To make Custom Firing Patterns a weapon has to have a firing mode, and you need to change the "FiringPatternLines" attribute, it works just like WeaponCardAttributeEffects in the sense that you can stack multiples of them

FiringPatternLines
((StartPoint=(Pitch=0,Yaw=0,Roll=0),EndPoint=(Pitch=0,Yaw=0,Roll=0),bUseStartPointOnly=False,Custom WaveMotion=))

StartPoint and EndPoint are a range of where your bullet can land, if you set start point yaw to 0 and end point yaw to 200 it can land anywhere between there

For firing patterns to work propertly you also need to set "bSuppressWeaponSpread True" in the firing mode otherwise the coords will be taken from where the bullet hits and not the center of the screen

High resolution image is in the link so you can see those shits

http://i.imgur.com/USLSMZW.png