

Regular Ghoul, Nightstalker, Cazadore - DT 0

10mm Pistol:	15+	102.5 for 75AP
.357 Revolver:	25+	91.5 for 75AP
Service Rifle:	12+	82.5 for 75AP [Medium Range]
Magic Pistol:	10+	77.5 for 75AP [Medium Range, Magic]
Varmint Rifle:	22+	82.5 for 75AP [Long Range]
Recharger Rifle:	15+	82 for 80AP (61.5 for 60AP) [Long Range, Magic]
Caravan Shotgun:	40++	102 for 60AP (51 at Medium)
Lever-action Shotgun:	30++	123 for 75AP (61.5 at Medium)

Silenced .22 SMG	6+	69 for 60AP with Burst Fire
Silenced .22 SMG		138 for 60AP with Full Auto (RoF 4)

Machete (Str7):	2xStr +10 +	118 for 80AP (88.5 for 60AP)
Sword (Str7):	2xStr +18 +	112.5 for 75AP
Knife Spear (Str7):	3xStr +15 +	83 for 60AP
Brass Shoes (Str7):	2xStr +02 +	107.5 for 75AP
Mantis Helmet (Str7):	2xStr +05 +	98 for 80AP (73.5 for 60AP) [Ignores 5DT]
Bladed Helmet (Str7):	3xStr +05 +	94.5 for 75AP

Machete (Str10):		142 for 80AP (106.5 for 60AP)
Sword (Str10):		130.5 for 75AP
Knife Spear (Str10):		101 for 60AP
Brass Shoes (Str10):		137.5 for 75AP
Mantis Helmet (Str10):		122 for 80AP (91.5 for 60AP) [Ignores 5DT]
Bladed Helmet (Str10):		121.5 for 75AP

Basic Raider - DT 5 (Raider Barding)

10mm Pistol:		77.5 for 75AP
.357 Revolver:		76.5 for 75AP
Service Rifle:		62.5 for 75AP [Medium Range]
Magic Pistol:		62.5 for 75AP [Medium Range, Magic]
Varmint Rifle:		67.5 for 75AP [Long Range]
Recharger Rifle:		70 for 80AP (52.5 for 60AP) [Long Range, Magic]
Caravan Shotgun:		72 for 60AP (21 at Medium)
Lever-action Shotgun:		78 for 75AP (16.5 at Medium)

Silenced .22 SMG		39 for 60AP with Burst Fire
Silenced .22 SMG		78 for 60AP with Full Auto (RoF 4)

Machete (Str7):	98 for 80AP (73.5 for 60AP)
Sword (Str7):	97.5 for 75AP
Knife Spear (Str7):	73 for 60AP
Brass Shoes (Str7):	82.5 for 75AP
Mantis Helmet (Str7):	98 for 80AP (73.5 for 60AP) [Ignores 5DT]
Bladed Helmet (Str7):	79.5 for 75AP
Machete (Str10):	122 for 80AP (91.5 for 60AP)
Sword (Str10):	115.5 for 75AP
Knife Spear (Str10):	91 for 60AP
Brass Shoes (Str10):	112.5 for 75AP
Mantis Helmet (Str10):	122 for 80AP (91.5 for 60AP) [Ignores 5DT]
Bladed Helmet (Str10):	106.5 for 75AP

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

10mm Pistol:	52.5 for 75AP
.357 Revolver:	61.5 for 75AP
Service Rifle:	37.5 for 75AP [Medium Range]
Magic Pistol:	37.5 for 75AP [Medium Range, Magic]
Varmint Rifle:	52.5 for 75AP [Long Range]
Recharger Rifle:	50 for 80AP (37.5 for 60AP) [Long Range, Magic]
Caravan Shotgun:	42 for 60AP (0 at Medium)
Lever-action Shotgun:	33 for 75AP (0 at Medium)
Silenced .22 SMG	9 for 60AP with Burst Fire
Silenced .22 SMG	18 for 60AP with Full Auto (RoF 4)
Machete (Str7):	78 for 80AP (58.5 for 60AP)
Sword (Str7):	82.5 for 75AP
Knife Spear (Str7):	63 for 60AP
Brass Shoes (Str7):	57.5 for 75AP
Mantis Helmet (Str7):	78 for 80AP (58.5 for 60AP) [Ignores 5DT]
Bladed Helmet (Str7):	64.5 for 75AP
Machete (Str10):	102 for 80AP (76.5 for 60AP)
Sword (Str10):	100.5 for 75AP
Knife Spear (Str10):	81 for 60AP
Brass Shoes (Str10):	87.5 for 75AP
Mantis Helmet (Str10):	102 for 80AP (76.5 for 60AP) [Ignores 5DT]
Bladed Helmet (Str10):	91.5 for 75AP

Talon Mercenary - DT 15 (Talon Combat Armour)

10mm Pistol:	27.5 for 75AP
.357 Revolver:	46.5 for 75AP
Service Rifle:	12.5 for 75AP [Medium Range]
Magic Pistol:	12.5 for 75AP [Medium Range, Magic]
Varmint Rifle:	37.5 for 75AP [Long Range]
Recharger Rifle:	30 for 80AP (22.5 for 60AP) [Long Range, Magic]
Caravan Shotgun:	12 for 60AP (0 at Medium)
Lever-action Shotgun:	0 for 75AP (0 at Medium)
Silenced .22 SMG	0 for 60AP with Burst Fire
Silenced .22 SMG	0 for 60AP with Full Auto (RoF 4)
Machete (Str7):	58 for 80AP (43.5 for 60AP)
Sword (Str7):	67.5 for 75AP
Knife Spear (Str7):	53 for 60AP
Brass Shoes (Str7):	32.5 for 75AP
Mantis Helmet (Str7):	58 for 80AP (43.5 for 60AP) [Ignores 5DT]
Bladed Helmet (Str7):	49.5 for 75AP
Machete (Str10):	82 for 80AP (61.5 for 60AP)
Sword (Str10):	85.5 for 75AP
Knife Spear (Str10):	71 for 60AP
Brass Shoes (Str10):	62.5 for 75AP
Mantis Helmet (Str10):	82 for 80AP (61.5 for 60AP) [Ignores 5DT]
Bladed Helmet (Str10):	76.5 for 75AP

Securitron mk1 - DT 20

10mm Pistol:	2.5 for 75AP
.357 Revolver:	31.5 for 75AP
Service Rifle:	0 for 75AP [Medium Range]
Magic Pistol:	0 for 75AP [Medium Range, Magic]
Varmint Rifle:	22.5 for 75AP [Long Range]
Recharger Rifle:	10 for 80AP (7.5 for 60AP) [Long Range, Magic]
Caravan Shotgun:	0 for 60AP (0 at Medium)
Lever-action Shotgun:	0 for 75AP (0 at Medium)
Silenced .22 SMG	0 for 60AP with Burst Fire
Silenced .22 SMG	0 for 60AP with Full Auto (RoF 4)

Machete (Str7):	38 for 80AP (28.5 for 60AP)
Sword (Str7):	52.5 for 75AP
Knife Spear (Str7):	43 for 60AP
Brass Shoes (Str7):	7.5 for 75AP
Mantis Helmet (Str7):	38 for 80AP (28.5 for 60AP) [Ignores 5DT]
Bladed Helmet (Str7):	34.5 for 75AP

Machete (Str10):	22 for 80AP (46.5 for 60AP)
Sword (Str10):	70.5 for 75AP
Knife Spear (Str10):	61 for 60AP
Brass Shoes (Str10):	37.5 for 75AP
Mantis Helmet (Str10):	62 for 80AP (46.5 for 60AP) [Ignores 5DT]
Bladed Helmet (Str10):	61.5 for 75AP