

GUN TYPE	NAME	CLASS	GAME	Muzzle	Barrel	Laser	Optic	Stock	Underbarrel	Ammo	Rear grip	Perk
AR	KILO 141	Alpha	MW	Monolithic	19.8 Prowler		VLK		commando	60		
AR	FAL	Bravo	MW	Monolithic	marksman		VLK		commando	30		
AR	M4A1	Charlie	MW	Monolithic	M16 Barrel	TAC LASER			commando	60		
AR	FR 5.56	Delta	MW	Monolithic	sniper	TAC LASER	VLK			60		
AR	ODEN	Echo	MW	Colossus	810mm		VLK		commando	30		
AR	M13	Foxtrot	MW	Monolithic	Temp Marks		VLK		commando	60		
AR	FN SCAR 17	Golf	MW	Monolithic	17.2 lb		VLK		commando	30		
AR	AK 47 MW	Hotel	MW	Tactical supp	spetsnaz supp		Skeleton		commando	40		
AR	RAM-7	India	MW	Monolithic	Eclipse/Ranger		VLK		commando	50		
AR	GRAU 5.56	Juliett	MW	Monolithic	Archagel	TAC LASER			commando	60		
AR	CR-56 AMAX	Kilo	MW	Monolithic	Zodiac		VLK		commando	45		
AR	AN-94	Lima	MW	Monolithic	X-438mm		VLK		commando	60		
AR	AS VAL	Mike	MW		5MW		GEN 4 GRU		merc	30	sleight of hand	
AR	XM4	Alpha	CW	Agency/GRU	Task Force/Spetsnaz RPK	3X			Field Agent/ Spetsnaz speed	60		
AR	AK 47 CW	Bravo	CW	Agency/GRU	Task Force/Spetsnaz RPK	3X			Field Agent/ Spetsnaz speed	60		
AR	KRIG 6	Charlie	CW	Agency/GRU	Task Force/Spetsnaz RPK	3X			Field Agent/ Spetsnaz speed	60		
AR	Q82-83	Delta	CW	Agency/GRU	Task Force/Spetsnaz RPK	3X			Field Agent/ Spetsnaz speed	60		
AR	FFAR 1	Echo	CW	Agency/GRU	Task Force/Spetsnaz RPK	3X			Field Agent/ Spetsnaz speed	mag		
AR	GROZA	Foxtrot	CW	Agency/GRU	Task Force/Spetsnaz RPK	3X			Field Agent/ Spetsnaz speed	60		
AR	FARA 83	Golf	CW	Agency/GRU	Task Force/Spetsnaz RPK	3X			Field Agent/ Spetsnaz speed	50		
AR	C58		CW	Agency/GRU	Task Force/Spetsnaz RPK	3X			Field Agent/ Spetsnaz speed	55		
	EM2			Agency/GRU	Task Force/Spetsnaz RPK	3X			Field Agent/ Spetsnaz speed	50		

Please Read: How to Adjust Value if ever not working!

Gun Shoots UP--- Increase Vertical Value Y

Gun Shoots Down--- Decrease Vertical Value Y

Gun Shoots LEFT--- Increase Horizontal value X

Gun Shoots Right--- Decrease Horizontal Value X



## Vertical Value- Y

GUN TYPE	NAME	CLASS	GAME	RECOIL for 5,5	RECOIL for 6,6	RECOIL for 7,7	RECOIL for 8,8	RECOIL for 9,9	RECOIL for 10,10	RECOIL for 11,11	RECOIL for 12,12	RECOIL for 13,13	RECOIL for 14,14	RECOIL for 15,15	RECOIL for 16,16	RECOIL for 17,17	RECOIL for 18,18	RECOIL for 19,19	RECOIL for 20,20	RECOIL for 4,4
AR	KILO 141	Alpha	MW	18	24	18	1	30	15	22	27	0	18	15	-3	23	28	13	13	15
AR	FAL	Bravo	MW	8	18	-4	10	9	29	25	17	-3	18	23	7	-1	19	23	16	23
AR	M4A1	Charlie	MW	8	1	28	5	4	-1	19	11	-3	14	-1	-5	10	25	3	11	26
AR	FR 5.56	Delta	MW	8	14	10	3	1	25	3	15	3	0	-2	8	9	0	-4	23	22
AR	ODEN	Echo	MW	21	-3	18	30	25	-2	26	30	5	20	7	10	5	24	5	0	24
AR	M13	Foxtrot	MW	26	28	-4	21	7	0	30	5	5	12	7	3	12	24	23	26	-1
AR	FN SCAR 17	Golf	MW	26	1	7	13	19	3	21	-1	17	-5	0	0	27	-4	23	0	19
AR	AK 47 MW	Hotel	MW	-5	0	13	8	27	13	3	5	27	-4	4	12	20	-1	2	24	-2
AR	RAM-7	India	MW	5	-3	13	-5	7	27	-5	16	-4	21	22	15	14	9	25	10	0
AR	GRAU 5.56	Juliett	MW	9	9	7	20	13	6	6	29	13	7	0	7	5	18	7	27	0
AR	CR-56 AMAX	Kilo	MW	3	-5	8	5	4	28	25	-5	19	18	8	13	-4	25	6	9	9
AR	AN-94	Lima	MW	19	12	8	8	6	-4	24	-4	15	15	26	27	6	16	9	0	14
AR	AS VAL	Mike	MW	5	30	14	16	18	24	6	28	21	5	2	21	17	17	12	17	
AR	XM4	Alpha	CW	29	7	1	21	26	20	6	28	3	23	7	29	23	29	17	12	17
AR	AK 47 CW	Bravo	CW	-3	5	22	6	17	21	22	30	28	23	0	11	29	22	-4	13	18
AR	KRIG 6	Charlie	CW	5	12	7	7	25	19	1	9	17	8	-2	28	25	16	7	25	22
AR	Q82-83	Delta	CW	17	1	11	22	29	-3	22	-4	-4	21	8	16	19	23	13	21	-4
AR	FFAR 1	Echo	CW	-1	14	14	9	3	30	11	21	25	-2	3	2	-1	27	16	21	26
AR	GROZA	Foxtrot	CW	22	14	25	6	25	20	15	0	23	3	13	15	27	3	8	27	20
AR	FARA 83	Golf	CW	12	12	29	2	8	15	24	6	25	-1	28	-4	-5	23	0	1	-4
AR	C58		CW	8	22	26	12	29	7	5	26	11	24	16	2	28	24	6	27	-2
	EM2			30	1	-5	21	1	25	10	8	17	-4	16	7	28	-4	30	7	14

## Horizontal Value- X

GUN TYPE	NAME	CLASS	GAME	RECOIL for 5,5	RECOIL for 6,6	RECOIL for 7,7	RECOIL for 8,8	RECOIL for 9,9	RECOIL for 10,10	RECOIL for 11,11	RECOIL for 12,12	RECOIL for 13,13	RECOIL for 14,14	RECOIL for 15,15	RECOIL for 16,16	RECOIL for 17,17	RECOIL for 18,18	RECOIL for 19,19	RECOIL for 20,20	RECOIL for 4,4
AR	KILO 141	Alpha	MW	9	-1	10	10	-1	0	-5	7	3	9	-5	1	7	6	-1	9	7
AR	FAL	Bravo	MW	6	8	11	8	-6	8	4	-3	10	2	9	0	-2	-1	6	-5	-6
AR	M4A1	Charlie	MW	-3	10	4	0	-2	4	8	3	11	3	10	-6	5	-3	2	0	8
AR	FR 5.56	Delta	MW	8	3	-2	-2	5	-6	-3	4	10	6	-6	-3	1	6	8	2	7
AR	ODEN	Echo	MW	-3	-6	-3	4	-2	3	-2	-1	6	7	3	9	7	-2	-4	3	9
AR	M13	Foxtrot	MW	11	-3	11	-4	3	8	11	3	5	3	-6	-3	-1	2	4	7	0
AR	FN SCAR 17	Golf	MW	3	5	3	-4	0	0	3	2	8	8	6	9	-6	-1	-3	2	10
AR	AK 47 MW	Hotel	MW	10	9	-2	1	-6	6	7	-2	-4	-4	1	4	2	6	9	-4	5
AR	RAM-7	India	MW	-2	0	4	-2	2	6	0	0	10	-3	5	-1	2	1	11	-5	4
AR	GRAU 5.56	Juliett	MW	8	-5	9	0	8	-5	2	3	9	6	-5	-5	-5	1	9	-4	1
AR	CR-56 AMAX	Kilo	MW	0	9	8	11	-2	11	6	1	5	10	0	3	0	7	1	4	-3
AR	AN-94	Lima	MW	-5	4	3	2	11	8	3	0	10	-3	7	7	-4	9	7	8	-1
AR	AS VAL	Mike	MW	-2	8	-1	11	2	10	-6	0	2	5	9	-3	-1	9	6	8	-6
AR	XM4	Alpha	CW	-2	11	-4	0	-2	2	10	-3	-3	-6	4	-4	-3	2	11	9	9

AR	AK 47 CW	Bravo	CW	-5	1	3	2	-3	2	8	4	3	10	1	0	-6	3	5	11	-1
AR	KRIG 6	Charlie	CW	-1	-3	3	-5	8	3	1	-6	7	-4	1	7	-1	-5	1	4	10
AR	QBZ-83	Delta	CW	-1	4	4	8	7	-3	-6	-4	0	-4	-4	9	-2	-3	4	-3	6
AR	FFAR 1	Echo	CW	-3	5	-3	-6	1	8	-1	2	0	7	-3	1	6	8	-2	-6	4
AR	GROZA	Foxtrot	CW	3	9	3	-5	-4	10	-3	-1	-4	11	-2	-6	-4	-6	5	-1	5
AR	FARA 83	Golf	CW	-4	-3	-5	-6	5	-2	5	5	9	0	10	11	4	10	0	4	3
AR	C58			0	11	7	6	4	4	1	11	-2	-1	5	10	7	0	8	1	3
EM2				1	0	-3	7	9	9	0	-4	-5	-4	-2	-6	1	-2	11	9	1



GUN TYPE	NAME	CLASS	GAME	Muzzle	Barrel	Laser	Optic	Stock	Underbarrel	Ammo	Rear grip	Perk
AR	KILO 141	Alpha	MW	Monolithic	19.8 Prowler		VLK		commando	60		
AR	FAL	Bravo	MW	Monolithic	marksman		VLK		commando	30		
AR	M4A1	Charlie	MW	Monolithic	M16 Barrel	TAC LASER			commando	60		
AR	FR 5.56	Delta	MW	Monolithic	sniper	TAC LASER	VLK			60		
AR	ODEN	Echo	MW	Colossus	810mm		VLK		commando	30		
AR	M13	Foxtrot	MW	Monolithic	Temp Marks		VLK		commando	60		
AR	FN SCAR 17	Golf	MW	Monolithic	17.2 lb		VLK		commando	30		
AR	AK 47 MW	Hotel	MW	Tactical supp	spetsnaz supp			Skeleton	commando	40		
AR	RAM-7	India	MW	Monolithic	Eclipse/Ranger		VLK		commando	50		
AR	GRAU 5.56	Juliett	MW	Monolithic	Archangel	TAC LASER			commando	60		
AR	CR-56 MAX	Kilo	MW	Monolithic	Zodiac		VLK		commando	45		
AR	AN-94	Lima	MW	Monolithic	X-438mm		VLK		commando	60		
AR	AS VAL	Mike	MW			5MW		GEN 4 GRU	merc	30		sleight of hand
AR	XM4	Alpha	CW	Agency/GRU	Task Force/Spetsnaz RPK	3X		Field Agent/ Spe	60			
AR	AK 47 CW	Bravo	CW	Agency/GRU	Task Force/Spetsnaz RPK	3X		Field Agent/ Spe	60			
AR	KRIG 6	Charlie	CW	Agency/GRU	Task Force/Spetsnaz RPK	3X		Field Agent/ Spe	60			
AR	QBZ-83	Delta	CW	Agency/GRU	Task Force/Spetsnaz RPK	3X		Field Agent/ Spe	60			
AR	FFAR 1	Echo	CW	Agency/GRU	Task Force/Spetsnaz RPK	3X		Field Agent/ Spe	mag			
AR	GROZA	Foxtrot	CW	Agency/GRU	Task Force/Spetsnaz RPK	3X		Field Agent/ Spe	60			
AR	FARA 83	Golf	CW	Agency/GRU	Task Force/Spetsnaz RPK	3X		Field Agent/ Spe	50			
AR	C58		CW	Agency/GRU	Task Force/Spetsnaz RPK	3X		Field Agent/ Spe	55			
EM2			Agency/GRU	Task Force/Spetsnaz RPK	3X		Field Agent/ Spe		50			

Please Read: How to Adjust Value if ever not working!

Gun Shoots UP--- Increase Vertical Value Y

Gun Shoots Down--- Decrease Vertical Value Y

Gun Shoots LEFT--- Increase Horizontal value X

Gun Shoots Right--- Decrease Horizontal Value X

## Vertical Value- Y

GUN TYPE	NAME	CLASS	GAME	RECOIL for 5,5	RECOIL for 6,6	RECOIL for 7,7	RECOIL for 8,8	RECOIL for 9,9	RECOIL for 10,10	RECOIL for 11,11	RECOIL for 12,12	RECOIL for 13,13	RECOIL for 14,14	RECOIL for 15,15	RECOIL for 16,16	RECOIL for 17,17	RECOIL for 18,18	RECOIL for 19,19	RECOIL for 20,20	RECOIL for 4,4
AR	KILO 141	Alpha	MW	30	29	8	7	15	3	22	25	-5	18	-5	20	22	21	29	7	-4
AR	FAL	Bravo	MW	-5	12	-4	1	30	17	1	19	3	6	11	3	20	21	21	3	16
AR	M4A1	Charlie	MW	8	24	19	8	-4	28	4	28	27	21	13	8	30	9	26	10	15
AR	FR 5.56	Delta	MW	-5	13	16	-3	2	20	22	13	-1	0	16	28	0	27	13	16	20
AR	ODEN	Echo	CW	-3	13	12	19	18	-4	27	21	20	6	15	18	-1	25	3	12	0
AR	M13	Foxtrot	MW	8	20	27	28	-4	22	28	22	2	3	-5	9	2	13	17	15	20
AR	FN SCAR 17	Golf	MW	4	11	22	30	11	26	11	2	17	1	25	21	22	29	20	26	
AR	AK 47 MW	Hotel	MW	0	14	9	-1	20	-5	23	2	6	0	-4	16	-5	23	11	-5	6
AR	RAM-7	India	MW	11	4	12	20	12	-1	28	5	12	20	2	12	6	25	24	21	25
AR	GRAU 5.56	Juliett	MW	6	16	20	-2	0	10	14	-2	9	6	7	-3	12	0	-4	28	12
AR	CR-56 MAX	Kilo	MW	22	1	18	10	5	28	26	5	-4	23	9	9	-3	9	13	22	0
AR	AN-94	Lima	MW	6	13	0	-3	2	4	25	1	10	7	0	-3	0	7	17	23	26
AR	AS VAL	Mike	MW	16	20	25	14	-1	20	22	4	17	0	29	8	21	2	3	17	-2
AR	XM4	Alpha	CW	8	9	-1	29	10	25	3	25	21	-1	30	-1	6	3	-1	4	20
AR	AK 47 CW	Bravo	CW	-2	20	13	18	16	26	13	29	26	23	5	2	23	22	-1	15	-5
AR	KRIG 6	Charlie	CW	30	-2	-2	8	19	26	-5	-3	5	22	17	18	14	14	27	14	8
AR	QBZ-83	Delta	CW	15	2	16	4	-4	29	27	28	21	1	19	9	26	-3	2	25	6
AR	FFAR 1	Echo	CW	-4	1	1	11	-1	7	16	6	6	7	26	0	0	10	27	13	10
AR	GROZA	Foxtrot	CW	10	16	25	14	2	13	12	8	8	30	4	-2	30	23	11	30	11
AR	FARA 83	Golf	CW	21	27	21	15	16	24	14	27	-4	4	22	11	-1	13	18	19	26
AR	C58		CW	2	27	16	24	13	-4	8	2	22	29	12	-2	-3	-4	-3	16	19
EM2			Agency/GRU	-3	22	13	23	14	14	6	22	1	-4	21	-3	13	15	11	19	

## Horizontal Value- X

GUN TYPE	NAME	CLASS	GAME	RECOIL for 5,5	RECOIL for 6,6	RECOIL for 7,7	RECOIL for 8,8	RECOIL for 9,9	RECOIL for 10,10	RECOIL for 11,11	RECOIL for 12,12	RECOIL for 13,13	RECOIL for 14,14	RECOIL for 15,15	RECOIL for 16,16	RECOIL for 17,17	RECOIL for 18,18	RECOIL for 19,19	RECOIL for 20,20	RECOIL for 4,4
AR	KILO 141	Alpha	MW	5	-3	7	-6	1	9	5	-5	-4	-1	3	-4	-1	-2	2	2	1
AR	FAL	Bravo	MW	8	-2	-1	3	-6	7	9	-6	8	8	4	1	5	9	0	6	-2
AR	M4A1	Charlie	MW	-6	-3	-6	-3	8	-2	2	-6	-3	-6	-4	2	2	4	0	3	4
AR	FR 5.56	Delta	MW	0	6	-3	9	-6	2	4	5	5	-1	-2	5	11	0	-4	9	7
AR	ODEN	Echo	CW	-4	3	9	8	-4	7	3	-6	2	3	2	0	5	7	-5	3	-2
AR	M13	Foxtrot	MW	8	2	-3	2	5	2	-1	-5	-2	-1	-4	1	11	3	3	5	3
AR	FN SCAR 17	Golf	MW	7	-5	-5	10	5	1	8	3	7	9	11	0	-1	-3	2	8	6
AR	AK 47 MW	Hotel	MW	-1	-6	-6	-3	6	-5	9	-1	-6	-3	7	8	0	-3	0	2	-1
AR	RAM-7	India	MW	4	3	10	-2	3	9	-4	7	1	-1	9	1	6	-1	9	5	3
AR	GRAU 5.56	Juliett	MW	9	1	-2	6	3	-3	-1	-1	-2	9	5	11	9	9	1	5	2
AR	CR-56 MAX	Kilo	MW	6	0	0	-4	-4	1	6	6	6	6	10	-1	4	-2	5	7	-6

AR	AN-94	Lima	MW	0	0	4	8	8	8	6	2	9	5	9	4	-6	3	-1	-4	-1
AR	AS VAL	Mike	MW	-1	9	-6	9	0	4	-3	6	-5	9	11	1	-1	2	5	4	11
AR	XM4	Alpha	CW	-6	9	-5	6	10	3	3	7	10	11	5	-2	-2	0	-4	9	1
AR	AK 47 CW	Bravo	CW	-1	5	8	1	10	8	7	5	7	6	6	-5	10	6	9	10	5
AR	KRIS 6	Charlie	CW	2	8	1	-6	0	11	-5	-1	4	8	8	11	11	3	2	6	6
AR	QBZ-93	Delta	CW	8	4	1	7	3	11	6	-3	0	6	4	-5	1	4	-1	2	10
AR	FFAR 1	Echo	CW	-4	0	10	-1	10	10	5	8	0	6	0	3	2	4	-3	7	10
AR	GROZA	Foxtrot	CW	-5	2	11	10	4	-2	7	-5	9	9	10	10	7	1	5	-3	-6
AR	FARA 83	Golf	CW	-3	10	9	6	-3	7	8	-4	-1	10	2	7	-4	0	1	3	8
AR	C58			-4	-4	9	-6	5	8	-6	-3	-5	-5	-3	1	-6	7	-1	5	3
EM2				-3	10	5	8	7	10	2	8	6	5	5	9	9	-3	10	5	



GUN TYPE	NAME	CLASS	GAME	Muzzle	Barrel	Laser	Optic	Stock	Underbarrel	Ammo	Rear grip	Perk
AR	KILO 141	Alpha	MW	Monolithic	19.8 Prowler		VLK		commando	60		
AR	FAL	Bravo	MW	Monolithic	marksman		VLK		commando	30		
AR	M4A1	Charlie	MW	Monolithic	M16 Barrel	TAC LASER			commando	60		
AR	FR 5.56	Delta	MW	Monolithic	sniper	TAC LASER	VLK			60		
AR	ODEN	Echo	MW	Colossus	810mm		VLK		commando	30		
AR	M13	Foxtrot	MW	Monolithic	Temp Marks		VLK		commando	60		
AR	FN SCAR 17	Golf	MW	Monolithic	17.2 lb		VLK		commando	30		
AR	AK 47 MW	Hotel	MW	Tactical supp	spetsnaz supp			Skeleton	commando	40		
AR	RAM-7	India	MW	Monolithic	Eclipse/Ranger		VLK		commando	50		
AR	GRAU 5.56	Juliett	MW	Monolithic	Archangel	TAC LASER			commando	60		
AR	CR-56 MAX	Kilo	MW	Monolithic	Zodiac		VLK		commando	45		
AR	AN-94	Lima	MW	Monolithic	X-438mm		VLK		commando	60		
AR	AS VAL	Mike	MW		5MW		GEN 4 GRU	merc	30		sleight of hand	
AR	XM4	Alpha	CW	Agency/GRU	Task Force/Spetsnaz RPK	3X		Field Agent/ Spec	60			
AR	AK 47 CW	Bravo	CW	Agency/GRU	Task Force/Spetsnaz RPK	3X		Field Agent/ Spec	60			
AR	KRIG 6	Charlie	CW	Agency/GRU	Task Force/Spetsnaz RPK	3X		Field Agent/ Spec	60			
AR	QBZ-83	Delta	CW	Agency/GRU	Task Force/Spetsnaz RPK	3X		Field Agent/ Spec	60			
AR	FFAR 1	Echo	CW	Agency/GRU	Task Force/Spetsnaz RPK	3X		Field Agent/ Spec	mag			
AR	GROZA	Foxtrot	CW	Agency/GRU	Task Force/Spetsnaz RPK	3X		Field Agent/ Spec	60			
AR	FARA 83	Golf	CW	Agency/GRU	Task Force/Spetsnaz RPK	3X		Field Agent/ Spec	50			
AR	C58		CW	Agency/GRU	Task Force/Spetsnaz RPK	3X		Field Agent/ Spec	55			
EM2			Agency/GRU	Task Force/Spetsnaz RPK	3X		Field Agent/ Spec		50			

Please Read: How to Adjust Value if ever not working!

Gun Shoots UP--- Increase Vertical Value Y

Gun Shoots Down--- Decrease Vertical Value Y

Gun Shoots LEFT--- Increase Horizontal value X

Gun Shoots Right--- Decrease Horizontal Value X

## Vertical Value- Y

GUN TYPE	NAME	CLASS	GAME	RECOIL for 5,5	RECOIL for 6,6	RECOIL for 7,7	RECOIL for 8,8	RECOIL for 9,9	RECOIL for 10,10	RECOIL for 11,11	RECOIL for 12,12	RECOIL for 13,13	RECOIL for 14,14	RECOIL for 15,15	RECOIL for 16,16	RECOIL for 17,17	RECOIL for 18,18	RECOIL for 19,19	RECOIL for 20,20	RECOIL for 4,4
AR	KILO 141	Alpha	MW	0	1	21	25	17	24	-2	16	2	15	29	2	3	28	3	28	7
AR	FAL	Bravo	MW	9	16	8	12	21	20	18	-5	27	18	7	13	29	3	10	16	
AR	M4A1	Charlie	MW	24	25	29	19	29	21	0	14	-5	25	20	6	0	24	-4	12	-1
AR	FR 5.56	Delta	MW	19	-4	20	16	8	26	8	27	-1	9	-5	28	22	23	19	13	1
AR	ODEN	Echo	MW	10	9	27	16	16	24	9	27	17	20	-5	11	27	4	27	21	22
AR	M13	Foxtrot	MW	7	12	5	2	-4	-3	15	30	10	23	20	19	27	20	26	17	17
AR	FN SCAR 17	Golf	MW	22	28	20	3	12	29	6	0	20	7	-5	5	7	28	28	21	29
AR	AK 47 MW	Hotel	MW	22	15	13	16	-5	26	29	13	27	-1	23	-4	6	20	16	9	-2
AR	RAM-7	India	MW	4	27	26	28	0	26	20	29	7	7	24	11	26	27	-5	23	2
AR	GRAU 5.56	Juliett	MW	24	-4	-1	28	27	-1	-4	7	9	29	24	11	6	24	23	2	30
AR	CR-56 MAX	Kilo	MW	30	4	22	17	14	3	14	-1	2	19	28	0	-1	15	28	-1	28
AR	AN-94	Lima	MW	21	6	23	-2	11	-1	-3	18	-4	26	27	5	8	0	-3	-4	9
AR	AS VAL	Mike	MW	-1	30	11	0	8	17	25	16	-3	27	24	2	23	0	-2	28	2
AR	XM4	Alpha	CW	21	10	1	-3	15	-2	21	10	2	10	17	13	18	29	17	25	6
AR	AK 47 CW	Bravo	CW	-4	17	22	22	17	20	14	5	-2	14	8	-5	4	17	24	6	9
AR	KRIG 6	Charlie	CW	28	-2	21	15	8	2	14	7	14	25	2	-3	27	0	14	-3	27
AR	QBZ-83	Delta	CW	30	-2	27	25	11	-3	29	25	6	1	3	14	26	22	8	9	5
AR	FFAR 1	Echo	CW	13	22	5	10	26	-1	17	15	11	23	24	-5	28	13	2	29	-5
AR	GROZA	Foxtrot	CW	10	9	-2	1	12	6	7	1	19	-2	21	-4	0	12	16	14	18
AR	FARA 83	Golf	CW	17	18	19	-1	25	0	-5	26	10	29	15	22	24	1	15	30	1
AR	C58		CW	11	-3	27	3	25	14	27	25	-1	22	15	9	6	10	1	-5	24
EM2			Agency/GRU	25	1	-2	5	24	7	5	1	3	9	14	29	19	22	21	23	13

## Horizontal Value- X

GUN TYPE	NAME	CLASS	GAME	RECOIL for 5,5	RECOIL for 6,6	RECOIL for 7,7	RECOIL for 8,8	RECOIL for 9,9	RECOIL for 10,10	RECOIL for 11,11	RECOIL for 12,12	RECOIL for 13,13	RECOIL for 14,14	RECOIL for 15,15	RECOIL for 16,16	RECOIL for 17,17	RECOIL for 18,18	RECOIL for 19,19	RECOIL for 20,20	RECOIL for 4,4
AR	KILO 141	Alpha	MW	-6	-4	0	8	5	2	7	6	10	0	-2	6	-5	11	-6	9	4
AR	FAL	Bravo	MW	10	-3	3	9	0	-6	7	4	2	5	-1	5	8	10	9	1	-5
AR	M4A1	Charlie	MW	5	7	6	3	6	4	5	2	1	11	0	-5	3	0	11	6	-4
AR	FR 5.56	Delta	MW	-4	11	11	4	-2	9	9	4	-6	6	4	-6	-3	6	9	-4	0
AR	ODEN	Echo	MW	4	-2	2	-2	3	5	7	-6	4	1	0	10	-1	5	-1	8	3
AR	M13	Foxtrot	MW	11	-6	7	-3	-6	9	6	2	7	10	7	-6	11	8	-3	-6	-1
AR	FN SCAR 17	Golf	MW	8	10	6	-4	9	5	11	5	4	4	-4	-3	2	7	6	3	10
AR	AK 47 MW	Hotel	MW	-4	5	-5	8	4	-2	10	8	-1	2	-1	9	-2	3	0	8	
AR	RAM-7	India	MW	-6	7	10	10	2	-4	4	6	1	5	-2	2	6	4	-6	3	10
AR	GRAU 5.56	Juliett	MW	8	2	1	1	4	11	-1	10	-5	9	1	-2	10	0	-5	-5	2
AR	CR-56 MAX	Kilo	MW	10	11	4	0	5	4	8	11	1	-5	4	-5	-5	0	5	1	-3

AR	AN-94	Lima	MW	10	0	-6	4	0	-6	5	2	2	5	-6	4	10	5	7	4	-6
AR	AS VAL	Mike	MW	-3	-1	-3	5	6	0	6	10	9	1	1	-4	7	1	-5	-1	10
AR	XM4	Alpha	CW	7	0	10	0	5	-4	5	-1	1	8	7	-5	6	11	-5	-2	-1
AR	AK 47 CW	Bravo	CW	-6	10	1	5	8	-4	4	0	10	-2	6	-4	-3	-3	9	0	-1
AR	KRIS 6	Charlie	CW	-1	7	3	7	4	-1	8	-1	5	6	3	-2	11	-3	1	2	4
AR	QBZ-93	Delta	CW	-5	1	3	-2	3	6	3	6	-5	-6	7	7	3	4	-5	4	4
AR	FFAR 1	Echo	CW	0	4	7	11	10	-4	1	0	11	1	-3	2	4	-6	9	8	8
AR	GROZA	Foxtrot	CW	1	1	8	-6	-3	2	5	5	-6	2	11	5	-2	11	-5	3	7
AR	FARA 83	Golf	CW	4	2	6	-3	6	-5	7	2	9	-5	6	0	0	2	3	7	-3
AR	C58			2	-3	2	-2	-4	11	1	2	-6	1	0	-4	10	3	4	-6	5
EM2				8	9	-3	10	-1	5	3	-3	-2	8	9	-5	-4	-5	3	7	0



GUN TYPE	NAME	CLASS	GAME	Muzzle	Barrel	Laser	Optic	Stock	Underbarrel	Ammo	Rear grip	Perk
AR	KILO 141	Alpha	MW	Monolithic	19.8 Prowler		VLK		commando	60		
AR	FAL	Bravo	MW	Monolithic	marksman		VLK		commando	30		
AR	M4A1	Charlie	MW	Monolithic	M16 Barrel	TAC LASER			commando	60		
AR	FR 5.56	Delta	MW	Monolithic	sniper	TAC LASER	VLK			60		
AR	ODEN	Echo	MW	Colossus	810mm		VLK		commando	30		
AR	M13	Foxtrot	MW	Monolithic	Temp Marks		VLK		commando	60		
AR	FN SCAR 17	Golf	MW	Monolithic	17.2 lb		VLK		commando	30		
AR	AK 47 MW	Hotel	MW	Tactical supp	spetsnaz supp			Skeleton	commando	40		
AR	RAM-7	India	MW	Monolithic	Eclipse/Ranger		VLK		commando	50		
AR	GRAU 5.56	Juliett	MW	Monolithic	Archangel	TAC LASER			commando	60		
AR	CR-56 MAX	Kilo	MW	Monolithic	Zodiac		VLK		commando	45		
AR	AN-94	Lima	MW	Monolithic	X-438mm		VLK		commando	60		
AR	AS VAL	Mike	MW		5MW		GEN 4 GRU	merc	30		sleight of hand	
AR	XM4	Alpha	CW	Agency/GRU	Task Force/Spetsnaz RPK	3X		Field Agent/ Spe	60			
AR	AK 47 CW	Bravo	CW	Agency/GRU	Task Force/Spetsnaz RPK	3X		Field Agent/ Spe	60			
AR	KRIG 6	Charlie	CW	Agency/GRU	Task Force/Spetsnaz RPK	3X		Field Agent/ Spe	60			
AR	QBZ-83	Delta	CW	Agency/GRU	Task Force/Spetsnaz RPK	3X		Field Agent/ Spe	60			
AR	FFAR 1	Echo	CW	Agency/GRU	Task Force/Spetsnaz RPK	3X		Field Agent/ Spe	mag			
AR	GROZA	Foxtrot	CW	Agency/GRU	Task Force/Spetsnaz RPK	3X		Field Agent/ Spe	60			
AR	FARA 83	Golf	CW	Agency/GRU	Task Force/Spetsnaz RPK	3X		Field Agent/ Spe	50			
AR	C58		CW	Agency/GRU	Task Force/Spetsnaz RPK	3X		Field Agent/ Spe	55			
EM2			Agency/GRU	Task Force/Spetsnaz RPK	3X		Field Agent/ Spe		50			

Please Read: How to Adjust Value if ever not working!

Gun Shoots UP--- Increase Vertical Value Y

Gun Shoots Down--- Decrease Vertical Value Y

Gun Shoots LEFT--- Increase Horizontal value X

Gun Shoots Right--- Decrease Horizontal Value X

## Vertical Value- Y

GUN TYPE	NAME	CLASS	GAME	RECOIL for 5,5	RECOIL for 6,6	RECOIL for 7,7	RECOIL for 8,8	RECOIL for 9,9	RECOIL for 10,10	RECOIL for 11,11	RECOIL for 12,12	RECOIL for 13,13	RECOIL for 14,14	RECOIL for 15,15	RECOIL for 16,16	RECOIL for 17,17	RECOIL for 18,18	RECOIL for 19,19	RECOIL for 20,20	RECOIL for 4,4
AR	KILO 141	Alpha	MW	-3	3	3	11	1	4	0	6	7	6	12	-5	1	4	-5	14	1
AR	FAL	Bravo	MW	5	3	8	8	7	4	3	0	3	-2	3	10	3	-5	7	0	0
AR	M4A1	Charlie	MW	9	13	-2	6	10	15	-3	4	10	-2	4	1	13	-5	-3	14	13
AR	FR 5.56	Delta	MW	-3	1	2	5	5	8	-5	-3	13	-5	6	14	-6	10	0	1	1
AR	ODEN	Echo	MW	15	-5	14	-5	12	4	1	0	-4	12	7	14	3	1	-2	14	-5
AR	M13	Foxtrot	MW	10	3	3	9	15	13	8	9	12	-2	8	5	3	2	-1	13	10
AR	FN SCAR 17	Golf	MW	13	3	-2	12	3	13	11	9	4	7	9	10	2	6	-2	11	2
AR	AK 47 MW	Hotel	MW	1	2	-3	5	13	14	-1	-4	7	8	6	14	-4	-1	-2	6	-6
AR	RAM-7	India	MW	1	12	-4	-2	3	2	7	-1	3	13	14	-5	-2	-4	4	-5	7
AR	GRAU 5.56	Juliett	MW	8	-6	-4	0	-2	-5	-6	4	12	11	-6	15	7	14	6	0	9
AR	CR-56 MAX	Kilo	MW	1	11	10	7	-3	6	11	-3	14	7	4	14	-5	-5	8	-6	-2
AR	AN-94	Lima	MW	-6	3	-1	5	-3	8	2	9	-1	12	-4	10	5	8	-4	0	-5
AR	AS VAL	Mike	MW	-5	6	4	3	13	11	11	7	0	15	9	11	1	14	12	7	11
AR	XM4	Alpha	CW	11	-5	3	-3	15	10	-3	5	8	5	4	11	11	6	-2	-5	5
AR	AK 47 CW	Bravo	CW	-4	4	-3	7	-3	11	-4	9	0	0	8	-1	6	6	-2	6	-1
AR	KRIG 6	Charlie	CW	1	-5	4	13	-4	-3	8	15	14	15	-4	-4	12	5	-1	1	9
AR	QBZ-83	Delta	CW	7	6	4	-4	5	6	-2	5	4	3	7	-5	-6	6	9	14	5
AR	FFAR 1	Echo	CW	15	12	9	13	2	-2	-3	-3	-1	9	15	7	-4	11	0	2	12
AR	GROZA	Foxtrot	CW	-5	8	8	7	14	1	9	6	-3	-6	-5	-4	3	0	15	12	6
AR	FARA 83	Golf	CW	12	-1	12	11	1	10	12	15	-2	7	-6	11	5	12	15	0	-5
AR	C58		CW	15	13	0	13	4	-6	-3	-3	12	0	7	-3	15	-5	-1	12	-1
EM2			Agency/GRU	Task Force/Spetsnaz RPK	13	5	4	1	3	3	3	11	6	-2	5	13	-2	-3	14	-3

## Horizontal Value- X

GUN TYPE	NAME	CLASS	GAME	RECOIL for 5,5	RECOIL for 6,6	RECOIL for 7,7	RECOIL for 8,8	RECOIL for 9,9	RECOIL for 10,10	RECOIL for 11,11	RECOIL for 12,12	RECOIL for 13,13	RECOIL for 14,14	RECOIL for 15,15	RECOIL for 16,16	RECOIL for 17,17	RECOIL for 18,18	RECOIL for 19,19	RECOIL for 20,20	RECOIL for 4,4
AR	KILO 141	Alpha	MW	7	10	2	-4	7	3	10	1	-3	6	2	5	5	5	5	-5	-5
AR	FAL	Bravo	MW	5	-4	-2	4	8	2	9	-6	6	-6	9	5	-6	8	2	-3	-3
AR	M4A1	Charlie	MW	4	7	3	6	10	-5	5	9	4	-5	0	0	5	-4	10	-1	-6
AR	FR 5.56	Delta	MW	-6	4	2	-4	1	4	0	-2	7	1	4	7	4	7	4	6	2
AR	ODEN	Echo	MW	3	6	4	1	0	0	9	3	-4	0	8	7	1	6	-1	-1	-1
AR	M13	Foxtrot	MW	8	6	2	-6	5	1	-1	3	7	9	10	-1	9	4	0	-3	-2
AR	FN SCAR 17	Golf	MW	4	9	9	-1	-5	-1	9	-6	4	6	-1	7	-2	0	7	6	
AR	AK 47 MW	Hotel	MW	4	-1	-3	-6	-3	3	8	-6	2	4	8	6	8	4	0	-5	
AR	RAM-7	India	MW	-6	4	4	2	-3	8	2	-6	-4	9	4	-1	9	-3	-2	7	-2
AR	GRAU 5.56	Juliett	MW	2	9	0	-5	4	-6	-3	1	6	-5	1	-6	6	9	0	10	2
AR	CR-56 MAX	Kilo	MW	1	5	-2	5	3	5	5	-6	5	7	3	4	-5	-1	-1	-1	2

AR	AN-94	Lima	MW	3	-1	-2	-6	-1	5	-6	-1	8	-4	-4	-1	5	8	9	5	-3
AR	AS VAL	Mike	MW	-4	0	7	2	5	10	10	4	2	-4	-3	2	5	-5	7	5	-6
AR	XM4	Alpha	CW	3	6	-4	-3	4	10	-3	6	-1	5	4	4	-4	7	-6	8	-5
AR	AK 47 CW	Bravo	CW	-2	10	-5	9	6	-1	4	-6	-5	4	3	-5	8	-3	0	4	8
AR	KRIS 6	Charlie	CW	10	-6	-4	5	4	-5	-2	7	2	0	1	5	6	3	-3	5	7
AR	QBZ-93	Delta	CW	10	3	1	7	7	-4	5	9	0	-2	5	9	-4	8	7	-1	-5
AR	FFAR 1	Echo	CW	-2	4	3	-1	9	5	-4	-4	6	7	2	-1	7	9	-2	-1	10
AR	GROZA	Foxtrot	CW	1	9	1	2	10	-5	-3	6	5	-6	3	0	9	4	5	5	8
AR	FARA 83	Golf	CW	6	-4	5	9	-2	10	-3	-3	-4	0	-6	6	10	-5	7	-4	-3
AR	C58			0	0	4	6	9	8	8	-3	-1	10	9	0	-1	2	10	0	7
EM2				-2	4	-2	3	4	1	9	0	1	-2	-1	4	-6	4	-1	-6	-2



GUN TYPE	NAME	CLASS	GAME	Muzzle	Barrel	Laser	Optic	Stock	Underbarrel	Ammo	Rear grip	Perk
AR	KILO 141	Alpha	MW	Monolithic	19.8 Prowler		VLK		commando	60		
AR	FAL	Bravo	MW	Monolithic	marksman		VLK		commando	30		
AR	M4A1	Charlie	MW	Monolithic	M16 Barrel	TAC LASER			commando	60		
AR	FR 5.56	Delta	MW	Monolithic	sniper	TAC LASER	VLK			60		
AR	ODEN	Echo	MW	Colossus	810mm		VLK		commando	30		
AR	M13	Foxtrot	MW	Monolithic	Temp Marks		VLK		commando	60		
AR	FN SCAR 17	Golf	MW	Monolithic	17.2 lb		VLK		commando	30		
AR	AK 47 MW	Hotel	MW	Tactical supp	spetsnaz supp			Skeleton	commando	40		
AR	RAM-7	India	MW	Monolithic	Eclipse/Ranger		VLK		commando	50		
AR	GRAU 5.56	Juliett	MW	Monolithic	Archagel	TAC LASER			commando	60		
AR	CR-56 AMAX	Kilo	MW	Monolithic	Zodiac		VLK		commando	45		
AR	AN-94	Lima	MW	Monolithic	X-438mm		VLK		commando	60		
AR	AS VAL	Mike	MW		5MW		GEN 4 GRU	merc	30		sleight of hand	
AR	XM4	Alpha	CW	Agency/GRU	Task Force/Spetsnaz RPK	3X		Field Agent/ Spe	60			
AR	AK 47 CW	Bravo	CW	Agency/GRU	Task Force/Spetsnaz RPK	3X		Field Agent/ Spe	60			
AR	KRIG 6	Charlie	CW	Agency/GRU	Task Force/Spetsnaz RPK	3X		Field Agent/ Spe	60			
AR	QBZ-83	Delta	CW	Agency/GRU	Task Force/Spetsnaz RPK	3X		Field Agent/ Spe	60			
AR	FFAR 1	Echo	CW	Agency/GRU	Task Force/Spetsnaz RPK	3X		Field Agent/ Spe	mag			
AR	GROZA	Foxtrot	CW	Agency/GRU	Task Force/Spetsnaz RPK	3X		Field Agent/ Spe	60			
AR	FARA 83	Golf	CW	Agency/GRU	Task Force/Spetsnaz RPK	3X		Field Agent/ Spe	50			
AR	C58		CW	Agency/GRU	Task Force/Spetsnaz RPK	3X		Field Agent/ Spe	55			
EM2			Agency/GRU	Task Force/Spetsnaz RPK	3X		Field Agent/ Spe		50			

Please Read: How to Adjust Value if ever not working!

Gun Shoots UP--- Increase Vertical Value Y

Gun Shoots Down--- Decrease Vertical Value Y

Gun Shoots LEFT--- Increase Horizontal value X

Gun Shoots Right--- Decrease Horizontal Value X

## Vertical Value- Y

GUN TYPE	NAME	CLASS	GAME	RECOIL for 5,5	RECOIL for 6,6	RECOIL for 7,7	RECOIL for 8,8	RECOIL for 9,9	RECOIL for 10,10	RECOIL for 11,11	RECOIL for 12,12	RECOIL for 13,13	RECOIL for 14,14	RECOIL for 15,15	RECOIL for 16,16	RECOIL for 17,17	RECOIL for 18,18	RECOIL for 19,19	RECOIL for 20,20	RECOIL for 4,4	
AR	KILO 141	Alpha	MW	12	-4	13	14	12	8	5	14	-5	13	0	14	12	-3	13	14	-3	
AR	FAL	Bravo	MW	7	0	-3	12	14	12	-3	8	13	-5	5	2	2	-2	3	4	-5	
AR	M4A1	Charlie	MW	5	10	3	-4	0	12	5	8	5	5	11	-3	-4	10	1	15	-2	
AR	FR 5.56	Delta	MW	6	12	3	-3	-2	9	-2	5	-3	12	7	5	13	-6	8	6	-4	
AR	ODEN	Echo	MW	12	9	-1	-6	11	0	4	11	14	5	5	0	11	11	-1	6	10	
AR	M13	Foxtrot	MW	13	8	-3	9	-2	-1	14	12	5	8	1	-4	1	10	6	-3	1	
AR	FN SCAR 17	Golf	MW	13	3	-5	12	15	-2	8	-2	11	12	14	0	-6	9	15	14	11	
AR	AK 47 MW	Hotel	MW	12	8	-1	15	-5	10	9	-4	15	-3	-6	-4	1	5	10	-4	14	
AR	RAM-7	India	MW	-1	13	-2	-5	11	3	5	6	9	7	3	4	7	-6	4	15	10	
AR	GRAU 5.56	Juliett	MW	14	2	8	10	3	-6	7	10	7	-4	12	-3	13	13	14	-4	15	
AR	CR-56 AMAX	Kilo	MW	7	8	2	7	5	15	-4	13	1	-5	12	-5	-6	3	7	-3	8	
AR	AN-94	Lima	MW	6	-4	4	3	-1	11	-6	4	12	-2	13	7	-5	14	15	7	10	
AR	AS VAL	Mike	MW	-4	-4	15	-4	1	4	-2	-1	4	14	6	-4	-3	0	14	6	-5	
AR	XM4	Alpha	CW	5	9	5	14	-2	5	-4	4	1	4	2	-6	6	-3	-6	-3	-5	
AR	AK 47 CW	Bravo	CW	2	11	7	9	10	4	0	-6	12	9	4	14	4	-2	2	-4	8	
AR	KRIG 6	Charlie	CW	6	0	10	0	12	-1	-3	11	12	2	8	-1	10	11	0	1	6	
AR	QBZ-83	Delta	CW	-6	3	10	15	-5	3	10	13	11	0	13	-6	-5	-1	-3	14	7	
AR	FFAR 1	Echo	CW	12	-5	8	-6	-1	8	1	-3	6	-4	9	10	-1	-3	0	-2	4	
AR	GROZA	Foxtrot	CW	10	-1	15	-4	0	3	-4	11	3	7	9	0	1	13	13	2	4	
AR	FARA 83	Golf	CW	1	15	14	14	-2	4	2	14	-2	1	-1	-6	-4	13	0	-6	5	
AR	C58		CW	-1	0	15	5	2	-6	10	15	8	4	2	8	9	7	1	3		
EM2			Agency/GRU		5	-2	12	8	13	-3	3	-3	15	-2	13	6	-1	6	-4	15	-5

## Horizontal Value- X

GUN TYPE	NAME	CLASS	GAME	RECOIL for 5,5	RECOIL for 6,6	RECOIL for 7,7	RECOIL for 8,8	RECOIL for 9,9	RECOIL for 10,10	RECOIL for 11,11	RECOIL for 12,12	RECOIL for 13,13	RECOIL for 14,14	RECOIL for 15,15	RECOIL for 16,16	RECOIL for 17,17	RECOIL for 18,18	RECOIL for 19,19	RECOIL for 20,20	RECOIL for 4,4
AR	KILO 141	Alpha	MW	2	-1	7	6	5	10	-6	-2	-6	-6	1	-4	4	-2	2	3	3
AR	FAL	Bravo	MW	-3	7	8	-3	7	5	2	-5	1	6	10	5	1	-4	9	1	5
AR	M4A1	Charlie	MW	4	9	0	-1	-5	-2	6	10	10	-5	-6	1	3	1	10	10	-1
AR	FR 5.56	Delta	MW	2	0	-1	0	-2	5	-1	6	10	10	0	-4	5	0	-3	-4	3
AR	ODEN	Echo	MW	-3	8	8	6	-2	4	-4	9	7	4	1	9	2	-3	0	8	6
AR	M13	Foxtrot	MW	5	8	8	-4	-2	8	3	2	2	2	-1	-1	4	10	1	5	4
AR	FN SCAR 17	Golf	MW	-3	-4	-5	-3	-1	-3	-1	-5	4	9	4	9	9	9	5	-1	2
AR	AK 47 MW	Hotel	MW	6	8	7	-2	5	1	-3	3	-4	10	-6	3	1	0	5	10	-5
AR	RAM-7	India	MW	5	4	3	5	4	-3	-3	0	4	3	9	1	-1	0	3	-3	9
AR	GRAU 5.56	Juliett	MW	2	5	-3	-1	8	2	8	-2	0	10	-6	7	-3	-2	0	-1	
AR	CR-56 AMAX	Kilo	MW	-2	-4	6	-3	-5	0	-5	9	-2	-5	10	-3	-3	8	-2	3	

AR	AN-94	Lima	MW	10	8	-5	3	3	-3	5	4	10	3	0	3	1	-5	-2	10	-2
AR	AS VAL	Mike	MW	-3	-4	-5	-6	-1	5	-4	-6	2	10	1	-2	7	1	-3	-5	2
AR	XM4	Alpha	CW	7	9	10	0	3	8	6	-2	3	8	2	6	2	9	-3	-6	1
AR	AK 47 CW	Bravo	CW	-5	-3	-1	8	2	-4	-2	3	-3	8	8	-4	2	-1	9	7	-3
AR	KRIS 6	Charlie	CW	6	-5	7	-3	3	3	5	4	-6	-5	-1	3	-2	5	3	-3	0
AR	QBZ-93	Delta	CW	6	0	1	2	-3	-1	0	-3	1	6	8	0	9	9	-6	10	5
AR	FFAR 1	Echo	CW	6	8	6	5	-5	0	-2	5	-4	1	7	7	-6	-6	-4	-1	6
AR	GROZA	Foxtrot	CW	1	3	3	2	-2	4	7	7	1	1	-4	2	-1	-4	-5	9	5
AR	FARA 83	Golf	CW	7	9	9	10	6	-6	4	2	6	-3	6	5	-1	2	4	-3	5
AR	C58				7	0	-5	-6	-3	3	9	5	7	8	2	6	9	10	-6	-4
EM2					-4	6	2	8	5	8	10	-3	7	9	2	9	-1	7	0	5



GUN TYPE	NAME	CLASS	GAME	Muzzle	Barrel	Laser	Optic	Stock	Underbarrel	Ammo	Rear grip	Perk
AR	KILO 141	Alpha	MW	Monolithic	19.8 Prowler		VLK		commando	60		
AR	FAL	Bravo	MW	Monolithic	marksman		VLK		commando	30		
AR	M4A1	Charlie	MW	Monolithic	M16 Barrel	TAC LASER			commando	60		
AR	FR 5.56	Delta	MW	Monolithic	sniper	TAC LASER	VLK			60		
AR	ODEN	Echo	MW	Colossus	810mm		VLK		commando	30		
AR	M13	Foxtrot	MW	Monolithic	Temp Marks		VLK		commando	60		
AR	FN SCAR 17	Golf	MW	Monolithic	17.2 lb		VLK		commando	30		
AR	AK 47 MW	Hotel	MW	Tactical supp	spetsnaz supp			Skeleton	commando	40		
AR	RAM-7	India	MW	Monolithic	Eclipse/Ranger		VLK		commando	50		
AR	GRAU 5.56	Juliett	MW	Monolithic	Archangel	TAC LASER			commando	60		
AR	CR-56 MAX	Kilo	MW	Monolithic	Zodiac		VLK		commando	45		
AR	AN-94	Lima	MW	Monolithic	X-438mm		VLK		commando	60		
AR	AS VAL	Mike	MW		5MW		GEN 4 GRU	merc	30		sleight of hand	
AR	XM4	Alpha	CW	Agency/GRU	Task Force/Spetsnaz RPK	3X		Field Agent/ Spe	60			
AR	AK 47 CW	Bravo	CW	Agency/GRU	Task Force/Spetsnaz RPK	3X		Field Agent/ Spe	60			
AR	KRIG 6	Charlie	CW	Agency/GRU	Task Force/Spetsnaz RPK	3X		Field Agent/ Spe	60			
AR	QBZ-83	Delta	CW	Agency/GRU	Task Force/Spetsnaz RPK	3X		Field Agent/ Spe	60			
AR	FFAR 1	Echo	CW	Agency/GRU	Task Force/Spetsnaz RPK	3X		Field Agent/ Spe	mag			
AR	GROZA	Foxtrot	CW	Agency/GRU	Task Force/Spetsnaz RPK	3X		Field Agent/ Spe	60			
AR	FARA 83	Golf	CW	Agency/GRU	Task Force/Spetsnaz RPK	3X		Field Agent/ Spe	50			
AR	C58		CW	Agency/GRU	Task Force/Spetsnaz RPK	3X		Field Agent/ Spe	55			
EM2			Agency/GRU	Task Force/Spetsnaz RPK	3X		Field Agent/ Spe		50			

Please Read: How to Adjust Value if ever not working!

Gun Shoots UP--- Increase Vertical Value Y

Gun Shoots Down--- Decrease Vertical Value Y

Gun Shoots LEFT--- Increase Horizontal value X

Gun Shoots Right--- Decrease Horizontal Value X

## Vertical Value- Y

GUN TYPE	NAME	CLASS	GAME	RECOIL for 5,5	RECOIL for 6,6	RECOIL for 7,7	RECOIL for 8,8	RECOIL for 9,9	RECOIL for 10,10	RECOIL for 11,11	RECOIL for 12,12	RECOIL for 13,13	RECOIL for 14,14	RECOIL for 15,15	RECOIL for 16,16	RECOIL for 17,17	RECOIL for 18,18	RECOIL for 19,19	RECOIL for 20,20	RECOIL for 4,4
AR	KILO 141	Alpha	MW	-2	15	15	-1	-6	-6	-6	4	13	3	1	9	13	-6	10	7	9
AR	FAL	Bravo	MW	-3	15	7	1	14	14	6	-3	11	5	2	1	15	12	14	-4	9
AR	M4A1	Charlie	MW	12	1	-2	11	12	11	2	1	1	6	5	4	12	-5	6	4	-1
AR	FR 5.56	Delta	MW	-2	15	11	8	5	3	11	1	0	4	15	12	5	14	6	13	13
AR	ODEN	Echo	MW	-3	4	-6	5	6	8	10	11	0	-1	13	5	9	15	-5	-6	
AR	M13	Foxtrot	MW	-2	3	5	4	-6	1	13	9	15	-6	0	2	4	13	6	10	10
AR	FN SCAR 17	Golf	MW	15	11	3	-1	8	12	10	9	15	0	-5	4	14	3	-4	13	-3
AR	AK 47 MW	Hotel	MW	8	12	13	13	8	-2	4	-4	14	-5	10	15	3	2	14	-3	-6
AR	RAM-7	India	MW	10	11	-1	-4	13	4	-6	5	-2	-2	-4	5	1	-3	-3	-4	8
AR	GRAU 5.56	Juliett	MW	-5	10	8	1	4	2	8	1	13	5	1	7	8	-4	13	6	3
AR	CR-56 MAX	Kilo	MW	0	-2	14	-1	3	14	5	1	-1	0	-3	4	-5	-5	-2	4	3
AR	AN-94	Lima	MW	9	14	12	-1	-6	-5	2	5	10	-4	7	10	12	12	12	-3	3
AR	AS VAL	Mike	MW	3	9	9	12	9	-6	4	-3	9	10	9	6	14	15	-2	-6	6
AR	XM4	Alpha	CW	2	3	3	-3	14	9	15	-5	5	4	2	14	5	-3	1	-2	3
AR	AK 47 CW	Bravo	CW	9	8	6	-2	-1	12	-4	9	7	2	-4	7	-6	10	0	7	-5
AR	KRIG 6	Charlie	CW	12	13	-4	-4	14	14	1	2	4	6	9	-4	-5	6	-6	15	-3
AR	QBZ-83	Delta	CW	12	9	14	14	-6	1	-3	-6	1	15	14	0	9	10	0	-1	11
AR	FFAR 1	Echo	CW	-6	8	5	14	9	13	14	4	7	5	15	-1	15	4	9	10	10
AR	GROZA	Foxtrot	CW	-6	-4	11	-2	11	-1	10	2	13	6	2	0	-2	11	13	13	14
AR	FARA 83	Golf	CW	1	2	14	-2	-5	-2	-5	10	13	-5	15	1	-2	13	0	5	7
AR	C58		CW	11	3	0	5	11	12	12	14	12	-1	5	4	8	15	14	14	-2
EM2			CW	9	-5	9	-4	13	-1	-6	5	14	8	3	4	-3	12	-6	0	0

## Horizontal Value- X

GUN TYPE	NAME	CLASS	GAME	RECOIL for 5,5	RECOIL for 6,6	RECOIL for 7,7	RECOIL for 8,8	RECOIL for 9,9	RECOIL for 10,10	RECOIL for 11,11	RECOIL for 12,12	RECOIL for 13,13	RECOIL for 14,14	RECOIL for 15,15	RECOIL for 16,16	RECOIL for 17,17	RECOIL for 18,18	RECOIL for 19,19	RECOIL for 20,20	RECOIL for 4,4
AR	KILO 141	Alpha	MW	-4	-1	2	-5	3	0	0	5	-1	9	3	1	7	1	-2	10	3
AR	FAL	Bravo	MW	-2	8	-4	1	1	5	4	2	-2	8	-5	0	8	-5	2	0	9
AR	M4A1	Charlie	MW	4	-4	10	7	-6	6	-3	-4	10	0	-4	0	4	-3	-6	5	-5
AR	FR 5.56	Delta	MW	4	9	10	5	2	-6	-6	-3	8	9	2	6	4	5	7	-6	-4
AR	ODEN	Echo	MW	-6	7	9	-2	-4	3	0	-3	8	3	8	-3	5	5	0	10	-4
AR	M13	Foxtrot	MW	7	9	7	8	9	7	-5	5	5	1	0	10	7	9	10	3	9
AR	FN SCAR 17	Golf	MW	-1	2	1	-3	2	10	-6	-4	5	3	1	2	-3	-1	3	9	3
AR	AK 47 MW	Hotel	MW	-2	1	9	9	5	5	-5	9	-5	-1	-2	2	5	-2	4	3	6
AR	RAM-7	India	MW	3	5	7	-2	5	3	5	-1	0	8	0	1	-6	2	-3	-2	-5
AR	GRAU 5.56	Juliett	MW	-6	1	-1	4	2	2	-6	7	-1	-6	6	9	-4	10	-6	10	-4
AR	CR-56 MAX	Kilo	MW	5	-3	5	0	7	1	2	7	6	0	-6	2	-5	9	7	0	3

AR	AN-94	Lima	MW	-1	2	6	0	-6	6	1	1	10	9	1	-1	8	2	-3	-6	-1
AR	AS VAL	Mike	MW	-2	9	-6	0	0	5	0	6	-2	-3	9	-5	-5	0	6	7	-1
AR	XM4	Alpha	CW	8	0	10	10	3	-3	7	6	2	0	2	7	8	-3	4	4	-5
AR	AK 47 CW	Bravo	CW	-1	10	-6	9	-1	3	2	9	-1	1	8	-2	8	5	0	7	3
AR	KRIG 6	Charlie	CW	4	-2	0	5	9	1	8	6	-1	-3	8	-6	0	7	-6	6	7
AR	QBZ-93	Delta	CW	0	-5	10	7	8	-6	-4	-6	10	-5	3	0	6	7	7	-5	1
AR	FFAR 1	Echo	CW	7	-2	4	10	-3	1	3	7	5	3	-1	8	9	-6	0	-2	-1
AR	GROZA	Foxtrot	CW	1	-3	-5	6	4	2	-2	-2	6	-3	-6	-5	-5	4	-4	6	-5
AR	FARA 83	Golf	CW	3	5	0	-1	6	1	8	6	6	4	-5	7	-1	2	6	2	1
AR	C58			1	-1	-3	-3	-5	-1	0	-2	8	2	-1	2	-6	-6	8	7	5
EM2				3	9	-2	-5	5	10	3	9	-6	7	-4	5	0	-5	-3	1	-6



GUN TYPE	NAME	CLASS	GAME	Muzzle	Barrel	Laser	Optic	Stock	Underbarrel	Ammo	Rear grip	Perk
SMG	AUG MW	Alpha	MW	mono	407mm		virk/holo		commando	60 mag nato		
SMG	P90	Bravo	MW	mono	forge tac ret	tac laser		forge tac comb			stripped	
SMG	MPS MW	Charlie	MW	Mono	5mw			FTAC Clippable	Merc	45		
SMG	UZI	Delta	MW	mono	carbine pro	5mw			merc	31 ae rounds		
SMG	PP19 BIZON	Echo	MW	mono	8.7 steel	5mw	skeleton				stripped	
SMG	MP7	Foxtrot	MW	mono	recon	tac laser			merc	60		
SMG	STRIKER 45	Golf	MW	mono	400mm				merc	45	ftac g5 exo	
SMG	FENNEC	Hotel	MW				5mw	no stock	merc	40		sleight of hand
SMG	ISO	India	MW	nightsade	5mw				merc	50	stripped	
SMG	CX-9	Juliett	MW	#N/A	#N/A	#N/A	#N/A	#N/A	#N/A	#N/A	#N/A	#N/A
SMG	MPS CW	Alpha	CW	Sound Supp	Gru 5mw			No Stock	Id agent/Spetsn	Biggest Mag/50		
SMG	MILANO 821	Bravo	CW	Sound Supp	task force				combat	Id agent/Spetsn	55	
SMG	AK74u	Charlie	CW	Sound Supp	task force				pkm/skeleton	Id agent/Spetsn	50	
SMG	KSP 45	Delta	CW	Sound Supp	task force				combat	Id agent/Spetsn	48	
SMG	BULLFROG	Echo	CW	Sound Supp	task force	Gru 5mw		No stock	Id agent/Spetsn	53		
SMG	MAC 10	Foxtrot	CW	Sound Supp	task force				raider	Id agent/Spetsn	53	
SMG	LC10	Golf	CW	Sound Supp	task force				combat	Id agent/Spetsn	55	
SMG	PPSH-41	Hotel	CW	Sound Supp				NO Stock	Id agent/Spetsn	Biggest MAG/55		
Cx9					CX-38s	Tac laser			Merc forgrip	50 mag	CX-9 Tac grip	
OTS9				Sound supp	Task force				Field agent/ Spet	40 mag	GRU Elastic rap	
Tec9				Full Auto Repeat	Task Force				Field agent/ Spet	48 mag	Raider stock	

Please Read: How to Adjust Value if ever not working!  
 Gun Shoots UP--- Increase Vertical Value Y  
 Gun Shoots Down--- Decrease Vertical Value Y  
 Gun Shoots LEFT--- Increase Horizontal value X  
 Gun Shoots Right--- Decrease Horizontal Value X

## Vertical Value- Y

GUN TYPE	NAME	CLASS	GAME	RECOIL for 5,5	RECOIL for 6,6	RECOIL for 7,7	RECOIL for 8,8	RECOIL for 9,9	RECOIL for 10,10	RECOIL for 11,11	RECOIL for 12,12	RECOIL for 13,13	RECOIL for 14,14	RECOIL for 15,15	RECOIL for 16,16	RECOIL for 17,17	RECOIL for 18,18	RECOIL for 19,19	RECOIL for 20,20	RECOIL for 4,4
SMG	AUG MW	Alpha	MW	4	4	19	30	21	14	3	14	17	19	18	24	0	5	6	23	3
SMG	P90	Bravo	MW	18	9	25	0	30	9	-4	10	27	-3	14	10	-1	7	3	12	11
SMG	MPS MW	Charlie	MW	12	9	30	6	7	26	30	-1	15	-2	23	13	25	0	4	-1	-3
SMG	UZI	Delta	MW	4	-4	-1	24	28	13	-3	8	15	-2	0	21	24	29	3	19	13
SMG	PP19 BIZON	Echo	MW	-3	-2	2	23	30	3	20	9	6	-5	-5	1	4	8	21	28	
SMG	MP7	Foxtrot	MW	22	2	16	2	21	10	6	10	-1	22	10	5	7	3	-2	5	7
SMG	STRIKER 45	Golf	MW	5	19	7	24	23	9	13	26	11	1	30	18	-3	22	12	11	18
SMG	FENNEC	Hotel	MW	3	12	-3	0	26	21	7	24	2	12	8	12	21	18	14	15	19
SMG	ISO	India	MW	18	-5	-1	27	16	3	28	1	13	17	1	-5	-5	11	29	22	5
SMG	MPS CW	Alpha	CW	9	12	15	3	3	17	2	10	21	28	10	21	9	29	7	0	17
SMG	MILANO 821	Bravo	CW	3	30	18	-3	-5	2	7	17	24	-5	19	17	-2	-4	5	7	2
SMG	AK74u	Charlie	CW	10	-2	1	-2	11	11	-3	11	14	14	19	25	13	8	6	18	9
SMG	KSP 45	Delta	CW	25	-4	1	24	17	18	24	-2	-4	12	4	27	18	18	3	18	-2
SMG	BULLFROG	Echo	CW	21	18	2	24	18	4	22	24	21	0	16	5	1	-3	0	25	30
SMG	MAC 10	Foxtrot	CW	10	4	8	21	25	20	14	16	-5	10	22	4	21	17	14	9	29
SMG	LC10	Golf	CW	3	25	8	17	14	1	13	27	12	0	5	7	14	-5	18	17	4
SMG	PPSH-41	Hotel	CW	14	-1	0	0	10	30	25	1	27	-4	1	27	-4	9	3	30	9
Cx9			CW	16	25	4	16	-2	18	-5	1	1	2	-3	27	22	29	16	21	10
OTS9			CW	9	17	-5	23	29	9	2	19	30	24	1	0	15	13	8	13	21
TEC 9				-1	15	0	10	-1	11	21	-2	13	17	11	8	22	-2	10	-2	1

## Horizontal Value- X

GUN TYPE	NAME	CLASS	GAME	RECOIL for 5,5	RECOIL for 6,6	RECOIL for 7,7	RECOIL for 8,8	RECOIL for 9,9	RECOIL for 10,10	RECOIL for 11,11	RECOIL for 12,12	RECOIL for 13,13	RECOIL for 14,14	RECOIL for 15,15	RECOIL for 16,16	RECOIL for 17,17	RECOIL for 18,18	RECOIL for 19,19	RECOIL for 20,20	RECOIL for 4,4
SMG	AUG MW	Alpha	MW	6	7	4	1	7	2	7	-5	6	-6	3	-2	4	2	9	4	-2
SMG	P90	Bravo	MW	-2	4	0	-2	-5	8	8	-5	0	4	4	-3	2	9	7	-4	
SMG	MPS MW	Charlie	MW	2	9	9	8	6	3	-2	6	-3	5	-6	-2	2	0	-1	-5	
SMG	UZI	Delta	MW	9	-1	0	-2	-6	-3	9	5	-3	9	-6	6	-1	4	-1	6	-6
SMG	PP19 BIZON	Echo	MW	9	1	-5	-6	-6	4	4	1	4	-3	4	2	-4	9	8	0	-1
SMG	MP7	Foxtrot	MW	-4	5	7	-6	3	1	2	2	6	6	-5	7	-3	3	-2	9	-1
SMG	STRIKER 45	Golf	MW	8	-4	8	1	8	-1	2	-3	4	4	-2	7	3	-4	9	0	9
SMG	FENNEC	Hotel	MW	3	-3	-1	-3	-5	0	-2	0	7	4	-3	4	8	0	5	6	4
SMG	ISO	India	MW	7	-3	-1	7	9	-5	-3	-2	3	4	2	8	9	4	-3	-4	
SMG	MPS CW	Alpha	CW	2	4	1	8	-1	-2	4	-6	0	5	7	-3	-4	-4	0	5	4
SMG	MILANO 821	Bravo	CW	4	0	9	2	-3	4	7	6	-4	4	-3	-5	1	-1	-6	4	-5
SMG	AK74u	Charlie	CW	4	-6	1	1	-3	2	3	-3	3	-6	5	8	9	7	2	5	0
SMG	KSP 45	Delta	CW	-6	0	-6	3	4	-1	0	5	8	0	-2	-1	-3	4	-3	2	5
SMG	BULLFROG	Echo	CW	4	2	3	2	2	-1	-2	9	2	2	6	-2	3	8	1	-3	7
SMG	MAC 10	Foxtrot	CW	6	-5	8	4	1	-4	4	1	7	7	8	9	-2	0	-4	5	-1
SMG	LC10	Golf	CW	7	9	8	-3	-5	3	-4	-3	3	-2	6	-6	-5	7	-3	-4	-3
SMG	PPSH-41	Hotel	CW	9	1	5	-5	-6	5	2	9	-6	7	9	-6	8	7	2	-6	1

CX9		CW	-6	-1	5	7	0	7	3	-2	7	-3	6	-5	8	0	-3	5	-5	
OTS9		CW	-4	6	-5	2	0	9	4	2	2	4	0	-2	-6	8	0	3	-6	
TEC 9			8	6	3	-3	2	-2	2	6	-6	0	-5	3	5	-4	4	-3	4	



GUN TYPE	NAME	CLASS	GAME	Muzzle	Barrel	Laser	Optic	Stock	Underbarrel	Ammo	Rear grip	Perk
SMG	AUG MW	Alpha	MW	mono	407mm		virk/holo		commando	60 mag nato		
SMG	P90	Bravo	MW	mono	forge tac ret	tac laser		forge tac comb			stripped	
SMG	MPS MW	Charlie	MW	Mono	5mw			FTAC Clalipable	Merc	45		
SMG	UZI	Delta	MW	mono	carbine pro	5mw			merc	31 ae rounds		
SMG	PP19 BIZON	Echo	MW	mono	8.7 steel	5mw	skeleton				stripped	
SMG	MP7	Foxtrot	MW	mono	recon	tac laser			merc	60		
SMG	STRIKER 45	Golf	MW	mono	400mm				merc	45	ftac g5 exo	
SMG	FENNEC	Hotel	MW			5mw		no stock	merc	40		sleight of hand
SMG	ISO	India	MW	nightsade	5mw				merc	50	stripped	
SMG	CX-9	Juliett	MW	#N/A	#N/A	#N/A	#N/A	#N/A	#N/A	#N/A	#N/A	#N/A
SMG	MPS CW	Alpha	CW	Sound Supp	Gru 5mw			No Stock	Id agent/Spetsn	Biggest Mag/50		
SMG	MILANO 821	Bravo	CW	Sound Supp	task force			combat	Id agent/Spetsn	55		
SMG	AK74u	Charlie	CW	Sound Supp	task force			pkm/skeleton	Id agent/Spetsn	50		
SMG	KSP 45	Delta	CW	Sound Supp	task force			combat	Id agent/Spetsn	48		
SMG	BULLFROG	Echo	CW	Sound Supp	task force	Gru 5mw		No stock	Id agent/Spetsn	53		
SMG	MAC 10	Foxtrot	CW	Sound Supp	task force			raider	Id agent/Spetsn	55		
SMG	LC10	Golf	CW	Sound Supp	task force			combat	Id agent/Spetsn	55		
SMG	PPSH-41	Hotel	CW	Sound Supp	task force			NO Stock	Id agent/Spetsn	Bigest MAG/55		
CX9				CX-38s	Tac laser				Merc forgrip	50 mag	CX-9 Tac grip	
OTS9				Sound supp	Task force				Field agent/ Spet	40 mag	GRU Elastic rap	
Tec9				Full Auto Repeat	Task Force				Field agent/ Spet	48 mag	Raider stock	

Please Read: How to Adjust Value if ever not working!

Gun Shoots UP--- Increase Vertical Value Y

Gun Shoots Down--- Decrease Vertical Value Y

Gun Shoots LEFT--- Increase Horizontal value X

Gun Shoots Right--- Decrease Horizontal Value X

## Vertical Value- Y

GUN TYPE	NAME	CLASS	GAME	RECOIL for 5,5	RECOIL for 6,6	RECOIL for 7,7	RECOIL for 8,8	RECOIL for 9,9	RECOIL for 10,10	RECOIL for 11,11	RECOIL for 12,12	RECOIL for 13,13	RECOIL for 14,14	RECOIL for 15,15	RECOIL for 16,16	RECOIL for 17,17	RECOIL for 18,18	RECOIL for 19,19	RECOIL for 20,20	RECOIL for 4,4
SMG	AUG MW	Alpha	MW	13	22	6	2	27	26	1	6	16	-4	26	11	24	22	13	25	7
SMG	P90	Bravo	MW	9	5	24	7	19	19	23	23	-2	20	10	28	3	2	7	-1	7
SMG	MPS MW	Charlie	MW	12	17	12	22	-5	13	10	12	25	26	28	24	2	28	-2	18	
SMG	UZI	Delta	MW	12	30	26	13	-5	0	24	27	8	12	4	-5	27	10	14	22	28
SMG	PP19 BIZON	Echo	MW	4	19	-5	2	2	10	8	30	26	24	21	5	4	29	-2	27	1
SMG	MP7	Foxtrot	MW	6	11	16	5	15	14	6	14	21	-1	1	24	-3	2	-2	13	24
SMG	STRIKER 45	Golf	MW	17	0	24	9	5	5	12	14	7	3	28	19	24	19	2	5	13
SMG	FENNEC	Hotel	MW	23	-4	14	10	7	17	28	-2	9	19	22	26	18	12	-2	5	-5
SMG	ISO	India	MW	30	-5	26	29	29	13	9	24	0	-5	28	0	8	7	2	14	26
SMG	MPS CW	Alpha	CW	9	0	12	19	3	14	16	30	21	11	6	21	12	25	28	28	19
SMG	MILANO 821	Bravo	CW	2	11	17	19	-4	18	-3	6	23	-3	23	24	-4	-2	4	13	2
SMG	AK74u	Charlie	CW	0	9	26	22	19	7	5	27	-4	21	22	18	14	8	-1	24	4
SMG	KSP 45	Delta	CW	28	10	14	15	23	17	-2	20	11	10	11	25	-4	12	29	23	10
SMG	BULLFROG	Echo	CW	15	0	-5	3	-4	6	16	2	15	22	23	3	23	26	6	8	13
SMG	MAC 10	Foxtrot	CW	13	11	18	25	-1	7	11	15	15	7	18	24	-2	-5	24	25	27
SMG	LC10	Golf	CW	12	11	1	20	30	10	-1	12	30	29	12	21	-1	-5	6	17	20
SMG	PPSH-41	Hotel	CW	14	27	15	3	10	16	28	-3	11	25	19	2	23	5	27	17	12
CX9			CW	-5	28	25	15	6	11	16	15	-4	18	-4	0	12	29	2	7	27
OTS9			CW	28	-4	19	27	-4	24	15	8	19	-4	0	28	11	30	0	20	2
TEC 9				5	12	7	-4	27	30	26	-3	30	7	24	14	-3	29	7	17	13

## Horizontal Value- X

GUN TYPE	NAME	CLASS	GAME	RECOIL for 5,5	RECOIL for 6,6	RECOIL for 7,7	RECOIL for 8,8	RECOIL for 9,9	RECOIL for 10,10	RECOIL for 11,11	RECOIL for 12,12	RECOIL for 13,13	RECOIL for 14,14	RECOIL for 15,15	RECOIL for 16,16	RECOIL for 17,17	RECOIL for 18,18	RECOIL for 19,19	RECOIL for 20,20	RECOIL for 4,4	
SMG	AUG MW	Alpha	MW	-6	7	-1	8	2	3	1	1	0	-4	3	0	8	-3	-1	5	-1	
SMG	P90	Bravo	MW	8	5	5	-2	7	2	0	1	-6	4	-1	-2	5	-4	2	-2	5	
SMG	MPS MW	Charlie	MW	4	-4	0	8	6	6	2	-6	7	-5	-3	3	-6	2	8	6	-5	
SMG	UZI	Delta	MW	8	5	-4	6	0	-2	9	4	4	-1	2	0	7	4	6	5	-6	
SMG	PP19 BIZON	Echo	MW	-6	6	4	-3	5	2	1	5	1	-4	8	-4	-1	-5	1	-2	4	
SMG	MP7	Foxtrot	MW	-3	-2	-2	-2	9	-1	3	4	2	-1	-3	6	-3	3	5	1	-6	7
SMG	STRIKER 45	Golf	MW	2	0	-6	-1	5	6	-6	0	-1	-5	-6	4	6	4	-5	1	4	
SMG	FENNEC	Hotel	MW	-4	-6	3	7	5	-4	8	3	2	3	-5	0	2	2	-4	2	3	5
SMG	ISO	India	MW	9	-4	0	0	3	-1	-1	3	1	-6	2	-3	5	2	3	3	5	
SMG	MPS CW	Alpha	CW	-1	8	7	-6	7	-5	5	4	-1	-5	3	7	-2	3	7	4	1	
SMG	MILANO 821	Bravo	CW	-5	6	8	6	6	-3	7	9	-3	1	2	2	-3	8	8	8	4	
SMG	AK74u	Charlie	CW	-1	9	0	7	-1	9	0	0	0	-5	4	-3	2	0	-1	1	4	
SMG	KSP 45	Delta	CW	1	-2	3	-5	-1	-5	3	7	-3	2	4	-4	3	-2	-6	5	-4	
SMG	BULLFROG	Echo	CW	1	-1	-3	4	3	7	1	-5	-4	7	5	-1	0	-1	0	4	7	
SMG	MAC 10	Foxtrot	CW	-1	-3	6	2	8	0	4	2	0	8	9	8	-6	1	0	1	4	
SMG	LC10	Golf	CW	3	5	1	8	1	3	0	1	4	9	-4	-4	-4	-5	9	4	-5	
SMG	PPSH-41	Hotel	CW	9	-2	-5	-3	-1	7	8	9	-3	1	7	3	-1	8	2	4	-3	
CX9			CW	4	2	-4	5	0	0	2	-5	-3	4	5	3	1	3	6	7	-2	

OTS9	CW	8	3	-6	-4	1	1	4	8	-4	6	0	7	-6	4	0	-3	-3
TEC9		9	5	6	0	0	-5	4	-3	-3	-2	7	-5	9	2	0	6	4



GUN TYPE	NAME	CLASS	GAME	Muzzle	Barrel	Laser	Optic	Stock	Underbarrel	Ammo	Rear grip	Perk
SMG	AUG MW	Alpha	MW	mono	407mm		virk/holo		commando	60 mag nato		
SMG	P90	Bravo	MW	mono	forge tac ret	tac laser		forge tac comb			stripped	
SMG	MPS MW	Charlie	MW	Mono	5mw			FTAC Clalipable	Merc	45		
SMG	UZI	Delta	MW	mono	carbine pro	5mw			merc	31 ae rounds		
SMG	PP19 BIZON	Echo	MW	mono	8.7 steel	5mw		skeleton			stripped	
SMG	MP7	Foxtrot	MW	mono	recon	tac laser			merc	60		
SMG	STRIKER 45	Golf	MW	mono	400mm				merc	45	ftac g5 exo	
SMG	FENNEC	Hotel	MW				5mw		merc	40		sleight of hand
SMG	ISO	India	MW		nightsade	5mw		no stock	merc	50	stripped	
SMG	CX-9	Juliett	MW	#N/A	#N/A	#N/A	#N/A	#N/A	#N/A	#N/A	#N/A	#N/A
SMG	MPS CW	Alpha	CW	Sound Supp	Gru 5mw			No Stock	Id agent/Spetsn	Biggest Mag/50		
SMG	MILANO 821	Bravo	CW	Sound Supp	task force				combat	Id agent/Spetsn	55	
SMG	AK74u	Charlie	CW	Sound Supp	task force			pkm/skeleton	Id agent/Spetsn	50		
SMG	KSP 45	Delta	CW	Sound Supp	task force			combat	Id agent/Spetsn	48		
SMG	BULLFROG	Echo	CW	Sound Supp	task force	Gru 5mw		No stock	Id agent/Spetsn	53		
SMG	MAC 10	Foxtrot	CW	Sound Supp	task force				raider	Id agent/Spetsn	53	
SMG	LC10	Golf	CW	Sound Supp	task force				combat	Id agent/Spetsn	55	
SMG	PPSH-41	Hotel	CW	Sound Supp				NO Stock	Id agent/Spetsn	Bigest MAG/55		
CX9					CX-38s	Tac laser			Merc forgrip	50 mag	CX-9 Tac grip	
OTS9				Sound supp	Task force				Field agent/ Spet	40 mag	GRU Elastic rap	
Tec9				Full Auto Repeat	Task Force				Field agent/ Spet	48 mag	Raider stock	

Please Read: How to Adjust Value if ever not working!

Gun Shoots UP--- Increase Vertical Value Y

Gun Shoots Down--- Decrease Vertical Value Y

Gun Shoots LEFT--- Increase Horizontal value X

Gun Shoots Right--- Decrease Horizontal Value X

## Vertical Value- Y

GUN TYPE	NAME	CLASS	GAME	RECOIL for 5,5	RECOIL for 6,6	RECOIL for 7,7	RECOIL for 8,8	RECOIL for 9,9	RECOIL for 10,10	RECOIL for 11,11	RECOIL for 12,12	RECOIL for 13,13	RECOIL for 14,14	RECOIL for 15,15	RECOIL for 16,16	RECOIL for 17,17	RECOIL for 18,18	RECOIL for 19,19	RECOIL for 20,20	RECOIL for 4,4
SMG	AUG MW	Alpha	MW	20	5	1	-1	0	29	6	17	5	26	28	17	4	30	-1	13	4
SMG	P90	Bravo	MW	4	12	28	2	16	9	5	22	17	20	27	30	24	11	19	11	7
SMG	MPS MW	Charlie	MW	8	16	6	9	28	-5	-3	25	24	10	30	2	2	14	23	28	24
SMG	UZI	Delta	MW	24	17	28	8	5	3	0	1	-4	11	-4	29	-2	20	21	-5	12
SMG	PP19 BIZON	Echo	MW	13	-3	25	3	14	27	22	-4	21	18	15	26	8	5	8	29	11
SMG	MP7	Foxtrot	MW	9	23	-4	15	6	24	27	17	14	-1	-2	10	6	12	23	30	4
SMG	STRIKER 45	Golf	MW	10	3	29	13	3	19	17	7	3	28	4	3	23	-1	6	2	24
SMG	FENNEC	Hotel	MW	-2	11	8	20	17	22	3	-3	7	12	23	-1	6	28	12	14	21
SMG	ISO	India	MW	10	9	-3	-2	2	22	5	6	15	6	7	2	21	16	-5	20	-1
SMG	MPS CW	Alpha	CW	-3	19	4	8	7	12	29	2	11	10	13	26	21	0	30	23	19
SMG	MILANO 821	Bravo	CW	13	15	15	14	-2	21	13	6	18	10	24	18	5	27	16	24	22
SMG	AK74u	Charlie	CW	19	-1	28	25	13	24	24	21	15	29	25	25	4	1	16	9	10
SMG	KSP 45	Delta	CW	5	6	-4	17	20	3	15	25	27	15	13	28	6	7	5	4	10
SMG	BULLFROG	Echo	CW	-1	3	3	0	30	18	-2	30	18	9	7	1	18	19	30	17	-3
SMG	MAC 10	Foxtrot	CW	-4	17	0	-1	30	8	17	16	15	7	19	19	7	0	2	30	9
SMG	LC10	Golf	CW	29	-2	-3	-1	18	30	11	14	20	19	-2	27	-1	27	11	11	22
SMG	PPSH-41	Hotel	CW	8	15	29	21	29	28	21	22	22	3	14	14	24	25	4	10	14
CX9		CW	7	17	-1	2	29	19	14	24	8	20	19	14	28	12	4	22	4	
OTS9		CW	25	5	18	28	15	-4	14	23	21	29	7	28	-1	30	14	2	27	
TEC 9			-5	28	20	16	24	7	13	-3	26	-5	9	18	7	7	28	-2	10	

## Horizontal Value- X

GUN TYPE	NAME	CLASS	GAME	RECOIL for 5,5	RECOIL for 6,6	RECOIL for 7,7	RECOIL for 8,8	RECOIL for 9,9	RECOIL for 10,10	RECOIL for 11,11	RECOIL for 12,12	RECOIL for 13,13	RECOIL for 14,14	RECOIL for 15,15	RECOIL for 16,16	RECOIL for 17,17	RECOIL for 18,18	RECOIL for 19,19	RECOIL for 20,20	RECOIL for 4,4
SMG	AUG MW	Alpha	MW	5	5	5	-6	-2	5	5	-4	5	-6	4	9	8	7	-4	8	9
SMG	P90	Bravo	MW	-1	-1	7	8	5	-3	-3	3	-4	7	4	2	4	6	-5	-3	3
SMG	MPS MW	Charlie	MW	4	-4	9	-3	-1	-3	-4	0	9	9	5	-3	6	4	5	2	-2
SMG	UZI	Delta	MW	5	-1	7	0	-6	5	7	9	-3	-6	4	7	-4	8	-4	4	3
SMG	PP19 BIZON	Echo	MW	-6	2	7	5	4	9	4	7	-6	5	5	9	-3	-6	2	-4	2
SMG	MP7	Foxtrot	MW	9	5	3	-3	-5	-2	9	4	-2	1	-4	2	2	1	3	-1	3
SMG	STRIKER 45	Golf	MW	-5	9	-6	3	-3	-2	3	-2	-3	3	-2	-3	6	4	-3	8	1
SMG	FENNEC	Hotel	MW	9	6	-1	-5	3	-3	7	8	2	8	0	4	-4	-3	8	-2	-3
SMG	ISO	India	MW	-2	-6	-1	0	0	1	8	4	8	0	-5	-2	-5	-1	9	4	-3
SMG	MPS CW	Alpha	CW	5	8	-3	8	-4	1	-1	0	0	-2	-3	1	5	1	0	-2	-3
SMG	MILANO 821	Bravo	CW	8	8	3	6	3	5	9	-4	3	6	3	-6	8	9	3	6	-2
SMG	AK74u	Charlie	CW	3	0	0	3	5	9	8	4	4	4	3	2	0	7	8	-6	2
SMG	KSP 45	Delta	CW	-4	-5	-2	-1	5	6	3	-1	0	9	-2	2	4	2	6	0	-6
SMG	BULLFROG	Echo	CW	7	-3	2	6	-1	9	2	4	7	7	-1	9	6	-1	7	-4	5
SMG	MAC 10	Foxtrot	CW	1	-2	6	-3	8	3	4	0	-5	9	7	3	-2	-1	-5	-3	1
SMG	LC10	Golf	CW	-6	5	-6	8	-2	-5	6	0	7	-3	-2	3	3	6	4	8	
SMG	PPSH-41	Hotel	CW	9	-4	7	-6	-5	-1	-4	8	0	-2	-2	-1	4	8	1	0	7
CX9		CW	9	0	5	-6	9	-2	-4	-6	2	0	1	5	4	2	5	4	4	9

OTS9	CW	3	0	-4	9	8	7	4	-6	3	0	2	0	2	-1	-3	-1	2
TEC 9		8	0	5	-3	7	-2	8	-2	0	6	-4	0	9	-6	-4	3	-1



GUN TYPE	NAME	CLASS	GAME	Muzzle	Barrel	Laser	Optic	Stock	Underbarrel	Ammo	Rear grip	Perk
SMG	AUG MW	Alpha	MW	mono	407mm		virk/holo		commando	60 mag nato		
SMG	P90	Bravo	MW	mono	forge tac ret	tac laser		forge tac comb			stripped	
SMG	MPS MW	Charlie	MW	Mono	5mw			FTAC Clalipable	Merc	45		
SMG	UZI	Delta	MW	mono	carbine pro	5mw			merc	31 ae rounds		
SMG	PP19 BIZON	Echo	MW	mono	8.7 steel	5mw		skeleton			stripped	
SMG	MP7	Foxtrot	MW	mono	recon	tac laser			merc	60		
SMG	STRIKER 45	Golf	MW	mono	400mm				merc	45	ftac g5 exo	
SMG	FENNEC	Hotel	MW					no stock	merc	40		sleight of hand
SMG	ISO	India	MW		nightsade	5mw			merc	50	stripped	
SMG	CX-9	Juliett	MW	#N/A	#N/A	#N/A	#N/A		#N/A	#N/A	#N/A	#N/A
SMG	MPS CW	Alpha	CW	Sound Supp	Gru 5mw			No Stock	Id agent/Spetsn	Biggest Mag/50		
SMG	MILANO B21	Bravo	CW	Sound Supp	task force			combat	Id agent/Spetsn	55		
SMG	AK74u	Charlie	CW	Sound Supp	task force			pkm/skeleton	Id agent/Spetsn	50		
SMG	KSP 45	Delta	CW	Sound Supp	task force			combat	Id agent/Spetsn	48		
SMG	BULLFROG	Echo	CW	Sound Supp	task force	Gru 5mw		No stock	Id agent/Spetsn	53		
SMG	MAC 10	Foxtrot	CW	Sound Supp	task force			raider	Id agent/Spetsn	53		
SMG	LC10	Golf	CW	Sound Supp	task force			combat	Id agent/Spetsn	55		
SMG	PPSH-41	Hotel	CW	Sound Supp				NO Stock	Id agent/Spetsn	Bigest MAG/55		
CX9				CX-38s	Tac laser				Merc forgrip	50 mag	CX-9 Tac grip	
OTS9				Sound supp	Task force				Field agent/ Spet	40 mag	GRU Elastic rap	
Tec9				Full Auto Repeat	Task Force				Field agent/ Spet	48 mag	Raider stock	

Please Read: How to Adjust Value if ever not working!

Gun Shoots UP--- Increase Vertical Value Y

Gun Shoots Down--- Decrease Vertical Value Y

Gun Shoots LEFT--- Increase Horizontal value X

Gun Shoots Right--- Decrease Horizontal Value X

## Vertical Value- Y

GUN TYPE	NAME	CLASS	GAME	RECOIL for 5,5	RECOIL for 6,6	RECOIL for 7,7	RECOIL for 8,8	RECOIL for 9,9	RECOIL for 10,10	RECOIL for 11,11	RECOIL for 12,12	RECOIL for 13,13	RECOIL for 14,14	RECOIL for 15,15	RECOIL for 16,16	RECOIL for 17,17	RECOIL for 18,18	RECOIL for 19,19	RECOIL for 20,20	RECOIL for 4,4
SMG	AUG MW	Alpha	MW	13	10	0	3	12	0	-6	-3	14	7	-5	14	9	2	7	6	3
SMG	P90	Bravo	MW	-6	-5	6	9	-3	-1	6	2	15	14	7	-1	-4	13	11	-1	10
SMG	MPS MW	Charlie	MW	5	4	-6	10	12	8	1	8	5	4	-3	0	4	9	12	14	15
SMG	UZI	Delta	MW	-3	2	11	2	14	2	6	12	-6	11	5	14	-5	1	-3	2	5
SMG	PP19 BIZON	Echo	MW	5	12	2	3	-4	-4	-6	-5	6	0	1	11	15	-5	13	4	-3
SMG	MP7	Foxtrot	MW	-6	14	-2	12	0	-2	13	13	13	2	-5	1	6	14	14	7	13
SMG	STRIKER 45	Golf	MW	3	-1	2	2	14	6	-3	8	-5	-5	13	13	13	5	-3	12	-1
SMG	FENNEC	Hotel	MW	0	9	8	-1	-2	9	9	-1	8	-4	-5	-3	-4	-1	14	10	1
SMG	ISO	India	MW	1	9	1	3	8	10	3	2	13	4	-2	-4	-3	-1	-3	13	-4
SMG	MPS CW	Alpha	CW	-3	-3	-1	6	13	11	4	12	0	-5	12	11	-1	15	-6	11	-4
SMG	MILANO B21	Bravo	CW	4	-4	14	14	9	-4	-2	3	15	-1	3	-1	15	10	6	10	3
SMG	AK74u	Charlie	CW	1	2	11	-1	0	4	-3	3	-4	2	-6	8	10	3	-6	-3	9
SMG	KSP 45	Delta	CW	-6	-6	0	-6	5	13	-1	4	6	0	13	15	3	8	9	14	6
SMG	BULLFROG	Echo	CW	13	10	8	5	-4	0	2	7	9	6	14	14	7	4	6	6	5
SMG	MAC 10	Foxtrot	CW	-6	11	-6	8	13	-2	10	-5	2	14	-6	-1	4	15	13	5	0
SMG	LC10	Golf	CW	8	14	14	14	-1	12	1	8	2	8	0	6	9	15	0	14	1
SMG	PPSH-41	Hotel	CW	13	12	7	-6	8	2	11	11	3	4	8	-6	-1	-5	3	5	-5
CX9	CW	-1	-1	3	1	4	7	15	1	7	12	-3	4	4	-4	-1	10	12		
OTS9	CW	-5	-5	3	3	3	3	4	-1	4	-6	-2	-3	15	-3	1	11	4	13	
TEC 9		-3	2	8	-6	0	5	9	13	-2	-2	13	0	14	9	10	1	11		

## Horizontal Value- X

GUN TYPE	NAME	CLASS	GAME	RECOIL for 5,5	RECOIL for 6,6	RECOIL for 7,7	RECOIL for 8,8	RECOIL for 9,9	RECOIL for 10,10	RECOIL for 11,11	RECOIL for 12,12	RECOIL for 13,13	RECOIL for 14,14	RECOIL for 15,15	RECOIL for 16,16	RECOIL for 17,17	RECOIL for 18,18	RECOIL for 19,19	RECOIL for 20,20	RECOIL for 4,4
SMG	AUG MW	Alpha	MW	4	1	8	-2	1	4	5	1	7	6	5	10	-4	3	4	1	7
SMG	P90	Bravo	MW	8	10	-6	-4	-6	8	9	5	-4	-2	-4	10	-6	0	8	-3	1
SMG	MPS MW	Charlie	MW	10	3	-3	-6	10	5	-2	-1	5	9	4	10	9	5	3	0	8
SMG	UZI	Delta	MW	-1	-1	0	-4	-2	10	8	-1	8	-4	-2	-1	10	5	5	5	5
SMG	PP19 BIZON	Echo	MW	2	-1	0	6	5	-2	10	-2	1	-2	0	7	7	6	-3	7	5
SMG	MP7	Foxtrot	MW	0	0	7	10	8	7	-1	4	10	-4	-6	-5	6	-4	-6	2	5
SMG	STRIKER 45	Golf	MW	2	3	6	2	1	0	6	9	4	-3	1	9	-3	9	6	5	3
SMG	FENNEC	Hotel	MW	5	10	2	3	-6	3	4	9	-2	-6	8	0	6	1	-1	6	-6
SMG	ISO	India	MW	0	5	-4	10	1	-3	2	-2	5	4	-6	0	1	2	-5	-2	-5
SMG	MPS CW	Alpha	CW	0	0	8	-6	9	-2	-4	-1	9	1	7	9	5	-6	3	9	8
SMG	MILANO B21	Bravo	CW	-4	2	-1	-5	-5	8	-3	0	1	-3	4	3	-4	4	-3	-4	3
SMG	AK74u	Charlie	CW	0	0	3	7	6	-2	3	7	-6	9	4	7	10	-5	9	-1	-1
SMG	KSP 45	Delta	CW	-5	3	9	-2	7	-1	-5	-5	7	-5	-1	-3	-6	0	6	10	8
SMG	BULLFROG	Echo	CW	3	-1	6	-2	2	-3	5	-3	3	6	-6	1	-5	3	2	-3	-3
SMG	MAC 10	Foxtrot	CW	1	-1	5	0	6	4	4	3	3	8	10	0	2	5	10	-2	8
SMG	LC10	Golf	CW	1	7	10	9	-5	2	9	3	-3	4	4	5	-5	7	-6	1	7
SMG	PPSH-41	Hotel	CW	6	2	-3	-5	-6	10	6	-5	0	10	10	0	-5	-4	3	1	7
CX9	CW	-2	-4	2	-5	-1	-4	0	2	-5	2	0	4	9	-3	0	1	1	10	

OTS9	CW	-2	-2	2	-6	1	4	6	2	10	-3	1	4	0	-3	-2	-3	7		
TEC 9		8	-4	7	4	-2	-6	10	-6	7	4	5	-6	0	8	5	6	0		



GUN TYPE	NAME	CLASS	GAME	Muzzle	Barrel	Laser	Optic	Stock	Underbarrel	Ammo	Rear grip	Perk
SMG	AUG MW	Alpha	MW	mono	407mm		virk/holo		commando	60 mag nato		
SMG	P90	Bravo	MW	mono	forge tac ret	tac laser		forge tac comb			stripped	
SMG	MPS MW	Charlie	MW	Mono	5mw			FTAC Clippable	Merc	45		
SMG	UZI	Delta	MW	mono	carbine pro	5mw			merc	31 ae rounds		
SMG	PP19 BIZON	Echo	MW	mono	8.7 steel	5mw	skeleton				stripped	
SMG	MP7	Foxtrot	MW	mono	recon	tac laser			merc	60		
SMG	STRIKER 45	Golf	MW	mono	400mm				merc	45	ftac g5 exo	
SMG	FENNEC	Hotel	MW				5mw	no stock	merc	40		sleight of hand
SMG	ISO	India	MW	nightsade	5mw				merc	50	stripped	
SMG	CX-9	Juliett	MW	#N/A	#N/A	#N/A	#N/A	#N/A	#N/A	#N/A	#N/A	#N/A
SMG	MPS CW	Alpha	CW	Sound Supp	Gru 5mw			No Stock	Id agent/Spetsn	Biggest Mag/50		
SMG	MILANO B21	Bravo	CW	Sound Supp	task force			combat	Id agent/Spetsn	55		
SMG	AK74u	Charlie	CW	Sound Supp	task force			pkm/skeleton	Id agent/Spetsn	50		
SMG	KSP 45	Delta	CW	Sound Supp	task force			combat	Id agent/Spetsn	48		
SMG	BULLFROG	Echo	CW	Sound Supp	task force	Gru 5mw		No stock	Id agent/Spetsn	53		
SMG	MAC 10	Foxtrot	CW	Sound Supp	task force			raider	Id agent/Spetsn	53		
SMG	LC10	Golf	CW	Sound Supp	task force			combat	Id agent/Spetsn	55		
SMG	PPSH-41	Hotel	CW	Sound Supp				NO Stock	Id agent/Spetsn	Bigest MAG/55		
CX9				CX-38s	Tac laser				Merc forgrip	50 mag	CX-9 Tac grip	
OTS9				Sound supp	Task force				Field agent/ Spet	40 mag	GRU Elastic rap	
Tec9				Full Auto Repeat	Task Force				Field agent/ Spet	48 mag	Raider stock	

Please Read: How to Adjust Value if ever not working!

Gun Shoots UP--- Increase Vertical Value Y

Gun Shoots Down--- Decrease Vertical Value Y

Gun Shoots LEFT--- Increase Horizontal value X

Gun Shoots Right--- Decrease Horizontal Value X

## Vertical Value- Y

GUN TYPE	NAME	CLASS	GAME	RECOIL for 5,5	RECOIL for 6,6	RECOIL for 7,7	RECOIL for 8,8	RECOIL for 9,9	RECOIL for 10,10	RECOIL for 11,11	RECOIL for 12,12	RECOIL for 13,13	RECOIL for 14,14	RECOIL for 15,15	RECOIL for 16,16	RECOIL for 17,17	RECOIL for 18,18	RECOIL for 19,19	RECOIL for 20,20	RECOIL for 4,4
SMG	AUG MW	Alpha	MW	8	1	15	-4	8	0	5	15	6	3	2	2	5	0	9	4	10
SMG	P90	Bravo	MW	3	-4	2	12	-4	4	8	1	3	-3	6	0	6	2	12	-3	12
SMG	MPS MW	Charlie	MW	4	0	2	0	-6	-3	9	8	13	3	9	5	11	-5	-3	-2	-3
SMG	UZI	Delta	MW	13	-1	-6	0	9	5	3	7	2	-5	2	-4	1	-4	11	-3	-2
SMG	PP19 BIZON	Echo	MW	4	0	1	2	1	10	12	-3	-3	5	-6	10	10	8	15	8	11
SMG	MP7	Foxtrot	MW	15	2	-4	14	14	6	-3	6	5	6	-6	-4	13	3	14	-5	-2
SMG	STRIKER 45	Golf	MW	10	-4	-3	-6	5	-3	0	7	-3	-1	-5	9	-6	7	1	10	11
SMG	FENNEC	Hotel	MW	5	9	8	4	15	5	3	-4	1	-3	2	4	7	9	12	5	11
SMG	ISO	India	MW	-4	-5	-2	2	-3	0	14	7	-2	-2	10	0	9	11	6	1	-4
SMG	MPS CW	Alpha	CW	9	3	8	2	1	3	1	4	-3	-1	-6	8	13	13	-6	3	10
SMG	MILANO B21	Bravo	CW	-2	9	4	11	-1	9	-5	5	6	12	-4	2	-4	1	1	-4	6
SMG	AK74u	Charlie	CW	-2	-6	15	5	2	13	7	0	4	14	15	-6	0	15	12	13	-1
SMG	KSP 45	Delta	CW	14	11	-4	15	10	9	10	8	6	1	-5	3	5	10	10	1	3
SMG	BULLFROG	Echo	CW	10	14	10	10	8	12	10	10	13	14	-4	10	8	0	11	15	-3
SMG	MAC 10	Foxtrot	CW	6	14	2	7	12	1	-4	12	2	0	-1	4	6	9	8	12	13
SMG	LC10	Golf	CW	15	13	14	6	12	13	5	12	10	7	1	1	11	12	11	9	0
SMG	PPSH-41	Hotel	CW	14	4	4	0	15	-4	3	9	2	13	12	15	-4	4	5	8	-5
CX9	CW	-5	11	0	-2	4	0	13	4	11	-5	-3	8	6	0	12	10	10	14	
OTS9	CW	2	8	6	8	-1	15	10	8	15	5	5	-1	14	11	-5	6	6	1	1
TEC 9		6	4	-6	3	3	2	-6	1	7	11	11	8	-3	14	11	11	11	10	

## Horizontal Value- X

GUN TYPE	NAME	CLASS	GAME	RECOIL for 5,5	RECOIL for 6,6	RECOIL for 7,7	RECOIL for 8,8	RECOIL for 9,9	RECOIL for 10,10	RECOIL for 11,11	RECOIL for 12,12	RECOIL for 13,13	RECOIL for 14,14	RECOIL for 15,15	RECOIL for 16,16	RECOIL for 17,17	RECOIL for 18,18	RECOIL for 19,19	RECOIL for 20,20	RECOIL for 4,4
SMG	AUG MW	Alpha	MW	10	5	-5	-2	-3	0	0	8	10	-1	-2	5	-3	10	0	-4	10
SMG	P90	Bravo	MW	-6	0	-1	9	3	9	10	9	-6	9	6	-5	1	6	5	-6	3
SMG	MPS MW	Charlie	MW	-3	10	10	2	5	0	9	-5	-3	-6	4	-1	10	10	6	4	-1
SMG	UZI	Delta	MW	7	7	1	10	3	6	2	0	-6	-5	10	2	9	7	0	5	5
SMG	PP19 BIZON	Echo	MW	-1	-3	8	-4	3	-3	-6	8	5	-4	9	8	3	1	9	9	3
SMG	MP7	Foxtrot	MW	10	2	6	3	-1	10	7	-5	5	10	4	-3	3	-6	10	-4	3
SMG	STRIKER 45	Golf	MW	5	9	-2	-1	6	-6	-1	4	8	0	6	-4	7	0	5	-5	-5
SMG	FENNEC	Hotel	MW	10	5	-1	0	2	-3	0	-3	-4	-6	10	8	10	9	4	-6	9
SMG	ISO	India	MW	5	-5	-6	-3	-5	4	1	4	6	-3	2	8	-1	5	5	7	0
SMG	MPS CW	Alpha	CW	2	10	-3	2	10	-1	9	-3	5	8	4	-4	-1	-5	-4	-4	10
SMG	MILANO B21	Bravo	CW	-2	-6	1	10	4	-3	-1	8	4	8	0	10	2	-5	1	3	3
SMG	AK74u	Charlie	CW	3	-6	6	2	8	-2	-6	3	0	-3	1	-1	6	7	-3	3	3
SMG	KSP 45	Delta	CW	-6	0	8	-6	7	4	1	10	7	1	0	9	1	-1	-4	9	2
SMG	BULLFROG	Echo	CW	-2	4	-6	2	6	1	2	6	10	-4	3	1	8	-1	4	10	1
SMG	MAC 10	Foxtrot	CW	9	9	-1	1	6	0	2	7	0	7	-1	-5	1	-6	4	2	8
SMG	LC10	Golf	CW	9	-4	5	3	-2	0	-4	1	2	-5	10	-5	-1	10	1	5	6
SMG	PPSH-41	Hotel	CW	3	8	-4	2	-1	5	-3	-5	3	-2	9	-3	-5	3	6	-6	-4
CX9	CW	6	10	-2	6	3	7	5	-3	4	-3	-2	2	6	-2	2	6	-2	7	

OTS9	CW	5	2	4	10	-3	10	-6	10	-2	-4	-6	4	-1	4	-2	9	1		
TEC 9		9	-6	7	4	8	8	5	10	8	6	-2	8	3	10	2	10	7		



GUN TYPE	NAME	CLASS	GAME	Muzzle	Barrel	Laser	Optic	Stock	Underbarrel	Ammo	Rear grip	Perk
SMG	AUG MW	Alpha	MW	mono	407mm		vk/holo		commando	60 mag nato		
SMG	P90	Bravo	MW	mono	forge tac ret	tac laser		forge tac comb			stripped	
SMG	MPS MW	Charlie	MW	Mono	5mw			FTAC Clippable	Merc	45		
SMG	UZI	Delta	MW	mono	carbine pro	5mw			merc	31 ae rounds		
SMG	PP19 BIZON	Echo	MW	mono	8.7 steel	5mw		skeleton			stripped	
SMG	MP7	Foxtrot	MW	mono	recon	tac laser			merc	60		
SMG	STRIKER 45	Golf	MW	mono	400mm				merc	45	ftac g5 exo	
SMG	FENNEC	Hotel	MW					no stock	merc	40		sleight of hand
SMG	ISO	India	MW		nightsade	5mw			merc	50	stripped	
SMG	CX-9	Juliett	MW	#N/A	#N/A	#N/A	#N/A		#N/A	#N/A	#N/A	#N/A
SMG	MPS CW	Alpha	CW	Sound Supp	Gru 5mw				No Stock	Id agent/Spetsn	Biggest Mag/50	
SMG	MILANO B21	Bravo	CW	Sound Supp	task force				combat	Id agent/Spetsn	55	
SMG	AK74u	Charlie	CW	Sound Supp	task force				pkm/skeleton	Id agent/Spetsn	50	
SMG	KSP 45	Delta	CW	Sound Supp	task force				combat	Id agent/Spetsn	48	
SMG	BULLFROG	Echo	CW	Sound Supp	task force	Gru 5mw			No stock	Id agent/Spetsn	53	
SMG	MAC 10	Foxtrot	CW	Sound Supp	task force				raider	Id agent/Spetsn	53	
SMG	LC10	Golf	CW	Sound Supp	task force				combat	Id agent/Spetsn	55	
SMG	PPSH-41	Hotel	CW	Sound Supp					NO Stock	Id agent/Spetsn	Biggest MAG/55	
CX9					CX-38s	Tac laser			Merc forgrip	50 mag	CX-9 Tac grip	

Please Read: How to Adjust Value if ever not working!

Gun Shoots UP--- Increase Vertical Value Y

Gun Shoots Down--- Decrease Vertical Value Y

Gun Shoots LEFT--- Increase Horizontal value X

Gun Shoots Right--- Decrease Horizontal Value X

## Vertical Value- Y

GUN TYPE	NAME	CLASS	GAME	RECOIL for 5,5	RECOIL for 6,6	RECOIL for 7,7	RECOIL for 8,8	RECOIL for 9,9	RECOIL for 10,10	RECOIL for 11,11	RECOIL for 12,12	RECOIL for 13,13	RECOIL for 14,14	RECOIL for 15,15	RECOIL for 16,16	RECOIL for 17,17	RECOIL for 18,18	RECOIL for 19,19	RECOIL for 20,20	RECOIL for 4,4	
SMG	AUG MW	Alpha	MW	-3	8	0	3	6	-1	9	-4	9	7	-2	13	2	14	15	-2	12	
SMG	P90	Bravo	MW	-1	14	-4	8	5	15	-4	10	13	8	13	0	3	-2	13	0	-4	
SMG	MPS MW	Charlie	MW	-3	9	-2	-3	13	0	8	-5	11	9	13	8	13	-4	13	-1	11	
SMG	UZI	Delta	MW	12	0	11	4	6	3	-2	11	12	1	10	-4	0	5	3	4	-2	
SMG	PP19 BIZON	Echo	MW	5	15	10	1	0	-3	-1	15	7	4	-1	1	-6	12	9	-8	7	
SMG	MP7	Foxtrot	MW	-2	-2	-1	6	5	1	8	6	9	13	5	-6	-6	-5	13	-6	-1	
SMG	STRIKER 45	Golf	MW	10	-6	12	6	-1	5	6	-3	4	-2	11	7	15	3	3	12	11	
SMG	FENNEC	Hotel	MW	4	13	6	12	12	11	-6	8	13	-4	14	11	-5	2	15	3	15	
SMG	ISO	India	MW	-1	7	-5	-6	8	13	8	10	10	1	4	-3	14	5	-6	14	13	
SMG	MPS CW	Alpha	CW	-4	-1	0	3	3	-6	10	1	-5	15	12	0	11	-2	7	-1	5	
SMG	MILANO B21	Bravo	CW	15	12	12	5	7	14	15	2	-4	2	-1	-2	15	4	-1	14	-1	
SMG	AK74u	Charlie	CW	0	6	-5	10	15	-2	11	-6	12	15	-1	-2	-6	10	12	2	0	
SMG	KSP 45	Delta	CW	14	9	12	9	-5	10	-5	0	9	10	10	-1	15	3	13	-5	3	
SMG	BULLFROG	Echo	CW	-2	14	-6	9	-3	1	1	7	-6	12	0	12	-1	14	15	1	13	
SMG	MAC 10	Foxtrot	CW	15	0	2	15	10	-1	14	6	-3	4	12	-6	1	14	-1	-5	7	
SMG	LC10	Golf	CW	11	11	3	12	1	1	9	2	1	1	11	6	6	1	15	12	3	4
SMG	PPSH-41	Hotel	CW	6	2	-2	1	-5	8	-2	-6	13	5	6	-4	-1	9	10	15	14	
CX9	CW		CW	9	4	8	14	-3	13	3	5	6	1	-3	8	9	4	1	-3	-3	
OTS9	CW		CW	14	10	15	15	3	11	7	6	-5	1	3	4	4	7	9	3	14	

## Horizontal Value- X

GUN TYPE	NAME	CLASS	GAME	RECOIL for 5,5	RECOIL for 6,6	RECOIL for 7,7	RECOIL for 8,8	RECOIL for 9,9	RECOIL for 10,10	RECOIL for 11,11	RECOIL for 12,12	RECOIL for 13,13	RECOIL for 14,14	RECOIL for 15,15	RECOIL for 16,16	RECOIL for 17,17	RECOIL for 18,18	RECOIL for 19,19	RECOIL for 20,20	RECOIL for 4,4
SMG	AUG MW	Alpha	MW	-5	2	9	-3	7	2	4	-2	7	0	0	-6	10	-6	10	3	0
SMG	P90	Bravo	MW	9	4	8	7	6	8	5	-2	-3	5	8	-1	5	-1	-2		
SMG	MPS MW	Charlie	MW	3	-2	8	-2	2	-5	5	-3	7	5	2	-2	-3	1	-5	0	2
SMG	UZI	Delta	MW	2	1	0	-6	7	-5	9	-1	4	-2	0	-3	0	-5	0	-5	1
SMG	PP19 BIZON	Echo	MW	5	8	-5	-5	10	0	-1	8	-1	-6	-5	4	-4	9	3	4	5
SMG	MP7	Foxtrot	MW	7	6	-2	-1	-4	0	2	4	-2	6	10	9	9	10	-5	3	7
SMG	STRIKER 45	Golf	MW	1	-3	5	4	4	3	4	1	10	6	-2	10	5	1	10	-3	-1
SMG	FENNEC	Hotel	MW	-1	-6	8	2	0	-3	7	5	-5	9	2	-6	10	-6	-3	10	-2
SMG	ISO	India	MW	0	-4	-5	-3	-3	1	1	-3	-5	0	1	5	-6	-1	-2	-3	3
SMG	MPS CW	Alpha	CW	5	6	6	-3	-6	-6	3	-1	-2	-5	1	10	0	7	0	2	2
SMG	MILANO B21	Bravo	CW	-2	-2	-5	-4	4	-5	6	4	2	-4	-1	0	6	-2	5	4	-5
SMG	AK74u	Charlie	CW	5	-3	10	10	2	6	-5	-2	6	5	-1	-5	9	2	0	1	1
SMG	KSP 45	Delta	CW	2	9	5	-2	2	3	-4	1	-6	8	-5	9	1	-6	0	6	9
SMG	BULLFROG	Echo	CW	-6	-1	1	4	9	4	-4	0	4	3	-3	10	8	-3	-2	-5	2
SMG	MAC 10	Foxtrot	CW	7	-3	9	4	10	4	-2	-3	0	9	10	7	-6	3	4	6	4
SMG	LC10	Golf	CW	2	0	-4	10	10	3	-1	-3	-5	-5	5	5	-4	4	-4	-1	-5
SMG	PPSH-41	Hotel	CW	5	9	8	-3	3	8	-5	-5	1	-5	6	6	3	4	2	4	-6
CX9	CW		CW	-1	5	2	7	-4	7	9	-3	0	-4	-4	9	-3	3	-5	-1	5

OTS9	CW	-5	5	2	5	-6	3	5	-3	0	1	0	6	-5	8	4	2	3
TEC 9		-1	7	3	-4	3	-5	-2	6	4	1	-3	8	7	3	6	9	5

