

Regular Ghoul, Nightstalker, Cazadore - DT 0

12.7mm Pistol:	35+	202.5 for 75AP (243 for 90AP, 283.5 for 105AP)
Hunting Revolver:	50++	122 for 60AP (183 for 90AP) [Sniper Range]
Ranger Sequoia:	55+	181.5 for 75AP (242 for 100AP) [Medium Range]
Plasma Defender:	32++	172 for 80AP (215 for 100AP) [Magic]
Brush Gun:	60++	142 for 60AP (213 for 90AP) [Long Range]
AM Rifle:	100++	111 for 45AP (222 for 90AP) [Sniper Range]
Markspony Carbine:	22++	165 for 75AP (198 for 90AP, 231 for 105AP) [Sniper Range]
Multiplas Rifle:	3x20++	186 for 70AP [Magic]
Gauss Rifle:	100++	111 for 45AP (222 for 95AP) [Sniper Range, Magic]
Plasma Caster:	50++	183 for 75AP (244 for 100AP) [Magic]
Thunder Cannon:	80++	182 for 80AP (91 for 40AP) [Medium Range, Magic]
Combat Shotgun:	60++	213/284 for 75/100AP at Short (106.5/142 at Medium)
P9T 12.7mm SMG:	25+	183 for 60AP (274.5 for 90AP) with Burst Fire
Shoulder Mounted MG:	30+	213 for 70AP (319.5 for 105AP) with Burst Fire
Minigun:	15+	184.5 for 70AP (277 for 105AP) with Full Auto (3) [1/2 DT]
Gatling Caster:	18+	211.5 for 70AP (317 for 105AP) with Full Auto (3) [Magic]
P9T 12.7mm SMG:		274.5 for 60AP (412 for 90AP) with Full Auto (3)
Shoulder Mounted MG:		319.5 for 70AP (479 for 105AP) with Full Auto (3)
Minigun:		369 for 70AP (553.5 for 105AP) with Full Auto (6) [1/2 DT]
Gatling Caster:		423 for 70AP (634.5 for 105AP) with Full Auto (6) [Magic]
Katana (Agi7):	2xAgi +30 +	198 for 80AP (247.5 for 100AP)
Ench Z. Sword (Agi7):	2xAgi +30 ++	165 for 75AP (220 for 100AP) [Enchanted, Magic]
Crystal Sword (Str7):	3xStr +30 +	169.5 for 75AP (226 for 100AP) [Ignores half DT]
Z. Thunder Axe (Str7):	3xStr +35 ++	134 for 60AP (201 for 90AP) [Magic]
Thermic Lance (Str7):	4xStr +15 ++	108 for 60AP (162 for 90AP) [Ignores DT]
Super Sledge (Str7):	5xStr +40 ++	172 for 70AP (258 for 105AP)
Auto Axe (Str7):	4xStr +10 +++++	131 for 70AP (196.5 for 105AP) [Ignores DT]
Ballistic Hoof (Str7):	5xStr +15 ++	183 for 75AP (244 for 100AP)
Ind. Hoof (Str7):	4xStr +10 +++++	131 for 70AP (196.5 for 105AP) [Ignores DT]
Katana (Agi10):		222 for 80AP (277.5 for 100AP)
Ench Z. Sword (Agi10):		183 for 75AP (244 for 100AP) [Enchanted, Magic]
Crystal Sword (Str10):		196.5 for 75AP (262 for 100AP) [Ignores half DT]
Z. Thunder Axe (Str10):		152 for 60AP (228 for 90AP) [Magic]
Thermic Lance (Str10):		132 for 60AP (198 for 90AP) [Ignores DT]
Super Sledge (Str10):		202 for 70AP (303 for 105AP)
Auto Axe (Str10):		155 for 70AP (232.5 for 105AP) [Ignores DT]
Ballistic Hoof (Str10):		228 for 75AP (304 for 100AP)

Ind. Hoof (Str10): 155 for 70AP (232.5 for 105AP) [Ignores DT]

Basic Raider - DT 5 (Raider Barding)

12.7mm Pistol: 177.5 for 75AP (213 for 90AP, 248.5 for 105AP)
Hunting Revolver: 112 for 60AP (168 for 90AP) [Sniper Range]
Ranger Sequoia: 166.5 for 75AP (222 for 100AP) [Medium Range]
Plasma Defender: 160 for 80AP (200 for 100AP) [Magic]
Brush Gun: 132 for 60AP (198 for 90AP) [Long Range]
AM Rifle: 106 for 45AP (212 for 90AP) [Sniper Range]
Markspony Carbine: 140 for 75AP (168 for 90AP, 196 for 105AP) [Sniper Range]
Multiplas Rifle: 168 for 70AP (252 for 105AP) [Magic]
Gauss Rifle: 108 for 45AP (216 for 95AP) [Sniper Range, Magic]
Plasma Caster: 174 for 75AP (232 for 100AP) [Magic]
Thunder Cannon: 176 for 80AP (88 for 40AP) [Medium Range, Magic]
Combat Shotgun: 213/284 for 75/100AP at Point Blank (168/224 at Short)

P9T 12.7mm SMG: 153 for 60AP (229.5 for 90AP) with Burst Fire
Shoulder Mounted MG: 183 for 70AP (274.5 for 90AP) with Burst Fire
Minigun: 162 for 70AP with Full Auto (3) [Ignores half DT]
Gatling Caster: 184.5 for 70AP with Full Auto (3) [Magic]
P9T 12.7mm SMG: 246 for 60AP (369 for 90AP) with Full Auto (3)
Shoulder Mounted MG: 274.5 for 70AP with Full Auto (3)
Minigun: 324 for 70AP with Full Auto (6) [Ignores half DT]
Gatling Caster: 369 for 70AP with Full Auto (6) [Magic]

Katana (Agi7): 178 for 80AP (222.5 for 100AP)
Ench Z. Sword (Agi7): 150 for 75AP (200 for 100AP) [Enchanted, Magic]
Crystal Sword (Str7): 162 for 75AP (216 for 100AP) [Ignores half DT]
Z. Thunder Axe (Str7): 124 for 60AP (186 for 90AP) [Magic]
Thermic Lance (Str7): 108 for 60AP (162 for 90AP) [Ignores DT]
Super Sledge (Str7): 162 for 70AP (243 for 105AP)
Auto Axe (Str7): 131 for 70AP (196.5 for 105AP) [Ignores DT]
Ballistic Hoof (Str7): 168 for 75AP (224 for 100AP)
Ind. Hoof (Str7): 131 for 70AP (196.5 for 105AP) [Ignores DT]

Katana (Agi10): 202 for 80AP (252.5 for 100AP)
Ench Z. Sword (Agi10): 168 for 75AP (224 for 100AP) [Enchanted, Magic]
Crystal Sword (Str10): 189 for 75AP (252 for 100AP) [Ignores half DT]
Z. Thunder Axe (Str10): 142 for 60AP (213 for 90AP) [Magic]
Thermic Lance (Str10): 132 for 60AP (198 for 90AP) [Ignores DT]

Super Sledge (Str10):	192 for 70AP (288 for 105AP)
Auto Axe (Str10):	155 for 70AP (232.5 for 105AP) [Ignores DT]
Ballistic Hoof (Str10):	213 for 75AP (284 for 100AP)
Ind. Hoof (Str10):	155 for 70AP (232.5 for 105AP) [Ignores DT]

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

12.7mm Pistol:	152.5 for 75AP (183 for 90AP, 213.5 for 105AP)
Hunting Revolver:	102 for 60AP (153 for 90AP) [Sniper Range]
Ranger Sequoia:	151.5 for 75AP (202 for 100AP) [Medium Range]
Plasma Defender:	140 for 80AP (175 for 100AP) [Magic]
Brush Gun:	122 for 60AP (183 for 90AP) [Long Range]
AM Rifle:	101 for 45AP (202 for 90AP) [Sniper Range]
Markspory Carbine:	115 for 75AP (138 for 90AP, 161 for 105AP) [Sniper Range]
Multiplas Rifle:	138 for 70AP (207 for 105AP) [Magic]
Gauss Rifle:	103 for 45AP (206 for 95AP) [Sniper Range, Magic]
Plasma Caster:	159 for 75AP (212 for 100AP) [Magic]
Thunder Cannon:	166 for 80AP (83 for 40AP) [Medium Range, Magic]
Combat Shotgun:	168/224 for 75/100AP at Point Blank (123/164 at Short)

P9T 12.7mm SMG:	123 for 60AP (184.5 for 90AP) with Burst Fire
Shoulder Mounted MG:	153 for 70AP (229.5 for 105AP) with Burst Fire
Minigun:	139.5 for 70AP with Full Auto (3) [Ignores half DT]
Gatling Caster:	139.5 for 70AP with Full Auto (3) [Magic]
P9T 12.7mm SMG:	184.5 for 60AP (277 for 90AP) with Full Auto (3)
Shoulder Mounted MG:	229.5 for 70AP with Full Auto (3)
Minigun:	279 for 70AP with Full Auto (6) [Ignores half DT]
Gatling Caster:	279 for 70AP with Full Auto (6) [Magic]

Katana (Agi7):	158 for 80AP (197.5 for 100AP)
Ench Z. Sword (Agi7):	135 for 75AP (180 for 100AP) [Enchanted, Magic]
Crystal Sword (Str7):	154.5 for 75AP (206 for 100AP) [Ignores half DT]
Z. Thunder Axe (Str7):	114 for 60AP (171 for 90AP) [Magic]
Thermic Lance (Str7):	108 for 60AP (162 for 90AP) [Ignores DT]
Super Sledge (Str7):	152 for 70AP (228 for 105AP)
Auto Axe (Str7):	131 for 70AP (196.5 for 105AP) [Ignores DT]
Ballistic Hoof (Str7):	153 for 75AP (204 for 100AP)
Ind. Hoof (Str7):	131 for 70AP (196.5 for 105AP) [Ignores DT]

Katana (Agi10):	182 for 80AP (227.5 for 100AP)
Ench Z. Sword (Agi10):	153 for 75AP (204 for 100AP) [Enchanted, Magic]

Crystal Sword (Str10):	181.5 for 75AP (242 for 100AP) [Ignores half DT]
Z. Thunder Axe (Str10):	132 for 60AP (198 for 90AP) [Magic]
Thermic Lance (Str10):	132 for 60AP (198 for 90AP) [Ignores DT]
Super Sledge (Str10):	182 for 70AP (273 for 105AP)
Auto Axe (Str10):	155 for 70AP (232.5 for 105AP) [Ignores DT]
Ballistic Hoof (Str10):	198 for 75AP (264 for 100AP)
Ind. Hoof (Str10):	155 for 70AP (232.5 for 105AP) [Ignores DT]

Talon Mercenary - DT 15 (Talon Combat Armour)

12.7mm Pistol:	127.5 for 75AP (153 for 90AP, 178.5 for 105AP)
Hunting Revolver:	92 for 60AP (138 for 90AP) [Sniper Range]
Ranger Sequoia:	136.5 for 75AP (182 for 100AP) [Medium Range]
Plasma Defender:	120 for 80AP (150 for 100AP) [Magic]
Brush Gun:	112 for 60AP (168 for 90AP) [Long Range]
AM Rifle:	96 for 45AP (192 for 90AP) [Sniper Range]
Markspony Carbine:	90 for 75AP (108 for 90AP, 126 for 105AP) [Sniper Range]
Multiplas Rifle:	108 for 70AP (162 for 105AP) [Magic]
Gauss Rifle:	98 for 45AP (196 for 95AP) [Sniper Range, Magic]
Plasma Caster:	144 for 75AP (192 for 100AP) [Magic]
Thunder Cannon:	156 for 80AP (78 for 40AP) [Medium Range, Magic]
Combat Shotgun:	123/164 for 75/100AP at Point Blank (78/104 at Short)
P9T 12.7mm SMG:	93 for 60AP (139.5 for 90AP) with Burst Fire
Shoulder Mounted MG:	123 for 70AP (184.5 for 105AP) with Burst Fire
Minigun:	117 for 70AP with Full Auto (3) [Ignores half DT]
Gatling Caster:	94.5 for 70AP with Full Auto (3) [Magic]
P9T 12.7mm SMG:	139.5 for 60AP (209 for 90AP) with Full Auto (3)
Shoulder Mounted MG:	184.5 for 70AP with Full Auto (3)
Minigun:	234 for 70AP with Full Auto (6) [Ignores half DT]
Gatling Caster:	189 for 70AP with Full Auto (6) [Magic]
Katana (Agi7):	138 for 80AP (172.5 for 100AP)
Ench Z. Sword (Agi7):	120 for 75AP (160 for 100AP) [Enchanted, Magic]
Crystal Sword (Str7):	147 for 75AP (196 for 100AP) [Ignores half DT]
Z. Thunder Axe (Str7):	104 for 60AP (156 for 90AP) [Magic]
Thermic Lance (Str7):	108 for 60AP (162 for 90AP) [Ignores DT]
Super Sledge (Str7):	142 for 70AP (213 for 105AP)
Auto Axe (Str7):	131 for 70AP (196.5 for 105AP) [Ignores DT]
Ballistic Hoof (Str7):	138 for 75AP (184 for 100AP)
Ind. Hoof (Str7):	131 for 70AP (196.5 for 105AP) [Ignores DT]

Katana (Agi10):	162 for 80AP (202.5 for 100AP)
Ench Z. Sword (Agi10):	138 for 75AP (184 for 100AP) [Enchanted, Magic]
Crystal Sword (Str10):	174 for 75AP (232 for 100AP) [Ignores half DT]
Z. Thunder Axe (Str10):	122 for 60AP (183 for 90AP) [Magic]
Thermic Lance (Str10):	132 for 60AP (198 for 90AP) [Ignores DT]
Super Sledge (Str10):	172 for 70AP (258 for 105AP)
Auto Axe (Str10):	155 for 70AP (232.5 for 105AP) [Ignores DT]
Ballistic Hoof (Str10):	183 for 75AP (244 for 100AP)
Ind. Hoof (Str10):	155 for 70AP (232.5 for 105AP) [Ignores DT]

Securitron mk1 - DT 20

12.7mm Pistol:	102.5 for 75AP (123 for 90AP, 143.5 for 105AP)
Hunting Revolver:	82 for 60AP (123 for 90AP) [Sniper Range]
Ranger Sequoia:	121.5 for 75AP (162 for 100AP) [Medium Range]
Plasma Defender:	100 for 80AP (125 for 100AP) [Magic]
Brush Gun:	102 for 60AP (153 for 90AP) [Long Range]
AM Rifle:	91 for 45AP (182 for 90AP) [Sniper Range]
Markspony Carbine:	65 for 75AP (78 for 90AP, 91 for 105AP) [Sniper Range]
Multiplas Rifle:	78 for 70AP (117 for 105AP) [Magic]
Gauss Rifle:	93 for 45AP (186 for 95AP) [Sniper Range, Magic]
Plasma Caster:	129 for 75AP (172 for 100AP) [Magic]
Thunder Cannon:	146 for 80AP (73 for 40AP) [Medium Range, Magic]
Combat Shotgun:	78/104 for 75/100AP at Point Blank (33/44 at Short)

P9T 12.7mm SMG:	63 for 60AP (94.5 for 90AP) with Burst Fire
Shoulder Mounted MG:	93 for 70AP (139.5 for 105AP) with Burst Fire
Minigun:	94.5 for 70AP with Full Auto (3) [Ignores half DT]
Gatling Caster:	49.5 for 70AP with Full Auto (3) [Magic]
P9T 12.7mm SMG:	94.5 for 60AP (142 for 90AP) with Full Auto (3)
Shoulder Mounted MG:	139.5 for 70AP with Full Auto (3)
Minigun:	189 for 70AP with Full Auto (6) [Ignores half DT]
Gatling Caster:	99 for 70AP with Full Auto (6) [Magic]

Katana (Agi7):	118 for 80AP (147.5 for 100AP)
Ench Z. Sword (Agi7):	105 for 75AP (140 for 100AP) [Enchanted, Magic]
Crystal Sword (Str7):	139.5 for 75AP (186 for 100AP) [Ignores half DT]
Z. Thunder Axe (Str7):	94 for 60AP (141 for 90AP) [Magic]
Thermic Lance (Str7):	108 for 60AP (162 for 90AP) [Ignores DT]
Super Sledge (Str7):	132 for 70AP (198 for 105AP)
Auto Axe (Str7):	131 for 70AP (196.5 for 105AP) [Ignores DT]
Ballistic Hoof (Str7):	123 for 75AP (164 for 100AP)

Ind. Hoof (Str7):	131 for 70AP (196.5 for 105AP) [Ignores DT]
Katana (Agi10):	142 for 80AP (177.5 for 100AP)
Ench Z. Sword (Agi10):	123 for 75AP (164 for 100AP) [Enchanted, Magic]
Crystal Sword (Str10):	166.5 for 75AP (222 for 100AP) [Ignores half DT]
Z. Thunder Axe (Str10):	112 for 60AP (168 for 90AP) [Magic]
Thermic Lance (Str10):	132 for 60AP (198 for 90AP) [Ignores DT]
Super Sledge (Str10):	162 for 70AP (243 for 105AP)
Auto Axe (Str10):	155 for 70AP (232.5 for 105AP) [Ignores DT]
Ballistic Hoof (Str10):	168 for 75AP (224 for 100AP)
Ind. Hoof (Str10):	155 for 70AP (232.5 for 105AP) [Ignores DT]

Mister Gusty - DT 25

12.7mm Pistol:	77.5 for 75AP (93 for 90AP, 108.5 for 105AP)
Hunting Revolver:	72 for 60AP (108 for 90AP) [Sniper Range]
Ranger Sequoia:	106.5 for 75AP (142 for 100AP) [Medium Range]
Plasma Defender:	80 for 80AP (100 for 100AP) [Magic]
Brush Gun:	92 for 60AP (138 for 90AP) [Long Range]
AM Rifle:	86 for 45AP (172 for 90AP) [Sniper Range]
Markspony Carbine:	40 for 75AP (48 for 90AP, 56 for 105AP) [Sniper Range]
Multiplas Rifle:	48 for 70AP (72 for 105AP) [Magic]
Gauss Rifle:	88 for 45AP (176 for 95AP) [Sniper Range, Magic]
Plasma Caster:	114 for 75AP (152 for 100AP) [Magic]
Thunder Cannon:	136 for 80AP (68 for 40AP) [Medium Range, Magic]
Combat Shotgun:	33/44 for 75/100AP at Point Blank (0/0 at Short)
P9T 12.7mm SMG:	33 for 60AP (49.5 for 90AP) with Burst Fire
Shoulder Mounted MG:	63 for 70AP (94.5 for 105AP) with Burst Fire
Minigun:	72 for 70AP with Full Auto (3) [Ignores half DT]
Gatling Caster:	4.5 for 70AP with Full Auto (3) [Magic]
P9T 12.7mm SMG:	49.5 for 60AP (74 for 90AP) with Full Auto (3)
Shoulder Mounted MG:	94.5 for 70AP with Full Auto (3)
Minigun:	144 for 70AP with Full Auto (6) [Ignores half DT]
Gatling Caster:	9 for 70AP with Full Auto (6) [Magic]
Katana (Agi7):	98 for 80AP (122.5 for 100AP)
Ench Z. Sword (Agi7):	90 for 75AP (120 for 100AP) [Enchanted, Magic]
Crystal Sword (Str7):	132 for 75AP (176 for 100AP) [Ignores half DT]
Z. Thunder Axe (Str7):	84 for 60AP (126 for 90AP) [Magic]
Thermic Lance (Str7):	108 for 60AP (162 for 90AP) [Ignores DT]
Super Sledge (Str7):	122 for 70AP (183 for 105AP)

Auto Axe (Str7):	131 for 70AP (196.5 for 105AP) [Ignores DT]
Ballistic Hoof (Str7):	108 for 75AP (144 for 100AP)
Ind. Hoof (Str7):	131 for 70AP (196.5 for 105AP) [Ignores DT]
Katana (Agi10):	122 for 80AP (152.5 for 100AP)
Ench Z. Sword (Agi10):	108 for 75AP (144 for 100AP) [Enchanted, Magic]
Crystal Sword (Str10):	159 for 75AP (212 for 100AP) [Ignores half DT]
Z. Thunder Axe (Str10):	102 for 60AP (153 for 90AP) [Magic]
Thermic Lance (Str10):	132 for 60AP (198 for 90AP) [Ignores DT]
Super Sledge (Str10):	152 for 70AP (228 for 105AP)
Auto Axe (Str10):	155 for 70AP (232.5 for 105AP) [Ignores DT]
Ballistic Hoof (Str10):	153 for 75AP (204 for 100AP)
Ind. Hoof (Str10):	155 for 70AP (232.5 for 105AP) [Ignores DT]

Securitron Mk II - DT 30

12.7mm Pistol:	52.5 for 75AP (63 for 90AP, 73.5 for 105AP)
Hunting Revolver:	62 for 60AP (93 for 90AP) [Sniper Range]
Ranger Sequoia:	91.5 for 75AP (122 for 100AP) [Medium Range]
Plasma Defender:	60 for 80AP (80 for 100AP) [Magic]
Brush Gun:	82 for 60AP (123 for 90AP) [Long Range]
AM Rifle:	81 for 45AP (162 for 90AP) [Sniper Range]
Markspony Carbine:	15 for 75AP (18 for 90AP, 21 for 105AP) [Sniper Range]
Multiplas Rifle:	18 for 70AP (27 for 105AP) [Magic]
Gauss Rifle:	83 for 45AP (166 for 95AP) [Sniper Range, Magic]
Plasma Caster:	99 for 75AP (132 for 100AP) [Magic]
Thunder Cannon:	126 for 80AP (63 for 40AP) [Medium Range, Magic]
Combat Shotgun:	0/0 for 75/100AP at Point Blank (0/0 at Short)

P9T 12.7mm SMG:	3 for 60AP (4.5 for 90AP) with Burst Fire
Shoulder Mounted MG:	33 for 70AP (49.5 for 105AP) with Burst Fire
Minigun:	49.5 for 70AP with Full Auto (3) [Ignores half DT]
Gatling Caster:	0 for 70AP with Full Auto (3) [Magic]
P9T 12.7mm SMG:	7 for 60AP with Full Auto (3)
Shoulder Mounted MG:	49.5 for 70AP with Full Auto (3)
Minigun:	99 for 70AP with Full Auto (6) [Ignores half DT]
Gatling Caster:	0 for 70AP with Full Auto (6) [Magic]

Katana (Agi7):	78 for 80AP (97.5 for 100AP)
Ench Z. Sword (Agi7):	75 for 75AP (100 for 100AP) [Enchanted, Magic]
Crystal Sword (Str7):	124.5 for 75AP (166 for 100AP) [Ignores half DT]
Z. Thunder Axe (Str7):	74 for 60AP (111 for 90AP) [Magic]

Thermic Lance (Str7):	108 for 60AP (162 for 90AP) [Ignores DT]
Super Sledge (Str7):	112 for 70AP (178 for 105AP)
Auto Axe (Str7):	131 for 70AP (196.5 for 105AP) [Ignores DT]
Ballistic Hoof (Str7):	93 for 75AP (124 for 100AP)
Ind. Hoof (Str7):	131 for 70AP (196.5 for 105AP) [Ignores DT]
Katana (Agi10):	102 for 80AP (127.5 for 100AP)
Ench Z. Sword (Agi10):	93 for 75AP (124 for 100AP) [Enchanted, Magic]
Crystal Sword (Str10):	151.5 for 75AP (202 for 100AP) [Ignores half DT]
Z. Thunder Axe (Str10):	92 for 60AP (138 for 90AP) [Magic]
Thermic Lance (Str10):	132 for 60AP (198 for 90AP) [Ignores DT]
Super Sledge (Str10):	142 for 70AP (213 for 105AP)
Auto Axe (Str10):	155 for 70AP (232.5 for 105AP) [Ignores DT]
Ballistic Hoof (Str10):	138 for 75AP (184 for 100AP)
Ind. Hoof (Str10):	155 for 70AP (232.5 for 105AP) [Ignores DT]