

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

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	-3	3	-1	3	8	7	3	-4	3	-2	4	-5	7	1	5	1	8
AR	FAL	Bravo	MW	2	6	-6	10	3	-3	11	3	-2	8	8	3	1	-3	-6	-3	5
AR	M4A1	Charlie	MW	3	10	0	5	6	-2	-5	-1	-3	-6	-6	1	-4	5	-4	-3	8
AR	FR 5.56	Delta	MW	5	9	3	10	-5	-6	3	8	4	1	4	2	-1	9	3	1	1
AR	ODEN	Echo	MW	5	10	1	9	8	5	-2	9	7	-6	1	-1	7	8	0	-5	0
AR	M13	Foxtrot	MW	4	7	-6	9	8	4	9	10	2	10	8	8	3	6	-6	7	-3
AR	FN SCAR 17	Golf	MW	-1	2	7	-3	10	-5	2	0	5	3	5	1	9	10	0	11	7
AR	AK 47 MW	Hotel	MW	1	1	5	-5	9	6	9	-1	7	11	1	9	1	-4	2	3	2
AR	RAM-7	India	MW	5	-5	11	7	-3	-5	4	0	5	-3	8	7	-4	1	5	1	-1
AR	GRAU 5.56	Juliett	MW	3	5	-1	1	-2	4	3	-3	8	5	2	-3	7	1	0	6	9
AR	CR-56 AMAX	Kilo	MW	8	3	0	-3	1	-4	10	11	4	11	3	6	-4	11	7	-5	0
AR	AN-94	Lima	MW	-4	-4	3	8	-3	-1	-1	9	5	-4	4	-1	-6	7	11	0	-2
AR	AS VAL	Mike	MW	6	-5	2	-6	11	10	8	-4	11	2	3	-6	2	6	-1	-1	6
AR	XM4	Alpha	CW	4	-3	0	2	-4	11	1	1	-5	9	-6	10	9	3	10	9	4

AR	AK 47 CW	Bravo	CW	11	7	-2	6	1	7	-2	6	4	8	-4	10	9	3	1	11	-1
AR	KRIG 6	Charlie	CW	-3	3	-6	8	-3	2	1	-4	10	2	1	9	11	10	-1	-6	5
AR	QBZ-83	Delta	CW	-4	-3	0	3	-6	4	1	3	5	5	-3	-6	-2	3	7	10	
AR	FFAR 1	Echo	CW	2	-5	-4	9	-6	5	9	9	-6	5	5	-4	2	7	6	1	-4
AR	GROZA	Foxtrot	CW	4	-3	9	3	-6	11	-2	5	-5	4	8	1	-1	3	1	-1	6
AR	FARA 83	Golf	CW	3	11	9	-4	11	-4	6	-2	4	-6	3	4	4	10	-4	10	0
AR	C58			7	-3	6	1	-5	3	4	-3	-2	-5	1	5	1	8	7	9	5
	EM2			-5	-3	-4	-1	10	11	10	3	9	11	9	0	-6	2	-6	7	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		cammando	60		
AR	FAL	Bravo	MW	Monolithic	marksman		VLK		cammando	30		
AR	M4A1	Charlie	MW	Monolithic	M16 Barrel	TAC LASER			cammando	60		
AR	FR 5.56	Delta	MW	Monolithic	sniper	TAC LASER	VLK			60		
AR	ODEN	Echo	MW	Colossus	810mm		VLK		cammando	30		
AR	M13	Foxtrot	MW	Monolithic	Temp Marks		VLK		cammando	60		
AR	FN SCAR 17	Golf	MW	Monolithic	17.2 lb		VLK		cammando	30		
AR	AK 47 MW	Hotel	MW	Tactical supp	spetsnaz supp			Skeleton	cammando	40		
AR	RAM-7	India	MW	Monolithic	Eclipse/Ranger		VLK		cammando	50		
AR	GRAU 5.56	Juliett	MW	Monolithic	Archnagel	TAC LASER			cammando	60		
AR	CR-56 AMAX	Kilo	MW	Monolithic	Zodiac		VLK		cammando	45		
AR	AN-94	Lima	MW	Monolithic	X-438mm		VLK		cammando	60		
AR	AS VAL	Mike	MW			SMW		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		
	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	23	5	-3	4	26	-2	29	17	6	-5	9	0	19	-2	17	13	2
AR	FAL	Bravo	MW	9	29	2	8	26	22	21	22	24	6	2	-2	19	4	-1	19	23
AR	M4A1	Charlie	MW	16	-4	1	-3	11	-3	3	5	22	3	29	13	11	-5	-1	27	-1
AR	FR 5.56	Delta	MW	28	-5	4	25	16	-5	-3	15	12	-5	5	8	-3	-2	8	-2	14
AR	ODEN	Echo	MW	26	28	-3	29	0	17	5	11	23	13	5	13	9	15	-3	26	30
AR	M13	Foxtrot	MW	28	-3	20	0	18	-2	25	6	9	1	14	-4	17	20	15	10	-1
AR	FN SCAR 17	Golf	MW	27	27	4	24	5	12	4	0	-4	30	-5	10	4	-3	24	7	7
AR	AK 47 MW	Hotel	MW	15	8	14	24	4	11	30	25	2	20	18	18	-2	7	6	0	3
AR	RAM-7	India	MW	6	-5	17	29	-2	17	10	18	25	-1	29	3	15	17	6	3	15
AR	GRAU 5.56	Juliett	MW	25	6	10	16	3	-3	-1	17	17	3	9	-2	28	29	17	3	29
AR	CR-56 AMAX	Kilo	MW	21	-5	-5	10	-3	6	16	30	6	17	-1	19	19	2	-5	7	19
AR	AN-94	Lima	MW	13	-1	18	4	20	5	-5	12	5	12	20	-5	-1	16	27	-4	30
AR	AS VAL	Mike	MW	12	30	3	19	11	28	7	30	22	5	20	-5	-1	0	18	7	23
AR	XM4	Alpha	CW	-4	28	30	1	27	12	-5	9	30	17	6	8	20	24	20	8	18
AR	AK 47 CW	Bravo	CW	15	20	-5	-1	12	29	21	11	29	14	29	17	1	16	7	26	1
AR	KRIG 6	Charlie	CW	4	20	-1	20	12	18	13	-1	13	8	5	16	17	20	7	15	21
AR	QBZ-83	Delta	CW	-3	11	-4	5	28	8	25	-1	19	-2	14	11	25	2	30	14	6
AR	FFAR 1	Echo	CW	8	5	12	18	19	20	14	4	18	14	9	-4	1	3	6	22	2
AR	GROZA	Foxtrot	CW	8	21	29	7	-4	19	22	29	17	22	12	12	-3	-2	13	12	8
AR	FARA 83	Golf	CW	2	-3	13	28	0	9	26	26	8	-5	-5	16	-4	16	29	26	24
AR	C58			4	23	12	22	-2	29	22	16	11	16	27	29	26	-1	8	19	-1
	EM2			3	-2	18	28	17	16	5	15	17	1	16	21	8	-5	19	6	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	-4	4	5	7	-2	-6	9	-2	9	-4	4	8	-3	8	5	7	8
AR	FAL	Bravo	MW	3	1	2	4	2	-2	1	-1	3	9	11	8	5	3	-4	-3	11
AR	M4A1	Charlie	MW	-3	-3	0	5	7	9	2	9	9	10	4	-5	-4	6	1	2	11
AR	FR 5.56	Delta	MW	-2	2	9	-3	1	-1	-6	-4	6	7	-4	-5	6	-1	11	-1	-5
AR	ODEN	Echo	MW	10	9	9	-5	3	6	-2	5	-2	2	4	-5	4	-1	-2	6	2
AR	M13	Foxtrot	MW	-4	-4	-4	11	-2	-6	7	9	-5	-5	-5	11	9	1	9	8	1
AR	FN SCAR 17	Golf	MW	5	2	7	8	7	3	6	11	0	3	-1	-2	-3	-3	4	8	-1
AR	AK 47 MW	Hotel	MW	2	-6	0	6	7	6	7	4	-6	5	11	7	-2	10	-2	2	-3
AR	RAM-7	India	MW	-4	11	1	7	2	6	8	-6	3	-6	9	-4	4	1	9	-5	0
AR	GRAU 5.56	Juliett	MW	4	1	-4	-5	0	-1	11	0	11	5	-1	4	5	7	0	10	-3
AR	CR-56 AMAX	Kilo	MW	6	2	5	9	6	-1	8	-4	-1	10	-6	0	-4	2	-3	-1	1

AR	AN-94	Lima	MW	-4	5	6	4	5	10	9	10	1	-3	-5	0	8	8	6	-3	7
AR	A5 VAL	Mike	MW	2	4	2	-4	7	2	11	0	-2	10	5	4	3	4	9	9	11
AR	XM4	Alpha	CW	-2	7	0	-6	11	7	8	-1	4	0	11	6	4	-3	-6	11	0
AR	AK 47 CW	Bravo	CW	9	-5	-4	11	0	9	-2	-1	2	4	11	4	4	9	6	8	0
AR	KRIG 6	Charlie	CW	-6	10	-4	4	-4	-1	4	-2	-2	8	-2	8	-6	9	1	8	5
AR	QBZ-83	Delta	CW	4	1	4	6	2	1	4	4	10	1	0	8	10	6	10	10	3
AR	FFAR 1	Echo	CW	-5	10	-1	5	5	-3	7	5	6	10	9	3	1	2	-1	-2	1
AR	GROZA	Foxtrot	CW	6	0	-6	1	11	-4	0	0	9	2	5	-1	3	3	0	7	-4
AR	FARA 83	Golf	CW	7	-1	3	-3	10	0	1	11	-1	11	9	5	11	-1	-6	-1	
AR	C58			-4	-2	5	0	3	-6	3	8	7	3	4	11	-4	2	8	4	11
	EM2			9	7	-5	-4	-3	10	8	-6	6	-4	-5	4	-3	-6	-3	11	8

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

## 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	-1	10	-1	7	2	6	11	-4	-4	-6	1	3	1	2	-3	4
AR	FAL	Bravo	MW	4	8	11	-4	9	7	3	-2	10	11	8	-3	9	8	-3	0	-5
AR	M4A1	Charlie	MW	-5	2	-6	6	5	6	11	1	6	9	5	-4	3	-1	11	10	
AR	FR 5.56	Delta	MW	11	5	1	-3	6	-4	5	6	6	-3	-4	10	6	-1	-5	5	0
AR	ODEN	Echo	MW	10	-5	8	-5	-4	8	10	4	-6	-6	5	-1	11	5	0	-1	10
AR	M13	Foxtrot	MW	9	4	-2	-6	1	2	-6	5	-2	6	5	-1	3	-1	-3	6	9
AR	FN SCAR 17	Golf	MW	7	5	10	-2	-1	-6	1	6	9	4	2	7	-3	0	3	-5	10
AR	AK 47 MW	Hotel	MW	-3	-5	7	-6	-1	9	0	5	9	7	10	-1	5	9	10	10	-2
AR	RAM-7	India	MW	-1	-2	10	0	10	11	7	-1	6	2	3	1	-4	5	5	8	1
AR	GRAU 5.56	Juliett	MW	6	-1	3	11	0	4	-1	8	8	-2	-5	11	-4	-4	4	5	4
AR	CR-56 AMAX	Kilo	MW	-1	-3	-5	3	7	1	-3	3	-5	2	-6	8	-3	-3	-1	2	0

AR	AN-94	Lima	MW	6	1	8	-5	-3	0	4	-3	11	-4	6	2	1	11	5	-6	8	
AR	A5 VAL	Mike	MW	3	8	11	-6	8	6	-1	4	-4	1	-5	10	-4	-6	9	6	3	
AR	XM4	Alpha	CW	8	0	-1	5	9	3	5	-2	-2	0	1	10	2	-2	11	-3	6	
AR	AK 47 CW	Bravo	CW	1	5	-3	2	8	11	2	8	6	-4	6	0	-5	6	4	8	-6	
AR	KRIG 6	Charlie	CW	-6	4	-6	-3	6	-5	5	-1	-1	9	1	1	11	0	10	-1	-1	
AR	QBZ-83	Delta	CW	6	1	-2	11	-3	-4	1	-1	11	3	-4	6	-4	-5	-6	4	-2	
AR	FFAR 1	Echo	CW	-2	1	0	-2	-4	5	8	-4	-2	9	11	0	6	-1	-2	7	7	
AR	GROZA	Foxtrot	CW	-5	6	4	-4	-4	11	4	1	1	7	-4	2	-6	4	-6	-5	4	
AR	FARA 83	Golf	CW	3	8	-4	8	-6	9	-4	9	3	9	5	10	2	9	3	8	-6	
AR	C58			-4	10	-5	-6	7	-2	1	10	3	5	5	-5	7	1	6	0	8	
	EM2			0	-4	7	7	11	2	-4	2	-6	5	0	-5	-6	4	1	11	10	

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		cammando	60		
AR	FAL	Bravo	MW	Monolithic	marksman		VLK		cammando	30		
AR	M4A1	Charlie	MW	Monolithic	M16 Barrel	TAC LASER			cammando	60		
AR	FR 5.56	Delta	MW	Monolithic	sniper	TAC LASER	VLK			60		
AR	ODEN	Echo	MW	Colossus	810mm		VLK		cammando	30		
AR	M13	Foxtrot	MW	Monolithic	Temp Marks		VLK		cammando	60		
AR	FN SCAR 17	Golf	MW	Monolithic	17.2 lb		VLK		cammando	30		
AR	AK 47 MW	Hotel	MW	Tactical supp	spetsnaz supp			Skeleton	cammando	40		
AR	RAM-7	India	MW	Monolithic	Eclipse/Ranger		VLK		cammando	50		
AR	GRAU 5.56	Juliett	MW	Monolithic	Archnagel	TAC LASER			cammando	60		
AR	CR-56 AMAX	Kilo	MW	Monolithic	Zodiac		VLK		cammando	45		
AR	AN-94	Lima	MW	Monolithic	X-438mm		VLK		cammando	60		
AR	AS VAL	Mike	MW			SMW		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		
	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	1	-6	12	-1	7	8	11	15	14	-6	10	11	5	12	5	7	14
AR	FAL	Bravo	MW	2	-5	2	5	-6	3	6	-6	-2	1	1	11	4	15	1	-5	-4
AR	M4A1	Charlie	MW	3	0	13	10	1	9	1	-2	15	9	-3	-5	-3	10	6	2	11
AR	FR 5.56	Delta	MW	2	-3	10	9	6	12	6	-2	9	-6	4	8	10	7	6	14	15
AR	ODEN	Echo	MW	4	3	4	-5	2	0	14	15	15	0	13	13	-2	11	10	3	8
AR	M13	Foxtrot	MW	9	-2	3	-2	-1	4	-6	6	3	11	10	5	5	8	-5	9	
AR	FN SCAR 17	Golf	MW	5	0	-3	12	-2	-1	7	3	11	7	2	-1	5	4	-6	1	9
AR	AK 47 MW	Hotel	MW	-4	13	15	-4	15	6	12	14	-5	14	-5	0	8	-6	0	15	7
AR	RAM-7	India	MW	-6	-1	-6	8	-4	7	5	2	9	-6	0	0	15	6	12	15	1
AR	GRAU 5.56	Juliett	MW	-1	11	1	15	-3	-6	3	3	0	-5	11	-2	-4	0	-1	-4	-2
AR	CR-56 AMAX	Kilo	MW	4	-3	10	11	7	0	-3	8	2	8	3	11	-3	0	13	11	3
AR	AN-94	Lima	MW	1	7	14	4	7	1	1	4	0	0	-3	-3	9	7	7	-4	
AR	AS VAL	Mike	MW	2	-3	6	-2	-4	-2	9	12	-6	-4	12	12	7	3	8	9	
AR	XM4	Alpha	CW	5	-5	3	-5	-6	-5	14	13	-4	0	9	-5	-4	-3	-2	3	-6
AR	AK 47 CW	Bravo	CW	-5	-2	15	15	9	-6	7	8	3	3	8	-2	-4	12	0	13	2
AR	KRIG 6	Charlie	CW	1	2	-3	-3	6	-1	7	0	3	4	1	13	-5	-6	9	6	8
AR	QBZ-83	Delta	CW	-6	9	7	15	0	7	11	10	7	8	-5	1	4	1	6	9	5
AR	FFAR 1	Echo	CW	6	9	-5	5	9	-5	2	4	10	9	13	10	8	1	11	3	-4
AR	GROZA	Foxtrot	CW	15	3	13	12	6	12	-1	1	4	11	5	13	3	2	-1	8	1
AR	FARA 83	Golf	CW	3	-5	14	8	15	9	12	10	13	3	-4	-2	4	7	5	9	8
AR	C58			1	5	8	7	-1	2	9	15	8	-6	11	13	10	13	10	-5	8
	EM2			-2	13	4	15	-4	1	7	9	-3	12	3	14	13	-2	3	2	12

## 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	-1	-3	10	7	5	0	-4	8	2	10	8	7	9	-1	-5	6	7
AR	FAL	Bravo	MW	7	-4	3	-6	3	9	6	-2	9	8	10	6	-3	9	10	7	-3
AR	M4A1	Charlie	MW	4	-2	0	-1	-1	2	-1	9	10	7	6	-3	8	-4	-6	-1	7
AR	FR 5.56	Delta	MW	-1	-1	10	-6	-6	-1	0	10	10	1	-6	-1	2	5	1	-1	10
AR	ODEN	Echo	MW	8	-5	-4	-1	-2	-4	-6	4	0	3	-2	3	1	10	5	-5	-6
AR	M13	Foxtrot	MW	-4	-1	3	-3	-1	7	-2	3	-6	-4	-3	10	4	7	0	8	2
AR	FN SCAR 17	Golf	MW	10	-3	1	3	7	-1	4	-5	1	9	-6	0	2	-2	-2	5	-2
AR	AK 47 MW	Hotel	MW	-2	9	-5	6	1	2	3	9	5	-4	5	8	2	-4	7	0	10
AR	RAM-7	India	MW	-5	10	5	3	6	2	0	-4	-3	5	3	-4	6	6	4	6	3
AR	GRAU 5.56	Juliett	MW	-1	-5	6	10	9	-6	8	7	6	-1	-4	9	3	-4	3	-4	0
AR	CR-56 AMAX	Kilo	MW	7	10	-3	2	-3	6	6	9	-4	9	2	8	-3	-4	10	4	-4

AR	AN-94	Lima	MW	10	-1	-2	5	6	10	-5	10	-6	8	2	6	4	-1	7	-4	2
AR	A5 VAL	Mike	MW	10	6	-5	1	-3	8	-1	7	-3	-5	9	2	10	9	-1	-4	-5
AR	XM4	Alpha	CW	6	3	-5	0	9	8	-5	9	-1	-3	-1	-1	10	9	6	9	10
AR	AK 47 CW	Bravo	CW	0	7	4	8	3	1	-1	3	10	-4	5	1	9	1	9	0	-1
AR	KRIG 6	Charlie	CW	0	-2	8	2	7	-3	-4	-6	-1	-6	5	10	6	-2	1	3	-4
AR	QBZ-83	Delta	CW	3	8	9	-4	9	-4	-4	-6	-4	-2	6	7	-1	3	-2	10	-1
AR	FFAR 1	Echo	CW	-3	4	3	8	7	-6	5	-2	-4	10	-3	-1	-1	-1	6	2	7
AR	GROZA	Foxtrot	CW	7	2	-3	-6	1	2	-2	1	9	-4	0	-6	1	3	7	8	-6
AR	FARA 83	Golf	CW	7	-6	-1	1	-1	-5	-2	-5	-3	3	0	0	-5	2	-2	-4	-5
AR	C58			8	-5	7	-5	8	8	-5	0	4	-5	-3	3	-4	1	9	4	-6
	EM2			4	3	-2	10	-4	8	2	6	1	-3	6	6	5	7	9	2	7



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		cammando	60		
AR	FAL	Bravo	MW	Monolithic	marksman		VLK		cammando	30		
AR	M4A1	Charlie	MW	Monolithic	M16 Barrel	TAC LASER			cammando	60		
AR	FR 5.56	Delta	MW	Monolithic	sniper	TAC LASER	VLK			60		
AR	ODEN	Echo	MW	Colossus	810mm		VLK		cammando	30		
AR	M13	Foxtrot	MW	Monolithic	Temp Marks		VLK		cammando	60		
AR	FN SCAR 17	Golf	MW	Monolithic	17.2 lb		VLK		cammando	30		
AR	AK 47 MW	Hotel	MW	Tactical supp	spetsnaz supp			Skeleton	cammando	40		
AR	RAM-7	India	MW	Monolithic	Eclipse/Ranger		VLK		cammando	50		
AR	GRAU 5.56	Juliett	MW	Monolithic	Archnagel	TAC LASER			cammando	60		
AR	CR-56 AMAX	Kilo	MW	Monolithic	Zodiac		VLK		cammando	45		
AR	AN-94	Lima	MW	Monolithic	X-438mm		VLK		cammando	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		
	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	6	8	15	11	5	-4	2	-3	-5	3	14	10	9	7	10	10	0
AR	FAL	Bravo	MW	-5	15	-6	3	-2	10	-2	7	12	8	11	6	11	-2	-2	-1	15
AR	M4A1	Charlie	MW	10	-1	-3	4	-1	4	-3	11	-6	14	-1	-1	2	15	0	4	14
AR	FR 5.56	Delta	MW	-4	7	12	0	10	7	11	6	1	8	13	-4	3	-5	-6	11	0
AR	ODEN	Echo	MW	11	-2	14	13	-5	5	7	-2	-3	15	8	-5	-1	-1	-4	-4	-2
AR	M13	Foxtrot	MW	7	8	2	2	-3	7	2	10	8	9	12	3	4	12	2	7	6
AR	FN SCAR 17	Golf	MW	12	-3	0	8	-4	-3	6	5	12	-1	12	15	11	6	0	-4	9
AR	AK 47 MW	Hotel	MW	1	-4	-5	5	3	13	1	10	14	10	0	7	7	13	-5	-2	5
AR	RAM-7	India	MW	-5	10	-3	8	14	5	4	15	12	12	10	-1	12	0	4	5	-6
AR	GRAU 5.56	Juliett	MW	2	3	3	8	15	15	-5	12	12	6	15	-2	10	6	2	11	5
AR	CR-56 AMAX	Kilo	MW	9	15	1	8	-5	15	-1	3	8	10	6	6	-3	-4	6	10	0
AR	AN-94	Lima	MW	-4	1	-4	1	13	-4	-3	-3	14	9	-1	10	11	2	-6	0	9
AR	AS VAL	Mike	MW	-3	13	10	-3	12	14	6	6	13	6	-1	3	8	8	4	4	10
AR	XM4	Alpha	CW	1	6	12	-1	-5	7	3	8	5	-5	1	13	13	-4	1	-3	5
AR	AK 47 CW	Bravo	CW	0	8	10	14	-3	2	2	5	2	8	3	10	0	0	-5	-6	13
AR	KRIG 6	Charlie	CW	7	4	12	13	13	10	11	4	3	-5	0	9	3	6	14	7	8
AR	QBZ-83	Delta	CW	2	-6	3	7	-6	0	13	4	-1	-4	7	7	15	6	-5	7	-5
AR	FFAR 1	Echo	CW	1	5	4	-3	10	11	14	-1	7	4	7	15	12	2	0	5	5
AR	GROZA	Foxtrot	CW	-4	-5	11	1	1	4	-3	5	-6	5	11	14	-5	-1	-4	-2	
AR	FARA 83	Golf	CW	0	11	4	2	13	2	3	5	4	-4	7	12	-3	0	14	12	15
AR	C58			8	13	9	-3	8	-2	9	8	5	-6	8	-3	13	13	-5	-2	-2
	EM2			9	3	2	13	11	9	11	9	8	11	-4	-4	4	10	6	10	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	5	8	-4	2	-6	4	9	3	-1	7	-1	7	-3	4	3	2	5
AR	FAL	Bravo	MW	-4	9	6	7	6	0	10	4	-5	6	9	5	-3	6	0	8	8
AR	M4A1	Charlie	MW	10	3	1	7	4	10	0	-1	10	-6	8	0	-3	0	8	-1	1
AR	FR 5.56	Delta	MW	8	1	-1	-3	-6	6	-3	7	-3	1	-2	1	-1	3	6	3	8
AR	ODEN	Echo	MW	-4	10	5	10	-1	4	9	0	7	5	10	-5	3	6	6	5	0
AR	M13	Foxtrot	MW	10	1	-5	10	-3	10	1	0	2	-2	-5	-1	5	4	6	-6	0
AR	FN SCAR 17	Golf	MW	-3	10	-4	8	-1	-6	6	3	7	7	5	-2	-2	9	-4	2	4
AR	AK 47 MW	Hotel	MW	-2	4	8	7	0	2	10	4	-5	-1	-3	10	7	2	-6	10	-1
AR	RAM-7	India	MW	-2	2	5	-6	6	5	4	3	-6	5	6	2	1	-1	1	-6	7
AR	GRAU 5.56	Juliett	MW	6	-1	6	-1	-1	-4	1	3	3	9	3	2	-4	6	-6	3	7
AR	CR-56 AMAX	Kilo	MW	5	7	7	5	10	1	2	1	-2	6	5	9	2	8	5	-6	0

AR	AN-94	Lima	MW	8	7	0	-2	-1	9	6	0	-1	7	6	4	-2	2	4	6	2
AR	A5 VAL	Mike	MW	8	6	5	0	-2	-1	0	6	-5	10	0	6	-3	10	0	5	-1
AR	XM4	Alpha	CW	0	3	9	1	-3	-3	-2	5	5	9	10	4	-1	7	-1	3	4
AR	AK 47 CW	Bravo	CW	-2	9	3	6	1	9	-6	-6	2	2	8	9	0	-1	1	9	-3
AR	KRIG 6	Charlie	CW	9	1	0	0	9	-3	-5	10	6	9	4	4	-4	-1	9	10	5
AR	QBZ-83	Delta	CW	0	-5	4	6	-1	6	-6	3	4	10	0	-4	-3	10	-5	-4	7
AR	FFAR 1	Echo	CW	2	5	-5	2	1	-5	10	-2	10	0	4	7	4	4	2	10	-5
AR	GROZA	Foxtrot	CW	-2	9	2	3	-1	-1	-3	-1	-4	10	2	3	-3	10	-5	1	5
AR	FARA 83	Golf	CW	1	9	-1	3	2	-4	4	-6	6	2	5	-3	-3	-6	4	2	-5
AR	C58			10	-5	7	10	-1	7	-3	7	7	-3	1	-4	6	10	-1	5	9
	EM2			9	0	6	-5	-5	-3	-6	-3	0	8	9	4	-5	7	10	5	4

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		cammando	60		
AR	FAL	Bravo	MW	Monolithic	marksman		VLK		cammando	30		
AR	M4A1	Charlie	MW	Monolithic	M16 Barrel	TAC LASER			cammando	60		
AR	FR 5.56	Delta	MW	Monolithic	sniper	TAC LASER	VLK			60		
AR	ODEN	Echo	MW	Colossus	810mm		VLK		cammando	30		
AR	M13	Foxtrot	MW	Monolithic	Temp Marks		VLK		cammando	60		
AR	FN SCAR 17	Golf	MW	Monolithic	17.2 lb		VLK		cammando	30		
AR	AK 47 MW	Hotel	MW	Tactical supp	spetsnaz supp			Skeleton	cammando	40		
AR	RAM-7	India	MW	Monolithic	Eclipse/Ranger		VLK		cammando	50		
AR	GRAU 5.56	Juliett	MW	Monolithic	Archnagel	TAC LASER			cammando	60		
AR	CR-56 AMAX	Kilo	MW	Monolithic	Zodiac		VLK		cammando	45		
AR	AN-94	Lima	MW	Monolithic	X-438mm		VLK		cammando	60		
AR	AS VAL	Mike	MW			SMW		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		
AR	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	14	10	-1	15	-6	3	14	-6	5	-5	-1	15	-4	-4	-4	11
AR	FAL	Bravo	MW	3	9	-3	12	8	6	7	4	6	5	6	7	6	5	-5	5	-6
AR	M4A1	Charlie	MW	15	7	13	15	4	10	10	6	1	10	5	7	-5	15	-2	1	2
AR	FR 5.56	Delta	MW	-3	6	-6	-6	3	14	2	2	-5	2	13	0	9	4	5	13	7
AR	ODEN	Echo	MW	3	14	13	-5	3	6	-2	12	-2	2	14	-4	15	4	11	5	8
AR	M13	Foxtrot	MW	-5	-4	11	-3	8	13	0	14	1	0	0	4	2	2	1	4	0
AR	FN SCAR 17	Golf	MW	9	-6	7	3	14	11	-5	2	1	13	7	9	6	-4	11	-1	12
AR	AK 47 MW	Hotel	MW	0	1	4	5	6	1	0	3	-1	-1	-4	13	10	12	-3	7	-2
AR	RAM-7	India	MW	-2	15	-6	14	-5	11	15	3	3	2	10	-2	7	6	10	1	14
AR	GRAU 5.56	Juliett	MW	-3	1	3	-4	5	4	-5	14	13	10	7	14	6	15	11	2	-4
AR	CR-56 AMAX	Kilo	MW	-5	13	-5	12	-2	-4	13	2	-3	15	8	3	-2	-6	-5	4	2
AR	AN-94	Lima	MW	11	11	8	2	7	-3	3	1	-6	-4	5	1	-3	5	8	11	-4
AR	AS VAL	Mike	MW	-2	-3	10	11	-6	2	-3	2	14	4	-2	4	-6	8	15	-4	7
AR	XM4	Alpha	CW	-1	-1	14	1	12	2	3	-4	5	12	12	8	1	6	2	-5	3
AR	AK 47 CW	Bravo	CW	-6	-5	7	8	14	-4	2	-1	10	12	7	3	-1	11	-1	5	3
AR	KRIG 6	Charlie	CW	7	4	12	2	1	14	3	8	15	3	1	-4	0	-6	-3	4	-1
AR	QBZ-83	Delta	CW	13	6	4	-2	-4	9	0	9	4	9	-3	-1	9	-3	12	6	-5
AR	FFAR 1	Echo	CW	0	-2	-6	7	13	3	6	2	11	9	2	-4	-3	-3	13	-5	12
AR	GROZA	Foxtrot	CW	12	13	7	9	-5	8	-3	9	-3	13	-6	3	4	4	8	15	15
AR	FARA 83	Golf	CW	14	-4	6	11	6	-6	-5	12	3	-3	2	12	10	4	12	-5	14
AR	C58			-3	12	-3	3	14	14	10	12	9	10	-5	-6	-1	1	5	9	
AR	EM2			7	8	-5	12	-4	2	5	-6	2	3	12	11	4	0	6	1	7

## 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	-3	1	5	-5	-2	-2	-1	8	2	1	7	1	-6	-3	0	-3	-1
AR	FAL	Bravo	MW	4	-6	-1	3	-2	9	8	10	2	0	-3	4	10	-3	-4	-3	5
AR	M4A1	Charlie	MW	0	0	-6	8	-1	-1	0	-6	3	7	-2	6	-1	10	3	2	-4
AR	FR 5.56	Delta	MW	-2	-3	0	-1	2	10	-1	7	2	-3	10	-3	7	2	0	10	-1
AR	ODEN	Echo	MW	6	-4	2	1	-4	-5	5	7	7	5	4	9	-3	0	0	5	7
AR	M13	Foxtrot	MW	-6	9	10	3	-5	-5	8	9	-6	2	7	-1	2	-4	5	-2	-4
AR	FN SCAR 17	Golf	MW	0	1	-5	4	4	-5	6	9	-1	-4	6	6	1	-6	9	5	5
AR	AK 47 MW	Hotel	MW	7	7	2	-2	-2	7	-4	8	2	2	7	7	-3	5	7	0	2
AR	RAM-7	India	MW	7	3	1	4	8	-5	3	-2	8	9	-2	-1	3	7	1	2	10
AR	GRAU 5.56	Juliett	MW	-1	-2	3	-3	1	3	-4	8	-6	2	8	4	-4	3	9	5	0
AR	CR-56 AMAX	Kilo	MW	-4	-3	-6	3	4	4	-6	7	1	-1	2	8	-4	7	4	2	0

AR	AN-94	Lima	MW	9	-6	-5	9	-6	7	3	-6	8	2	2	0	-3	8	-5	9	3
AR	A5 VAL	Mike	MW	4	8	4	-5	6	-4	3	8	9	-6	2	0	3	-3	2	-2	-4
AR	XM4	Alpha	CW	2	-5	7	9	-1	6	10	3	6	-1	7	10	-6	6	6	2	1
AR	AK 47 CW	Bravo	CW	9	2	6	2	4	1	1	10	8	-3	10	1	5	0	-6	8	9
AR	KRIG 6	Charlie	CW	7	9	4	-1	-2	-3	-3	3	4	-6	-2	-4	9	5	3	5	-6
AR	QBZ-83	Delta	CW	2	-6	5	1	-6	-1	-1	-6	-6	1	-2	0	-3	10	9	4	0
AR	FFAR 1	Echo	CW	0	-1	-4	7	6	1	10	6	4	5	6	6	-2	8	-5	1	8
AR	GROZA	Foxtrot	CW	9	-5	-4	7	-5	4	-4	-3	-6	8	4	8	9	-6	-2	-2	4
AR	FARA 83	Golf	CW	1	-4	4	-5	9	4	2	-1	-6	7	-2	6	7	-6	-3	-5	-1
AR	C58			9	10	5	-3	-3	1	-1	8	5	5	-2	-2	9	10	-5	6	10
	EM2			9	-6	-1	6	3	2	8	5	-2	3	-3	3	-2	7	7	5	-6

GUN TYPE	NAME	CLASS	GAME	Muzzle	Barrel	Laser	Optic	Stock	Underbarrel	Ammo	Rear grip	Perk
SMG	AUG MW	Alpha	MW	mono	407mm		vik/holo		cammando	60 mag nato		
SMG	P90	Bravo	MW	mono	forge tac ret	tac laser		forge tac comb			stripped	
SMG	MP5 MW	Charlie	MW	Mono		5mw		FTAC Clalpsible	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	MP5 CW	Alpha	CW	Sound Supp		Gru 5mw		No Stock	ld agent/Spetsn	Biggest Mag/50		
SMG	MILANO 821	Bravo	CW	Sound Supp	task force			combat	ld agent/Spetsn	55		
SMG	AK74u	Charlie	CW	Sound Supp	task force			pkm/skeleton	ld agent/Spetsn	50		
SMG	KSP 45	Delta	CW	Sound Supp	task force			combat	ld agent/Spetsn	48		
SMG	BULLFROG	Echo	CW	Sound Supp	task force	Gru 5mw		No stock	ld agent/Spetsn			
SMG	MAC 10	Foxtrot	CW	Sound Supp	task force			raider	ld agent/Spetsn	53		
SMG	LC10	Golf	CW	Sound Supp	task force			combat	ld agent/Spetsn	55		
SMG	PPSH-41	Hotel	CW	Sound Supp	task force			NO Stock	ld agent/Spetsn	Biggest MAG/55		
CX9					CX-38a	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	26	28	-3	11	5	-1	24	-4	4	26	-4	13	3	13	22	25	5
SMG	P90	Bravo	MW	30	17	27	9	21	30	16	24	14	23	10	20	21	10	10	30	16
SMG	MP5 MW	Charlie	MW	-2	14	15	27	25	-4	15	0	13	3	-3	13	-1	16	16	-3	-3
SMG	UZI	Delta	MW	4	26	5	29	30	0	28	9	8	-3	16	16	27	30	20	4	0
SMG	PP19 BIZON	Echo	MW	4	23	16	22	11	27	19	17	9	6	20	21	5	27	19	3	-5
SMG	MP7	Foxtrot	MW	11	-4	12	8	22	12	30	24	-3	3	-1	14	25	2	12	30	22
SMG	STRIKER 45	Golf	MW	16	19	29	3	24	20	13	30	-2	22	3	-5	29	26	1	17	27
SMG	FENNEC	Hotel	MW	27	-2	30	6	0	24	-1	-5	0	22	2	-1	16	13	8	20	30
SMG	ISO	India	MW	21	26	0	30	2	17	7	20	30	-4	21	11	20	16	19	16	20
SMG	MP5 CW	Alpha	CW	8	17	1	0	3	12	27	21	-4	26	24	5	-4	27	24	-1	12
SMG	MILANO 821	Bravo	CW	22	8	28	18	29	24	-2	9	27	5	29	21	-5	19	1	17	13
SMG	AK74u	Charlie	CW	23	28	5	9	28	18	19	17	18	11	-3	25	10	-3	16	25	28
SMG	KSP 45	Delta	CW	-2	2	10	16	17	1	25	5	12	20	23	18	0	17	-5	-2	3
SMG	BULLFROG	Echo	CW	19	0	20	11	24	24	18	-5	4	17	-2	7	4	7	1	26	23
SMG	MAC 10	Foxtrot	CW	15	12	19	3	22	1	12	-1	19	-5	23	16	12	-2	6	-1	-2
SMG	LC10	Golf	CW	1	0	20	18	15	-4	-2	9	16	23	23	30	25	30	-1	4	8
SMG	PPSH-41	Hotel	CW	13	29	15	24	24	24	9	25	1	24	5	17	0	3	21	3	-1
CX9			CW	-3	1	-5	20	9	3	14	2	11	1	-1	20	3	9	-4	23	6
OTS9			CW	5	24	17	15	12	25	26	24	1	0	25	13	22	1	-4	12	7
TEC 9				8	5	6	2	1	19	-1	16	24	4	9	10	30	21	24	22	20

## 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	7	0	-5	6	8	-1	0	2	7	-4	-2	7	-1	9	0	-6	7
SMG	P90	Bravo	MW	3	-5	4	-2	4	0	-2	-4	5	3	5	3	-6	-2	-5	-3	2
SMG	MP5 MW	Charlie	MW	8	-6	2	8	1	2	-3	4	-1	-3	1	6	6	4	1	4	9
SMG	UZI	Delta	MW	7	7	-4	9	1	3	4	-4	7	1	-6	-3	2	6	4	-2	6
SMG	PP19 BIZON	Echo	MW	7	-3	9	5	0	-4	-3	-3	4	0	-1	-5	4	-1	3	8	0
SMG	MP7	Foxtrot	MW	-4	7	5	-6	5	9	3	6	9	5	-4	-3	6	1	5	5	-1
SMG	STRIKER 45	Golf	MW	-4	3	-2	-5	-2	-5	0	-4	0	7	0	0	-1	-2	-3	6	8
SMG	FENNEC	Hotel	MW	5	-1	4	3	9	-3	-3	0	6	4	7	1	4	-2	4	8	6
SMG	ISO	India	MW	0	8	-6	8	-2	3	1	7	0	4	-5	9	-2	-5	-5	-5	8
SMG	MP5 CW	Alpha	CW	-4	3	4	-6	6	-2	-3	-6	-6	8	-2	7	4	4	6	2	-5
SMG	MILANO 821	Bravo	CW	-3	-4	-4	-4	-5	3	9	-6	2	9	9	1	0	-3	-6	3	8
SMG	AK74u	Charlie	CW	7	3	1	0	-5	-6	-1	1	-5	-3	-2	9	4	-2	0	8	4
SMG	KSP 45	Delta	CW	7	-4	4	9	5	9	-5	7	-4	-6	0	6	1	7	7	-3	0
SMG	BULLFROG	Echo	CW	-1	6	5	-5	9	6	9	2	5	3	0	2	-4	6	6	7	-6
SMG	MAC 10	Foxtrot	CW	1	6	8	2	2	4	3	-4	-6	5	1	1	-1	-6	3	1	5
SMG	LC10	Golf	CW	1	-3	1	4	4	4	5	5	4	-2	1	6	9	5	-4	-5	-1
SMG	PPSH-41	Hotel	CW	8	9	-5	-2	-3	0	6	-1	7	5	-1	-2	7	0	4	8	-3

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

GUN TYPE	NAME	CLASS	GAME	Muzzle	Barrel	Laser	Optic	Stock	Underbarrel	Ammo	Rear grip	Perk
SMG	AUG MW	Alpha	MW	mono	407mm		vik/holo		cammando	60 mag nato		
SMG	P90	Bravo	MW	mono	forge tac ret	tac laser		forge tac comb			stripped	
SMG	MP5 MW	Charlie	MW	Mono		5mw		FTAC Clalipsible	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	MP5 CW	Alpha	CW	Sound Supp		Gru 5mw		No Stock	ld agent/Spetsn	Biggest Mag/50		
SMG	MILANO 821	Bravo	CW	Sound Supp	task force			combat	ld agent/Spetsn	55		
SMG	AK74u	Charlie	CW	Sound Supp	task force			pkm/skeleton	ld agent/Spetsn	50		
SMG	KSP 45	Delta	CW	Sound Supp	task force			combat	ld agent/Spetsn	48		
SMG	BULLFROG	Echo	CW	Sound Supp	task force	Gru 5mw		No stock	ld agent/Spetsn			
SMG	MAC 10	Foxtrot	CW	Sound Supp	task force			raider	ld agent/Spetsn	53		
SMG	LC10	Golf	CW	Sound Supp	task force			combat	ld agent/Spetsn	55		
SMG	PPSH-41	Hotel	CW	Sound Supp	task force			NO Stock	ld agent/Spetsn	Biggest MAG/55		

CX9				CX-38a	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	

## 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	25	18	24	29	7	8	20	-2	12	0	11	-2	24	29	9	25	5
SMG	P90	Bravo	MW	6	5	-1	2	26	25	13	10	-3	22	-4	8	-5	14	17	11	-3
SMG	MP5 MW	Charlie	MW	19	30	-4	8	-4	24	-3	29	23	28	-5	17	23	12	22	-3	12
SMG	UZI	Delta	MW	21	15	-5	-2	30	2	16	30	-5	12	9	29	27	8	5	25	14
SMG	PP19 BIZON	Echo	MW	25	20	-3	6	28	14	30	6	10	0	24	6	14	15	19	1	19
SMG	MP7	Foxtrot	MW	5	26	15	6	-2	-1	27	-5	4	1	11	-3	26	27	14	7	2
SMG	STRIKER 45	Golf	MW	12	20	28	29	0	18	24	7	12	7	4	28	19	21	21	21	26
SMG	FENNEC	Hotel	MW	28	0	-5	25	8	-1	27	10	-5	17	-3	25	7	25	0	6	0
SMG	ISO	India	MW	10	2	15	4	13	19	5	20	-4	-3	25	26	28	23	0	9	20
SMG	MP5 CW	Alpha	CW	28	13	10	-5	17	0	5	10	-4	26	27	5	22	4	1	25	-1
SMG	MILANO 821	Bravo	CW	-1	21	-4	5	30	9	4	25	29	15	26	9	19	-3	2	-4	16
SMG	AK74u	Charlie	CW	-5	0	15	17	18	13	14	17	2	20	10	12	-3	12	8	21	22
SMG	KSP 45	Delta	CW	20	3	19	20	3	20	30	-4	27	7	5	12	8	23	30	13	17
SMG	BULLFROG	Echo	CW	11	8	10	16	9	0	8	18	17	22	1	7	4	18	23	26	26
SMG	MAC 10	Foxtrot	CW	28	27	6	10	20	18	-4	-4	28	6	-3	-3	28	28	7	24	9
SMG	LC10	Golf	CW	23	0	27	16	21	2	30	24	6	25	12	14	8	-3	8	0	20
SMG	PPSH-41	Hotel	CW	-2	0	-4	21	19	0	16	20	5	21	2	11	30	2	5	22	25
CX9 OTS9 TEC 9			CW	27	-5	4	21	19	2	23	18	27	11	3	22	1	5	4	13	26
			CW	1	17	4	-4	8	22	27	26	-5	24	14	29	7	8	30	15	
				4	-1	-4	19	-3	17	13	25	25	1	29	27	14	27	14	1	7

## 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	9	8	4	-2	4	-1	-1	9	6	-5	0	8	-1	4	2	7	-4
SMG	P90	Bravo	MW	4	-5	1	6	1	-5	-1	-1	2	8	7	2	3	6	0	8	-4
SMG	MP5 MW	Charlie	MW	9	-6	8	9	5	9	8	8	-4	8	-1	0	1	-6	-5	0	9
SMG	UZI	Delta	MW	-2	-2	-1	2	-6	3	3	7	3	4	1	6	0	-1	8	2	3
SMG	PP19 BIZON	Echo	MW	-1	-3	6	8	2	6	7	-2	-5	9	-2	-3	-5	7	1	6	2
SMG	MP7	Foxtrot	MW	-1	3	9	-1	-5	-4	-6	1	-1	-3	2	4	3	-3	2	1	8
SMG	STRIKER 45	Golf	MW	-3	-1	-6	0	9	-2	5	4	9	9	-6	1	-1	9	6	4	1
SMG	FENNEC	Hotel	MW	4	-1	2	9	-6	3	8	5	2	-6	-4	-2	-4	5	5	-1	0
SMG	ISO	India	MW	0	3	0	8	-6	-5	-6	8	8	-1	-1	-3	-3	-3	7	4	6
SMG	MP5 CW	Alpha	CW	8	-1	0	8	-4	0	1	4	-5	-5	1	2	8	-4	-4	0	2
SMG	MILANO 821	Bravo	CW	-5	0	-3	3	0	5	-2	2	-3	8	-2	-3	-6	-5	6	8	-5
SMG	AK74u	Charlie	CW	5	-3	-2	7	4	2	6	6	7	-6	6	-4	9	3	-5	-2	6
SMG	KSP 45	Delta	CW	9	4	-5	3	-5	3	5	8	-6	3	-5	5	4	-2	3	9	3
SMG	BULLFROG	Echo	CW	7	2	3	9	8	-1	-2	-2	-4	-2	2	-3	7	6	0	4	-1
SMG	MAC 10	Foxtrot	CW	-1	-1	0	7	-3	-4	4	9	9	8	0	8	4	-6	4	6	4
SMG	LC10	Golf	CW	6	-2	-6	6	-3	9	0	7	-4	0	6	-1	2	3	-6	9	6
SMG	PPSH-41	Hotel	CW	3	-5	0	0	-5	-5	6	5	7	-6	-2	9	-4	0	1	-3	-5
CX9			CW	-1	-1	7	5	0	0	-4	2	6	1	-3	9	-1	3	6	-6	0

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

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



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

GUN TYPE	NAME	CLASS	GAME	Muzzle	Barrel	Laser	Optic	Stock	Underbarrel	Ammo	Rear grip	Perk
SMG	AUG MW	Alpha	MW	mono	407mm		vik/holo		cammando	60 mag nato		
SMG	P90	Bravo	MW	mono	forge tac ret	tac laser		forge tac comb			stripped	
SMG	MP5 MW	Charlie	MW	Mono		5mw		FTAC Clalpsible	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	MP5 CW	Alpha	CW	Sound Supp		Gru 5mw		No Stock	ld agent/Spetsn	Biggest Mag/50		
SMG	MILANO 821	Bravo	CW	Sound Supp	task force			combat	ld agent/Spetsn	55		
SMG	AK74u	Charlie	CW	Sound Supp	task force			pkm/skeleton	ld agent/Spetsn	50		
SMG	KSP 45	Delta	CW	Sound Supp	task force			combat	ld agent/Spetsn	48		
SMG	BULLFROG	Echo	CW	Sound Supp	task force	Gru 5mw		No stock	ld agent/Spetsn			
SMG	MAC 10	Foxtrot	CW	Sound Supp	task force			raider	ld agent/Spetsn	53		
SMG	LC10	Golf	CW	Sound Supp	task force			combat	ld agent/Spetsn	55		
SMG	PPSH-41	Hotel	CW	Sound Supp	task force			NO Stock	ld agent/Spetsn	Biggest MAG/55		
CX9					CX-38a	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	

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	19	7	-1	4	18	27	6	29	21	23	17	30	29	9	-5	26	1
SMG	P90	Bravo	MW	1	29	29	19	22	18	1	24	28	-4	16	26	-2	-2	26	23	24
SMG	MP5 MW	Charlie	MW	30	17	-3	11	23	26	-4	2	-5	25	6	11	-3	-4	-2	26	10
SMG	UZI	Delta	MW	22	-5	6	0	7	-2	24	22	-4	8	6	26	0	17	7	4	2
SMG	PP19 BIZON	Echo	MW	10	22	9	18	25	10	0	25	-2	29	18	19	1	8	0	8	21
SMG	MP7	Foxtrot	MW	4	-4	11	28	0	6	-2	10	17	22	4	8	-4	27	10	25	-2
SMG	STRIKER 45	Golf	MW	22	6	8	13	21	11	13	-1	16	13	14	7	18	7	9	30	-4
SMG	FENNEC	Hotel	MW	13	-5	27	1	11	26	7	20	4	1	20	12	18	30	11	8	24
SMG	ISO	India	MW	24	22	7	1	-4	14	10	-4	-3	13	3	8	7	25	22	20	7
SMG	MP5 CW	Alpha	CW	-5	7	10	14	25	26	23	-4	30	4	23	3	5	5	2	-1	22
SMG	MILANO 821	Bravo	CW	25	20	25	24	-4	6	22	3	16	-3	11	30	5	-1	5	10	
SMG	AK74u	Charlie	CW	18	-5	22	14	1	23	21	-3	18	9	4	15	17	4	20	1	24
SMG	KSP 45	Delta	CW	26	12	3	20	26	15	-5	25	23	24	16	9	7	18	3	30	-3
SMG	BULLFROG	Echo	CW	0	18	-1	16	8	-2	5	17	5	5	25	14	1	10	20	21	-1
SMG	MAC 10	Foxtrot	CW	15	6	25	14	18	4	5	13	20	-1	16	25	29	-1	8	15	16
SMG	LC10	Golf	CW	8	-3	25	23	30	17	21	23	17	-4	11	5	13	-3	26	25	28
SMG	PPSH-41	Hotel	CW	11	8	15	10	5	26	14	-3	20	27	22	5	6	-1	27	30	22
	CX9		CW	23	9	-4	-2	10	3	8	5	16	20	25	-2	15	30	17	13	21
	OTS9		CW	-4	8	29	4	27	6	24	6	13	13	4	10	2	21	16	11	16
	TEC 9			20	24	1	9	0	28	29	21	4	13	12	26	5	22	7	22	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	-5	-4	-3	9	4	-1	3	4	-1	-5	-6	6	3	-5	-1	1	-3
SMG	P90	Bravo	MW	-2	-2	9	-4	3	-4	6	4	-4	-5	-5	5	9	8	1	5	7
SMG	MP5 MW	Charlie	MW	5	3	5	-3	7	6	-4	-4	5	8	8	9	2	-2	3	2	-6
SMG	UZI	Delta	MW	-2	-6	7	-3	-1	-5	3	-1	-4	8	6	-5	1	6	-4	2	2
SMG	PP19 BIZON	Echo	MW	-1	9	0	8	9	-1	1	-3	-1	8	-4	9	4	5	6	3	2
SMG	MP7	Foxtrot	MW	-5	-2	1	-1	0	1	2	-6	9	7	-2	0	-1	2	-2	5	7
SMG	STRIKER 45	Golf	MW	4	1	0	-3	4	-2	5	4	-2	9	5	-4	3	9	3	-3	9
SMG	FENNEC	Hotel	MW	4	-1	3	1	8	7	3	1	5	0	-5	-2	-3	9	8	-1	3
SMG	ISO	India	MW	-6	4	7	-1	6	7	-6	-3	-5	-2	1	-1	2	8	9	9	-3
SMG	MP5 CW	Alpha	CW	-4	4	9	-1	-4	2	3	-4	2	0	6	5	5	-5	9	-5	-2
SMG	MILANO 821	Bravo	CW	5	1	8	8	-5	3	9	-4	5	-3	-6	6	-2	1	1	-1	4
SMG	AK74u	Charlie	CW	6	-4	5	5	1	-1	1	6	-5	9	4	-6	8	6	5	5	-6
SMG	KSP 45	Delta	CW	-1	1	-4	-5	1	-2	-6	-3	-3	6	-3	6	1	-6	0	-6	3
SMG	BULLFROG	Echo	CW	3	4	5	-2	9	7	-5	-6	8	7	-3	0	-3	-2	9	-6	4
SMG	MAC 10	Foxtrot	CW	2	-4	6	2	0	7	5	7	6	2	-2	-4	8	1	-4	4	4
SMG	LC10	Golf	CW	-3	9	-2	-4	6	3	3	-1	-6	-4	4	6	7	6	7	3	0
SMG	PPSH-41	Hotel	CW	-1	-6	-6	4	-6	5	3	-5	2	0	8	8	5	0	-4	6	8
CX9			CW	4	6	1	4	7	4	1	0	-2	5	5	1	2	2	2	3	-6

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

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

GUN TYPE	NAME	CLASS	GAME	Muzzle	Barrel	Laser	Optic	Stock	Underbarrel	Ammo	Rear grip	Perk
SMG	AUG MW	Alpha	MW	mono	407mm		vik/holo		cammando	60 mag nato		
SMG	P90	Bravo	MW	mono	forge tac ret	tac laser		forge tac comb			stripped	
SMG	MP5 MW	Charlie	MW	Mono		5mw		FTAC Clalpsible	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	MP5 CW	Alpha	CW	Sound Supp		Gru 5mw		No Stock	ld agent/Spetsn	Biggest Mag/50		
SMG	MILANO 821	Bravo	CW	Sound Supp	task force			combat	ld agent/Spetsn	55		
SMG	AK74u	Charlie	CW	Sound Supp	task force			pkm/skeleton	ld agent/Spetsn	50		
SMG	KSP 45	Delta	CW	Sound Supp	task force				ld agent/Spetsn	48		
SMG	BULLFROG	Echo	CW	Sound Supp	task force	Gru 5mw		No stock	ld agent/Spetsn			
SMG	MAC 10	Foxtrot	CW	Sound Supp	task force			raider	ld agent/Spetsn	53		
SMG	LC10	Golf	CW	Sound Supp	task force			combat	ld agent/Spetsn	55		
SMG	PPSH-41	Hotel	CW	Sound Supp	task force			NO Stock	ld agent/Spetsn	Biggest MAG/55		

CX9				CX-38a	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	

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	0	12	12	-4	1	0	-6	15	11	1	7	4	5	-1	10	-3
SMG	P90	Bravo	MW	-2	14	-1	11	-4	2	15	11	14	8	-4	7	6	14	14	-4	-3
SMG	MP5 MW	Charlie	MW	-6	10	9	11	1	15	-1	-1	4	14	0	11	10	-1	8	13	1
SMG	UZI	Delta	MW	12	-6	4	14	-5	4	-5	3	9	15	6	-2	10	-1	15	12	6
SMG	PP19 BIZON	Echo	MW	14	1	1	0	-4	13	2	-3	13	8	-6	3	10	6	4	7	-5
SMG	MP7	Foxtrot	MW	-2	-3	0	-5	9	14	14	12	0	13	-3	4	-6	12	12	4	1
SMG	STRIKER 45	Golf	MW	15	7	9	2	8	8	1	9	-3	2	-1	3	-4	14	12	7	15
SMG	FENNEC	Hotel	MW	-6	4	12	12	9	-2	8	-1	2	15	12	2	-4	14	-1	8	5
SMG	ISO	India	MW	3	-5	-2	8	3	3	6	-6	-2	-1	9	4	6	4	0	3	-2
SMG	MP5 CW	Alpha	CW	2	3	12	2	14	14	-3	-2	2	4	3	1	-6	5	13	-6	14
SMG	MILANO 821	Bravo	CW	14	11	12	15	-5	0	-1	-3	-4	8	-2	0	13	-2	-6	0	10
SMG	AK74u	Charlie	CW	1	5	9	2	6	-6	1	3	7	14	1	8	14	2	7	-3	6
SMG	KSP 45	Delta	CW	-6	-3	8	5	15	7	2	8	0	14	-3	-4	2	13	12	12	-5
SMG	BULLFROG	Echo	CW	-5	9	8	-5	-4	-3	8	4	15	13	15	13	-4	-4	15	-3	14
SMG	MAC 10	Foxtrot	CW	11	0	2	2	10	9	1	13	12	12	13	-5	-4	4	4	-3	15
SMG	LC10	Golf	CW	1	5	-5	0	13	2	9	-6	-4	-5	-2	12	6	8	-2	6	-5
SMG	PPSH-41	Hotel	CW	5	3	-4	10	7	1	2	5	10	7	6	-2	3	8	9	10	12
CX9				12	4	10	-6	14	1	4	-4	12	1	2	4	8	11	6	9	-1
OTS9				8	15	13	3	5	11	15	5	0	14	2	15	1	6	9	-2	5
TEC 9				-5	14	4	-5	8	12	2	12	9	-5	7	12	-5	-6	14	6	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	4	-5	-3	9	8	8	6	10	6	10	10	6	7	-5	-4	-3	-3
SMG	P90	Bravo	MW	8	8	5	2	-3	1	-5	5	3	0	4	3	-3	10	4	1	-1
SMG	MP5 MW	Charlie	MW	0	8	1	5	4	7	9	-4	8	-4	6	7	-4	-3	1	8	1
SMG	UZI	Delta	MW	0	7	9	7	9	7	9	10	5	-1	-2	-6	0	-5	2	-5	6
SMG	PP19 BIZON	Echo	MW	-3	7	-1	-4	3	7	3	-2	6	9	10	-4	9	8	-3	3	5
SMG	MP7	Foxtrot	MW	-2	2	3	-5	2	-4	-3	0	8	3	10	-3	1	6	1	3	-2
SMG	STRIKER 45	Golf	MW	3	5	1	6	2	5	8	2	3	8	0	-2	8	-4	-3	5	10
SMG	FENNEC	Hotel	MW	8	5	1	-3	9	-3	2	-5	-4	-2	7	5	3	8	0	-3	5
SMG	ISO	India	MW	10	-3	9	1	1	-2	1	-5	2	1	-5	-3	2	9	5	2	8
SMG	MP5 CW	Alpha	CW	0	0	-6	4	2	-6	0	-4	2	4	5	-1	-4	-2	0	8	3
SMG	MILANO 821	Bravo	CW	9	-2	-1	7	9	7	0	2	6	-5	1	-5	-5	3	9	-4	0
SMG	AK74u	Charlie	CW	0	2	0	-2	1	-1	7	0	-3	-5	3	9	8	-1	1	-3	7
SMG	KSP 45	Delta	CW	9	3	-1	-1	-1	4	2	-4	2	6	-5	2	0	2	6	-1	-2
SMG	BULLFROG	Echo	CW	2	-6	4	3	-3	3	6	1	5	10	-1	-3	-2	9	-6	-5	6
SMG	MAC 10	Foxtrot	CW	1	8	5	-5	2	9	9	-2	4	0	7	7	-1	0	4	4	6
SMG	LC10	Golf	CW	-4	10	-4	8	-3	-1	-5	6	-2	-1	4	10	7	3	-5	2	-2
SMG	PPSH-41	Hotel	CW	8	5	-5	10	0	-3	2	0	3	2	5	8	2	8	-3	1	-2
CX9				-6	4	3	7	-5	-3	2	-6	3	-6	1	-5	6	-5	3	-5	8

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

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

GUN TYPE	NAME	CLASS	GAME	Muzzle	Barrel	Laser	Optic	Stock	Underbarrel	Ammo	Rear grip	Perk
SMG	AUG MW	Alpha	MW	mono	407mm		vik/holo		cammando	60 mag nato		
SMG	P90	Bravo	MW	mono	forge tac ret	tac laser		forge tac comb			stripped	
SMG	MP5 MW	Charlie	MW	Mono		5mw		FTAC Clalpsible	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	MP5 CW	Alpha	CW	Sound Supp		Gru 5mw		No Stock	ld agent/Spetsn	Biggest Mag/50		
SMG	MILANO 821	Bravo	CW	Sound Supp	task force			combat	ld agent/Spetsn	55		
SMG	AK74u	Charlie	CW	Sound Supp	task force			pkm/skebat	ld agent/Spetsn	50		
SMG	KSP 45	Delta	CW	Sound Supp	task force			combat	ld agent/Spetsn	48		
SMG	BULLFROG	Echo	CW	Sound Supp	task force	Gru 5mw		No stock	ld agent/Spetsn			
SMG	MAC 10	Foxtrot	CW	Sound Supp	task force			raider	ld agent/Spetsn	53		
SMG	LC10	Golf	CW	Sound Supp	task force			combat	ld agent/Spetsn	55		
SMG	PPSH-41	Hotel	CW	Sound Supp	task force			NO Stock	ld agent/Spetsn	Biggest MAG/55		
CX9					CX-38a	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	

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	12	14	-3	10	8	4	15	14	8	-2	-2	2	-3	5	2	13	3
SMG	P90	Bravo	MW	-1	10	13	4	10	5	7	0	-3	-6	11	-5	-6	-5	11	7	5
SMG	MP5 MW	Charlie	MW	0	-1	5	2	2	5	-5	4	10	6	1	-6	11	8	7	2	-5
SMG	UZI	Delta	MW	12	15	-2	1	-1	13	2	-1	12	12	-2	-4	1	12	14	10	9
SMG	PP19 BIZON	Echo	MW	-2	-5	7	0	-6	13	-2	13	9	0	5	11	0	14	-2	-2	10
SMG	MP7	Foxtrot	MW	6	-3	9	-5	1	8	-3	1	11	-4	4	15	0	9	-4	-2	6
SMG	STRIKER 45	Golf	MW	2	7	8	11	0	15	11	-6	9	1	11	-4	2	1	1	4	-2
SMG	FENNEC	Hotel	MW	12	6	3	4	4	-5	15	14	-1	0	1	6	13	8	2	1	11
SMG	ISO	India	MW	3	-2	6	1	13	1	15	8	9	-2	-4	13	-4	10	2	-1	-6
SMG	MP5 CW	Alpha	CW	-2	-1	10	6	-6	-4	15	3	-4	7	-6	3	12	7	9	13	-4
SMG	MILANO 821	Bravo	CW	12	13	3	1	15	4	-3	3	-2	0	-5	2	2	10	-3	10	-1
SMG	AK74u	Charlie	CW	5	2	15	9	10	12	2	-2	-6	10	6	2	15	9	6	-2	8
SMG	KSP 45	Delta	CW	-6	9	2	6	6	4	14	9	-4	2	5	-6	15	10	4	6	13
SMG	BULLFROG	Echo	CW	-2	5	15	9	5	8	6	-1	12	3	4	13	-5	1	5	-1	11
SMG	MAC 10	Foxtrot	CW	-2	-1	-3	14	12	-6	10	13	-5	11	8	-4	14	9	10	10	2
SMG	LC10	Golf	CW	5	4	4	-5	10	5	9	13	3	-3	2	1	-5	-2	1	7	13
SMG	PPSH-41	Hotel	CW	5	1	12	6	-4	12	5	11	4	12	2	-6	-4	13	10	-6	14
CX9				-6	0	0	9	3	9	15	-1	2	-3	10	7	-3	3	4	14	2
OTS9				-5	-1	-4	6	14	4	7	13	1	8	6	5	3	5	-1	12	-1
TEC 9				-4	5	13	1	-1	3	15	-1	-2	14	5	-1	8	15	7	-6	-6

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	-1	-4	9	9	2	7	6	6	0	-6	4	7	-1	1	10	-1	6
SMG	P90	Bravo	MW	-6	-3	6	7	-3	5	9	3	8	4	8	5	-5	5	3	-3	-3
SMG	MP5 MW	Charlie	MW	3	-6	5	5	3	-1	-5	8	7	0	-4	-3	6	3	6	4	-5
SMG	UZI	Delta	MW	-2	10	5	7	1	0	0	5	-4	-6	-5	7	2	-2	3	8	4
SMG	PP19 BIZON	Echo	MW	-2	-5	-1	3	9	-5	-4	0	-5	2	-4	10	0	7	6	-4	2
SMG	MP7	Foxtrot	MW	-6	0	-2	1	-2	-2	5	4	3	8	7	8	8	1	2	5	-1
SMG	STRIKER 45	Golf	MW	-4	-4	3	0	-6	7	9	1	5	1	-5	6	-3	7	10	8	-2
SMG	FENNEC	Hotel	MW	-1	9	7	0	8	9	2	-5	1	9	-4	7	8	-4	0	2	4
SMG	ISO	India	MW	0	-2	3	4	4	-6	-5	1	5	8	8	4	8	6	0	-2	5
SMG	MP5 CW	Alpha	CW	-1	10	-3	0	7	4	7	9	-1	5	-2	7	-5	6	-1	0	8
SMG	MILANO 821	Bravo	CW	-4	2	7	-5	2	6	-4	0	2	7	0	9	2	-3	-4	-1	-2
SMG	AK74u	Charlie	CW	2	6	5	1	-2	-3	6	0	5	5	2	0	6	2	6	1	10
SMG	KSP 45	Delta	CW	1	2	3	8	2	8	9	1	-5	-1	-4	-5	9	3	0	-1	-2
SMG	BULLFROG	Echo	CW	4	2	-1	-5	10	-4	-1	-2	2	7	-5	-5	-5	-6	5	1	1
SMG	MAC 10	Foxtrot	CW	-3	1	-5	2	10	-1	6	2	8	6	6	4	6	-2	2	-3	-2
SMG	LC10	Golf	CW	-4	4	1	5	-4	-3	-2	6	-5	6	10	5	-2	0	-3	8	-4
SMG	PPSH-41	Hotel	CW	-5	0	2	10	2	-3	2	5	0	-5	4	7	8	8	-6	2	-1
CX9			CW	-4	-4	-3	1	7	1	4	-2	6	4	6	0	8	9	-5	7	7

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

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

GUN TYPE	NAME	CLASS	GAME	Muzzle	Barrel	Laser	Optic	Stock	Underbarrel	Ammo	Rear grip	Perk
SMG	AUG MW	Alpha	MW	mono	407mm		vik/holo		cammando	60 mag nato		
SMG	P90	Bravo	MW	mono	forge tac ret	tac laser		forge tac comb			stripped	
SMG	MP5 MW	Charlie	MW	Mono		5mw		FTAC Clalpsible	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	MP5 CW	Alpha	CW	Sound Supp		Gru 5mw		No Stock	ld agent/Spetsn	Biggest Mag/50		
SMG	MILANO 821	Bravo	CW	Sound Supp	task force			combat	ld agent/Spetsn	55		
SMG	AK74u	Charlie	CW	Sound Supp	task force			pkm/skeleton	ld agent/Spetsn	50		
SMG	KSP 45	Delta	CW	Sound Supp	task force			combat	ld agent/Spetsn	48		
SMG	BULLFROG	Echo	CW	Sound Supp	task force	Gru 5mw		No stock	ld agent/Spetsn			
SMG	MAC 10	Foxtrot	CW	Sound Supp	task force			raider	ld agent/Spetsn	53		
SMG	LC10	Golf	CW	Sound Supp	task force			combat	ld agent/Spetsn	55		
SMG	PPSH-41	Hotel	CW	Sound Supp	task force			NO Stock	ld agent/Spetsn	Biggest MAG/55		
CX9					CX-38a	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	

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	8	7	3	8	-4	10	9	10	7	2	14	-1	12	7	3	-5
SMG	P90	Bravo	MW	15	13	-4	2	-3	-4	5	6	14	13	15	9	15	0	-3	12	8
SMG	MP5 MW	Charlie	MW	-2	-2	-3	0	-3	0	-1	-1	13	11	3	-4	13	-6	14	12	-3
SMG	UZI	Delta	MW	0	2	-3	-3	7	-2	-2	0	0	3	4	-5	-5	7	14	14	-2
SMG	PP19 BIZON	Echo	MW	14	4	13	7	4	4	11	14	14	10	5	4	8	4	9	5	-4
SMG	MP7	Foxtrot	MW	10	2	5	-6	10	14	-3	11	0	0	11	14	3	10	8	2	0
SMG	STRIKER 45	Golf	MW	-5	-2	8	4	-4	9	11	3	-6	8	12	-5	0	13	11	14	-1
SMG	FENNEC	Hotel	MW	10	2	6	2	-3	-5	11	-1	12	5	4	11	8	-2	-3	11	14
SMG	ISO	India	MW	-3	4	10	15	8	3	15	14	3	-6	2	14	12	6	-5	4	-5
SMG	MP5 CW	Alpha	CW	3	9	5	-5	0	8	5	-5	-6	15	0	15	2	8	13	-1	11
SMG	MILANO 821	Bravo	CW	2	5	9	-2	-2	-5	14	-2	14	11	9	-6	4	1	13	-1	8
SMG	AK74u	Charlie	CW	2	11	7	8	3	0	3	11	7	0	0	4	15	1	1	2	-1
SMG	KSP 45	Delta	CW	5	4	9	8	11	-4	13	4	-2	4	5	-1	9	13	2	10	2
SMG	BULLFROG	Echo	CW	9	-2	13	10	3	14	15	-1	1	5	14	12	14	-5	-6	12	9
SMG	MAC 10	Foxtrot	CW	9	-1	8	11	-2	8	3	3	8	1	0	8	6	-2	-6	4	1
SMG	LC10	Golf	CW	-5	7	15	10	0	-4	15	8	15	11	-1	2	-1	2	15	-5	-3
SMG	PPSH-41	Hotel	CW	3	1	2	7	-5	4	-3	-5	8	-5	0	4	-5	-4	2	7	-1
CX9				CW	9	12	9	4	12	-1	5	9	-4	3	-5	13	-5	-6	2	14
OTS9				CW	-3	14	12	-1	-2	-2	-4	6	-4	2	6	10	10	10	8	7

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	1	-1	0	-1	-4	-6	-6	10	5	0	6	2	0	-5	-4	1	-1
SMG	P90	Bravo	MW	8	-1	0	-3	6	7	10	9	3	0	3	3	6	8	1	0	-6
SMG	MP5 MW	Charlie	MW	-6	-1	3	2	2	8	0	-5	7	10	-2	-5	-2	-3	9	2	8
SMG	UZI	Delta	MW	10	-5	3	7	0	-3	4	6	-3	-3	-5	-2	-2	0	-3	2	8
SMG	PP19 BIZON	Echo	MW	0	4	3	-6	2	7	6	8	9	0	-1	1	-3	3	0	-1	-6
SMG	MP7	Foxtrot	MW	5	-5	8	9	-3	2	-1	8	10	3	-4	5	9	5	0	2	7
SMG	STRIKER 45	Golf	MW	5	5	1	-2	-5	5	0	-1	-2	3	0	-4	0	-4	1	-3	7
SMG	FENNEC	Hotel	MW	-3	0	5	5	-4	8	-4	7	5	8	0	2	4	-1	1	8	3
SMG	ISO	India	MW	10	-3	4	-2	7	9	6	2	8	6	3	-5	2	5	-5	10	-4
SMG	MP5 CW	Alpha	CW	3	7	-2	-5	0	-2	5	-6	7	-2	4	-6	4	0	-5	5	-3
SMG	MILANO 821	Bravo	CW	2	0	-3	-6	7	-3	6	5	9	-1	-3	3	-1	-2	0	-6	-1
SMG	AK74u	Charlie	CW	-1	8	9	-1	5	0	-3	10	0	-1	-2	-5	9	4	8	8	2
SMG	KSP 45	Delta	CW	0	10	5	-4	0	9	-6	6	9	8	1	-2	-5	3	-6	-6	6
SMG	BULLFROG	Echo	CW	-3	7	4	9	6	-3	10	8	4	3	9	4	8	-4	8	2	10
SMG	MAC 10	Foxtrot	CW	5	8	-6	5	5	-6	6	0	2	10	10	9	7	4	-3	10	-1
SMG	LC10	Golf	CW	8	7	2	-6	9	-2	-3	-6	5	10	-5	9	10	0	-3	-6	6
SMG	PPSH-41	Hotel	CW	2	-5	3	8	3	10	4	-4	9	10	6	2	9	-1	-4	-6	8
	CX9		CW	-5	5	-2	1	3	-1	7	-4	-5	1	6	10	5	6	-4	3	8

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