

### **Regular Ghoul, Nightstalker, Cazadore - DT 0**

Police Pistol:	28+	134 for 80AP (100.5 for 60AP)
.44 Revolver:	35+	121.5 for 75AP
Plasma Pistol:	25++	108 for 75AP [Magic]
Recharger Pistol:	10++	105 for 75AP [Medium Range, Magic]
Hunting Rifle:	42++	106 for 70AP [Long Range]
Cowboy Repeater:	32+	112.5 for 75AP [Long Range]
Lever-action Rifle:	40+	91 for 60AP [Long Range]
Magic Energy Rifle:	20+	102 for 80AP (76.5 for 60AP) [Long Range, Magic]
Sawed-off Shotgun:	2x60++	142 for 55AP at Point Blank (71 at Short)
Double-barrel Shotgun:	66++	154 for 70AP at Short (77 at Medium)

Assault Rifle:	15+	123 for 70AP with Burst Fire [Medium Range]
10mm SMG	12+	105 for 60AP with Burst Fire
Light Machine Gun:	15+	123 for 70AP with Burst Fire [Medium Range]
Assault Rifle:		184.5 for 70AP with Full Auto (RoF 3) [Medium Range]
10mm SMG:		210 for 60AP with Full Auto (RoF 4)
Light Machine Gun:		246 for 70AP with Full Auto (RoF 4) [Medium Range]

Cutlass (Str7):	3xStr +18 +	133.5 for 75AP
Hatchet (Str7):	3xStr +30 +	113 for 60AP
War Club (Str7):	2xStr +18 +	150 for 80AP (112.5 for 60AP)
Sledgehammer (Str7):	5xStr +15 +	111 for 70AP
Steel Saw (Str7):	3xStr +5 +++++	107 for 70AP [Ignores half DT]
Spiked Shoes (Str7):	2xStr +08 +	137.5 for 75AP
Yaoi Guai Helm(Str7):	3xStr +05 +	118 for 80AP (88.5 for 60AP) [Ignores half DT]
Solaris Hoof (Str7):	4xStr +04 ++	129 for 75AP
Mag.E. Spear (Str7):	3xStr +15 ++	94 for 60AP [Magic]

Cutlass (Str10):		160.5 for 75AP
Hatchet (Str10):		131 for 60AP
War Club (Str10):		174 for 80AP (130.5 for 60AP)
Sledgehammer (Str10):		141 for 70AP
Steel Saw (Str10):		125 for 70AP [Ignores half DT]
Spiked Shoes (Str10):		167.5 for 75AP
Yaoi Guai Helm(Str10):		142 for 80AP (106.5 for 60AP) [Ignores half DT]
Solaris Hoof (Str10):		165 for 75AP
Mag.E. Spear (Str10):		112 for 60AP [Magic]

### **Basic Raider - DT 5 (Raider Barding)**

Police Pistol:	114 for 80AP (85.5 for 60AP)
.44 Revolver:	106.5 for 75AP

Plasma Pistol:	99 for 75AP [Magic]
Recharger Pistol:	90 for 75AP [Medium Range, Magic]
Hunting Rifle:	96 for 70AP [Long Range]
Cowboy Repeater:	97.5 for 75AP [Long Range]
Lever-action Rifle:	81 for 60AP [Long Range]
Magic Energy Rifle:	90 for 80AP (76.5 for 60AP) [Long Range, Magic]
Sawed-off Shotgun:	112 for 55AP at Point Blank (42 at Short)
Double-barrel Shotgun:	124 for 70AP at Short (47 at Medium)

Assault Rifle:	93 for 70AP with Burst Fire [Medium Range]
10mm SMG:	75 for 60AP with Burst Fire
Light Machine Gun:	93 for 70AP with Burst Fire
Assault Rifle:	139.5 for 70AP with Full Auto (RoF 3) [Medium Range]
10mm SMG:	150 for 60AP with Full Auto (RoF 4)
Light Machine Gun:	186 for 70AP with Full Auto (RoF 4)

Cutlass (Str7):	118.5 for 75AP
Hatchet (Str7):	103 for 60AP
War Club (Str7):	130 for 80AP (97.5 for 60AP)
Sledgehammer (Str7):	101 for 70AP
Steel Saw (Str7):	102 for 70AP [Ignores half DT]
Spiked Shoes (Str7):	112.5 for 75AP
Yaoi Guai Helm(Str7):	108 for 80AP (81 for 60AP) [Ignores half DT]
Solaris Hoof (Str7):	114 for 75AP
Mag.E. Spear (Str7):	84 for 60AP [Magic]

Cutlass (Str10):	145.5 for 75AP
Hatchet (Str10):	121 for 60AP
War Club (Str10):	154 for 80AP (115.5 for 60AP)
Sledgehammer (Str10):	131 for 70AP
Steel Saw (Str10):	120 for 70AP [Ignores half DT]
Spiked Shoes (Str10):	142.5 for 75AP
Yaoi Guai Helm(Str10):	132 for 80AP (99 for 60AP) [Ignores half DT]
Solaris Hoof (Str10):	150 for 75AP
Mag.E. Spear (Str10):	102 for 60AP [Magic]

**Slaver Guard - DT 10 (Stolen Trooper Armour/Damaged Metal Armour)**

Police Pistol:	94 for 80AP (70.5 for 60AP)
.44 Revolver:	91.5 for 75AP
Plasma Pistol:	84 for 75AP [Magic]
Recharger Pistol:	65 for 75AP [Medium Range, Magic]
Hunting Rifle:	86 for 70AP [Long Range]
Cowboy Repeater:	82.5 for 75AP [Long Range]

Lever-action Rifle:	71 for 60AP [Long Range]
Magic Energy Rifle:	70 for 80AP (52.5 for 60AP) [Long Range, Magic]
Sawed-off Shotgun:	82 for 55AP at Point Blank (12 at Short)
Double-barrel Shotgun:	94 for 70AP at Short (17 at Medium)

Assault Rifle:	63 for 70AP with Burst Fire [Medium]
10mm SMG:	45 for 60AP with Burst Fire
Light Machine Gun:	63 for 70AP with Burst Fire
Assault Rifle:	94.5 for 70AP with Auto Fire (RoF 3) [Medium]
10mm SMG:	90 for 60AP with Full Auto (RoF 4)
Light Machine Gun:	126 for 70AP with Auto Fire (RoF 4)

Cutlass (Str7):	103.5 for 75AP
Hatchet (Str7):	93 for 60AP
War Club (Str7):	110 for 80AP (82.5 for 60AP)
Sledgehammer (Str7):	91 for 70AP
Steel Saw (Str7):	97 for 70AP [Ignores half DT]
Spiked Shoes (Str7):	87.5 for 75AP
Yaoi Guai Helm(Str7):	98 for 80AP (73.5 for 60AP) [Ignores half DT]
Solaris Hoof (Str7):	99 for 75AP
Mag.E. Spear (Str7):	74 for 60AP [Magic]

Cutlass (Str10):	130.5 for 75AP
Hatchet (Str10):	111 for 60AP
War Club (Str10):	134 for 80AP (100.5 for 60AP)
Steel Saw (Str10):	115 for 70AP [Ignores half DT]
Sledgehammer (Str10):	121 for 70AP
Spiked Shoes (Str10):	117.5 for 75AP
Yaoi Guai Helm(Str10):	122 for 80AP (91.5 for 60AP) [Ignores half DT]
Solaris Hoof (Str10):	135 for 75AP
Mag.E. Spear (Str10):	92 for 60AP [Magic]

#### **Talon Mercenary - DT 15 (Talon Combat Armour)**

Police Pistol:	74 for 80AP (55.5 for 60AP)
.44 Revolver:	76.5 for 75AP
Plasma Pistol:	69 for 75AP [Magic]
Recharger Pistol:	40 for 75AP [Medium Range, Magic]
Hunting Rifle:	76 for 70AP [Long Range]
Cowboy Repeater:	67.5 for 75AP [Long Range]
Lever-action Rifle:	61 for 60AP [Long Range]
Magic Energy Rifle:	50 for 80AP (37.5 for 60AP) [Long Range, Magic]
Sawed-off Shotgun:	52 for 55AP at Point Blank (0 at Short)
Double-barrel Shotgun:	64 for 70AP at Short (0 at Medium)

Assault Rifle:	33 for 70AP with Burst Fire [Medium Ranged]
10mm SMG:	15 for 60AP with Burst Fire
Light Machine Gun:	33 for 70AP with Burst Fire
Assault Rifle:	49.5 for 70AP with Full Auto (RoF 3) [Medium Ranged]
10mm SMG:	30 for 60AP with Full Auto (RoF 4)
Light Machine Gun:	66 for 70AP with Full Auto (RoF 4)

Cutlass (Str7):	88.5 for 75AP
Hatchet (Str7):	83 for 60AP
War Club (Str7):	90 for 80AP (67.5 for 60AP)
Sledgehammer (Str7):	81 for 70AP
Steel Saw (Str7):	92 for 70AP [Ignores half DT]
Spiked Shoes (Str7):	62.5 for 75AP
Yaoi Guai Helm(Str7):	88 for 80AP (66 for 60AP) [Ignores half DT]
Solaris Hoof (Str7):	84 for 75AP
Mag.E. Spear (Str7):	64 for 60AP [Magic]

Cutlass (Str10):	115.5 for 75AP
Hatchet (Str10):	101 for 60AP
War Club (Str10):	102 for 80AP (76.5 for 60AP)
Sledgehammer (Str10):	111 for 70AP
Steel Saw (Str10):	110 for 70AP [Ignores half DT]
Spiked Shoes (Str10):	92.5 for 75AP
Yaoi Guai Helm(Str10):	112 for 80AP (84 for 60AP) [Ignores half DT]
Solaris Hoof (Str10):	120 for 75AP
Mag.E. Spear (Str10):	82 for 60AP [Magic]

### **Securitron mk1 - DT 20**

Police Pistol:	54 for 80AP (40.5 for 60AP)
.44 Revolver:	61.5 for 75AP
Plasma Pistol:	54 for 75AP [Magic]
Recharger Pistol:	15 for 75AP [Medium Range, Magic]
Hunting Rifle:	66 for 70AP [Long Range]
Cowboy Repeater:	52.5 for 75AP [Long Range]
Lever-action Rifle:	51 for 60AP [Long Range]
Magic Energy Rifle:	30 for 80AP (22.5 for 60AP) [Long Range, Magic]
Sawed-off Shotgun:	22 for 55AP at Point Blank (0 at Short)
Double-barrel Shotgun:	34 for 70AP at Short (0 at Medium)

Assault Rifle:	3 for 70AP with Burst Fire [Medium Range]
10mm SMG:	0 for 60AP with Burst Fire
Light Machine Gun:	3 for 70AP with Burst Fire

Assault Rifle:	4.5 for 70AP with Full Auto (RoF 3) [Medium Range]
10mm SMG:	0 for 60AP with Full Auto (RoF 4)
Light Machine Gun:	6 for 70AP with Full Auto (RoF 4)

Cutlass (Str7):	73.5 for 75AP
Hatchet (Str7):	73 for 60AP
War Club (Str7):	70 for 80AP (52.5 for 60AP)
Sledgehammer (Str7):	71 for 70AP
Steel Saw (Str7):	87 for 70AP [Ignores half DT]
Spiked Shoes (Str7):	37.5 for 75AP
Yaoi Guai Helm(Str7):	78 for 80AP (58.5 for 60AP) [Ignores half DT]
Solaris Hoof (Str7):	69 for 75AP
Mag.E. Spear (Str7):	54 for 60AP [Magic]

Cutlass (Str10):	100.5 for 75AP
Hatchet (Str10):	91 for 60AP
War Club (Str10):	94 for 80AP (70.5 for 60AP)
Sledgehammer (Str10):	101 for 70AP
Steel Saw (Str10):	105 for 70AP [Ignores half DT]
Spiked Shoes (Str10):	67.5 for 75AP
Yaoi Guai Helm(Str10):	102 for 80AP (76.5 for 60AP) [Ignores half DT]
Solaris Hoof (Str10):	105 for 75AP
Mag.E. Spear (Str10):	72 for 60AP [Magic]