

GUN TYPE	NAME	CLASS	GAME	Muzzle	Barrel	Laser	Optic	Stock	Underbarrel	Ammo	Rear grip	Perk
AR	KILO 141	Alpha	MW	Monolithic	19.8 Prowler		VLK		commando	60		
AR	FAL	Bravo	MW	Monolithic	marksman		VLK		commando	30		
AR	M4A1	Charlie	MW	Monolithic	M16 Barrel	TAC LASER			commando	60		
AR	FR 5.56	Delta	MW	Monolithic	sniper	TAC LASER	VLK			60		
AR	ODEN	Echo	MW	Colossus	810mm		VLK		commando	30		
AR	M13	Foxtrot	MW	Monolithic	Temp Marks		VLK		commando	60		
AR	FN SCAR 17	Golf	MW	Monolithic	17.2 lb		VLK		commando	30		
AR	AK 47 MW	Hotel	MW	Tactical supp	spetsnaz supp			Skeleton	commando	40		
AR	RAM-7	India	MW	Monolithic	Eclipse/Ranger		VLK		commando	50		
AR	GRAU 5.56	Juliett	MW	Monolithic	Archnagel	TAC LASER			commando	60		
AR	CR-56 AMAX	Kilo	MW	Monolithic	Zodiac		VLK		commando	45		
AR	AN-94	Lima	MW	Monolithic	X-438mm		VLK		commando	60		
AR	AS VAL	Mike	MW			SMW		GEN 4 GRU	merc	30		sleight of hand
AR	XM4	Alpha	CW	Agency/GRU	Task Force/Spetsnaz RPK		3X		Field Agent/ Spetsnaz speed	60		
AR	AK 47 CW	Bravo	CW	Agency/GRU	Task Force/Spetsnaz RPK		3X		Field Agent/ Spetsnaz speed	60		
AR	KRIG 6	Charlie	CW	Agency/GRU	Task Force/Spetsnaz RPK		3X		Field Agent/ Spetsnaz speed	60		
AR	QBZ-83	Delta	CW	Agency/GRU	Task Force/Spetsnaz RPK		3X		Field Agent/ Spetsnaz speed	60		
AR	FFAR 1	Echo	CW	Agency/GRU	Task Force/Spetsnaz RPK		3X		Field Agent/ Spetsnaz speed	mag		
AR	GROZA	Foxtrot	CW	Agency/GRU	Task Force/Spetsnaz RPK		3X		Field Agent/ Spetsnaz speed	60		
AR	FARA 83	Golf	CW	Agency/GRU	Task Force/Spetsnaz RPK		3X		Field Agent/ Spetsnaz speed	50		
CS8			CW	Agency/GRU	Task Force/Spetsnaz RPK		3X		Field Agent/ Spetsnaz speed	55		
EM2				Agency/GRU	Task Force/Spetsnaz RPK		3X		Field Agent/ Spetsnaz speed	50		

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

Gun Shoots UP--- Increase Vertical Value Y

Gun Shoots Down--- Decrease Vertical Value Y

Gun Shoots LEFT--- Increase Horizontal value X

Gun Shoots Right--- Decrease Horizontal Value X

Vertical Value- Y

GUN TYPE	NAME	CLASS	GAME	RECOIL for 5,5	RECOIL for 6,6	RECOIL for 7,7	RECOIL for 8,8	RECOIL for 9,9	RECOIL for 10,10	RECOIL for 11,11	RECOIL for 12,12	RECOIL for 13,13	RECOIL for 14,14	RECOIL for 15,15	RECOIL for 16,16	RECOIL for 17,17	RECOIL for 18,18	RECOIL for 19,19	RECOIL for 20,20	RECOIL for 4,4
AR	KILO 141	Alpha	MW	20	21	13	12	-5	19	16	19	5	13	27	9	-3	14	13	15	3
AR	FAL	Bravo	MW	30	13	21	5	18	-2	2	18	23	13	28	16	17	24	-4	22	15
AR	M4A1	Charlie	MW	4	8	25	28	23	9	30	5	-3	14	13	-4	4	2	1	7	
AR	FR 5.56	Delta	MW	3	-5	24	16	29	6	6	13	12	24	19	0	30	4	27	5	18
AR	ODEN	Echo	MW	26	27	6	3	22	9	25	3	5	6	-1	25	-2	16	27	17	10
AR	M13	Foxtrot	MW	21	20	20	2	3	21	23	1	4	29	8	11	27	7	-4	-1	5
AR	FN SCAR 17	Golf	MW	9	23	7	20	26	18	1	7	20	-4	11	7	12	26	22	14	24
AR	AK 47 MW	Hotel	MW	5	12	10	20	11	30	16	24	23	7	-1	6	6	26	23	20	10
AR	RAM-7	India	MW	3	9	29	16	10	21	8	12	30	4	26	12	27	27	15	-1	0
AR	GRAU 5.56	Juliett	MW	28	5	14	14	6	26	0	-4	12	29	12	8	-1	25	15	11	14
AR	CR-56 AMAX	Kilo	MW	0	8	0	21	13	15	9	30	-3	14	30	26	4	12	3	5	12
AR	AN-94	Lima	MW	2	-4	6	8	13	14	12	22	15	30	-1	0	-3	6	23	29	16
AR	AS VAL	Mike	MW	26	-3	26	7	-3	17	0	1	9	8	4	-5	1	20	16	1	-2
AR	XM4	Alpha	CW	-1	11	12	10	25	15	21	20	27	18	21	1	27	6	23	19	1
AR	AK 47 CW	Bravo	CW	29	4	4	-1	20	23	18	18	12	1	-5	30	5	-1	22	28	23
AR	KRIG 6	Charlie	CW	13	2	-1	15	25	22	30	-4	12	26	23	7	13	20	-5	22	27
AR	QBZ-83	Delta	CW	11	-1	1	28	13	16	2	-3	7	-4	15	7	25	11	7	25	14
AR	FFAR 1	Echo	CW	-5	8	5	17	0	-4	7	28	18	9	8	11	17	8	28	19	18
AR	GROZA	Foxtrot	CW	-3	6	26	5	-2	30	16	4	30	-4	12	5	10	3	23	1	20
AR	FARA 83	Golf	CW	26	9	24	1	27	6	2	12	4	28	9	0	26	-2	27	24	30
AR	CS8 EM2			4	0	27	2	23	10	1	10	7	8	12	3	-5	23	8	16	-5
				-2	-2	17	12	13	22	-3	12	5	27	27	16	-3	6	16	-5	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	8	1	-1	-4	-1	7	-2	11	-4	8	8	-5	9	-5	8	6	4
AR	FAL	Bravo	MW	8	8	1	9	10	5	8	8	7	6	11	7	4	0	-1	0	4
AR	M4A1	Charlie	MW	-3	-6	3	-5	-5	2	-3	3	9	10	-3	1	-5	8	-5	-3	7
AR	FR 5.56	Delta	MW	9	9	-2	1	0	6	-1	10	8	6	2	11	0	-6	-5	6	10
AR	ODEN	Echo	MW	5	8	0	1	7	3	8	-3	0	11	0	7	11	6	-2	-5	2
AR	M13	Foxtrot	MW	11	0	9	6	8	-1	2	-3	-6	-2	-1	4	-1	11	8	8	8
AR	FN SCAR 17	Golf	MW	2	-2	10	2	0	4	-6	9	4	6	4	6	9	4	2	10	0
AR	AK 47 MW	Hotel	MW	-2	4	0	7	4	9	-1	-3	6	8	5	4	1	2	2	-1	2
AR	RAM-7	India	MW	4	8	11	0	8	7	-5	5	-3	11	-6	3	0	-3	8	10	1
AR	GRAU 5.56	Juliett	MW	2	-5	7	-6	4	6	3	-6	2	-2	-2	4	-2	3	-3	10	3
AR	CR-56 AMAX	Kilo	MW	9	-1	8	9	-1	-6	7	4	7	-6	8	11	11	7	6	5	-6
AR	AN-94	Lima	MW	1	5	-5	0	6	-1	-4	0	9	1	-2	5	5	-6	-3	-1	-5
AR	AS VAL	Mike	MW	-3	-6	4	-5	2	1	-3	10	-4	1	3	-1	-3	6	10	4	-6
AR	XM4	Alpha	CW	3	1	2	-5	0	-5	-4	-3	-2	11	-4	6	-2	8	-1	0	-5

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

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

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

Gun Shoots UP--- Increase Vertical Value Y

Gun Shoots Down--- Decrease Vertical Value Y

Gun Shoots LEFT--- Increase Horizontal value X

Gun Shoots Right--- Decrease Horizontal Value X

Vertical Value- Y

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

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

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

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

Gun Shoots UP--- Increase Vertical Value Y

Gun Shoots Down--- Decrease Vertical Value Y

Gun Shoots LEFT--- Increase Horizontal value X

Gun Shoots Right--- Decrease Horizontal Value X

Vertical Value- Y

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

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

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

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

Gun Shoots UP--- Increase Vertical Value Y

Gun Shoots Down--- Decrease Vertical Value Y

Gun Shoots LEFT--- Increase Horizontal value X

Gun Shoots Right--- Decrease Horizontal Value X

Vertical Value- Y

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

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

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

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

Gun Shoots UP--- Increase Vertical Value Y

Gun Shoots Down--- Decrease Vertical Value Y

Gun Shoots LEFT--- Increase Horizontal value X

Gun Shoots Right--- Decrease Horizontal Value X

Vertical Value- Y

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

Horizontal Value- X

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

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

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

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

Gun Shoots UP--- Increase Vertical Value Y

Gun Shoots Down--- Decrease Vertical Value Y

Gun Shoots LEFT--- Increase Horizontal value X

Gun Shoots Right--- Decrease Horizontal Value X

Vertical Value- Y

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

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

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	

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

Gun Shoots UP--- Increase Vertical Value Y

Gun Shoots Down--- Decrease Vertical Value Y

Gun Shoots LEFT--- Increase Horizontal value X

Gun Shoots Right--- Decrease Horizontal Value X

Vertical Value- Y

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

Horizontal Value- X

GUN TYPE	NAME	CLASS	GAME	RECOIL for 5,5	RECOIL for 6,6	RECOIL for 7,7	RECOIL for 8,8	RECOIL for 9,9	RECOIL for 10,10	RECOIL for 11,11	RECOIL for 12,12	RECOIL for 13,13	RECOIL for 14,14	RECOIL for 15,15	RECOIL for 16,16	RECOIL for 17,17	RECOIL for 18,18	RECOIL for 19,19	RECOIL for 20,20	RECOIL for 4,4
SMG	AUG MW	Alpha	MW	3	3	8	-5	-1	-6	0	4	8	-1	-5	4	-2	8	-1	0	2
SMG	P90	Bravo	MW	2	6	-1	-2	-5	-2	-3	8	-2	-6	9	6	6	2	5	9	-3
SMG	MP5 MW	Charlie	MW	-1	-2	1	-3	0	-1	9	-6	7	-2	1	-3	-4	2	2	-4	-4
SMG	UZI	Delta	MW	9	5	0	-5	-4	-5	-3	0	5	-1	-2	8	2	2	5	-1	6
SMG	PP19 BIZON	Echo	MW	-4	1	3	-5	-1	0	9	8	7	5	-2	-6	1	3	9	-5	1
SMG	MP7	Foxtrot	MW	-4	9	8	1	7	7	9	4	9	4	0	-5	6	3	1	1	8
SMG	STRIKER 45	Golf	MW	-2	-2	-1	-3	-4	0	-4	-1	-4	-2	-5	-1	7	3	3	2	-5
SMG	FENNEC	Hotel	MW	-5	-5	1	-1	6	4	8	0	2	2	-4	3	-1	-6	4	-3	-6
SMG	ISO	India	MW	3	-1	0	0	1	2	-3	4	8	1	-1	4	-1	-4	5	8	3
SMG	MP5 CW	Alpha	CW	1	-3	-5	-4	-6	8	2	-4	-2	7	-6	8	0	4	-6	7	-6
SMG	MILANO 821	Bravo	CW	8	-3	-3	5	4	4	7	0	-5	9	9	-1	7	8	0	-5	7
SMG	AK74u	Charlie	CW	9	-4	1	-3	-6	8	-5	5	9	-4	-5	-4	7	4	-2	-6	0
SMG	KSP 45	Delta	CW	6	4	9	-3	5	-2	-3	6	2	-2	5	5	1	1	-2	2	
SMG	BULLFROG	Echo	CW	-3	-4	-3	-2	-5	3	0	3	4	0	0	9	0	-6	9	-3	6
SMG	MAC 10	Foxtrot	CW	7	8	0	-3	-3	-1	-4	3	-6	-4	3	-6	-4	5	-4	-5	-6
SMG	LC10	Golf	CW	3	-5	-1	7	-1	-3	0	-1	0	2	-4	4	7	-4	-3	-2	
SMG	PPSH-41	Hotel	CW	4	-2	-2	-3	-2	-3	5	6	-1	3	0	6	-1	2	6	-4	7

CX9		CW	2	-2	-6	0	4	5	-2	-5	9	-6	-2	4	7	4	3	7	7		
OTS9		CW	4	4	1	8	1	2	5	-1	-5	3	1	0	6	3	-1	1	1		
TEC 9			6	-4	2	7	1	1	2	-3	8	3	-2	-1	3	1	-6	4	-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 Clalpsible	Merc	45		
SMG	UZI	Delta	MW	mono	carbine pro	5mw			merc	31 ae rounds		
SMG	PP19 BIZON	Echo	MW	mono	8.7 steel	5mw		skeleton			stripped	
SMG	MP7	Foxtrot	MW	mono	recon	tac laser			merc	60		
SMG	STRIKER 45	Golf	MW	mono	400mm				merc	45	ftac g5 exo	
SMG	FENNEC	Hotel	MW			5mw		no stock	merc	40		sleight of hand
SMG	ISO	India	MW		nightsade	5mw			merc	50	stripped	
SMG	CX-9	Juliett	MW	#N/A	#N/A	#N/A	#N/A	#N/A	#N/A	#N/A	#N/A	#N/A
SMG	MP5 CW	Alpha	CW	Sound Supp		Gru 5mw		No Stock	ld agent/Spetsn	Biggest Mag/50		
SMG	MILANO 821	Bravo	CW	Sound Supp	task force			combat	ld agent/Spetsn	55		
SMG	AK74u	Charlie	CW	Sound Supp	task force			pkm/skeleton	ld agent/Spetsn	50		
SMG	KSP 45	Delta	CW	Sound Supp	task force			combat	ld agent/Spetsn	48		
SMG	BULLFROG	Echo	CW	Sound Supp	task force	Gru 5mw		No stock	ld agent/Spetsn			
SMG	MAC 10	Foxtrot	CW	Sound Supp	task force			raider	ld agent/Spetsn	53		
SMG	LC10	Golf	CW	Sound Supp	task force			combat	ld agent/Spetsn	55		
SMG	PPSH-41	Hotel	CW	Sound Supp	task force			NO Stock	ld agent/Spetsn	Biggest MAG/55		

CX9				CX-38a	Tac laser				Merc forgrip	50 mag	CX-9 Tac grip	
OTS9				Sound supp	Task force				Field agent/ Spet	40 mag	GRU Elastic rap	
TEC9				Full Auto Repeat	Task Force				Field agent/ Spet	48 mag	Raider stock	

Vertical Value- Y

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

Horizontal Value- X

GUN TYPE	NAME	CLASS	GAME	RECOIL for 5,5	RECOIL for 6,6	RECOIL for 7,7	RECOIL for 8,8	RECOIL for 9,9	RECOIL for 10,10	RECOIL for 11,11	RECOIL for 12,12	RECOIL for 13,13	RECOIL for 14,14	RECOIL for 15,15	RECOIL for 16,16	RECOIL for 17,17	RECOIL for 18,18	RECOIL for 19,19	RECOIL for 20,20	RECOIL for 4,4
SMG	AUG MW	Alpha	MW	2	3	0	7	-3	7	8	-4	7	6	7	-3	9	-5	1	0	0
SMG	P90	Bravo	MW	7	-6	2	-6	5	-5	-2	-6	2	9	-1	-5	-2	2	0	3	3
SMG	MP5 MW	Charlie	MW	0	2	-6	-3	1	3	-1	0	1	4	-1	3	2	3	-2	2	6
SMG	UZI	Delta	MW	9	4	-5	-1	0	1	1	3	9	6	3	4	-1	0	7	0	6
SMG	PP19 BIZON	Echo	MW	-4	2	4	0	7	-6	2	6	4	8	0	1	5	6	-6	1	-1
SMG	MP7	Foxtrot	MW	2	6	2	-2	3	-2	9	0	-1	3	-4	-3	-2	1	1	-3	4
SMG	STRIKER 45	Golf	MW	7	1	7	2	8	1	-5	-4	5	2	8	5	9	8	-5	-4	9
SMG	FENNEC	Hotel	MW	0	-2	6	-4	-1	-5	-3	8	-1	-3	7	-5	-5	3	5	-2	4
SMG	ISO	India	MW	6	6	-4	3	-2	5	3	-3	9	3	-1	-5	0	5	9	-4	2
SMG	MP5 CW	Alpha	CW	8	-6	9	-2	-5	-5	7	-2	-4	3	-6	7	-2	8	3	7	5
SMG	MILANO 821	Bravo	CW	8	0	0	8	-6	3	4	-3	-6	1	-4	7	-2	-3	9	1	-4
SMG	AK74u	Charlie	CW	3	5	-3	-3	-4	-2	-3	-2	0	-1	5	-5	8	5	3	-5	7
SMG	KSP 45	Delta	CW	6	5	-1	-6	7	5	9	8	4	-1	0	-2	2	9	6	1	-3
SMG	BULLFROG	Echo	CW	0	8	-4	-4	5	6	7	-1	-6	-3	-1	4	0	4	-6	-3	-6
SMG	MAC 10	Foxtrot	CW	-1	1	-4	5	4	-6	6	5	0	0	9	4	-4	3	0	-4	6
SMG	LC10	Golf	CW	9	6	-3	3	-2	0	-1	8	-3	-1	-1	-5	4	6	-4	8	1
SMG	PPSH-41	Hotel	CW	4	4	1	-1	5	-3	1	-1	3	5	4	-3	5	-3	-3	-4	4
CX9				-1	-6	-1	-2	-3	4	7	-2	-5	-3	-4	1	-3	-6	-3	-3	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

OTS9		CW	2	0	0	8	8	-2	8	2	4	0	-3	9	8	7	-4	8	8		
TEC9			-5	6	-3	-5	2	-3	2	-3	2	9	9	-5	3	6	5	7	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 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	12	5	4	27	6	3	11	20	26	11	22	-2	8	26	18	7	11
SMG	P90	Bravo	MW	12	12	11	5	5	23	-2	16	24	12	13	6	5	15	8	-2	15
SMG	MP5 MW	Charlie	MW	1	8	21	24	-2	29	14	15	13	19	4	8	24	4	15	-5	6
SMG	UZI	Delta	MW	27	19	21	4	4	0	21	4	0	23	-3	20	27	13	20	15	20
SMG	PP19 BIZON	Echo	MW	7	-3	-1	17	-5	-2	11	20	16	28	4	13	20	3	27	3	-4
SMG	MP7	Foxtrot	MW	25	13	7	-4	26	23	27	-1	30	14	20	26	17	11	9	22	14
SMG	STRIKER 45	Golf	MW	2	3	5	8	22	29	13	24	16	10	9	22	22	17	30	4	11
SMG	FENNEC	Hotel	MW	-1	28	22	22	14	1	6	20	5	17	21	5	21	6	28	21	8
SMG	ISO	India	MW	-4	12	13	14	22	28	1	4	18	16	-3	27	19	15	20	9	19
SMG	MP5 CW	Alpha	CW	10	-3	10	30	-5	3	-3	4	2	26	12	14	11	0	1	9	10
SMG	MILANO 821	Bravo	CW	21	10	8	16	14	15	1	-2	24	3	8	30	15	4	4	7	8
SMG	AK74u	Charlie	CW	5	18	-1	29	8	8	30	30	9	25	15	26	11	8	15	2	11
SMG	KSP 45	Delta	CW	30	-2	1	14	22	2	-2	21	8	24	9	11	20	12	5	24	8
SMG	BULLFROG	Echo	CW	25	30	-2	25	1	18	30	13	9	4	1	19	2	23	23	27	22
SMG	MAC 10	Foxtrot	CW	15	3	18	18	17	13	20	-1	9	-5	19	26	0	12	8	23	30
SMG	LC10	Golf	CW	23	6	20	4	28	2	16	15	20	20	22	9	26	11	-2	30	30
SMG	PPSH-41	Hotel	CW	20	20	23	25	-3	7	11	0	-5	28	21	9	4	27	9	1	29
CX9				CW	9	6	26	10	-5	30	26	7	13	11	2	18	0	26	11	12
OTS9				CW	-4	6	28	9	19	20	-3	10	7	5	-3	23	6	22	28	29
TEC 9					22	15	6	2	30	27	19	20	29	18	15	-1	23	-1	8	-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	8	3	6	7	-5	-4	0	8	6	-3	-1	3	1	9	2	3
SMG	P90	Bravo	MW	4	4	1	3	4	3	1	6	4	7	-5	9	6	1	-3	8	6
SMG	MP5 MW	Charlie	MW	-5	5	-3	0	-5	0	0	1	7	-4	-2	-1	-2	2	1	-1	8
SMG	UZI	Delta	MW	7	5	-3	-3	-2	2	8	7	-1	1	6	-3	0	8	6	1	6
SMG	PP19 BIZON	Echo	MW	4	-2	5	-2	-3	-6	-1	-1	7	9	-4	-3	-6	-4	3	3	3
SMG	MP7	Foxtrot	MW	4	0	-6	0	1	-4	-5	6	-3	-4	6	0	-2	6	-1	0	-6
SMG	STRIKER 45	Golf	MW	3	-2	3	2	-2	-1	9	1	9	4	7	0	7	4	9	5	0
SMG	FENNEC	Hotel	MW	3	1	0	-4	8	-5	1	-1	-1	9	-3	0	-4	-1	-6	-1	-6
SMG	ISO	India	MW	-5	-5	6	-3	-6	7	8	-1	8	7	-4	3	8	3	-2	6	-5
SMG	MP5 CW	Alpha	CW	-6	1	-6	3	0	-5	9	6	3	-2	2	8	9	8	4	7	8
SMG	MILANO 821	Bravo	CW	3	8	-3	1	-4	6	9	9	-3	6	3	-5	-6	-1	1	-4	2
SMG	AK74u	Charlie	CW	4	-3	-4	6	2	-2	2	1	-2	-4	-6	-1	-1	-5	-3	-3	6
SMG	KSP 45	Delta	CW	9	-4	-6	1	-5	-5	4	2	1	4	1	1	6	-2	5	-3	-6
SMG	BULLFROG	Echo	CW	5	-5	5	-6	-2	1	8	-3	8	0	0	9	-3	1	-1	9	-5
SMG	MAC 10	Foxtrot	CW	1	4	-3	8	5	8	1	5	-4	3	7	2	6	-4	-5	-2	-6
SMG	LC10	Golf	CW	5	2	5	-2	9	-3	-5	7	-5	2	4	5	2	5	9	0	4
SMG	PPSH-41	Hotel	CW	-1	-2	-4	4	-5	2	-2	1	3	6	5	8	7	6	4	4	-6
CX9			CW	0	-6	-3	7	7	-1	-6	3	3	-5	-6	0	4	4	2	-5	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

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

GUN TYPE	NAME	CLASS	GAME	Muzzle	Barrel	Laser	Optic	Stock	Underbarrel	Ammo	Rear grip	Perk
SMG	AUG MW	Alpha	MW	mono	407mm		vik/holo		cammando	60 mag nato		
SMG	P90	Bravo	MW	mono	forge tac ret	tac laser		forge tac comb			stripped	
SMG	MP5 MW	Charlie	MW	Mono		5mw		FTAC Clalpsible	Merc	45		
SMG	UZI	Delta	MW	mono	carbine pro	5mw			merc	31 ae rounds		
SMG	PP19 BIZON	Echo	MW	mono	8.7 steel	5mw		skeleton			stripped	
SMG	MP7	Foxtrot	MW	mono	recon	tac laser			merc	60		
SMG	STRIKER 45	Golf	MW	mono	400mm				merc	45	ftac g5 exo	
SMG	FENNEC	Hotel	MW			5mw		no stock	merc	40		sleight of hand
SMG	ISO	India	MW		nightsade	5mw			merc	50	stripped	
SMG	CX-9	Juliett	MW	#N/A	#N/A	#N/A	#N/A	#N/A	#N/A	#N/A	#N/A	#N/A
SMG	MP5 CW	Alpha	CW	Sound Supp		Gru 5mw		No Stock	ld agent/Spetsn	Biggest Mag/50		
SMG	MILANO 821	Bravo	CW	Sound Supp	task force			combat	ld agent/Spetsn	55		
SMG	AK74u	Charlie	CW	Sound Supp	task force			pkm/skeleton	ld agent/Spetsn	50		
SMG	KSP 45	Delta	CW	Sound Supp	task force			combat	ld agent/Spetsn	48		
SMG	BULLFROG	Echo	CW	Sound Supp	task force	Gru 5mw		No stock	ld agent/Spetsn			
SMG	MAC 10	Foxtrot	CW	Sound Supp	task force			raider	ld agent/Spetsn	53		
SMG	LC10	Golf	CW	Sound Supp	task force			combat	ld agent/Spetsn	55		
SMG	PPSH-41	Hotel	CW	Sound Supp	task force			NO Stock	ld agent/Spetsn	Biggest MAG/55		
CX9					CX-38a	Tac laser			Merc forgrip	50 mag		CX-9 Tac grip
OTS9					Sound supp	Task force			Field agent/ Spet	40 mag		GRU Elastic rap
TEC9					Full Auto Repeat	Task Force			Field agent/ Spet	48 mag		Raider stock

Vertical Value- Y

GUN TYPE	NAME	CLASS	GAME	RECOIL for 5,5	RECOIL for 6,6	RECOIL for 7,7	RECOIL for 8,8	RECOIL for 9,9	RECOIL for 10,10	RECOIL for 11,11	RECOIL for 12,12	RECOIL for 13,13	RECOIL for 14,14	RECOIL for 15,15	RECOIL for 16,16	RECOIL for 17,17	RECOIL for 18,18	RECOIL for 19,19	RECOIL for 20,20	RECOIL for 4,4
SMG	AUG MW	Alpha	MW	2	15	9	10	-6	1	-5	8	9	-2	1	-6	10	8	-6	0	-1
SMG	P90	Bravo	MW	3	-1	14	14	-4	-6	0	13	-5	1	8	-2	13	4	15	8	8
SMG	MP5 MW	Charlie	MW	5	-6	13	11	1	-6	-3	-1	0	5	6	13	5	15	-2	11	10
SMG	UZI	Delta	MW	13	13	-1	-5	11	-3	12	5	11	5	-2	1	1	0	10	-6	13
SMG	PP19 BIZON	Echo	MW	-5	4	5	1	0	5	14	-4	1	12	-6	10	6	15	-4	0	6
SMG	MP7	Foxtrot	MW	1	7	6	-5	-5	7	12	-4	-3	10	-4	-5	-6	6	11	9	1
SMG	STRIKER 45	Golf	MW	-5	-1	11	5	8	-1	6	15	3	7	14	-5	-5	0	12	7	11
SMG	FENNEC	Hotel	MW	-2	-2	5	11	-4	-2	-1	-3	9	11	4	11	14	4	15	0	4
SMG	ISO	India	MW	-5	-4	11	7	8	4	13	13	10	5	-5	-1	5	0	-1	3	14
SMG	MP5 CW	Alpha	CW	8	-1	8	14	14	-2	9	-4	15	1	8	-2	7	-5	3	11	14
SMG	MILANO 821	Bravo	CW	3	1	7	7	4	1	4	-5	2	1	-2	12	-1	-1	10	-6	-3
SMG	AK74u	Charlie	CW	-4	-2	-4	8	8	12	10	8	2	-4	4	7	8	5	2	8	4
SMG	KSP 45	Delta	CW	-6	13	12	6	-6	1	8	7	5	-5	3	10	-6	-4	-1	11	14
SMG	BULLFROG	Echo	CW	6	-6	7	9	-4	1	1	8	-5	-6	-1	6	-6	6	5	-4	11
SMG	MAC 10	Foxtrot	CW	10	6	-2	8	-5	15	11	11	-2	1	14	7	-3	4	15	11	-4
SMG	LC10	Golf	CW	15	1	7	-6	4	-3	12	-4	-1	-1	14	7	1	9	10	13	-6
SMG	PPSH-41	Hotel	CW	13	5	8	6	11	8	0	3	1	14	4	-1	4	-4	6	2	14
CX9				-4	10	-2	0	13	11	-2	-6	6	7	6	11	5	10	9	-5	
OTS9				8	10	1	-5	13	7	14	9	6	8	-1	4	7	-5	5	14	11
TEC 9				-4	13	6	0	12	1	3	8	3	12	-2	11	-1	-2	8	-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	4	-3	-6	3	5	-6	1	6	4	6	-3	3	-2	2	10	-5	4
SMG	P90	Bravo	MW	2	10	10	1	3	2	7	0	-4	-6	4	-2	-1	-5	-5	7	7
SMG	MP5 MW	Charlie	MW	-2	9	10	1	-3	-4	-3	1	10	7	3	1	-2	-3	6	-2	8
SMG	UZI	Delta	MW	7	-5	10	5	7	8	1	-2	4	2	9	-4	7	-6	4	3	10
SMG	PP19 BIZON	Echo	MW	4	-4	-2	0	8	-2	9	-1	-6	4	4	10	-5	-2	4	-6	5
SMG	MP7	Foxtrot	MW	6	0	-5	3	-1	-3	-5	2	10	8	0	-1	-5	-2	10	8	5
SMG	STRIKER 45	Golf	MW	-3	-5	-4	7	-4	4	-1	-1	7	-6	2	-1	5	-3	0	-3	
SMG	FENNEC	Hotel	MW	0	-6	10	2	6	-4	-5	10	6	-3	5	-6	-2	-2	7	7	8
SMG	ISO	India	MW	-2	7	-5	1	4	0	8	8	-4	5	8	-5	-4	5	2	10	8
SMG	MP5 CW	Alpha	CW	0	3	-1	-4	-3	-5	2	8	1	-3	9	9	7	6	3	-4	4
SMG	MILANO 821	Bravo	CW	7	-6	9	4	-1	1	-1	7	6	-6	2	-1	9	-1	-1	-1	6
SMG	AK74u	Charlie	CW	9	-6	10	3	-6	-4	-6	7	7	6	5	-3	-6	10	9	-4	9
SMG	KSP 45	Delta	CW	2	-5	-1	9	10	3	5	9	1	2	-6	9	2	-2	3	6	1
SMG	BULLFROG	Echo	CW	10	-2	4	3	3	5	-6	2	5	5	8	1	-3	-2	-5	9	-3
SMG	MAC 10	Foxtrot	CW	7	-1	9	6	8	7	-4	8	2	-4	6	8	-3	-6	7	1	6
SMG	LC10	Golf	CW	2	6	-3	-5	3	8	7	4	1	4	0	0	6	5	0	6	-1
SMG	PPSH-41	Hotel	CW	-3	3	5	7	-6	-3	-5	1	2	3	3	-6	5	9	-2	9	
CX9				-6	8	1	0	-1	6	8	9	0	-2	6	10	6	4	-3	10	0

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

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

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

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

Gun Shoots UP--- Increase Vertical Value Y

Gun Shoots Down--- Decrease Vertical Value Y

Gun Shoots LEFT--- Increase Horizontal value X

Gun Shoots Right--- Decrease Horizontal Value X

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

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

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