

Regular Ghoul, Nightstalker, Cazadore - DT 0

Colt .45 Pistol:	25+	152.5 for 75AP
5.56mm Pistol:	28++	156 for 80AP (117 for 60AP) [Medium Range]
Battle Rifle:	48+	160.5 for 75AP [Medium Range]
Sniper Rifle:	38++	147 for 75AP [Sniper Range]
Trail Carbine:	50++	122 for 60AP [Long Range]
MASR:	45++	112 for 60AP [Long Range, Magic]
Plasma Rifle:	35++	138 for 75AP [Medium Range, Magic]
Tri Prism Rifle:	3x15+	184.5 for 75AP [Short Range, Magic]
Riot Shotgun:	40++	204 for 80AP at Short (153 for 60AP) (102/76.5 at Medium)
Hunting Shotgun:	50++	183 for 75AP at Short (91.5 at Medium)

Zebra Rifle:	20+	153 for 70AP with Burst Fire [Medium Range, Enchanted]
Assault Carbine:	12+	157.5 for 75AP with Burst Fire [Ignores half DT]
Bronco Automatic:	28++	156 for 70AP with Burst Fire (2) [Medium Range]
Magic Repeater:	12++	138 for 70AP with Burst Fire [Magic, Medium Range]
.45 Auto SMG	20+	153 for 60AP with Burst Fire
Assault Carbine:		236 for 75AP with Full Auto (RoF 3) [Ignores half DT]
Bronco Automatic:		234 for 70AP with Full Auto (RoF 2) [Medium Range]
Magic Repeater:		207 for 70AP with Full Auto (RoF 3) [Magic, Medium Range]
.45 Auto SMG		306 for 60AP with Full Auto (RoF 4)

Bowie Knife (Str7):	1xStr +18 +	152.5 for 75AP
Shishkebab (Str7):	2xStr +15 +	138.5 for 80AP (103.5 for 60AP) [Flaming]
Gladius (Str7):	3xStr +25 +	154.5 for 75AP
Fire Axe (Str7):	3xStr +35 +	123 for 60AP
Bumper Sword (Str7):	4xStr +30 +	127 for 70AP
Chainsaw (Str7):	3xStr +20 +++++	137 for 70AP [Crippling]
Ripper (Str7):	1xStr +10 +++++	133.5 for 75AP [Ignores half DT]
Hellhound Helm(Str7):	2xStr +10 +	118 for 80AP (88.5 for 60AP) [Ignores DT]
Power Hoof (Str7):	4xStr +12 ++	153 for 75AP
SuperSolaris Hoof (Str7):	5xStr+5+++++	125 for 70AP

Bowie Knife (Str10):		167.5 for 75AP
Shishkebab (Str10):		162 for 80AP (121.5 for 60AP) [Flaming]
Gladius (Str10):		181.5 for 75AP
Fire Axe (Str10):		141 for 60AP
Bumper Sword (Str10):		151 for 70AP
Chainsaw (Str10):		155 for 70AP [Crippling]
Ripper (Str10):		142.5 for 75AP [Ignores half DT]
Hellhound Helm(Str10):		142 for 80AP (106.5 for 60AP) [Ignores DT]

Power Hoof (Str10):	189 for 75AP
SuperSolaris Hoof (Str10):	155 for 70AP

Basic Raider - DT 5 (Raider Barding)

Colt .45 Pistol:	127.5 for 75AP
5.56mm Pistol:	136 for 80AP (102 for 60AP) [Medium Range]
Battle Rifle:	145.5 for 75AP [Medium Range]
Sniper Rifle:	132 for 75AP [Sniper Range]
Trail Carbine:	112 for 60AP [Long Range]
MASR:	106 for 60AP [Long Range, Magic]
Plasma Rifle:	129 for 75AP [Medium Range, Magic]
Tri Prism Rifle:	157.5 for 75AP [Short Range, Magic]
Riot Shotgun:	144 for 80AP at Short (108 for 60AP) (42/31.5 at Medium)
Hunting Shotgun:	138 for 75AP at Short (46.5 at Medium)
xDouble-barrel Shotgun:	132 for 50AP at Short (51 at Medium)

Zebra Rifle:	123 for 70AP with Burst Fire [Medium Range, Enchanted]
Assault Carbine:	135 for 75AP with Burst Fire [Ignores half DT]
Bronco Automatic:	136 for 70AP with Burst Fire (2) [Medium Range]
Magic Repeater:	120 for 70AP with Burst Fire [Magic, Medium Range]
.45 Auto SMG	123 for 60AP with Burst Fire
Assault Carbine:	202.5 for 75AP with Full Auto (RoF 3) [Ignores half DT]
Bronco Automatic:	204 for 70AP with Full Auto (RoF 2) [Medium Range]
Magic Repeater:	180 for 70AP with Full Auto (RoF 3) [Magic, Medium Range]
.45 Auto SMG	246 for 60AP with Full Auto (RoF 4)

Bowie Knife (Str7):	127.5 for 75AP
Shishkebab (Str7):	118.5 for 80AP (88.5 for 60AP) [Flaming]
Gladius (Str7):	139.5 for 75AP
Fire Axe (Str7):	113 for 60AP
Bumper Sword (Str7):	117 for 70AP
Chainsaw (Str7):	127 for 70AP [Crippling]
Ripper (Str7):	126 for 75AP [Ignores half DT]
Hellhound Helm(Str7):	118 for 80AP (88.5 for 60AP) [Ignores DT]
Power Hoof (Str7):	138 for 75AP
SuperSolaris Hoof (Str7):	115 for 70AP

Bowie Knife (Str10):	142.5 for 75AP
Shishkebab (Str10):	142 for 80AP (106.5 for 60AP) [Flaming]
Gladius (Str10):	166.5 for 75AP

Fire Axe (Str10):	131 for 60AP
Bumper Sword (Str10):	141 for 70AP
Chainsaw (Str10):	145 for 70AP [Crippling]
Ripper (Str10):	135 for 75AP [Ignores half DT]
Hellhound Helm(Str10):	142 for 80AP (106.5 for 60AP) [Ignores DT]
Power Hoof (Str10):	174 for 75AP
SuperSolaris Hoof (Str10):	145 for 70AP

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

Colt .45 Pistol:	102.5 for 75AP
5.56mm Pistol:	116 for 80AP (87 for 60AP) [Medium Range]
Battle Rifle:	130.5 for 75AP [Medium Range]
Sniper Rifle:	117 for 75AP [Sniper Range]
Trail Carbine:	102 for 60AP [Long Range]
MASR:	96 for 60AP [Long Range, Magic]
Plasma Rifle:	114 for 75AP [Medium Range, Magic]
Tri Prism Rifle:	112.5 for 75AP [Short Range, Magic]
Riot Shotgun:	84 for 80AP at Short (63 for 60AP) (0/0 at Medium)
Hunting Shotgun:	93 for 75AP at Short (1.5 at Medium)
xDouble-barrel Shotgun:	102 for 50AP at Short (21 at Medium)
Zebra Rifle:	93 for 70AP with Burst Fire [Medium Range, Enchanted]
Assault Carbine:	112.5 for 75AP with Burst Fire [Ignores half DT]
Bronco Automatic:	116 for 70AP with Burst Fire (2) [Medium Range]
Magic Repeater:	90 for 70AP with Burst Fire [Magic, Medium Range]
.45 Auto SMG	93 for 60AP with Burst Fire
Assault Carbine:	169 for 75AP with Full Auto (RoF 3) [Ignores half DT]
Bronco Automatic:	174 for 70AP with Full Auto (RoF 2) [Medium Range]
Magic Repeater:	135 for 70AP with Full Auto (RoF 3) [Magic, Medium Range]
.45 Auto SMG	186 for 60AP with Full Auto (RoF 4)
Bowie Knife (Str7):	102.5 for 75AP
Shishkebab (Str7):	98 for 80AP (73.5 for 60AP) [Flaming]
Gladius (Str7):	124.5 for 75AP
Fire Axe (Str7):	103 for 60AP
Bumper Sword (Str7):	107 for 70AP
Chainsaw (Str7):	117 for 70AP [Crippling]
Ripper (Str7):	118.5 for 75AP [Ignores half DT]
Hellhound Helm(Str7):	118 for 80AP (88.5 for 60AP) [Ignores DT]
Power Hoof (Str7):	123 for 75AP

SuperSolaris Hoof (Str7):	105 for 70AP
Bowie Knife (Str10):	117.5 for 75AP
Shishkebab (Str10):	122 for 80AP (91.5 for 60AP) [Flaming]
Gladius (Str10):	151.5 for 75AP
Fire Axe (Str10):	121 for 60AP
Bumper Sword (Str10):	131 for 70AP
Chainsaw (Str10):	135 for 70AP [Crippling]
Ripper (Str10):	127.5 for 75AP [Ignores half DT]
Hellhound Helm(Str10):	142 for 80AP (106.5 for 60AP) [Ignores DT]
Power Hoof (Str10):	159 for 75AP
SuperSolaris Hoof (Str10):	135 for 70AP

Talon Mercenary - DT 15 (Talon Combat Armour)

Colt .45 Pistol:	77.5 for 75AP
5.56mm Pistol:	96 for 80AP (72 for 60AP) [Medium Range]
Battle Rifle:	115.5 for 75AP [Medium Range]
Sniper Rifle:	102 for 75AP [Sniper Range]
Trail Carbine:	92 for 60AP [Long Range]
MASR:	86 for 60AP [Long Range, Magic]
Plasma Rifle:	99 for 75AP [Medium Range, Magic]
Tri Prism Rifle:	67.5 for 75AP [Short Range, Magic]
Riot Shotgun:	24 for 80AP at Short (18 for 60AP) (0/0 at Medium)
Hunting Shotgun:	48 for 75AP at Short (0 at Medium)
xDouble-barrel Shotgun:	72 for 50AP at Short (0 at Medium)
Zebra Rifle:	63 for 70AP with Burst Fire [Medium Range, Enchanted]
Assault Carbine:	90 for 75AP with Burst Fire [Ignores half DT]
Bronco Automatic:	96 for 70AP with Burst Fire (2) [Medium Range]
Magic Repeater:	60 for 70AP with Burst Fire [Magic, Medium Range]
.45 Auto SMG	63 for 60AP with Burst Fire
Assault Carbine:	135 for 75AP with Full Auto (RoF 3) [Ignores half DT]
Bronco Automatic:	144 for 70AP with Full Auto (RoF 2) [Medium Range]
Magic Repeater:	90 for 60AP with Full Auto (RoF 3) [Magic, Medium Range]
.45 Auto SMG	126 for 70AP with Full Auto (RoF 4)
Bowie Knife (Str7):	77.5 for 75AP
Shishkebab (Str7):	78 for 80AP (58.5 for 60AP) [Flaming]
Gladius (Str7):	109.5 for 75AP
Fire Axe (Str7):	93 for 60AP
Bumper Sword (Str7):	97 for 70AP

Chainsaw (Str7):	107 for 70AP [Crippling]
Auto Axe (Str7):	103.5 for 60AP [Ignores DT]
Ripper (Str7):	111 for 75AP [Ignores half DT]
Hellhound Helm(Str7):	118 for 80AP (88.5 for 60AP) [Ignores DT]
Power Hoof (Str7):	108 for 75AP
SuperSolaris Hoof (Str7):	95 for 70AP

Bowie Knife (Str10):	92.5 for 75AP
Shishkebab (Str10):	102 for 80AP (76.5 for 60AP) [Flaming]
Gladius (Str10):	136.5 for 75AP
Fire Axe (Str10):	111 for 60AP
Bumper Sword (Str10):	121 for 70AP
Chainsaw (Str10):	125 for 70AP [Crippling]
Ripper (Str10):	120 for 75AP [Ignores half DT]
Hellhound Helm(Str10):	142 for 80AP (106.5 for 60AP) [Ignores DT]
Power Hoof (Str10):	144 for 75AP
SuperSolaris Hoof (Str10):	125 for 70AP

Securitron mk1 - DT 20

Colt .45 Pistol:	52.5 for 75AP
5.56mm Pistol:	76 for 80AP (57 for 60AP) [Medium Range]
Battle Rifle:	100.5 for 75AP [Medium Range]
Sniper Rifle:	87 for 75AP [Sniper Range]
Trail Carbine:	82 for 60AP [Long Range]
MASR:	76 for 60AP [Long Range, Magic]
Plasma Rifle:	84 for 75AP [Medium Range, Magic]
Tri Prism Rifle:	22.5 for 75AP [Short Range, Magic]
Riot Shotgun:	0 for 80AP at Short (0 for 60AP) (0/0 at Medium)
Hunting Shotgun:	3 for 75AP at Short (0 at Medium)
xDouble-barrel Shotgun:	42 for 50AP at Short (0 at Medium)

Zebra Rifle:	33 for 70AP with Burst Fire [Medium Range, Enchanted]
Assault Carbine:	67.5 for 75AP with Burst Fire [Ignores half DT]
Bronco Automatic:	76 for 70AP with Burst Fire (2) [Medium Range]
Magic Repeater:	30 for 70AP with Burst Fire [Magic, Medium Range]
.45 Auto SMG	33 for 60AP with Burst Fire
Assault Carbine:	101 for 75AP with Full Auto (RoF 3) [Ignores half DT]
Bronco Automatic:	114 for 70AP with Full Auto (RoF 2) [Medium Range]
Magic Repeater:	45 for 70AP with Full Auto (RoF 3) [Magic, Medium Range]
.45 Auto SMG	66 for 60AP with Full Auto (RoF 4)

Bowie Knife (Str7):	52.5 for 75AP
Shishkebab (Str7):	58 for 80AP (43.5 for 60AP) [Flaming]
Gladius (Str7):	94.5 for 75AP
Fire Axe (Str7):	83 for 60AP
Bumper Sword (Str7):	87 for 70AP
Chainsaw (Str7):	97 for 70AP [Crippling]
Ripper (Str7):	103.5 for 75AP [Ignores half DT]
Hellhound Helm(Str7):	118 for 80AP (88.5 for 60AP) [Ignores DT]
Power Hoof (Str7):	87 for 75AP
SuperSolaris Hoof (Str7):	85 for 70AP

Bowie Knife (Str10):	67.5 for 75AP
Shishkebab (Str10):	82 for 80AP (61.5 for 60AP) [Flaming]
Gladius (Str10):	121.5 for 75AP
Fire Axe (Str10):	101 for 60AP
Bumper Sword (Str10):	111 for 70AP
Chainsaw (Str10):	115 for 70AP [Crippling]
Ripper (Str10):	112.5 for 75AP [Ignores half DT]
Hellhound Helm(Str10):	142 for 80AP (106.5 for 60AP) [Ignores DT]
Power Hoof (Str10):	123 for 75AP
SuperSolaris Hoof (Str10):	115 for 70AP

Mister Gusty - DT 25

Colt .45 Pistol:	27.5 for 75AP
5.56mm Pistol:	56 for 80AP (42 for 60AP) [Medium Range]
Battle Rifle:	85.5 for 75AP [Medium Range]
Sniper Rifle:	72 for 75AP [Sniper Range]
Trail Carbine:	72 for 60AP [Long Range]
MASR:	66 for 60AP [Long Range, Magic]
Plasma Rifle:	69 for 75AP [Medium Range, Magic]
Tri Prism Rifle:	0 for 75AP [Short Range, Magic]
Riot Shotgun:	0 for 80AP at Short (0 for 60AP) (0/0 at Medium)
Hunting Shotgun:	0 for 75AP at Short (0 at Medium)
xDouble-barrel Shotgun:	12 for 50AP at Short (0 at Medium)
Zebra Rifle:	3 for 70AP with Burst Fire [Medium Range, Enchanted]
Assault Carbine:	45 for 75AP with Burst Fire [Ignores half DT]
Bronco Automatic:	56 for 70AP with Burst Fire (2) [Medium Range]
Magic Repeater:	0 for 70AP with Burst Fire [Magic, Medium Range]
.45 Auto SMG	3 for 60AP with Burst Fire
Assault Carbine:	67.5 for 75AP with Full Auto (RoF 3) [Ignores half DT]

Bronco Automatic:	84 for 70AP with Full Auto (RoF 2) [Medium Range]
Magic Repeater:	0 for 70AP with Full Auto (RoF 3) [Magic, Medium Range]
.45 Auto SMG	6 for 60AP with Full Auto (RoF 4)

Bowie Knife (Str7):	27.5 for 75AP
Shishkebab (Str7):	38 for 80AP (28.5 for 60AP) [Flaming]
Gladius (Str7):	79.5 for 75AP
Fire Axe (Str7):	73 for 60AP
Bumper Sword (Str7):	77 for 70AP
Chainsaw (Str7):	87 for 70AP [Crippling]
Ripper (Str7):	96 for 75AP [Ignores half DT]
Hellhound Helm(Str7):	118 for 80AP (88.5 for 60AP) [Ignores DT]
Power Hoof (Str7):	78 for 75AP
SuperSolaris Hoof (Str7):	75 for 70AP

Bowie Knife (Str10):	42.5 for 75AP
Shishkebab (Str10):	62 for 80AP (46.5 for 60AP) [Flaming]
Gladius (Str10):	106.5 for 75AP
Fire Axe (Str10):	91 for 60AP
Bumper Sword (Str10):	101 for 70AP
Chainsaw (Str10):	105 for 70AP [Crippling]
Ripper (Str10):	105 for 75AP [Ignores half DT]
Hellhound Helm(Str10):	142 for 80AP (106.5 for 60AP) [Ignores DT]
Power Hoof (Str10):	114 for 75AP
SuperSolaris Hoof (Str10):	105 for 70AP