

Player Weapons

See [Commands \(CMD\)](#) for additional help.

All Slayer Weapons

You can use the **give** command to add weapons to your inventory, or the **removeInventoryItem** command to remove them.

```
weapon/player/bfg
weapon/player/bfg_base
weapon/player/bfg_charge_beam
weapon/player/bfg_charge_beam_arc
weapon/player/bfg_charge_beam_burn
weapon/player/bfg_charge_sphere
weapon/player/bfg_charge_sphere_arc
weapon/player/bfg_charge_sphere_beam
weapon/player/bfg_rapid_fire_beam
weapon/player/bfg_rapid_fire_beam_arc
weapon/player/bfg_rapid_fire_beam_burn
weapon/player/bfg_rapid_fire_sphere
weapon/player/bfg_rapid_fire_sphere_arc
weapon/player/bfg_rapid_fire_shpere_burn
weapon/player/chaingun
weapon/player/chaingun_energy_shell
weapon/player/chaingun_energy_shell_primary
weapon/player/chaingun_turret_primary
weapon/player/chaingun_turret_secondary
weapon/player/chainsaw
weapon/player/crucible
weapon/player/doomblade
weapon/player/double_barrel
weapon/player/double_barrel_meat_hook
weapon/player/double_barrel_primary_lockon
weapon/player/equipment_flame_belch
weapon/player/equipment_flame_belch_right
weapon/player/fists
```

```
weapon/player/fists_berserk
weapon/player/fists_doom5melee
weapon/player/fists_swim
weapon/player/gauss_rifle
weapon/player/gauss_rifle_ballista
weapon/player/gauss_rifle_destroyer
weapon/player/hammer
weapon/player/hammer_horde
weapon/player/hammer_slam
weapon/player/heavy_cannon
weapon/player/heavy_cannon_bolt_action
weapon/player/heavy_cannon_burst_detonate
weapon/player/heavy_cannon_burst_detonate_faster_recharge
weapon/player/heavy_cannon_burst_detonate_mastery
weapon/player/plasma_rifle
weapon/player/plasma_rifle_secondary_aoe
weapon/player/plasma_rifle_secondary_aoe_mastery_primary_supercharge
weapon/player/plasma_rifle_secondary_microwave
weapon/player/pointing_arm
weapon/player/rocket_launcher
weapon/player/rocket_launcher_detonate
weapon/player/rocket_launcher_lock_mod
weapon/player/rocket_launcher_lock_mod_mastery
weapon/player/shotgun
weapon/player/shotgun_secondary_full_auto
weapon/player/shotgun_secondary_pop_rockets
weapon/player/shotgun_secondary_pop_rockets_mastery
weapon/player/unmaykr
```

Some weapons listed, like the BFG variations, are unused and may not work.

Examples

give weapon/player/bfg - Adds the BFG to the player's arsenal

removeInventoryItem weapon/player/bfg - Removes the BFG from the player's arsenal

See Also

- **Swap Crucible & Hammer**

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