

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	Archangel	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/ 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	QB2-83	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		
	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		
	GRAV			Agency/GRU	Task Force/Spetsnaz RPK/15 CMV	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

MY OTHER In Game Settings

Dead zone--- 0.05

Low Adn High Zooms-- 1.00

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	26	15	25	17	26	25	24	33	39	34	21	37	39	22	24	29	26
AR	FAL	Bravo	MW	32	38	16	36	32	24	36	31	21	24	23	34	24	28	33	38	17
AR	M4A1	Charlie	MW	27	26	18	39	33	20	15	35	40	20	29	22	23	25	20	32	38
AR	FR 5.56	Delta	MW	34	15	17	26	24	33	21	24	19	35	29	38	19	23	18	22	39
AR	ODEN	Echo	MW	22	30	19	18	35	18	28	21	34	27	21	19	24	40	32	27	36
AR	M13	Foxtrot	MW	30	27	26	29	19	38	22	16	38	30	25	20	25	16	24	15	16
AR	FN SCAR 17	Golf	MW	18	17	31	34	30	22	19	39	23	33	20	28	31	21	35	15	21
AR	AK 47 MW	Hotel	MW	35	30	30	33	33	20	18	21	37	36	35	31	15	39	29	37	
AR	RAM-7	India	MW	23	35	28	34	22	19	17	22	27	22	36	22	39	28	39	32	36
AR	GRAU 5.56	Juliett	MW	15	31	37	28	27	18	30	28	16	15	33	37	17	25	29	26	22
AR	CR-56 AMAX	Kilo	MW	36	21	31	30	33	26	16	18	19	28	39	20	28	15	35	32	26
AR	AN-94	Lima	MW	26	21	30	38	35	23	16	33	29	35	29	21	39	31	36	30	23
AR	AS VAL	Mike	MW	18	26	26	29	26	21	27	18	37	30	24	15	35	30	39	40	33
AR	XM4	Alpha	CW	40	21	15	37	32	18	37	21	28	16	32	17	40	20	29	26	37
AR	AK 47 CW	Bravo	CW	35	34	24	27	17	30	23	31	25	15	29	23	18	27	23	24	17
AR	KRIG 6	Charlie	CW	17	25	15	36	16	24	27	22	18	29	39	25	16	22	33	18	31
AR	QB2-83	Delta	CW	16	33	21	26	33	29	39	37	32	24	15	17	34	29	21	17	22
AR	FFAR 1	Echo	CW	22	37	26	27	20	20	35	18	33	23	30	22	29	18	23	34	35
AR	GROZA	Foxtrot	CW	24	27	33	36	16	39	40	39	22	20	25	24	20	18	24	40	25
AR	FARA 83	Golf	CW	36	21	35	40	20	26	26	27	30	40	28	20	17	22	16	34	28
AR	C58			27	22	35	30	39	18	18	17	35	32	35	25	28	33	25	21	30
	EM2			21	24	23	21	16	11	11	-4	16	15	8	12	-5	13	23	1	8
	GRAV			-1	-5	21	22	0	11	9	6	30	5	17	2	1	18	25	5	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
AR	KILO 141	Alpha	MW	7	11	11	5	8	7	-2	1	-4	8	8	4	7	-3	-6	10	3
AR	FAL	Bravo	MW	4	-1	5	2	8	7	-1	-1	1	-1	-4	10	-6	-4	-3	11	9
AR	M4A1	Charlie	MW	10	-2	2	9	10	11	7	5	0	0	1	-5	7	0	11	-5	5
AR	FR 5.56	Delta	MW	3	-1	1	-2	1	1	3	-2	-5	2	5	9	0	7	11	10	-5
AR	ODEN	Echo	MW	5	7	1	1	-5	5	8	-6	-3	1	-2	10	6	7	10	8	10
AR	M13	Foxtrot	MW	8	-1	-3	-5	-6	5	4	-3	7	4	8	3	10	-4	-3	-2	-6
AR	FN SCAR 17	Golf	MW	-4	7	-1	10	7	8	-6	5	-3	7	5	-5	10	4	7	1	-2
AR	AK 47 MW	Hotel	MW	10	-6	8	6	3	-4	-2	9	-5	5	-5	-5	0	7	-6	-6	-2
AR	RAM-7	India	MW	0	6	3	9	11	2	6	-2	11	0	-4	4	-2	7	8	-1	5
AR	GRAU 5.56	Juliett	MW	-2	9	-4	5	2	9	-1	4	5	1	-4	-4	-4	9	8	7	-2
AR	CR-56 AMAX	Kilo	MW	-2	11	4	10	-2	11	4	0	9	-1	-4	3	-4	10	-4	-1	1

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

GUN TYPE	NAME	CLASS	GAME	Muzzle	Barrel	Laser	Optic	Stock	Underbarrel	Ammo	Rear grip	Perk	Please Read: How to Adjust Value if ever not working!																
AR	KILO 141	Alpha	MW	Monolithic	19.8 Prowler		VLK		cammando	60			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																
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																			
	GRAV			Agency/GRU	Task Force/Spetsnaz RPK/15 CMV		3X		Field Agent/ Spe	50																			
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	40	28	36	32	24	18	22	29	35	37	38	35	37	37	36	39	24									
AR	FAL	Bravo	MW	17	24	37	30	16	40	28	16	17	35	29	30	33	18	29	36	17									
AR	M4A1	Charlie	MW	38	22	27	40	27	22	15	19	28	25	35	40	36	26	34	27	38									
AR	FR 5.56	Delta	MW	35	20	34	18	36	21	34	19	35	31	32	19	23	35	16	16	24									
AR	ODEN	Echo	MW	32	38	35	29	25	36	29	21	15	20	17	40	39	37	35	23	22									
AR	M13	Foxtrot	MW	15	21	22	34	31	21	37	40	18	27	22	18	27	28	16	24	38									
AR	FN SCAR 17	Golf	MW	27	27	33	25	31	23	32	18	39	23	28	39	30	17	30	25	25									
AR	AK 47 MW	Hotel	MW	27	34	33	32	24	33	17	31	27	28	34	27	22	39	23	18	36									
AR	RAM-7	India	MW	24	27	40	26	18	24	20	19	17	18	22	16	18	26	25	29	17									
AR	GRAU 5.56	Juliett	MW	32	31	19	31	37	22	29	34	20	16	28	27	27	25	25	34	21									
AR	CR-56 AMAX	Kilo	MW	40	19	26	34	16	28	17	20	34	25	37	22	32	37	32	20	25									
AR	AN-94	Lima	MW	21	39	31	22	26	23	36	22	24	19	30	27	22	20	17	15	15									
AR	AS VAL	Mike	MW	29	37	21	35	24	35	21	27	23	23	25	31	37	26	34	29	40									
AR	XM4	Alpha	CW	23	24	23	32	16	28	17	37	29	34	37	32	29	21	23	32	17									
AR	AK 47 CW	Bravo	CW	30	33	18	38	20	38	18	27	30	23	28	18	23	27	28	29	27									
AR	KRIG 6	Charlie	CW	27	15	27	31	19	33	36	40	40	33	27	17	24	35	26	24	15									
AR	QBZ-83	Delta	CW	17	28	16	15	25	17	38	40	25	33	26	35	40	26	32	30	24									
AR	FFAR 1	Echo	CW	35	37	20	24	30	18	35	37	32	38	32	22	19	34	20	29	28									
AR	GROZA	Foxtrot	CW	35	39	34	24	17	17	27	33	16	21	36	17	26	26	33	32	20									
AR	FARA 83	Golf	CW	22	34	22	18	38	33	29	19	25	22	23	19	38	27	17	29	31									
AR	C58			21	18	28	15	34	21	26	39	36	22	38	27	40	40	16	15	38									
	EM2			33	-4	19	19	17	0	25	-3	-4	10	26	9	23	23	6	24	3									
	GRAV			13	15	28	17	10	4	1	8	14	3	-1	19	15	16	-3	18	25									
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	11	0	9	5	-2	10	8	-2	11	1	-2	1	4	1	6									
AR	FAL	Bravo	MW	6	-1	10	5	7	-4	1	-1	5	0	6	-6	4	0	7	7	2									
AR	M4A1	Charlie	MW	7	5	-4	3	2	4	-4	-4	4	-1	-3	-6	10	-3	3	0	6									
AR	FR 5.56	Delta	MW	10	6	2	7	-1	-3	5	1	-1	3	11	1	-1	-1	5	8	-1									
AR	ODEN	Echo	MW	-6	9	-2	11	9	9	3	7	10	7	4	5	3	0	-3	2	5									
AR	M13	Foxtrot	MW	9	-4	-3	-1	8	-3	3	6	1	8	6	-6	2	2	-5	10	8									
AR	FN SCAR 17	Golf	MW	-6	7	0	6	7	6	0	3	7	-2	-4	-1	-2	-4	5	5	-1									
AR	AK 47 MW	Hotel	MW	6	7	-6	0	7	-3	-3	6	11	-5	-5	-5	-1	-2	11	5	5									
AR	RAM-7	India	MW	-6	10	6	5	-5	-3	4	6	11	-5	-3	7	-2	2	0	8	7									
AR	GRAU 5.56	Juliett	MW	-5	0	10	8	2	-3	10	9	3	-4	5	6	-4	-6	-3	-1	9									
AR	CR-56 AMAX	Kilo	MW	3	3	5	7	5	11	9	-6	5	10	-2	10	-1	5	-2	3	0									

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

GUN TYPE	NAME	CLASS	GAME	Muzzle	Barrel	Laser	Optic	Stock	Underbarrel	Ammo	Rear grip	Perk																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																
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AR	AN-94	Lima	MW	-1	10	6	6	7	4	0	8	8	-1	2	1	9	6	3	5	-1	
AR	A5 VAL	Mike	MW	-3	8	2	5	7	1	-4	3	-4	11	4	-2	-3	-1	-5	6	9	
AR	XMM	Alpha	CW	-3	-1	-4	-4	0	4	9	1	10	3	9	-2	8	-1	8	0	3	
AR	AK 47 CW	Bravo	CW	11	8	4	0	3	0	-2	8	6	7	-6	-5	9	9	10	2	11	
AR	KRIG 6	Charlie	CW	7	4	8	10	6	8	9	-2	-2	10	9	5	0	-2	9	-2	10	
AR	QBZ-83	Delta	CW	2	7	5	3	4	-3	9	10	-2	2	10	6	1	0	7	-1	-6	
AR	FFAR 1	Echo	CW	11	-2	-1	7	-5	8	0	2	0	8	6	1	-4	-4	8	2	3	
AR	GROZA	Foxtrot	CW	-5	8	-3	1	1	10	6	3	4	11	-1	9	2	7	5	9	0	
AR	FARA 83	Golf	CW	8	11	-4	7	-3	6	2	-6	11	-4	3	-2	-5	6	11	3	11	
AR	C58			3	7	0	-6	6	-5	-6	-3	-4	11	3	-3	-6	9	1	-1	3	
	EM2			-6	-2	7	10	-6	4	-1	0	-6	2	-6	9	0	-4	-1	7	6	
	GRAV			11	5	-3	3	-4	4	-2	-6	4	-3	-4	-6	4	7	3	4	10	

GUN TYPE	NAME	CLASS	GAME	Muzzle	Barrel	Laser	Optic	Stock	Underbarrel	Ammo	Rear grip	Perk	Please Read: How to Adjust Value if ever not working!																	
AR	KILO 141	Alpha	MW	Monolithic	19.8 Prowler		VLK		cammando	60			Gun Shoots UP--- Increase Vertical Value Y																	
AR	FAL	Bravo	MW	Monolithic	marksman		VLK		cammando	30			Gun Shoots Down--- Decrease Vertical Value Y																	
AR	M4A1	Charlie	MW	Monolithic	M16 Barrel	TAC LASER			cammando	60			Gun Shoots LEFT--- Increase Horizontal value X																	
AR	FR 5.56	Delta	MW	Monolithic	sniper	TAC LASER	VLK			60			Gun Shoots Right--- Decrease Horizontal Value X																	
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				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																				
	GRAV			Agency/GRU	Task Force/Spetsnaz RPK/15 CMV		3X		Field Agent/ Spe	50																				
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	25	37	26	30	32	36	39	30	39	19	24	25	30	34	18	38	20										
AR	FAL	Bravo	MW	23	21	36	34	16	15	24	34	23	28	25	21	20	23	30	37	17										
AR	M4A1	Charlie	MW	35	17	16	34	40	18	37	22	22	31	22	22	18	24	15	30	15										
AR	FR 5.56	Delta	MW	37	39	28	30	19	33	40	34	20	15	25	40	18	24	28	28	20										
AR	ODEN	Echo	MW	36	39	28	29	37	40	28	27	16	26	27	38	23	25	32	23	33										
AR	M13	Foxtrot	MW	25	34	31	24	35	15	29	36	36	26	23	39	28	18	33	35	37										
AR	FN SCAR 17	Golf	MW	34	32	21	28	33	18	22	38	28	36	21	34	25	24	38	36	21										
AR	AK 47 MW	Hotel	MW	21	27	33	22	23	37	25	21	22	22	16	30	26	25	28	30	16										
AR	RAM-7	India	MW	31	38	39	21	35	38	25	33	38	15	21	36	33	15	26	33	16										
AR	GRAU 5.56	Juliett	MW	36	32	19	31	26	16	34	28	40	34	39	24	31	35	40	33	15										
AR	CR-56 AMAX	Kilo	MW	28	32	17	19	24	18	31	38	29	16	39	26	27	19	20	34	34										
AR	AN-94	Lima	MW	16	24	16	36	40	25	27	39	27	29	22	20	25	32	39	18	21										
AR	AS VAL	Mike	MW	18	27	21	17	16	22	18	17	34	17	26	39	34	40	31	26	27										
AR	XM4	Alpha	CW	27	20	15	29	30	24	29	36	16	37	27	40	16	18	40	34	23										
AR	AK 47 CW	Bravo	CW	15	34	19	39	16	33	38	29	28	26	35	34	39	29	27	16	40										
AR	KRIG 6	Charlie	CW	36	18	21	30	31	29	24	39	31	28	16	40	24	37	34	21	18										
AR	QBZ-83	Delta	CW	26	24	33	36	40	21	16	21	36	36	16	18	17	32	16	26	38										
AR	FFAR 1	Echo	CW	30	21	26	15	25	22	40	17	36	36	18	28	16	17	35	16	35										
AR	GROZA	Foxtrot	CW	28	24	32	37	24	19	18	22	39	30	31	32	36	32	19	25	19										
AR	FARA 83	Golf	CW	24	16	23	17	36	29	23	27	33	23	29	18	38	32	38	15	37										
AR	C58			21	21	16	15	22	40	29	39	25	36	16	18	19	36	18	18	36										
	EM2			33	9	28	22	-3	0	6	0	11	4	-4	9	-2	23	24	18	29										
	GRAV			11	10	13	-5	18	25	10	-4	18	-5	-4	14	11	7	13	17	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										
AR	KILO 141	Alpha	MW	3	-4	-5	1	-3	-2	8	-1	8	4	5	0	8	-3	7	7	7										
AR	FAL	Bravo	MW	0	4	10	7	-5	9	6	5	-3	-1	-5	-2	9	10	2	9	6										
AR	M4A1	Charlie	MW	3	-6	-4	3	0	8	3	-1	-5	7	4	-3	-4	-1	3	2	-5										
AR	FR 5.56	Delta	MW	3	9	9	-3	9	-2	-2	4	-6	3	-6	9	-3	5	7	-3	10										
AR	ODEN	Echo	MW	6	-6	-3	4	3	2	-6	5	6	-3	2	5	6	-2	-6	4	3										
AR	M13	Foxtrot	MW	10	1	-5	3	4	-3	-5	-4	-3	2	9	-6	11	5	-5	4	5										
AR	FN SCAR 17	Golf	MW	0	-3	5	5	2	0	4	4	0	4	9	-4	4	6	9	5	7										
AR	AK 47 MW	Hotel	MW	-5	9	4	-1	1	6	11	-4	-5	-5	1	10	2	3	4	9	6										
AR	RAM-7	India	MW	6	0	10	1	-6	11	-1	5	9	11	8	0	1	6	5	3	10										
AR	GRAU 5.56	Juliett	MW	10	4	-3	9	-6	6	2	-1	3	8	6	-3	-1	4	2	6	11										
AR	CR-56 AMAX	Kilo	MW	-1	-1	9	-5	5	6	11	2	0	7	3	7	-1	6	9	1	8										

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



GUN TYPE	NAME	CLASS	GAME	Muzzle	Barrel	Laser	Optic	Stock	Underbarrel	Ammo	Rear grip	Perk	Please Read: How to Adjust Value if ever not working!									
AR	KILO 141	Alpha	MW	Monolithic	19.8 Prowler		VLK		commando	60			Gun Shoots UP--- Increase Vertical Value Y									
AR	FAL	Bravo	MW	Monolithic	marksman		VLK		commando	30			Gun Shoots Down--- Decrease Vertical Value Y									
AR	M4A1	Charlie	MW	Monolithic	M16 Barrel	TAC LASER			commando	60			Gun Shoots LEFT--- Increase Horizontal value X									
AR	FR 5.56	Delta	MW	Monolithic	sniper	TAC LASER	VLK			60			Gun Shoots Right--- Decrease Horizontal Value X									
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/ Spet	60												
AR	AK 47 CW	Bravo	CW	Agency/GRU	Task Force/Spetsnaz RPK		3X		Field Agent/ Spet	60												
AR	KRIG 6	Charlie	CW	Agency/GRU	Task Force/Spetsnaz RPK		3X		Field Agent/ Spet	60												
AR	QBZ-83	Delta	CW	Agency/GRU	Task Force/Spetsnaz RPK		3X		Field Agent/ Spet	60												
AR	FFAR 1	Echo	CW	Agency/GRU	Task Force/Spetsnaz RPK		3X		Field Agent/ Spet	mag												
AR	GROZA	Foxtrot	CW	Agency/GRU	Task Force/Spetsnaz RPK		3X		Field Agent/ Spet	60												
AR	FARA 83	Golf	CW	Agency/GRU	Task Force/Spetsnaz RPK		3X		Field Agent/ Spet	50												
	C58		CW	Agency/GRU	Task Force/Spetsnaz RPK		3X		Field Agent/ Spet	55												
	EM2			Agency/GRU	Task Force/Spetsnaz RPK		3X		Field Agent/ Spet	50												
	GRAV			Agency/GRU	Task Force/Spetsnaz RPK/15 CMV		3X		Field Agent/ Spet	50												
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	21	23	25	38	22	30	31	25	40	34	20	34	25	38	31	36	35		
AR	FAL	Bravo	MW	17	37	20	37	36	29	24	33	19	22	29	17	20	36	17	31	22		
AR	M4A1	Charlie	MW	32	36	21	37	35	15	15	17	36	23	23	21	29	38	15	36	21		
AR	FR 5.56	Delta	MW	29	32	30	32	30	20	16	39	19	23	21	33	35	35	29	29	21		
AR	ODEN	Echo	MW	17	33	34	28	31	28	19	32	29	28	28	31	27	19	28	35	19		
AR	M13	Foxtrot	MW	35	17	29	31	34	20	22	40	25	29	19	38	37	38	39	17	38		
AR	FN SCAR 17	Golf	MW	30	17	15	40	16	25	36	36	31	29	25	34	37	26	21	16	40		
AR	AK 47 MW	Hotel	MW	16	29	27	28	22	26	20	32	39	18	35	33	38	16	25	27	36		
AR	RAM-7	India	MW	30	35	37	25	29	33	39	17	28	40	17	20	18	40	23	25	20		
AR	GRAU 5.56	Juliett	MW	31	37	24	35	31	38	30	21	24	18	36	29	40	18	24	34	40		
AR	CR-56 AMAX	Kilo	MW	38	29	29	28	38	36	26	17	34	28	23	15	32	34	26	22	18		
AR	AN-94	Lima	MW	22	15	22	30	36	25	37	33	32	31	38	34	27	28	20	28	36		
AR	AS VAL	Mike	MW	20	19	17	37	33	30	26	34	20	24	23	21	16	17	19	23	25		
AR	XM4	Alpha	CW	20	31	16	15	22	35	36	16	24	24	22	17	30	19	40	39	34		
AR	AK 47 CW	Bravo	CW	27	17	30	17	39	19	19	28	39	25	40	40	18	18	31	20	15		
AR	KRIG 6	Charlie	CW	22	39	29	26	21	29	16	30	20	37	20	16	28	40	26	23	19		
AR	QBZ-83	Delta	CW	32	39	16	19	34	35	32	32	36	24	40	26	23	15	16	35	39		
AR	FFAR 1	Echo	CW	40	34	40	38	34	21	36	25	24	36	26	37	33	36	31	32	30		
AR	GROZA	Foxtrot	CW	21	27	25	20	31	16	40	21	27	22	22	16	26	22	33	26	40		
AR	FARA 83	Golf	CW	15	15	30	17	27	33	21	34	22	39	40	33	35	33	25	18	37		
AR	C58			31	31	19	22	25	35	15	33	34	15	15	20	22	33	26	15	22		
	EM2			29	14	-4	10	3	4	2	-4	19	27	8	11	19	-4	26	26	12		
	GRAV			-4	13	5	25	10	4	23	3	17	27	22	-5	15	19	3	-5	2		
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	0	-6	9	4	1	8	-5	8	8	-5	0	-4	11	0	6	10		
AR	FAL	Bravo	MW	3	-4	8	-1	1	9	9	-5	-3	-1	3	-5	8	8	-1	0	-1		
AR	M4A1	Charlie	MW	0	-2	-6	10	3	-1	1	8	4	2	-5	-6	2	3	3	-4	1		
AR	FR 5.56	Delta	MW	-5	-3	4	11	-1	8	1	11	2	6	4	2	0	4	-5	6	2		
AR	ODEN	Echo	MW	4	6	8	9	3	6	-4	2	3	9	3	1	8	1	4	9	8		
AR	M13	Foxtrot	MW	-4	-5	7	-3	-3	-5	10	5	9	2	-6	-2	-1	11	-1	11	6		
AR	FN SCAR 17	Golf	MW	-4	9	6	-1	-1	-5	-2	10	8	4	9	0	11	8	0	4	-2		
AR	AK 47 MW	Hotel	MW	-3	9	-6	11	2	-1	2	11	10	10	11	4	7	-4	6	-2	-4		
AR	RAM-7	India	MW	10	-4	9	1	3	-5	5	6	0	-5	2	-2	10	8	-6	-3	-1		
AR	GRAU 5.56	Juliett	MW	5	3	-4	8	11	-2	2	2	11	-1	0	0	10	-2	-5	-1	8		
AR	CR-56 AMAX	Kilo	MW	-6	-3	10	-3	4	10	0	5	7	2	7	5	-5	11	1	9	-6		

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

GUN TYPE	NAME	CLASS	GAME	Muzzle	Barrel	Laser	Optic	Stock	Underbarrel	Ammo	Rear grip	Perk	Please Read: How to Adjust Value if ever not working!																										
AR	KILO 141	Alpha	MW	Monolithic	19.8 Prowler		VLK		cammando	60			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																										
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	Archangel	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																													
	GRAV			Agency/GRU	Task Force/Spetsnaz RPK/15 CMV		3X		Field Agent/ Spe	50																													
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	27	26	18	35	15	40	16	39	34	29	19	15	40	18	30	36																			
AR	FAL	Bravo	MW	26	20	21	23	21	29	36	37	38	19	37	32	17	20	29	32	16																			
AR	M4A1	Charlie	MW	25	33	36	39	26	19	22	18	39	31	15	15	16	18	33	33	18																			
AR	FR 5.56	Delta	MW	23	21	19	22	25	20	39	32	16	23	22	37	15	21	17	20	23																			
AR	ODEN	Echo	MW	35	38	36	21	39	28	39	24	28	16	33	28	17	19	24	27	37																			
AR	M13	Foxtrot	MW	34	22	31	27	15	32	21	31	18	30	15	15	21	25	18	35	40																			
AR	FN SCAR 17	Golf	MW	19	36	32	25	30	27	21	33	29	34	22	20	19	18	24	15	27																			
AR	AK 47 MW	Hotel	MW	18	37	37	26	17	38	39	35	26	29	19	22	20	36	28	15	34																			
AR	RAM-7	India	MW	17	26	25	30	32	33	36	28	24	27	21	20	28	37	25	30	30																			
AR	GRAU 5.56	Juliett	MW	40	36	30	19	25	25	32	23	32	22	26	34	34	35	40	26	15																			
AR	CR-56 AMAX	Kilo	MW	39	38	35	29	40	27	15	22	18	22	31	28	18	21	33	40	16																			
AR	AN-94	Lima	MW	23	17	24	22	36	16	26	35	19	29	31	30	36	23	27	32	38																			
AR	AS VAL	Mike	MW	30	26	40	28	33	35	26	28	18	32	39	40	25	30	34	30	16																			
AR	XM4	Alpha	CW	35	19	29	38	28	21	19	25	34	30	37	21	39	40	23	29	16																			
AR	AK 47 CW	Bravo	CW	31	39	32	36	20	19	37	40	39	26	33	16	16	38	23	35	30																			
AR	KRIG 6	Charlie	CW	31	15	21	33	39	39	31	25	36	23	20	32	22	35	35	30	34																			
AR	QBZ-83	Delta	CW	39	27	29	25	35	21	24	26	37	29	39	21	39	33	17	32	18																			
AR	FFAR 1	Echo	CW	16	38	16	26	21	17	23	34	31	27	35	39	37	28	34	28																				
AR	GROZA	Foxtrot	CW	36	26	19	35	27	23	23	39	20	33	38	20	27	28	24	34																				
AR	FARA 83	Golf	CW	29	26	17	15	30	17	24	31	23	34	40	20	21	37	15	23	32																			
AR	C58			22	35	18	16	31	31	15	17	30	35	28	27	31	30	32	18	34																			
	EM2			29	23	1	19	4	10	27	21	-3	14	17	26	3	-4	14	29	-5																			
	GRAV			19	22	13	17	19	13	8	12	30	27	27	-5	2	11	-4	30	-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	0	6	4	11	2	4	4	5	-1	2	10	10	2	2	-1	10	9																			
AR	FAL	Bravo	MW	7	-5	-4	9	-3	-3	-2	1	-6	-6	5	4	-1	6	-5	9	11																			
AR	M4A1	Charlie	MW	1	-2	6	-5	-5	-3	11	6	0	4	4	-3	-3	-1	-1	0	1																			
AR	FR 5.56	Delta	MW	7	9	-3	-2	-3	10	10	11	10	8	-6	-5	3	0	5	-4	-1																			
AR	ODEN	Echo	MW	11	7	9	3	3	-3	2	5	-4	-6	1	0	-5	-3	-3	8	8																			
AR	M13	Foxtrot	MW	4	3	4	7	7	3	2	1	-2	2	-4	-2	-3	-1	0	2	6																			
AR	FN SCAR 17	Golf	MW	2	1	1	1	9	-4	-2	7	0	-1	-6	-5	3	-1	-3	-4	7																			
AR	AK 47 MW	Hotel	MW	0	7	8	4	-6	5	-5	4	10	-5	8	1	-2	2	1	1	10																			
AR	RAM-7	India	MW	-2	8	1	9	7	3	4	-6	9	-4	3	-5	-6	-3	-4	-3	3																			
AR	GRAU 5.56	Juliett	MW	8	9	11	5	10	-2	4	-2	2	10	-4	-5	0	7	3	7	-2																			
AR	CR-56 AMAX	Kilo	MW	3	11	11	-4	5	8	11	1	6	11	-1	-3	1	8	2	11	11																			

AR	AN-94	Lima	MW	8	3	-1	2	2	11	10	2	0	-1	3	8	0	10	-3	5	4	
AR	A5 VAL	Mike	MW	11	1	0	-6	1	-6	0	-4	-4	7	-3	7	7	-6	2	-5	-3	
AR	XM4	Alpha	CW	-1	4	6	-6	-4	7	4	3	9	2	-4	10	6	-3	-5	1	-3	
AR	AK 47 CW	Bravo	CW	-6	-2	5	10	0	7	6	10	7	11	0	-2	8	10	-5	0	0	
AR	KRIG 6	Charlie	CW	4	-3	10	-5	6	8	2	-2	8	-5	9	10	-6	0	4	11	1	
AR	QBZ-83	Delta	CW	1	-2	8	7	-1	8	9	7	2	1	9	9	2	10	5	-6	-1	
AR	FFAR 1	Echo	CW	2	-6	11	7	-3	6	-6	3	-2	-5	10	0	1	9	3	-5	-2	
AR	GROZA	Foxtrot	CW	5	-6	3	8	-2	9	-5	9	8	-3	-4	1	1	-3	3	4	10	
AR	FARA 83	Golf	CW	-1	1	-2	3	-6	-6	8	3	2	11	3	5	0	7	-6	2	-2	
AR	C58			-3	-2	-1	2	10	-3	-1	7	6	3	10	6	3	0	0	-6	7	
	EM2			10	1	3	8	7	10	5	4	-3	-1	3	5	-2	-2	8	9	0	
	GRAV			11	3	9	-6	-6	7	1	2	-5	1	-4	2	-3	-5	5	0	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 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
SMG	MP5 CW	Alpha	CW	Sound Supp		Gru 5mw		No Stock	ld agent/Spetsnaz	Biggest Mag/50		
SMG	MILANO 821	Bravo	CW	Sound Supp	task force			combat	ld agent/Spetsnaz	55		
SMG	AK74u	Charlie	CW	Sound Supp	task force			pkm/skeleton	ld agent/Spetsnaz	50		
SMG	KSP 45	Delta	CW	Sound Supp	task force			combat	ld agent/Spetsnaz	48		
SMG	BULLFROG	Echo	CW	Sound Supp	task force	Gru 5mw		No stock	ld agent/Spetsnaz			
SMG	MAC 10	Foxtrot	CW	Sound Supp	task force			raider	ld agent/Spetsnaz	53		
SMG	LC10	Golf	CW	Sound Supp	task force			combat	ld agent/Spetsnaz	55		
SMG	PPSH-41	Hotel	CW	Sound Supp	task force			NO Stock	ld agent/Spetsnaz	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	-1	-1	26	-4	-1	-3	24	21	9	23	23	30	24	15	27	30	1
SMG	P90	Bravo	MW	23	5	27	13	0	-1	19	4	10	9	14	-5	26	-1	-3	-2	21
SMG	MP5 MW	Charlie	MW	14	15	0	9	16	8	30	9	17	10	29	1	13	3	-2	19	-4
SMG	UZI	Delta	MW	10	25	10	29	8	17	20	-1	8	15	-2	30	9	12	4	9	12
SMG	PP19 BIZON	Echo	MW	18	21	5	7	8	7	13	18	9	1	5	25	26	6	22	12	2
SMG	MP7	Foxtrot	MW	9	24	5	-4	14	-2	-3	3	24	14	12	15	2	-2	12	5	23
SMG	STRIKER 45	Golf	MW	5	-4	21	25	14	10	30	2	10	8	-3	16	13	2	0	-1	-1
SMG	FENNEC	Hotel	MW	7	25	11	9	21	-5	23	21	20	12	18	27	-4	27	18	14	12
SMG	ISO	India	MW	27	-1	10	2	25	1	11	-4	-4	-2	20	12	30	12	27	22	-4
SMG	MP5 CW	Alpha	CW	14	-3	13	1	8	-1	7	17	17	3	22	25	18	28	26	19	-2
SMG	MILANO 821	Bravo	CW	21	9	-4	-5	-5	11	1	20	-4	19	30	20	22	16	4	16	17
SMG	AK74u	Charlie	CW	5	7	-2	22	23	-1	-4	4	4	-5	3	10	23	-1	0	22	13
SMG	KSP 45	Delta	CW	-3	-1	-1	23	-3	9	19	5	18	-1	20	-1	13	5	-1	20	6
SMG	BULLFROG	Echo	CW	20	21	22	9	-2	22	29	5	26	12	11	4	15	13	19	19	8
SMG	MAC 10	Foxtrot	CW	30	-3	-4	20	20	29	17	20	-5	2	7	29	19	20	4	27	-4
SMG	LC10	Golf	CW	-1	26	14	12	15	1	14	18	5	8	26	11	16	14	28	0	13
SMG	PPSH-41	Hotel	CW	6	8	10	5	16	19	26	3	30	30	21	16	2	30	24	17	2
CX9			CW	11	29	-2	-4	13	10	-3	30	2	24	25	18	24	-5	-2	26	23
OTS9			CW	23	26	19	27	4	0	9	24	3	-4	13	6	4	19	15	-5	14
TEC 9				7	11	6	29	11		7	1	23		30	-5	22	12	30	1	-2

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

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

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



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

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

OTS9		CW	5	9	5	7	3	-3	7	9	7	1	6	9	2	2	1	3	-4		
TEC 9			-4	-2	0	0	4	5	4	3	2	3	9	8	-1	4	4	8	-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/Spetsnaz	Biggest Mag/50		
SMG	MILANO 821	Bravo	CW	Sound Supp	task force			combat	ld agent/Spetsnaz	55		
SMG	AK74u	Charlie	CW	Sound Supp	task force			pkm/skeleton	ld agent/Spetsnaz	50		
SMG	KSP 45	Delta	CW	Sound Supp	task force			combat	ld agent/Spetsnaz	48		
SMG	BULLFROG	Echo	CW	Sound Supp	task force	Gru 5mw		No stock	ld agent/Spetsnaz			
SMG	MAC 10	Foxtrot	CW	Sound Supp	task force			raider	ld agent/Spetsnaz	53		
SMG	LC10	Golf	CW	Sound Supp	task force			combat	ld agent/Spetsnaz	55		
SMG	PPSH-41	Hotel	CW	Sound Supp	task force			NO Stock	ld agent/Spetsnaz	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	2	3	15	-1	11	2	10	-3	13	-6	1	10	-2	14	7	13	14
SMG	P90	Bravo	MW	-4	14	5	-1	2	3	7	7	9	1	-4	5	-5	-4	14	5	12
SMG	MP5 MW	Charlie	MW	6	10	9	6	-6	-1	7	10	-6	4	1	0	-6	-6	11	-4	8
SMG	UZI	Delta	MW	14	0	1	13	10	4	1	15	14	12	-6	13	13	4	0	-2	14
SMG	PP19 BIZON	Echo	MW	-1	10	4	1	-6	-2	-5	15	-4	4	4	-6	14	14	7	-6	2
SMG	MP7	Foxtrot	MW	4	-4	6	7	6	15	11	-5	4	14	12	5	12	7	-2	-1	3
SMG	STRIKER 45	Golf	MW	4	-6	14	-6	-5	1	12	10	-2	0	7	-4	15	7	3	-4	8
SMG	FENNEC	Hotel	MW	3	3	7	0	8	-1	2	8	1	-4	-6	7	11	10	-3	-3	-4
SMG	ISO	India	MW	-6	6	2	0	11	8	10	13	-6	10	12	-6	0	10	1	-1	14
SMG	MP5 CW	Alpha	CW	3	1	1	6	2	-1	7	13	14	-4	-5	13	1	8	-3	2	-4
SMG	MILANO 821	Bravo	CW	-3	12	-4	6	2	2	2	13	0	-1	-2	10	0	13	9	9	10
SMG	AK74u	Charlie	CW	-4	1	-3	11	-2	13	11	-5	0	8	14	13	1	2	13	-4	0
SMG	KSP 45	Delta	CW	12	13	-5	9	15	-4	8	13	14	1	10	5	11	12	-1	-2	-2
SMG	BULLFROG	Echo	CW	4	-4	13	15	15	-1	11	7	8	-4	-1	-1	12	3	-2	0	2
SMG	MAC 10	Foxtrot	CW	5	3	-3	8	12	9	2	6	15	4	-2	8	-4	-1	13	4	13
SMG	LC10	Golf	CW	11	15	9	-1	-1	5	-5	-5	15	11	7	13	5	0	2	10	2
SMG	PPSH-41	Hotel	CW	0	9	-4	7	2	-1	-5	6	4	-3	-3	-5	10	3	-3	9	15
CX9				15	-5	9	8	4	6	11	5	0	11	3	6	5	11	-3	4	-1
OTS9				15		6	0	15	5	8	12	14	14	-5	6	1	6	-6	5	0
TEC 9				-2	-5	8	10	11	2	-6	9	6	11	-2	10	0	6	11	-2	15

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

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

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/Spetsnaz	Biggest Mag/50		
SMG	MILANO 821	Bravo	CW	Sound Supp	task force			combat	ld agent/Spetsnaz	55		
SMG	AK74u	Charlie	CW	Sound Supp	task force			pkm/skeleton	ld agent/Spetsnaz	50		
SMG	KSP 45	Delta	CW	Sound Supp	task force			combat	ld agent/Spetsnaz	48		
SMG	BULLFROG	Echo	CW	Sound Supp	task force	Gru 5mw		No stock	ld agent/Spetsnaz			
SMG	MAC 10	Foxtrot	CW	Sound Supp	task force			raider	ld agent/Spetsnaz	53		
SMG	LC10	Golf	CW	Sound Supp	task force			combat	ld agent/Spetsnaz	55		
SMG	PPSH-41	Hotel	CW	Sound Supp	task force			NO Stock	ld agent/Spetsnaz	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	-1	-6	-2	11	0	-4	-5	4	14	5	1	9	5	-4	-3	1
SMG	P90	Bravo	MW	14	-4	5	-5	13	15	-3	7	14	-1	-3	-2	5	11	-6	8	12
SMG	MP5 MW	Charlie	MW	-5	-1	4	-1	15	4	7	13	14	11	1	7	15	13	12	2	-2
SMG	UZI	Delta	MW	-3	13	2	-1	-1	8	6	2	11	9	12	10	6	0	-2	10	10
SMG	PP19 BIZON	Echo	MW	6	0	2	8	4	-3	6	7	-1	2	-2	3	15	2	0	-6	-1
SMG	MP7	Foxtrot	MW	11	15	8	8	9	-2	7	14	3	-3	-5	-1	6	9	-4	11	13
SMG	STRIKER 45	Golf	MW	11	11	4	10	12	5	-1	15	5	9	-6	-4	3	-4	9	-5	0
SMG	FENNEC	Hotel	MW	-4	3	11	11	-2	-5	7	-3	-1	-6	6	-6	3	10	0	-3	1
SMG	ISO	India	MW	6	1	-2	-4	7	2	-4	-2	11	0	3	2	6	7	8	5	13
SMG	MP5 CW	Alpha	CW	-5	-4	15	6	7	5	-4	8	14	0	-1	14	2	0	14	13	10
SMG	MILANO 821	Bravo	CW	9	-1	-3	13	3	3	3	13	5	-6	10	0	0	5	9	7	12
SMG	AK74u	Charlie	CW	-4	2	-4	11	9	9	1	10	-2	5	5	-1	12	-4	9	9	15
SMG	KSP 45	Delta	CW	-1	-3	10	15	10	8	-5	-5	-4	15	7	14	1	13	6	6	3
SMG	BULLFROG	Echo	CW	-6	-6	3	8	-4	0	5	1	-5	13	-5	4	6	3	4	12	12
SMG	MAC 10	Foxtrot	CW	15	-2	0	2	12	4	14	13	12	-5	1	-3	4	-2	2	7	6
SMG	LC10	Golf	CW	-3	4	-1	11	7	8	-4	8	3	1	8	12	7	-1	-5	-1	-1
SMG	PPSH-41	Hotel	CW	-4	15	-4	2	13	-4	13	-6	7	4	5	8	7	7	0	-5	-3
	CX9		CW	13	-1	12	0	8	3	13	8	2	3	-5	-4	15	3	3	0	10
	OTS9		CW	7	5	12	1	12	-2	-1	4	-5	-6	-4	-2	12	7	11	-6	10
	TEC 9			14	6	4	5	-4	8	8	15	13	-2	0	14	8	0	5	4	-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	2	9	-6	-2	1	4	3	7	-6	4	1	7	-1	9	2	3	2
SMG	P90	Bravo	MW	1	0	-1	-1	0	2	4	-5	3	-3	8	-6	7	-1	-6	-2	5
SMG	MP5 MW	Charlie	MW	-5	-6	-1	8	-1	1	0	5	6	1	-3	4	6	6	6	8	2
SMG	UZI	Delta	MW	2	7	2	7	3	10	-4	-1	-5	2	3	-3	5	9	-2	5	7
SMG	PP19 BIZON	Echo	MW	-1	5	-5	-1	1	1	10	-2	0	-1	8	-5	-3	4	2	0	10
SMG	MP7	Foxtrot	MW	-1	10	-4	7	2	-2	3	-3	-2	10	-3	0	-6	7	8	5	-4
SMG	STRIKER 45	Golf	MW	9	-2	0	-1	5	8	-5	9	6	-3	-4	5	-4	6	0	2	3
SMG	FENNEC	Hotel	MW	4	9	5	6	-6	-3	-2	7	-1	-1	3	7	4	4	10	-4	7
SMG	ISO	India	MW	-2	-2	3	5	8	4	0	7	-2	-5	6	-6	7	-1	7	0	3
SMG	MP5 CW	Alpha	CW	-2	-5	4	5	0	9	7	1	9	-1	-5	8	5	-1	8	5	10
SMG	MILANO 821	Bravo	CW	6	2	9	4	-3	-2	-4	10	5	-2	-2	-3	10	-3	-6	-6	10
SMG	AK74u	Charlie	CW	7	9	-3	10	-2	0	6	8	0	6	6	7	5	4	-6	1	2
SMG	KSP 45	Delta	CW	4	-3	9	6	7	0	-4	-2	6	-1	1	-3	3	5	-3	2	-2
SMG	BULLFROG	Echo	CW	-6	7	-4	4	-6	-5	7	10	4	-4	3	-3	3	10	-1	6	-3
SMG	MAC 10	Foxtrot	CW	-4	5	-2	2	7	3	-4	10	1	1	-3	6	0	0	0	-3	8
SMG	LC10	Golf	CW	-5	-2	6	-6	-2	5	-5	2	0	9	8	0	-5	-4	-6	10	-1
SMG	PPSH-41	Hotel	CW	9	-1	2	4	-2	-2	-4	10	9	10	8	8	0	1	-5	7	5
	CX9		CW	-3	-4	8	-4	8	-6	4	0	4	-5	8	6	2	-3	7	-4	9

OTS9		CW	0	2	2	-4	5	5	8	-3	-6	-3	2	-3	-4	4	2	-2	7		
TEC 9			-1	0	5	-6	3	4	7	7	2	-3	2	-1	8	-1	10	-3	-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/Spetsnaz	Biggest Mag/50		
SMG	MILANO 821	Bravo	CW	Sound Supp	task force			combat	ld agent/Spetsnaz	55		
SMG	AK74u	Charlie	CW	Sound Supp	task force			pkm/skeleton	ld agent/Spetsnaz	50		
SMG	KSP 45	Delta	CW	Sound Supp	task force			combat	ld agent/Spetsnaz	48		
SMG	BULLFROG	Echo	CW	Sound Supp	task force	Gru 5mw		No stock	ld agent/Spetsnaz			
SMG	MAC 10	Foxtrot	CW	Sound Supp	task force			raider	ld agent/Spetsnaz	53		
SMG	LC10	Golf	CW	Sound Supp	task force			combat	ld agent/Spetsnaz	55		
SMG	PPSH-41	Hotel	CW	Sound Supp	task force			NO Stock	ld agent/Spetsnaz	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	0	0	8	9	7	9	8	5	6	4	-6	10	1	-2	6	3
SMG	P90	Bravo	MW	-5	-4	2	-3	6	6	-2	14	11	13	7	7	4	8	11	14	15
SMG	MP5 MW	Charlie	MW	5	12	-1	14	-6	9	-4	13	12	0	-6	-5	12	-5	-2	1	
SMG	UZI	Delta	MW	15	0	14	0	4	10	11	4	7	-1	8	-1	0	8	7	-4	-4
SMG	PP19 BIZON	Echo	MW	-2	-5	-5	6	-6	2	15	7	3	12	-1	7	13	-1	-3	14	8
SMG	MP7	Foxtrot	MW	9	14	11	8	11	5	12	0	6	13	8	5	15	10	6	4	5
SMG	STRIKER 45	Golf	MW	8	-6	3	12	-2	15	6	12	12	5	1	8	-3	13	15	13	13
SMG	FENNEC	Hotel	MW	5	5	15	9	14	1	1	1	11	12	-5	-4	15	-4	12	10	10
SMG	ISO	India	MW	6	10	-4	-3	-1	6	-1	0	-1	-2	-3	4	15	-1	2	14	-2
SMG	MP5 CW	Alpha	CW	-1	13	0	7	2	3	7	12	-5	12	5	4	-3	-5	3	3	14
SMG	MILANO 821	Bravo	CW	10	4	1	12	11	7	6	1	9	14	7	-4	13	5	1	4	5
SMG	AK74u	Charlie	CW	1	15	9	15	3	9	5	10	14	-4	-1	10	14	3	4	8	7
SMG	KSP 45	Delta	CW	3	10	11	6	-6	-5	8	-3	-3	-1	4	8	0	2	7	6	-4
SMG	BULLFROG	Echo	CW	11	6	14	-5	0	6	7	-2	-1	9	5	-5	4	-1	-3	3	-4
SMG	MAC 10	Foxtrot	CW	1	-6	-2	-2	-1	-6	5	3	-3	11	5	-3	11	1	9	8	10
SMG	LC10	Golf	CW	0	-4	-3	12	-6	-5	-4	1	2	-3	1	-1	1	15	13	12	
SMG	PPSH-41	Hotel	CW	-4	9	4	12	-5	-1	-4	-5	-2	1	4	11	-2	10	12	0	7
	CX9 OTS9		CW	-3	12	6	1	1	-6	8	-2	-3	-2	0	11	-6	7	-6	2	11
			CW	1	15	8	-3	11	7	9	14	12	12	12	10	5	9	6	15	

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

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



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

This Gamepack is Hard to configure so Please Know not all Values will work for everyone U might still have to adjust a bit!! Thank YOU

	Muzzle	Barrel	Laser	Optic	Stock	Underbarrel	Ammunition	Rear grip	Perk
BRUEN	Mono	26.8 Summi		VLK		Commando	60 mags		
STONER	Agency	Task Force		3X		Field agent	120 mags		
PKM	Mono	Extended	Tac Laser	VLK		Snatch grip			
RPD	Gru Supp	Task force		3X		Field agent	120 mag		
FINN	Mono	Longshot Ac	Tac laser	VLK		Commando			
SA 87	Mono		Tac laser	VLK		Ranger	60mags		
MG34	Mono	Brute	Tac laser	VLK		Commando			
HOLGER	Mono		Tac laser	VLK		Commando		Stripped	
M60	Agency	Task force		3X		Field agent	120 mags		
M91	Mono	M91 Heave	Tac laser	VLK		Commando			
MG82	Agency	Task Force		3x		Field Agent		Serpent Wrap	

Vertical Value- Y

	5,5	6,6	7,7	8,8	9,9	10,10	11,11	12,12	13,13	14,14	15,15	16,16	17,17	18,18	19,19	20,20	4,4
BRUEN	7	16	0	-1	17	30	1	19	21	12	-2	4	15	1	18	11	29
STONER	26	15	22	5	29	22	2	7	5	28	11	17	5	18	1	5	11
PKM	28	24	1	23	2	2	23	1	10	14	24	9	22	22	4	23	23
RPD	21	10	19	14	23	8	24	0	22	29	5	4	8	0	3	25	21
FINN	26	25	16	3	18	-1	28	-2	6	6	6	9	23	26	17	13	4
SA 87	-2	22	17	7	10	21	13	20	2	8	14	26	3	-2	15	11	12
MG34	6	24	30	23	9	1	16	28	30	22	0	28	28	4	13	-2	11
HOLGER	30	8	20	20	28	1	-1	10	17	2	29	-1	28	5	17	9	-2
M60	11	2	11	21	4	12	9	27	2	13	4	19	12	12	8	-1	22
M91	30	2	6	14	3	23	13	15	9	25	25	0	25	12	2	-1	29
MG 82	16	22	12	16	16	12	28	18	22	4	11	-1	15	12	8	18	19

Horizontal Value- X

	5,5	6,6	7,7	8,8	9,9	10,10	11,11	12,12	13,13	14,14	15,15	16,16	17,17	18,18	19,19	20,20	4,4
BRUEN	-2	-4	2	4	-4	0	5	3	-4	-2	-3	3	-5	-1	3	5	-2
STONER	4	1	-1	0	5	1	-3	3	1	4	1	-5	-3	-3	1	-2	-2
PKM	3	5	4	5	3	1	-1	-5	-5	3	-5	2	4	0	2	1	-1
RPD	0	-4	5	-2	2	3	-4	3	-5	-1	-5	1	4	3	2	-2	-3
FINN	0	-2	3	5	0	-4	-4	-2	-3	3	2	-3	-3	1	-2	-3	2
SA 87	-4	1	5	-4	-5	5	5	-1	4	-2	4	5	3	-3	-2	-3	5
MG34	3	0	-2	-5	4	-2	1	5	0	0	-2	-3	2	-2	-5	-1	0
HOLGER	-1	-3	-1	2	-1	4	-5	-5	-1	1	3	0	1	2	4	5	-4
M60	-5	-3	-2	-2	-1	-1	-3	5	3	1	3	3	-3	-1	-3	0	-4
M91	4	-4	0	3	3	-5	4	3	-1	4	-4	0	0	3	-5	-3	5
MG 82	2	1	3	-1	3	-4	-2	-2	2	-5	4	3	2	-1	4	5	3

	Muzzle	Barrel	Laser	Optic	Stock	Underbarrel	Ammunition	Rear grip	Perk
BRUEN	Mono	26.8 Summit		VLK		Commando	60 mags		
STONER	Agency	Task Force		3X		Field agent	120 mags		
PKM	Mono	Extended	Tac Laser	VLK		Snatch grip			
RPD	Gru Supp	Task force		3X		Field agent	120 mag		
FINN	Mono	Longshot Ac	Tac laser	VLK		Commando			
SA 87	Mono		Tac laser	VLK		Ranger	60mags		
MG34	Mono	Brute	Tac laser	VLK		Commando			
HOLGER	Mono		Tac laser	VLK		Commando		Stripped	
M60	Agency	Task force		3X		Field agent	120 mags		
M91	Mono	M91 Heave	Tac laser	VLK		Commando			
MG82	Agency	Task Force		3x		Field Agent		Serpent Wrap	

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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

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## Vertical Value- Y

	5,5	6,6	7,7	8,8	9,9	10,10	11,11	12,12	13,13	14,14	15,15	16,16	17,17	18,18	19,19	20,20	4,4
BRUEN	11	14	25	10	18	9	21	30	26	24	0	10	21	-1	24	21	21
STONER	9	25	0	26	16	7	29	9	25	0	4	25	23	1	-1	17	21
PKM	6	13	15	24	13	22	14	8	26	12	1	13	19	0	28	28	12
RPD	18	17	-2	22	16	3	26	6	5	24	8	9	22	1	0	25	6
FINN	-1	25	18	6	17	20	14	27	24	26	-1	5	23	11	26	-2	11
SA 87	28	2	8	13	8	-1	8	19	12	10	12	4	28	15	11	18	21
MG34	26	12	-2	27	8	21	9	28	16	22	13	26	18	17	-2	26	1
HOLGER	26	16	8	5	5	24	26	4	22	8	-2	19	6	0	12	18	5
M60	9	1	12	5	26	11	12	12	5	22	25	12	12	0	20	26	13
M91	1	28	13	0	12	23	21	30	13	23	16	11	14	27	-1	12	4
MG 82	22	6	8	29	3	0	21	20	17	-2	11	18	3	4	13	10	15

## Horizontal Value- X

	5,5	6,6	7,7	8,8	9,9	10,10	11,11	12,12	13,13	14,14	15,15	16,16	17,17	18,18	19,19	20,20	4,4
BRUEN	-1	0	4	-2	0	-5	1	3	2	4	5	-4	-3	1	-4	-1	0
STONER	2	1	2	2	2	1	-5	1	-2	-2	0	-2	4	0	-3	3	3
PKM	-2	1	-4	2	5	-5	-3	-5	-1	2	1	-3	-3	-2	5	-5	-1
RPD	3	3	-3	-3	2	-2	-1	1	-3	4	2	2	4	4	-4	0	-2
FINN	-2	1	1	0	-5	1	0	5	3	-3	2	0	-2	-5	1	4	-2
SA 87	2	0	-1	-2	-4	-2	-4	5	0	-3	-2	2	-5	-5	-2	-4	0
MG34	3	3	-2	1	4	5	3	3	5	3	-5	0	-4	-5	-1	5	5
HOLGER	3	4	2	-1	-3	-2	-2	-5	3	4	0	3	5	-4	2	-4	-2
M60	5	1	2	-1	-5	-3	-3	4	1	2	-3	-4	-1	-2	3	5	4
M91	-5	1	-1	-1	0	4	-3	5	5	-5	0	-2	3	-1	1	2	2
MG 82	3	-3	5	-3	-5	2	-1	1	-1	4	-1	-1	2	-2	2	5	-3

	Muzzle	Barrel	Laser	Optic	Stock	Underbarrel	Ammunition	Rear grip	Perk
BRUEN	Mono	26.8 Summ		VLK		Commando	60 mags		
STONER	Agency	Task Force		3X		Field agent	120 mags		
PKM	Mono	Extended	Tac Laser	VLK		Snatch grip			
RPD	Gru Supp	Task force		3X		Field agent	120 mag		
FINN	Mono	Longshot Ac	Tac laser	VLK		Commando			
SA 87	Mono		Tac laser	VLK		Ranger	60mags		
MG34	Mono	Brute	Tac laser	VLK		Commando			
HOLGER	Mono		Tac laser	VLK		Commando		Stripped	
M60	Agency	Task force		3X		Field agent	120 mags		
M91	Mono	M91 Heave	Tac laser	VLK		Commando			
MG82	Agency	Task Force		3x		Field Agent		Serpent Wrap	

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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

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## Vertical Value- Y

	5,5	6,6	7,7	8,8	9,9	10,10	11,11	12,12	13,13	14,14	15,15	16,16	17,17	18,18	19,19	20,20	4,4
BRUEN	-2	2	20	9	28	17	23	26	18	25	30	8	12	26	24	6	30
STONER	23	14	11	8	13	3	0	24	6	29	21	21	11	30	25	19	9
PKM	8	23	7	2	14	20	9	11	14	10	12	0	15	11	3	7	26
RPD	7	29	9	15	24	0	30	23	5	0	14	14	5	12	8	18	21
FINN	21	5	26	15	1	3	11	3	7	29	21	23	8	10	28	14	-1
SA 87	13	22	1	30	20	1	13	8	29	14	0	15	25	5	21	4	-2
MG34	-2	27	15	9	0	12	24	4	21	19	23	13	24	25	21	26	14
HOLGER	3	9	13	-1	-1	17	6	28	26	4	8	-1	1	15	4	13	26
M60	17	-2	20	11	5	20	20	15	10	3	4	6	20	11	3	24	7
M91	16	21	13	-2	9	-1	12	17	30	-1	20	28	8	2	1	10	26
MG 82	8	9	9	4	1	25	13	20	3	22	26	15	11	28	16	29	9

## Horizontal Value- X

	5,5	6,6	7,7	8,8	9,9	10,10	11,11	12,12	13,13	14,14	15,15	16,16	17,17	18,18	19,19	20,20	4,4
BRUEN	0	-2	-1	3	-5	-2	-2	-5	4	-4	-5	-4	-1	4	2	2	-2
STONER	5	1	-4	2	4	1	4	-4	-4	3	-3	3	2	4	1	-2	-1
PKM	5	5	-3	-3	-5	-3	2	-3	1	-5	-5	2	2	3	-1	3	4
RPD	2	3	-1	-1	-2	-5	-1	-3	-3	-5	-5	0	-5	-2	4	0	-1
FINN	0	1	-4	4	5	1	-1	-4	-2	1	1	4	3	2	3	0	-3
SA 87	1	5	-3	5	2	3	-4	4	-4	-3	-3	4	-4	-5	-4	1	-5
MG34	1	0	0	2	-2	4	4	3	-1	-2	-2	-4	1	-3	0	-2	-3
HOLGER	1	-4	-2	1	1	-2	-5	-3	0	-2	-2	3	-5	2	-3	-3	-5
M60	-4	4	5	4	3	1	5	1	1	1	-4	-2	-4	1	5	-1	3
M91	4	2	3	-5	-1	5	-1	0	-4	2	0	-2	-5	-2	5	-2	-3
MG 82	-5	5	-1	5	-2	2	0	-5	5	-4	-4	-3	-1	2	-2	4	4

	Muzzle	Barrel	Laser	Optic	Stock	Underbarrel	Ammunition	Rear grip	Perk
BRUEN	Mono	26.8 Summit		VLK		Commando	60 mags		
STONER	Agency	Task Force		3X		Field agent	120 mags		
PKM	Mono	Extended	Tac Laser	VLK		Snatch grip			
RPD	Gru Supp	Task force		3X		Field agent	120 mag		
FINN	Mono	Longshot Ac	Tac laser	VLK		Commando			
SA 87	Mono		Tac laser	VLK		Ranger	60mags		
MG34	Mono	Brute	Tac laser	VLK		Commando			
HOLGER	Mono		Tac laser	VLK		Commando		Stripped	
M60	Agency	Task force		3X		Field agent	120 mags		
M91	Mono	M91 Heave	Tac laser	VLK		Commando			
MG82	Agency	Task Force		3x		Field Agent		Serpent Wrap	

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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

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## Vertical Value- Y

	5,5	6,6	7,7	8,8	9,9	10,10	11,11	12,12	13,13	14,14	15,15	16,16	17,17	18,18	19,19	20,20	4,4
BRUEN	3	3	30	0	27	23	26	6	23	14	25	0	19	29	5	2	
STONER	19	15	2	17	14	3	9	13	17	3	9	14	26	29	2	11	1
PKM	13	21	15	10	0	12	25	10	18	-1	26	12	7	19	28	12	2
RPD	11	6	21	27	-2	24	23	-2	3	22	11	28	27	29	3	8	
FINN	7	20	19	28	9	2	15	-1	15	13	22	7	11	0	6	5	2
SA 87	10	8	23	1	25	10	17	6	30	0	8	8	3	8	30	25	2
MG34	30	5	19	30	-1	10	11	24	15	21	-1	28	25	10	18	25	
HOLGER	19	15	27	24	0	7	12	13	27	30	8	8	29	23	20	12	
M60	1	1	30	28	4	27	10	6	19	-2	18	29	5	22	0	27	1
M91	20	19	13	26	6	28	17	25	13	8	0	13	19	28	25	26	
MG 82	16	9	19	10	0	8	29	21	30	9	27	14	22	6	5	28	

## Horizontal Value- X

	5,5	6,6	7,7	8,8	9,9	10,10	11,11	12,12	13,13	14,14	15,15	16,16	17,17	18,18	19,19	20,20	4,4
BRUEN	5	-3	2	3	-2	-5	4	-4	2	-5	-1	3	1	4	0	5	-3
STONER	2	-1	1	-5	-5	1	2	2	1	-5	5	1	-4	4	-3	0	-1
PKM	-2	3	-2	4	-4	1	-3	-2	-4	-1	0	-4	-3	-3	-1	3	4
RPD	1	-3	-2	-4	-2	-1	-1	0	-3	-4	4	-3	2	-4	0	0	-1
FINN	1	2	-1	3	-4	1	1	-4	-3	-2	-1	-3	4	0	-3	5	-4
SA 87	-2	-1	2	-1	-4	1	0	0	-4	-4	-4	-4	2	5	-1	-1	2
MG34	1	3	-5	5	-5	-3	1	2	-4	-3	-4	1	5	-1	-3	-5	4
HOLGER	3	3	2	-1	5	-2	4	-2	5	3	3	-4	-2	-2	-4	-3	1
M60	-5	2	3	3	-2	2	2	-5	-1	0	-1	-3	-2	-5	-1	3	4
M91	-3	1	-4	0	5	-2	2	2	4	3	3	1	0	-3	-4	-4	3
MG 82	3	-5	0	-5	-3	4	1	5	-5	-4	-4	-2	5	2	3	-3	2

	Muzzle	Barrel	Laser	Optic	Stock	Underbarrel	Ammunition	Rear grip	Perk
BRUEN	Mono	26.8 Summit		VLK		Commando	60 mags		
STONER	Agency	Task Force		3X		Field agent	120 mags		
PKM	Mono	Extended	Tac Laser	VLK		Snatch grip			
RPD	Gru Supp	Task force		3X		Field agent	120 mag		
FINN	Mono	Longshot Ac	Tac laser	VLK		Commando			
SA 87	Mono		Tac laser	VLK		Ranger	60mags		
MG34	Mono	Brute	Tac laser	VLK		Commando			
HOLGER	Mono		Tac laser	VLK		Commando		Stripped	
M60	Agency	Task force		3X		Field agent	120 mags		
M91	Mono	M91 Heave	Tac laser	VLK		Commando			
MG82	Agency	Task Force		3x		Field Agent		Serpent Wrap	

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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

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## Vertical Value- Y

	5,5	6,6	7,7	8,8	9,9	10,10	11,11	12,12	13,13	14,14	15,15	16,16	17,17	18,18	19,19	20,20	4,4
BRUEN	26	10		15	5	30	7	5	16	4	23	-2	20	-1	2	7	5
STONER	19	25	17	20	17	29	25	25	15	8	15	17	6	15	10	2	5
PKM	28	8	8	3	24	5	30	21	22	1	19	9	22	18	0	-1	20
RPD	9	5	16	16	7	1	29	8	-1	29	5	22	16	4	19	18	9
FINN	3	26	11	15	1	25	0	27	4	26	25	18	22	17	12	7	13
SA 87	15	26	1	30	16	25	5	12	11	23	9	2	-2	2	20	19	25
MG34	2	9	-2	21	15	17	17	0	11	0	15	4	13	19	9	19	3
HOLGER	24	6	9	18	-1	7	13	18	11	29	23	14	20	8	3	10	7
M60	30	18	19	-1	25	28	2	1	1	17	5	19	10	4	9	23	11
M91	5	28	10	28	30	24	20	27	12	9	29	30	0	25	2	1	9
MG 82	23	13	24	26	19	27	4	18	20	8	5	8	30	6	0	3	0

## Horizontal Value- X

	5,5	6,6	7,7	8,8	9,9	10,10	11,11	12,12	13,13	14,14	15,15	16,16	17,17	18,18	19,19	20,20	4,4
BRUEN	2	3	4	-5	-1	-5	-2	-2	-2	-5	5	-4	-1	-1	-3	5	0
STONER	-1	-3	-1	-5	5	1	1	-5	2	1	-2	-1	-5	-4	1	-1	4
PKM	3	1	-1	-5	0	1	-3	1	2	-4	-1	-1	-2	-2	-3	4	-5
RPD	-2	0	4	4	5	-2	3	0	-1	-1	-2	4	4	0	3	-2	3
FINN	-1	-4	1	-1	-1	3	-3	-4	3	2	4	0	-2	-5	-5	2	-5
SA 87	-4	3	3	-3	-4	-5	-4	5	-4	1	4	-4	-4	-4	5	1	-2
MG34	2	4	-4	-4	-1	-4	1	0	5	-2	3	-5	-2	-4	-5	2	-3
HOLGER	-3	1	-1	5	-2	-2	-5	4	-5	2	-1	1	1	2	-2	5	-4
M60	4	-3	-2	-1	-1	-5	-3	3	1	2	1	-4	-4	-3	-4	0	1
M91	5	-1	-2	2	5	-1	2	-1	-4	1	-5	2	2	3	3	0	-4
MG 82	5	-5	0	3	-2	-5	3	4	-4	-2	2	2	-4	-4	3	2	-3

	Muzzle	Barrel	Laser	Optic	Stock	Underbarrel	Ammunition	Rear grip	Perk
BRUEN	Mono	26.8 Summi		VLK		Commando	60 mags		
STONER	Agency	Task Force		3X		Field agent	120 mags		
PKM	Mono	Extended	Tac Laser	VLK		Snatch grip			
RPD	Gru Supp	Task force		3X		Field agent	120 mag		
FINN	Mono	Longshot Ac	Tac laser	VLK		Commando			
SA 87	Mono		Tac laser	VLK		Ranger	60mags		
MG34	Mono	Brute	Tac laser	VLK		Commando			
HOLGER	Mono		Tac laser	VLK		Commando		Stripped	
M60	Agency	Task force		3X		Field agent	120 mags		
M91	Mono	M91 Heave	Tac laser	VLK		Commando			
MG82	Agency	Task Force		3x		Field Agent		Serpent Wrap	

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

This Gamepack is Hard to configure so Please Know not all Values will work for everyone U might still have to adjust a bit!! Thank YOU

## Vertical Value- Y

	5,5	6,6	7,7	8,8	9,9	10,10	11,11	12,12	13,13	14,14	15,15	16,16	17,17	18,18	19,19	20,20	4,4
BRUEN	23	10	18	15	8	20	12	7	2	9	20	26	0	26	4	21	20
STONER	11	11	8	24	21	8	12	27	2	28	15	7	3	24	22	8	23
PKM	29	25	11	10	14	23	26	5	24	6	21	28	26	14	26	4	23
RPD	6	14	16	25	15	16	19	-2	30	-2	-1	27	26	11	15	16	30
FINN	15	25	29	17	23	11	-1	22	24	9	26	-1	3	16	21	16	15
SA 87	27	22	18	14	22	20	4	-2	29	-2	8	11	28	21	-2	15	19
MG34	-1	5	26	17	30	5	13	-2	8	20	9	17	16	7	29	23	15
HOLGER	27	30	9	4	6	16	7	24	19	22	22	27	21	12	1	-1	28
M60	8	16	14	25	-1	12	22	3	30	9	29	6	27	6	21	25	22
M91	-1	20	10	20	24	1	27	5	3	8	-2	5	9	5	17	21	-1
MG 82	17	27	6	10	24	27	24	4	13	9	2	7	30	1	4	27	17

## Horizontal Value- X

	5,5	6,6	7,7	8,8	9,9	10,10	11,11	12,12	13,13	14,14	15,15	16,16	17,17	18,18	19,19	20,20	4,4
BRUEN	4	-2	-2	2	-5	2	-5	5	-3	-1	5	5	-2	2	5	3	-5
STONER	2	-3	5	4	-4	-5	-5	4	4	-1	5	-1	3	5	-1	2	1
PKM	-1	2	-4	-5	0	-3	2	-4	4	-3	-1	4	4	-1	4	-3	1
RPD	-5	-3	-2	-2	4	-5	-4	5	-2	1	4	3	3	0	0	-3	-1
FINN	-3	2	-2	2	2	2	4	1	3	3	5	-5	-4	2	2	4	-5
SA 87	-1	-4	-1	-3	3	-4	4	1	-1	-1	-4	-2	-4	2	4	3	4
MG34	5	0	-5	2	5	-4	4	2	-3	-1	0	-4	-1	-4	1	-2	-5
HOLGER	4	3	0	3	1	-2	2	-4	-1	-1	2	4	5	-4	4	-2	-2
M60	2	0	-1	4	0	4	5	5	-5	3	2	-3	-1	5	4	1	3
M91	1	3	4	-3	-1	3	4	1	-5	4	5	5	-2	-3	1	5	-2
MG 82	-2	2	-2	4	-1	2	-3	-4	3	-5	5	-4	5	-1	5	5	-1