

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

Horizontal Value- X

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

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

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		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/ 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				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	37	19	36	34	18	18	36	35	25	27	24	25	29	38	16	17	16								
AR	FAL	Bravo	MW	30	37	40	31	25	32	16	30	31	31	23	19	36	18	30	21	34								
AR	M4A1	Charlie	MW	18	24	40	38	31	20	15	30	27	27	38	17	16	15	40	17	34								
AR	FR 5.56	Delta	MW	23	23	33	29	34	27	18	23	19	33	29	20	36	20	30	20	29								
AR	ODEN	Echo	MW	16	26	25	32	23	28	34	37	27	28	17	25	25	38	38	22	17								
AR	M13	Foxtrot	MW	29	29	29	31	25	20	25	29	15	17	25	17	30	34	36	15	22								
AR	FN SCAR 17	Golf	MW	32	28	27	36	25	25	25	30	16	26	24	31	34	29	26	23	25								
AR	AK 47 MW	Hotel	MW	40	25	23	40	15	18	28	29	16	34	39	26	19	33	18	36	34								
AR	RAM-7	India	MW	26	23	30	29	30	23	31	16	21	30	28	17	18	15	22	33	27								
AR	GRAU 5.56	Juliett	MW	15	27	28	27	21	23	36	32	18	37	33	16	24	17	18	28	25								
AR	CR-56 AMAX	Kilo	MW	31	25	22	17	35	33	24	31	21	28	30	25	23	15	23	28	17								
AR	AN-94	Lima	MW	33	20	32	27	22	24	17	25	33	33	40	23	32	18	30	28	20								
AR	AS VAL	Mike	MW	27	21	23	18	40	37	22	40	24	24	33	18	26	31	27	33	28								
AR	XM4	Alpha	CW	26	20	16	19	29	32	38	36	28	23	36	15	15	29	32	39	21								
AR	AK 47 CW	Bravo	CW	30	34	23	27	17	34	18	34	37	21	35	40	33	37	19	27	29								
AR	KRIG 6	Charlie	CW	26	31	17	37	32	34	34	21	16	28	30	28	32	37	32	16	16								
AR	QBZ-83	Delta	CW	38	23	26	25	29	29	26	24	21	18	17	19	40	25	21	15	26								
AR	FFAR 1	Echo	CW	21	38	31	17	33	32	29	22	25	23	34	19	17	15	29	19	33								
AR	GROZA	Foxtrot	CW	39	19	15	38	32	33	34	24	32	40	30	20	15	22	21	22	33								
AR	FARA 83	Golf	CW	18	33	37	29	29	34	30	20	39	15	31	18	38	22	36	40	25								
AR	C58			30	29	15	28	19	40	27	24	33	39	39	33	29	20	30	30	30								
	EM2			16	-4	-3	5	17	-4	29	-2	8	-1	8	9	-5	4	-2	11	4								
	GRAV			14	30	1	2	8	24	23	22	0	26	22	6	5	19	-2	28	17								
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	10	8	-1	-1	11	0	2	10	11	3	-1	6	-6	-1	6	-2	8								
AR	FAL	Bravo	MW	4	-5	5	6	-1	3	0	0	0	11	-1	8	3	-5	5	-2	3								
AR	M4A1	Charlie	MW	-3	-4	3	-2	1	6	6	6	7	10	4	4	-4	-3	9	8	0								
AR	FR 5.56	Delta	MW	6	3	2	5	10	-1	0	-2	-3	7	-1	1	-1	10	-2	0	11								
AR	ODEN	Echo	MW	2	-6	9	-2	2	-6	5	10	4	-4	-2	-1	3	-5	5	11	9								
AR	M13	Foxtrot	MW	-2	-4	3	11	7	10	9	1	7	1	-3	-1	10	3	10	-2	-2								
AR	FN SCAR 17	Golf	MW	-3	7	1	9	10	6	-2	10	-5	-1	7	0	-2	7	3	-3	6								
AR	AK 47 MW	Hotel	MW	-4	4	-6	-6	-5	-1	-4	10	9	1	7	1	6	-3	-5	-6	-3								
AR	RAM-7	India	MW	5	8	-6	-2	-5	3	2	11	-5	2	3	0	11	6	0	1	-1								
AR	GRAU 5.56	Juliett	MW	11	-1	7	-2	0	7	-1	8	3	8	9	-5	1	5	-6	-2	-1								
AR	CR-56 AMAX	Kilo	MW	10	5	4	4	9	-6	7	0	9	7	8	5	4	-2	-4	-1	9								

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

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

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

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

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		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			SMW		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	15	40	30	31	22	25	26	19	27	16	21	33	19	38	37	36									
AR	FAL	Bravo	MW	39	21	35	33	18	25	40	20	34	37	28	22	16	25	40	37	39									
AR	M4A1	Charlie	MW	22	29	20	33	17	38	33	26	29	33	20	33	32	34	29	33	34									
AR	FR 5.56	Delta	MW	21	21	17	18	15	24	34	31	21	40	33	22	35	36	18	22	28									
AR	ODEN	Echo	MW	17	19	35	39	36	32	38	25	29	40	32	21	38	30	26	15	20									
AR	M13	Foxtrot	MW	28	27	18	16	19	30	18	36	23	17	22	24	28	40	39	21	38									
AR	FN SCAR 17	Golf	MW	21	39	25	25	27	32	39	22	16	35	21	35	33	24	39	25	29									
AR	AK 47 MW	Hotel	MW	17	34	21	34	36	32	18	16	30	23	31	30	32	33	39	38	26									
AR	RAM-7	India	MW	26	26	26	40	39	21	29	34	17	16	32	23	19	19	16	22	17									
AR	GRAU 5.56	Juliett	MW	20	15	25	18	37	39	30	18	27	30	17	36	33	28	29	38	27									
AR	CR-56 AMAX	Kilo	MW	35	39	28	30	40	33	31	26	26	30	30	31	22	36	32	34	34									
AR	AN-94	Lima	MW	28	22	17	34	15	18	16	21	28	38	17	39	33	32	30	19	36									
AR	AS VAL	Mike	MW	16	16	33	17	21	18	35	16	25	25	32	40	23	35	35	29	20									
AR	XM4	Alpha	CW	18	39	26	26	40	31	17	17	24	35	30	38	21	19	38	17	18									
AR	AK 47 CW	Bravo	CW	37	19	27	35	22	24	32	20	36	33	21	29	17	36	19	20	20									
AR	KRIG 6	Charlie	CW	33	21	19	26	40	21	23	34	18	18	33	34	21	27	31	38	20									
AR	QBZ-83	Delta	CW	16	27	19	25	28	39	15	17	28	39	33	40	31	24	33	21	38									
AR	FFAR 1	Echo	CW	32	28	40	38	22	38	34	20	29	20	22	38	33	29	37	31	26									
AR	GROZA	Foxtrot	CW	20	18	25	31	39	29	37	23	27	34	17	19	34	20	27	20	24									
AR	FARA 83	Golf	CW	32	37	22	36	24	32	25	18	30	21	34	38	36	36	33	37	26									
AR	C58			24	23	31	15	20	32	39	34	25	18	22	25	27	39	22	16	20									
	EM2			27	8	0	13	20	18	8	-1	3	2	-2	17	15	15	5	12	-1									
	GRAV			-3	-3	-5	26	24	13	28	8	12	1	8	23	13	10	23	10	19									
Horizontal Value- X																													
GUN TYPE	NAME	CLASS	GAME	RECOIL for 5,5	RECOIL for 6,6	RECOIL for 7,7	RECOIL for 8,8	RECOIL for 9,9	RECOIL for 10,10	RECOIL for 11,11	RECOIL for 12,12	RECOIL for 13,13	RECOIL for 14,14	RECOIL for 15,15	RECOIL for 16,16	RECOIL for 17,17	RECOIL for 18,18	RECOIL for 19,19	RECOIL for 20,20	RECOIL for 4,4									
AR	KILO 141	Alpha	MW	0	4	8	-1	5	-1	7	4	-5	7	-4	5	1	10	-5	6	-4									
AR	FAL	Bravo	MW	8	-4	9	5	-1	2	8	-5	-1	8	-5	1	1	-5	6	9	8									
AR	M4A1	Charlie	MW	10	-5	-6	11	3	5	0	-6	8	11	-1	-6	-2	10	9	1	4									
AR	FR 5.56	Delta	MW	7	-1	1	-5	-5	4	3	1	6	-3	-4	9	-4	0	11	-6	2									
AR	ODEN	Echo	MW	7	4	11	9	10	2	6	-3	2	11	0	4	7	-2	9	10	-3									
AR	M13	Foxtrot	MW	4	8	6	8	10	-2	-3	4	4	4	-6	2	-6	3	9	7	-5									
AR	FN SCAR 17	Golf	MW	11	7	4	-5	2	-4	7	-5	3	4	10	7	-6	-2	-4	-4	3									
AR	AK 47 MW	Hotel	MW	0	8	-2	7	0	10	10	9	11	-3	4	-1	11	2	1	-5	9									
AR	RAM-7	India	MW	2	-4	11	-6	11	3	-5	9	5	-3	9	-3	11	-3	0	-2	11									
AR	GRAU 5.56	Juliett	MW	-2	1	9	4	6	10	-2	-3	6	10	-6	-1	9	-5	8	-4	11									
AR	CR-56 AMAX	Kilo	MW	9	-3	2	8	-4	4	10	0	9	-4	7	10	-2	0	5	-6	-2									

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

AR	AN-94	Lima	MW	-3	-1	-3	2	4	4	7	8	-1	5	9	7	11	-1	-6	8	0
AR	A5 VAL	Mike	MW	-3	10	-4	0	2	1	-6	1	-5	10	8	-1	-5	1	3	-5	-5
AR	XM4	Alpha	CW	6	10	-5	4	-1	-2	10	3	2	7	6	-5	3	-1	3	2	-3
AR	AK 47 CW	Bravo	CW	6	7	8	-5	0	2	-6	4	-1	3	4	1	7	-4	7	-2	2
AR	KRIG 6	Charlie	CW	11	9	2	8	2	-1	1	8	4	3	10	-6	0	-6	6	-3	2
AR	QBZ-83	Delta	CW	-6	4	6	11	7	-5	-2	-6	8	3	9	11	-4	4	1	0	-4
AR	FFAR 1	Echo	CW	5	0	11	-1	-6	10	1	5	11	3	8	-3	-3	-2	-3	7	7
AR	GROZA	Foxtrot	CW	10	4	3	10	11	8	7	4	4	-2	2	-2	-6	-1	-4	-4	6
AR	FARA 83	Golf	CW	8	3	1	7	9	-4	11	11	-6	7	-2	-4	-5	-3	-6	11	1
AR	C58			0	4	9	-1	1	5	7	4	-2	1	11	3	-1	9	6	-2	-2
	EM2			6	3	-4	-3	-3	3	6	10	-5	-4	10	1	1	5	3	2	5
	GRAV			7	-2	-6	9	3	3	5	4	-2	4	-3	9	7	10	-2	3	-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		
SMGs	OTS9		CW	Sound Supp	Task Force			Raider	ld agent/Spetsn	40 mag		
	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

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

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	15	17	1	9	1	28	22	14	3	2	11	27	25	26	21	19	28
SMG	P90	Bravo	MW	30	10	10	0	11	27	21	12	17	29	30	30	7	20	13	7	2
SMG	MP5 MW	Charlie	MW	2	13	30	23	29	10	20	7	26	29	9	29	5	7	2	21	1
SMG	UZI	Delta	MW	18	7	5	3	3	-1	17	16	25	7	9	0	13	5	19	20	0
SMG	PP19 BIZON	Echo	MW	-2	16	2	18	10	4	22	18	18	28	12	2	17	8	13	13	-1
SMG	MP7	Foxtrot	MW	4	2	17	18	26	16	15	17	15	30	29	30	26	-2	30	15	-2
SMG	STRIKER 45	Golf	MW	28	29	14	5	8	0	2	4	25	16	7	29	17	26	21	21	-1
SMG	FENNEC	Hotel	MW	19	12	1	4	5	5	25	29	5	23	17	22	8	13	18	-1	30
SMG	ISO	India	MW	10	3	0	-1	-2	16	16	15	23	3	3	13	12	16	25	21	27
SMG	MP5 CW	Alpha	CW	12	12	27	18	7	8	20	16	1	0	9	15	9	11	16	11	12
SMG	MILANO 821	Bravo	CW	6	28	15	19	2	0	20	12	6	29	-2	0	9	13	27	17	-2
SMG	AK74u	Charlie	CW	14	0	6	3	11	8	6	6	14	13	18	1	0	8	17	15	15
SMG	KSP 45	Delta	CW	28	29	26	26	11	21	13	17	4	22	17	11	13	30	26	21	2
SMG	BULLFROG	Echo	CW	20	7	29	2	-2	1	22	-2	11	28	24	21	27	19	17	8	23
SMG	MAC 10	Foxtrot	CW	12	21	12	13	14	25	6	29	10	27	11	13	25	6	8	28	0
SMG	LC10	Golf	CW	13	14	9	-2	15	22	8	9	17	22	22	29	-1	29	6	17	9
SMG	PPSH-41	Hotel	CW	27	12	2	7	30	29	13	19	26	29	16	29	17	5	27	29	22
SMGs	OTS9		CW	16	4	21	-2	7	16	19	16	22	14	12	1	1	4	24	25	18
	Tec9			-2	0	16	28	20	23	-2	11	19	5	11	3	17	23	11	13	29

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	1	0	-2	4	2	-5	-3	1	1	2	-1	0	-4	-3	1	-1
SMG	P90	Bravo	MW	-4	-3	2	-1	4	1	3	-4	3	5	3	-3	3	-1	-1	1	3
SMG	MP5 MW	Charlie	MW	-2	-5	1	0	-1	0	-2	-5	-4	5	2	1	-2	-2	4	-1	-5
SMG	UZI	Delta	MW	-4	5	0	-4	3	1	-5	-1	-4	4	-4	5	-5	-1	4	5	5
SMG	PP19 BIZON	Echo	MW	-1	-3	-3	-2	-1	-3	5	0	-1	0	3	-1	4	-4	3	-3	-5
SMG	MP7	Foxtrot	MW	-3	-5	2	-2	-2	-2	0	-3	-1	1	-3	5	-3	0	3	-5	0
SMG	STRIKER 45	Golf	MW	1	5	-5	-3	4	-1	5	-4	1	-1	-5	4	5	-1	2	0	0
SMG	FENNEC	Hotel	MW	-2	2	-3	-1	5	3	0	-2	1	4	4	1	-2	-4	-4	4	-1
SMG	ISO	India	MW	4	4	-5	2	-4	-1	-2	-1	-5	4	-2	2	-1	-4	-3	3	-2
SMG	MP5 CW	Alpha	CW	-3	1	-3	5	0	-5	5	-5	-3	5	-4	-2	-2	-2	1	0	4
SMG	MILANO 821	Bravo	CW	-4	-1	-5	3	3	4	-1	-4	0	5	5	1	-1	-3	-5	-1	-1
SMG	AK74u	Charlie	CW	-4	0	-1	3	1	-1	2	-1	-1	-3	-4	-1	4	0	2	5	5
SMG	KSP 45	Delta	CW	2	-1	-5	-3	0	3	2	1	-5	0	-4	-4	0	-4	-3	-5	0
SMG	BULLFROG	Echo	CW	4	3	-4	-2	-2	-3	-2	4	-3	-1	-3	-1	1	-5	3	-1	1
SMG	MAC 10	Foxtrot	CW	4	3	0	0	-3	4	5	-1	4	2	5	-5	-3	0	0	-4	1
SMG	LC10	Golf	CW	1	0	0	-4	3	0	3	3	5	-4	0	-4	-5	-5	-3	3	3
SMG	PPSH-41	Hotel	CW	0	-3	2	-2	2	3	-1	4	-4	4	-1	-5	0	3	-5	-2	1
SMGs	OTS9		CW	5	1	-1	5	4	4	-3	0	-5	-5	-1	-2	-4	3	-1	-5	4

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		
SMGs	OTS9		CW	Sound Supp	Task Force			Raider	ld agent/Spetsn	40 mag		

	Tec9				Full Auto Repeat Task Force				Field agent/ Spet	48 mag	Raider stock	
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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	9	9	8	11	5	15	-1	18	10	10	10	15	9	12	16	4	6
SMG	P90	Bravo	MW	29	23	5	28	0	2	26	-2	21	17	28	2	25	2	2	18	28
SMG	MP5 MW	Charlie	MW	24	22	19	23	10	13	22	15	16	1	0	10	2	26	-2	1	27
SMG	UZI	Delta	MW	20	24	4	25	30	2	18	17	1	12	9	1	28	5	22	7	10
SMG	PP19 BIZON	Echo	MW	-2	7	9	15	4	-2	20	9	25	26	19	12	3	8	21	28	23
SMG	MP7	Foxtrot	MW	2	15	8	14	15	8	5	1	13	18	14	30	25	15	14	2	12
SMG	STRIKER 45	Golf	MW	26	22	17	5	26	27	16	9	20	27	30	1	-2	29	14	27	-2
SMG	FENNEC	Hotel	MW	29	4	4	22	17	14	5	20	4	10	4	21	21	27	27	-2	13
SMG	ISO	India	MW	2	5	2	1	13	7	7	26	13	30	3	29	21	22	27	24	5
SMG	MP5 CW	Alpha	CW	5	20	23	16	-1	-1	13	5	2	27	27	20	21	24	0	14	24
SMG	MILANO 821	Bravo	CW	0	28	23	12	3	9	24	16	11	6	22	19	0	3	15	6	25
SMG	AK74u	Charlie	CW	29	-2	20	-1	-2	11	17	11	15	18	26	24	8	2	16	5	22
SMG	KSP 45	Delta	CW	18	3	14	1	30	11	6	0	10	22	23	17	5	19	16	10	-2
SMG	BULLFROG	Echo	CW	20	26	30	29	9	7	23	1	22	3	25	12	2	15	14	14	2
SMG	MAC 10	Foxtrot	CW	12	21	19	16	28	19	14	22	15	13	18	14	24	12	30	24	26
SMG	LC10	Golf	CW	4	27	-1	29	17	1	16	20	5	25	-1	17	-2	10	6	29	19
SMG	PPSH-41	Hotel	CW	10	29	12	4	5	7	7	19	27	-1	27	24	10	29	24	19	30
SMGs	OTS9		CW	16	5	29	1	6	27	19	10	28	29	17	20	8	24	-2	14	16
	TEC 9			10	15	17	6	20	16	13	19	13	17	27	-1	8	5	4	27	4

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	4	0	-2	5	-4	0	0	4	0	0	3	4	-4	-3	0	0
SMG	P90	Bravo	MW	0	-4	5	2	2	-1	0	-3	5	5	-1	-4	-1	5	5	1	-2
SMG	MP5 MW	Charlie	MW	4	0	-5	-5	-5	5	5	1	4	1	-4	-3	-3	-3	1	-1	0
SMG	UZI	Delta	MW	-5	4	5	4	1	-4	-2	2	0	3	0	-1	-5	1	2	5	-3
SMG	PP19 BIZON	Echo	MW	4	3	5	-3	4	-4	-1	-4	1	-3	-4	5	-1	-4	-2	3	4
SMG	MP7	Foxtrot	MW	3	-5	3	0	4	0	-1	5	-2	-2	4	2	-4	3	4	0	4
SMG	STRIKER 45	Golf	MW	2	-3	1	-4	1	-3	-2	-3	3	1	-1	1	-4	5	-5	-1	-4
SMG	FENNEC	Hotel	MW	-3	4	2	-3	-2	1	2	4	-2	1	1	4	1	3	1	0	-1
SMG	ISO	India	MW	-1	5	-3	5	1	-5	1	-2	0	-1	5	5	0	2	5	-3	-2
SMG	MP5 CW	Alpha	CW	0	-1	-1	2	2	-5	-4	-1	-2	1	2	2	1	-5	-2	4	-2
SMG	MILANO 821	Bravo	CW	0	0	1	-5	2	3	4	2	4	-5	2	3	-5	0	5	-1	3
SMG	AK74u	Charlie	CW	-5	-1	1	-4	0	1	4	1	1	-3	5	4	3	-2	-4	0	-3
SMG	KSP 45	Delta	CW	-1	-1	-5	3	-1	-3	-2	4	3	-5	-1	1	-3	-3	0	2	3
SMG	BULLFROG	Echo	CW	0	-2	4	1	-5	0	5	-3	4	-3	-5	3	-4	2	5	1	-2
SMG	MAC 10	Foxtrot	CW	4	1	4	0	1	-1	4	3	-4	1	0	-3	-1	4	0	-3	-3
SMG	LC10	Golf	CW	4	1	4	-5	-5	-4	-3	4	2	5	-1	-4	4	-4	5	2	-5
SMG	PPSH-41	Hotel	CW	-3	-1	-5	5	-1	0	5	-3	-2	5	4	3	-5	-3	3	1	-2
SMGs	OTS9		CW	2	5	-4	2	-2	3	-1	-4	-2	-2	0	2	-5	5	-3	-3	-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

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

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		
SMGs	OTS9		CW	Sound Supp	Task Force			Raider	ld agent/Spetsn	40 mag		
	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

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

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

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	-4	-3	-5	4	1	-3	5	2	4	3	-5	2	2	5	2	4
SMG	P90	Bravo	MW	0	-4	1	-4	5	-2	0	-4	-2	-5	-2	3	1	1	-4	0	1
SMG	MP5 MW	Charlie	MW	-4	3	-5	0	-3	-3	1	-1	0	5	0	3	-1	2	3	2	-4
SMG	UZI	Delta	MW	-2	3	3	-5	1	-4	1	-1	-2	-5	-1	-3	-1	4	3	5	3
SMG	PP19 BIZON	Echo	MW	-3	-1	4	1	1	-3	4	4	-4	-1	-4	-4	0	-2	4	-4	0
SMG	MP7	Foxtrot	MW	-3	1	0	5	2	1	3	0	4	3	4	-1	-1	3	-2	0	1
SMG	STRIKER 45	Golf	MW	-2	2	3	0	4	-4	-1	3	1	5	4	-4	0	4	2	5	0
SMG	FENNEC	Hotel	MW	-2	3	-5	5	0	2	2	4	-4	2	5	3	2	-3	-3	4	4
SMG	ISO	India	MW	2	-1	4	-4	-2	3	0	2	0	-4	-4	1	2	-1	-4	-2	3
SMG	MP5 CW	Alpha	CW	0	4	2	-2	0	-2	-2	4	4	1	-5	3	0	-1	-1	0	4
SMG	MILANO 821	Bravo	CW	-1	-3	-2	1	-3	1	-3	0	5	0	0	-2	-3	-4	0	-2	0
SMG	AK74u	Charlie	CW	4	2	2	1	1	2	0	1	-3	-3	2	-1	-4	-4	-4	1	-2
SMG	KSP 45	Delta	CW	1	-5	0	1	4	-1	-2	1	3	0	4	2	4	-5	5	4	-2
SMG	BULLFROG	Echo	CW	4	-5	-4	0	5	2	-5	-5	-3	5	2	-1	2	-4	2	3	0
SMG	MAC 10	Foxtrot	CW	-3	3	2	-3	3	2	3	1	0	-4	-3	3	1	-3	-1	-1	-1
SMG	LC10	Golf	CW	-3	3	-5	5	4	2	0	0	3	0	-1	-4	-5	1	-1	-4	-5
SMG	PPSH-41	Hotel	CW	4	4	0	1	-2	-3	0	5	1	0	-5	3	-2	-2	-3	-4	4
SMGs	OTS9		CW	-3	2	3	2	2	5	4	2	-1	5	4	2	-3	0	5	-1	-4

[illegible]

18

20

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									

Horizontal Value- X

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

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	4	5	1	5	4	2	-3	-1	1	-3	-4	5	1	-5	1
STONER	5	-4	-2	5	2	-1	1	1	-1	1	1	4	-2	-1	-2	-5	-2
PKM	2	3	3	-3	1	5	2	-3	-4	3	5	2	0	3	0	1	4
RPD	-3	2	1	-3	-3	0	-2	1	1	4	4	2	-1	1	-4	0	-2
FINN	0	-3	-3	-5	-3	-5	5	1	4	2	3	-1	0	5	4	2	-4
SA 87	-5	-3	0	3	-2	4	5	-2	-2	-5	-1	2	3	-1	5	-3	1
MG34	-2	3	-2	2	-2	-3	-1	0	4	-5	-3	3	4	2	-5	4	5
HOLGER	2	-3	-4	0	2	5	5	0	1	0	3	4	1	0	5	-1	-3
M60	-5	0	-5	1	-3	-2	-3	3	0	-2	3	2	-4	0	5	-2	3
M91	-5	-3	1	4	-2	5	5	-1	0	-3	-4	0	0	3	-1	5	3
MG 82	0	-4	3	2	4	5	2	-5	1	3	3	-4	1	-3	5	0	-1

	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	

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

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

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	-5	-2	-4	-4	-5	-4	-2	3	4	-3	1	0	0	4
STONER	-5	-1	-4	-1	-3	4	-1	4	5	2	-3	5	5	5	3	-5	4
PKM	2	-5	4	0	3	2	4	3	-5	-2	4	0	0	5	5	1	-4
RPD	-2	0	-1	-4	4	0	-5	0	5	-2	1	2	0	5	2	4	4
FINN	-3	-5	-2	0	-3	4	1	-2	5	-1	-3	1	2	3	0	-2	-2
SA 87	4	-5	-2	-2	-4	-3	-3	1	4	-2	-1	-5	-4	-4	-4	-1	-4
MG34	0	4	-2	3	4	0	4	4	0	-5	-3	2	-5	-4	-1	-4	5
HOLGER	0	-2	-4	2	0	5	0	0	-1	-2	-2	3	-3	-5	-2	4	2
M60	4	1	2	2	1	3	5	4	-1	-5	-3	-4	1	4	-1	2	2
M91	0	-3	-3	4	1	1	4	0	-1	5	3	1	-1	0	-5	-1	-2
MG 82	5	-3	5	-4	1	-3	0	5	-3	-1	-3	5	-5	-4	0	4	-4

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

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	-3	-4	0	2	3	0	-4	-5	-3	4	4	0	5	-3	0	-1
STONER	0	-5	2	-5	2	-4	-5	1	-3	1	1	-4	1	-2	5	-3	-3
PKM	1	4	-4	-5	3	3	3	-5	4	2	-4	2	5	-1	4	-5	-3
RPD	1	-5	-5	2	-3	-4	5	-4	0	-5	4	2	-1	1	4	4	4
FINN	-2	1	0	-2	5	-1	-5	-3	-2	3	-1	-4	3	3	-3	-1	0
SA 87	4	-3	0	3	5	-4	0	3	-1	-5	-4	-5	5	0	1	-1	-1
MG34	3	-3	-3	-2	3	-5	4	-1	4	-5	-3	2	1	-4	3	1	-3
HOLGER	0	-3	-3	2	2	-4	-2	3	3	1	0	2	1	-3	4	0	-4
M60	-1	4	5	-4	-4	-5	4	5	3	-1	-1	-2	5	-4	-1	4	-3
M91	0	-5	0	4	1	5	-5	0	1	4	4	-4	5	0	1	1	3
MG 82	3	-1	-2	2	3	2	3	-2	-3	-1	1	0	-4	4	-2	0	2

	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	

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

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

	Muzzle	Barrel	Laser	Optic	Stock	Underbarrel	Ammunition	Rear grip	Perk
BRUEN	Mono	26.8 Summil		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	29	-1	5	16	12	9	4	23	12	13	22	0	14	10	23	13	29
STONER	22	21	21	11	10	30	23	3	19	7	6	17	9	29	19	24	14
PKM	25	-2	11	6	16	24	10	21	-2	1	14	3	13	10	8	10	5
RPD	6	1	7	23	28	24	11	-1	14	28	30	4	9	-1	29	29	25
FINN	23	9	26	26	14	27	3	24	2	29	1	25	4	9	3	15	25
SA 87	1	7	7	3	18	1	27	13	30	29	16	12	21	2	3	25	13
MG34	11	25	24	12	12	4	21	0	4	11	25	23	19	0	-1	-2	6
HOLGER	3	14	7	14	2	-2	28	30	11	27	8	28	26	3	25	11	0
M60	4	0	14	27	25	0	16	24	7	26	21	15	17	6	3	28	27
M91	15	21	20	9	26	20	12	10	4	19	17	9	27	9	16	16	26
MG 82	2	0	5	5	27	3	23	7	1	30	-2	0	6	8	26	29	26

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	3	5	4	0	-5	3	-5	2	3	5	-1	3	2	3	-2	-5
STONER	-2	-3	4	2	3	4	-5	-4	-5	5	3	-5	-4	4	-3	2	-3
PKM	1	5	-4	2	5	-3	5	4	-4	1	-2	-4	3	2	-1	0	-4
RPD	3	-3	4	2	5	-4	3	5	-2	-3	2	2	-2	-2	3	-2	-3
FINN	-2	4	5	-3	-5	-3	0	4	-5	-4	-3	3	3	-5	3	-2	2
SA 87	4	1	5	0	0	-2	5	-4	1	-3	2	3	-2	2	1	3	3
MG34	-1	1	5	1	0	-2	1	-2	4	-3	-5	2	0	-4	4	4	0
HOLGER	4	-5	-1	2	-3	-4	5	2	-1	-1	2	4	5	4	-2	3	-2
M60	0	3	4	-3	-3	-4	1	4	4	-1	3	2	-2	4	0	0	-1
M91	-2	-4	-1	2	0	-2	-5	3	3	-1	4	-5	0	1	0	4	-1
MG 82	-3	-2	5	3	5	-1	0	-5	4	-1	-2	2	-2	-5	-5	3	0

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