventory("Items.Preset_Grad_Scav",1)

Stinger: Game.AddToInventory("Items.Preset_Knife_Stinger",1)

Taigan: Game.AddToInventory("Items.Preset_Metel_AirDrop",1)

The Headsman: Game.AddToInventory("Items.Preset_Tactician_Headsman",1)

Tinker Bell: Game.AddToInventory("Items.Preset_Baton_Tinker_Bell",1)

Tsumetogi: Game.AddToInventory("Items.Preset_Katana_Hiromi",1)

Umbra x-MOD2: Game.AddToInventory("Items.Preset_Umbra_Collectible",1)

Volkodav: Game.AddToInventory("Items.Preset_Machete_Borg_AirDrop",1)

Widow Maker: Game.AddToInventory("Items.Preset_Achilles_Nash",1)

Wild Dog: Game.AddToInventory("Items.Preset_Defender_Kurt",1)

Yasha: Game.AddToInventory("Items.Preset_Ashura_Twitch",1)

Yinglong: Game.AddToInventory("Items.Preset_Dian_Yinglong",1)

Iconic Weapon Mods

Firecracker: Game.AddToInventory("Items.ChimeraPowerMod")

Hackatomy: Game.AddToInventory("Items.ChimeraSmartMod")

Severance: Game.AddToInventory("Items.ChimeraMeleeMod")

Wallpuncher: Game.AddToInventory("Items.ChimeraTechMod")

Iconic Cyberware

Adreno-trigger:

Game.AddToInventory("Items.IconicAdvancedDetectorRushLegendaryPlusPlus")

Axolotl:

Game.AddToInventory("Items.IconicAdvancedSubdermalCoProcessorLegendaryPlusPlus")

Behavioral Imprint-synched Faceplate:

Game.AddToInventory("Items.MaskCWPlusPlus")

COX-2 Cybersomatic Optimizer:

Game.AddToInventory("Items.IconicBioConductorsLegendaryPlusPlus")

Chitin: Game.AddToInventory("Items.IconicAdvancedChitonLegendaryPlusPlus")

Chrome Compressor:

Game.AddToInventory("Items.CapacityBoosterLegendaryPlusPlus")

Deep-field Visual Interface:

Game.AddToInventory("Items.IconicAdvancedVisualCortexSupportLegendaryPlusPlus")
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Electromag Recycler:

Game.AddToInventory("Items.IconicDischargeConnectorLegendaryPlusPlus")

Immovable Force:

Game.AddToInventory("Items.IconicGunStabilizerLegendaryPlusPlus")

Isometric Stabilizer:

Game.AddToInventory("Items.IconicShockAbsorberLegendaryPlusPlus")

Kiroshi "Cockatrice" Optics:

Game.AddToInventory("Items.Iconic_AdvancedKiroshiOpticsBareLegendaryPlusPlus")

Leeroy Ligament System:

Game.AddToInventory("Items.IconicJenkinsTendonsLegendaryPlusPlus")

Militech "Apogee" Sandevistan:

Game.AddToInventory("Items.AdvancedSandevistanApogeePlusPlus")

Militech "Falcon" Sandevistan:

Game.AddToInventory("Items.AdvancedSandevistanC4MK5PlusPlus")

Militech Berserk: Game.AddToInventory("Items.AdvancedBerserkC4MK5PlusPlus")

Militech Canto Mk.6:

Game.AddToInventory("Items.HauntedCyberdeck_LegendaryPlusPlus")

NetWatch Netdriver Mk.1:

Game.AddToInventory("Items.AdvancedNetwatchNetdriverMKLegendaryPlusPlus")

Peripheral Inverse:

Game.AddToInventory("Items.IconicAdvancedProximityReducerLegendaryPlusPlus")

Quantum Tuner:

Game.AddToInventory("Items.AdvancedTimeBankLegendaryPlusPlus")

RAM Reallocator:

Game.AddToInventory("Items.IconicCamilloRamManagerLegendaryPlusPlus")

Rara Avis: Game.AddToInventory("Items.IconicAdvancedT1000LegendaryPlusPlus")

Revulsor:

Game.AddToInventory("Items.IconicAdvancedReflexRecorderLegendaryPlusPlus")

Iconic Quickhacks

Bait: Game.AddToInventory("Items.WhistleLvl4PlusPlusProgram",1)

Contagion: Game.AddToInventory("Items.ContagionLvl4PlusPlusProgram",1)

Cripple Movement:

Game.AddToInventory("Items.LocomotionMalfunctionLvl4PlusPlusProgram",1)

Cyberpsychosis: Game.AddToInventory("Items.MadnessLvl4PlusPlusProgram",1)

Cyberware Malfunction:

Game.AddToInventory("Items.DisableCyberwareLvl4PlusPlusProgram",1)

Detonate Grenade:

Game.AddToInventory("Items.GrenadeExplodeLvl4PlusPlusProgram",1)

Memory Wipe: Game.AddToInventory("Items.MemoryWipeLvl4PlusPlusProgram",1)

Overheat: Game.AddToInventory("Items.OverheatLvl4PlusPlusProgram",1)

Ping: Game.AddToInventory("Items.PingLvl4PlusPlusProgram",1)

Reboot Optics: Game.AddToInventory("Items.BlindLvl4PlusPlusProgram",1)

Request Backup: Game.AddToInventory("Items.CommsCallInLvl4PlusPlusProgram",1)

Short Circuit: Game.AddToInventory("Items.EMPOverloadLvl4PlusPlusProgram",1)

Sonic Shock: Game.AddToInventory("Items.CommsNoiseLvl4PlusPlusProgram",1)

Suicide: Game.AddToInventory("Items.SuicideLvl4PlusPlusProgram",1)

Synapse Burnout: Game.AddToInventory("Items.BrainMeltLvl4PlusPlusProgram",1)

System Collapse:

Game.AddToInventory("Items.SystemCollapseLvl4PlusPlusProgram",1)

Weapon Glitch:

Game.AddToInventory("Items.WeaponMalfunctionLvl4PlusPlusProgram",1)

Vehicles

ALL VEHICLES: vs = Game.GetVehicleSystem() vs:EnableAllPlayerVehicles()

911 Turbo (930): vs = Game.GetVehicleSystem()

vs:EnablePlayerVehicle('Vehicle.v_sport2_porsche_911turbo_player', true, false)

911 Turbo Cabriolet (930): vs = Game.GetVehicleSystem()

vs:EnablePlayerVehicle('Vehicle.v_sport2_porsche_911turbo_cabrio_player', true, false)

Aerondight "Guinevere": vs = Game.GetVehicleSystem()

vs:EnablePlayerVehicle('Vehicle.v_sport1_rayfield_aerondight_player', true, false)

Alvarado V4F 570 Delegate: vs = Game.GetVehicleSystem()

vs:EnablePlayerVehicle('Vehicle.v_sport2_villefort_alvarado_player', true, false)

Alvarado V4FC 580 "Vato": vs = Game.GetVehicleSystem()

vs:EnablePlayerVehicle('Vehicle.v_sport2_villefort_alvarado_valentinos_player', true, false)

Alvarado V4FH 570 Herman: vs = Game.GetVehicleSystem()

vs:EnablePlayerVehicle('Vehicle.v_sport2_alvarado_hearse_player', true, false)

Apollo: vs = Game.GetVehicleSystem()

vs:EnablePlayerVehicle('Vehicle.v_sportbike3_brennan_apollo_player', true, false)

Apollo 650-S: vs = Game.GetVehicleSystem()

vs:EnablePlayerVehicle('Vehicle.v_sportbike3_brennan_apollo_player_02', true, false)

ARV-Q340 Seminaru: vs = Game.GetVehicleSystem()

vs:EnablePlayerVehicle('Vehicle.v_sport1_yaiba_semimaru_player', true, false)

ASM-R250 Muramasa: vs = Game.GetVehicleSystem()

vs:EnablePlayerVehicle('Vehicle.v_sportbike1_yaiba_muramasa_naked', true, false)

Caliburn: vs = Game.GetVehicleSystem()

vs:EnablePlayerVehicle('Vehicle.v_sport1_rayfield_caliburn_player', true, false)

Caliburn "Mordred": vs = Game.GetVehicleSystem()

vs:EnablePlayerVehicle('Vehicle.v_sport1_rayfield_caliburn_mordred_player', true, false)

Caliburn "Murkmobile": vs = Game.GetVehicleSystem()

vs:EnablePlayerVehicle('Vehicle.v_sport1_rayfield_caliburn_02_player', true, false)

Colby "Little Mule": vs = Game.GetVehicleSystem()

vs:EnablePlayerVehicle('Vehicle.v_standard25_thorton_colby_nomad_player', true, false)

Colby "Vulture": vs = Game.GetVehicleSystem()

vs:EnablePlayerVehicle('Vehicle.v_standard25_thorton_colby_nomad_player_missiles', true, false)

Colby BARGHEST: vs = Game.GetVehicleSystem()

vs:EnablePlayerVehicle('Vehicle.v_standard25_thorton_colby_pickup_kurtz_player', true, false)

Colby C125: vs = Game.GetVehicleSystem()

vs:EnablePlayerVehicle('Vehicle.v_standard2_thorton_colby_player', true, false)

Colby CST40: vs = Game.GetVehicleSystem()

vs:EnablePlayerVehicle('Vehicle.v_standard2_thorton_colby_gt_player', true, false)

Colby CX410 Butte: vs = Game.GetVehicleSystem()

vs:EnablePlayerVehicle('Vehicle.v_standard25_thorton_colby_pickup_player', true, false)

Colby CX410 Butte "Gran Butte": vs = Game.GetVehicleSystem()

vs:EnablePlayerVehicle('Vehicle.v_standard25_thorton_colby_pickup_02_player', true, false)

Columbus V340-F Freight: vs = Game.GetVehicleSystem()

vs:EnablePlayerVehicle('Vehicle.v_standard25_villefort_columbus_player', true, false)

Cortes V5000 Valor: vs = Game.GetVehicleSystem()

vs:EnablePlayerVehicle('Vehicle.v_standard2_villefort_cortes_player', true, false)

Delamain No. 21: vs = Game.GetVehicleSystem()

vs:EnablePlayerVehicle('Vehicle.v_standard2_villefort_cortes_delamain_player', true, false)

Deleon "Vindicator": vs = Game.GetVehicleSystem()

vs:EnablePlayerVehicle('Vehicle.v_sport2_alvarado_deleon_player', true, false)

Deleon V410-S Coupé: vs = Game.GetVehicleSystem()

vs:EnablePlayerVehicle('Vehicle.v_sport2_villefort_deleon_sport_player', true, false)

Emperor 620 Ragnar: vs = Game.GetVehicleSystem()

vs:EnablePlayerVehicle('Vehicle.v_standard3_chevalier_emperor_player', true, false)

Galena "Gecko": vs = Game.GetVehicleSystem()

vs:EnablePlayerVehicle('Vehicle.v_standard2_thorton_galena_nomad_player', true, false)

Galena "Locust": vs = Game.GetVehicleSystem()

vs:EnablePlayerVehicle('Vehicle.v_standard2_thorton_galena_nomad_player_missiles', true, false)

Galena "Rattler": vs = Game.GetVehicleSystem()

vs:EnablePlayerVehicle('Vehicle.v_standard2_thorton_galena_bobas_player', true, false)

Galena G240: vs = Game.GetVehicleSystem()

vs:EnablePlayerVehicle('Vehicle.v_standard2_thorton_galena_player', true, false)

Galena GA32t: vs = Game.GetVehicleSystem()

vs:EnablePlayerVehicle('Vehicle.v_standard2_thorton_galena_gt_player', true, false)

Hella EC-D i360: vs = Game.GetVehicleSystem()

vs:EnablePlayerVehicle('Vehicle.v_standard2_archer_hella_player', true, false)

Hellhound: vs = Game.GetVehicleSystem()

vs:EnablePlayerVehicle('Vehicle.v_standard3_militech_hellhound_player', true, false)

Hozuki "Hoseki": vs = Game.GetVehicleSystem()

vs:EnablePlayerVehicle('Vehicle.v_standard2_mizutani_hozuki_player', true, false)

Hozuki MH2: vs = Game.GetVehicleSystem()

vs:EnablePlayerVehicle('Vehicle.v_standard2_mizutani_hozuki_gt_player', true, false)

Jackie's ARCH: vs = Game.GetVehicleSystem()

vs:EnablePlayerVehicle('Vehicle.v_sportbike2_arch_jackie_player', true, false)

Jackie's Tuned ARCH: vs = Game.GetVehicleSystem()

vs:EnablePlayerVehicle('Vehicle.v_sportbike2_arch_jackie_tuned_player', true, false)

Kusanagi "Akashita": vs = Game.GetVehicleSystem()

vs:EnablePlayerVehicle('Vehicle.v_sportbike1_yaiba_kusanagi_player_03', true, false)

Kusanagi "Mizuchi": vs = Game.GetVehicleSystem()

vs:EnablePlayerVehicle('Vehicle.v_sportbike1_yaiba_kusanagi_tyger_player', true, false)

Kusanagi "Peacekeeper": vs = Game.GetVehicleSystem()

vs:EnablePlayerVehicle('Vehicle.v_sportbike1_yaiba_kusanagi_player_02', true, false)

Kusanagi CT-3X: vs = Game.GetVehicleSystem()

vs:EnablePlayerVehicle('Vehicle.v_sportbike1_yaiba_kusanagi_player', true, false)

Legatus 450 Aquila: vs = Game.GetVehicleSystem()

vs:EnablePlayerVehicle('Vehicle.v_utility4_chevalier_legatus_player', true, false)

Mackinaw "Beast": vs = Game.GetVehicleSystem()

vs:EnablePlayerVehicle('Vehicle.v_standard3_thorton_mackinaw_ncu_player', true, false)

Mackinaw "Demiurge": vs = Game.GetVehicleSystem()

vs:EnablePlayerVehicle('Vehicle.v_utility4_thorton_mackinaw_bmf_player', true, false)

Mackinaw "Saguaro": vs = Game.GetVehicleSystem()

vs:EnablePlayerVehicle('Vehicle.v_standard3_thorton_mackinaw_player_02', true, false)

Mackinaw MTL1: vs = Game.GetVehicleSystem()

vs:EnablePlayerVehicle('Vehicle.v_standard3_thorton_mackinaw_player', true, false)

MaiMai P126: vs = Game.GetVehicleSystem()

vs:EnablePlayerVehicle('Vehicle.v_standard2_makigai_maimai_player', true, false)

Malina-mobile: vs = Game.GetVehicleSystem()

vs:EnablePlayerVehicle('Vehicle.v_sportbike2_arch_linas_player', true, false)

Merrimac "Warlock": vs = Game.GetVehicleSystem()

vs:EnablePlayerVehicle('Vehicle.v_standard25_thorton_merrimac_player', true, false)

Nazaré: vs = Game.GetVehicleSystem()

vs:EnablePlayerVehicle('Vehicle.v_sportbike2_arch_player', true, false)

Nazaré "Itsumade": vs = Game.GetVehicleSystem()

vs:EnablePlayerVehicle('Vehicle.v_sportbike2_arch_tyger_player', true, false)

Nazaré "Kobold": vs = Game.GetVehicleSystem()

vs:EnablePlayerVehicle('Vehicle.v_sportbike2_arch_player_03', true, false)

Nazaré "Racer": vs = Game.GetVehicleSystem()

vs:EnablePlayerVehicle('Vehicle.v_sportbike2_arch_player_02', true, false)

Outlaw: vs = Game.GetVehicleSystem()

vs:EnablePlayerVehicle('Vehicle.v_sport1_herrera_outlaw_player', true, false)

Outlaw "Weiler": vs = Game.GetVehicleSystem()

vs:EnablePlayerVehicle('Vehicle.v_sport1_herrera_outlaw_heist_player', true, false)

Quartz "Bandit": vs = Game.GetVehicleSystem()

vs:EnablePlayerVehicle('Vehicle.v_standard2_archer_bandit_player', true, false)

Quartz "Sidewinder": vs = Game.GetVehicleSystem()

vs:EnablePlayerVehicle('Vehicle.v_standard2_archer_quartz_nomad_player', true,
false)

Quartz "Specter": vs = Game.GetVehicleSystem()

vs:EnablePlayerVehicle('Vehicle.v_standard2_archer_quartz_nomad_player_02', true,
false)

Quartz EC-L r275: vs = Game.GetVehicleSystem()

vs:EnablePlayerVehicle('Vehicle.v_standard2_archer_quartz_base_player', true, false)

Quartz EC-T2 R660: vs = Game.GetVehicleSystem()

vs:EnablePlayerVehicle('Vehicle.v_standard2_archer_quartz_player', true, false)

Riptide "Terrier": vs = Game.GetVehicleSystem()

vs:EnablePlayerVehicle('Vehicle.v_sport1_herrera_riptide_player', true, false)

Scorpion's Apollo: vs = Game.GetVehicleSystem()

vs:EnablePlayerVehicle('Vehicle.v_sportbike3_brennan_apollo_nomad_player', true, false)

Shion "Bonewrecker": vs = Game.GetVehicleSystem()

vs:EnablePlayerVehicle('Vehicle.v_sport2_mizutani_shion_nomad_02_player', true, false)

Shion "Coyote": vs = Game.GetVehicleSystem()

vs:EnablePlayerVehicle('Vehicle.v_sport2_mizutani_shion_nomad_player', true, false)

Shion "Samum": vs = Game.GetVehicleSystem()

vs:EnablePlayerVehicle('Vehicle.v_sport2_mizutani_shion_nomad_player_missiles', true, false)

Shion MZ1: vs = Game.GetVehicleSystem()

vs:EnablePlayerVehicle('Vehicle.v_sport2_mizutani_shion_base_player', true, false)

Shion MZ2: vs = Game.GetVehicleSystem()

vs:EnablePlayerVehicle('Vehicle.v_sport2_mizutani_shion_player', true, false)

Shion Targa MZT: vs = Game.GetVehicleSystem()

vs:EnablePlayerVehicle('Vehicle.v_sport2_mizutani_shion_targa_player', true, false)

Sport R-7 "Charon": vs = Game.GetVehicleSystem()

vs:EnablePlayerVehicle('Vehicle.v_sport1_quadra_sport_r7_netrunner', true, false)

Sport R-7 "Chiaroscuro": vs = Game.GetVehicleSystem()

vs:EnablePlayerVehicle('Vehicle.v_sport1_quadra_sport_r7_player', true, false)

Sport R-7 "Sterling": vs = Game.GetVehicleSystem()

vs:EnablePlayerVehicle('Vehicle.v_sport1_quadra_sport_r7_mrhands', true, false)

Sport R-7 "Vigilante": vs = Game.GetVehicleSystem()

vs:EnablePlayerVehicle('Vehicle.v_sport1_quadra_sport_r7_player_02', true, false)

Supron "Trailbruiser": vs = Game.GetVehicleSystem()

vs:EnablePlayerVehicle('Vehicle.v_standard3_mahir_supron_kurtz_player', true, false)

Supron FS3: vs = Game.GetVehicleSystem()

vs:EnablePlayerVehicle('Vehicle.v_standard25_mahir_supron_player', true, false)

Supron FS3-T: vs = Game.GetVehicleSystem()

vs:EnablePlayerVehicle('Vehicle.v_standard25_mahir_supron_gt_player', true, false)

Tanishi "Kuma": vs = Game.GetVehicleSystem()

vs:EnablePlayerVehicle('Vehicle.v_standard3_makigai_tanishi_player', true, false)

Tanishi T400: vs = Game.GetVehicleSystem()

vs:EnablePlayerVehicle('Vehicle.v_standard3_makigai_tanishi_player_mr_hands', true, false)

Thrax 388 Jefferson: vs = Game.GetVehicleSystem()

vs:EnablePlayerVehicle('Vehicle.v_standard2_chevalier_thrax_player', true, false)

Turbo-R 740: vs = Game.GetVehicleSystem()

vs:EnablePlayerVehicle('Vehicle.v_sport1_quadra_turbo_player', true, false)

Turbo-R V-Tech: vs = Game.GetVehicleSystem()

vs:EnablePlayerVehicle('Vehicle.v_sport1_quadra_turbo_r_player', true, false)

Type-66 "Bulitt": vs = Game.GetVehicleSystem()

vs:EnablePlayerVehicle('Vehicle.v_sport2_quadra_type66_02_player', true, false)

Type-66 "Cthulhu": vs = Game.GetVehicleSystem()

vs:EnablePlayerVehicle('Vehicle.v_sport2_quadra_type66_nomad_ncu_player', true,
false)

Type-66 "Hoon": vs = Game.GetVehicleSystem()

vs:EnablePlayerVehicle('Vehicle.v_sport2_quadra_type66_nomad_tribute', true, false)

Type-66 "Javelina": vs = Game.GetVehicleSystem()

vs:EnablePlayerVehicle('Vehicle.v_sport2_quadra_type66_nomad_player', true, false)

Type-66 "Jen Rowley": vs = Game.GetVehicleSystem()

vs:EnablePlayerVehicle('Vehicle.v_sport2_quadra_type66_player', true, false)

Type-66 "Wingate": vs = Game.GetVehicleSystem()

vs:EnablePlayerVehicle('Vehicle.v_sport2_quadra_type66_nomad_player_03', true,
false)

Type-66 640 TS: vs = Game.GetVehicleSystem()

vs:EnablePlayerVehicle('Vehicle.v_sport2_quadra_type66_02_player', true, false)

Type-66 680 TS: vs = Game.GetVehicleSystem()

vs:EnablePlayerVehicle('Vehicle.v_sport2_quadra_type66_gt_player', true, false)

Type-66 Avenger: vs = Game.GetVehicleSystem()

vs:EnablePlayerVehicle('Vehicle.v_sport2_quadra_type66_avenger_player', true, false)