

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

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

AR	KRIG 6	Charlie	CW	3	0	2	-2	-1	-5	1	5	4	2	-4	3	1	0	-5	0	-1	
AR	QBZ-83	Delta	CW	-1	-1	4	-5	-2	-1	-4	-4	5	5	3	3	5	-4	0	0	-4	
AR	FFAR 1	Echo	CW	1	-3	3	-2	3	-3	3	-5	-3	-1	-2	1	-3	1	-2	-1	0	
AR	GROZA	Foxtrot	CW	4	1	3	2	-5	-4	1	-3	-4	1	4	-5	5	1	5	-3	-4	
AR	FARA 83	Golf	CW	-2	-2	-3	4	5	1	3	4	-4	5	1	1	1	1	2	2	-1	
AR	CS8			4	5	-2	2	-1	1	0	4	-3	-2	2	5	3	-3	-1	2	-4	
	EM2			4	-4	0	2	-2	-5	1	-4	-4	5	-2	5	-3	2	-3	-1	2	

GUN TYPE	NAME	CLASS	GAME	Muzzle	Barrel	Laser	Optic	Stock	Underbarrel	Ammo	Rear grip	Perk
AR	KILO 141	Alpha	MW	Monolithic	19.8 Prowler		VLK		commando	60		
AR	FAL	Bravo	MW	Monolithic	marksman		VLK		commando	30		
AR	M4A1	Charlie	MW	Monolithic	M16 Barrel	TAC LASER			commando	60		
AR	FR 5.56	Delta	MW	Monolithic	sniper	TAC LASER	VLK			60		
AR	ODEN	Echo	MW	Colossus	810mm		VLK		commando	30		
AR	M13	Foxtrot	MW	Monolithic	Temp Marks		VLK		commando	60		
AR	FN SCAR 17	Golf	MW	Monolithic	17.2 lb		VLK		commando	30		
AR	AK 47 MW	Hotel	MW	Tactical supp	spetsnaz supp			Skeleton	commando	40		
AR	RAM-7	India	MW	Monolithic	Eclipse/Ranger		VLK		commando	50		
AR	GRAU 5.56	Juliett	MW	Monolithic	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/ 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		

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Gun Shoots UP--- Increase Vertical Value Y

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Gun Shoots LEFT--- Increase Horizontal value X

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

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

GUN TYPE	NAME	CLASS	GAME	Muzzle	Barrel	Laser	Optic	Stock	Underbarrel	Ammo	Rear grip	Perk
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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				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		

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Gun Shoots UP--- Increase Vertical Value Y

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

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

GUN TYPE	NAME	CLASS	GAME	Muzzle	Barrel	Laser	Optic	Stock	Underbarrel	Ammo	Rear grip	Perk
AR	KILO 141	Alpha	MW	Monolithic	19.8 Prowler		VLK		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

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

## Horizontal Value- X

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

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

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

## Horizontal Value- X

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

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

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

AR	AN-94	Lima	MW	1	-4	2	-4	0	-2	-2	0	5	1	-5	2	-2	-5	2	2	2	
AR	A5 VAL	Mike	MW	-1	0	2	2	-1	5	0	3	0	-5	1	-5	0	2	-2	1	5	
AR	XM4	Alpha	CW	-4	-4	-1	1	-1	0	0	-3	1	-2	0	0	1	3	4	1	4	
AR	AK 47 CW	Bravo	CW	1	-5	-4	-1	-2	0	3	-3	4	-5	1	0	0	-4	1	-5	3	
AR	KRIG 6	Charlie	CW	-4	4	-2	5	2	-1	-2	-1	1	-3	-4	1	-1	-4	2	-2	-5	
AR	QBZ-83	Delta	CW	-5	1	1	-4	0	1	-4	5	2	-3	-1	-5	4	-2	-3	-5	-4	
AR	FFAR 1	Echo	CW	0	1	-1	-5	-4	3	3	-2	-2	5	1	-3	3	-4	0	-4	-1	
AR	GROZA	Foxtrot	CW	4	0	-2	-5	-3	3	-5	-1	-4	1	3	-5	-3	2	-5	-2	-5	
AR	FARA 83	Golf	CW	-3	-1	0	-4	-1	0	-4	-5	2	3	0	-1	-4	3	1	-2	0	
AR	C58			1	5	-2	-5	-5	4	2	2	-4	2	4	-1	2	2	-2	-4	0	
	EM2			5	1	4	2	1	-2	3	1	-4	0	3	-2	-2	5	-1	4	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 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	12	21	20	5	24	2	15	16	5	6	16	15	11	25	23	13	20
SMG	P90	Bravo	MW	23	29	0	24	6	10	5	26	21	19	3	0	1	1	14	20	27
SMG	MP5 MW	Charlie	MW	13	21	2	15	20	22	22	28	12	1	20	12	4	2	11	-2	13
SMG	UZI	Delta	MW	18	30	8	19	14	19	24	10	6	8	17	25	27	-1	30	26	27
SMG	PP19 BIZON	Echo	MW	19	0	30	21	30	-1	3	28	10	3	25	6	19	20	8	13	29
SMG	MP7	Foxtrot	MW	3	28	5	10	13	29	3	27	27	1	28	18	3	18	28	4	11
SMG	STRIKER 45	Golf	MW	28	25	8	-1	16	2	6	14	7	-1	20	21	-1	29	4	13	30
SMG	FENNEC	Hotel	MW	26	25	3	21	16	4	12	16	-1	13	-1	-2	24	21	9	15	1
SMG	ISO	India	MW	24	29	8	16	5	2	2	-2	6	23	10	3	20	-2	10	0	0
SMG	MP5 CW	Alpha	CW	20	18	1	20	28	5	13	29	11	6	14	26	3	-1	-2	5	14
SMG	MILANO 821	Bravo	CW	7	24	1	26	28	19	8	7	16	22	9	24	7	-2	30	1	5
SMG	AK74u	Charlie	CW	18	-2	18	-1	21	1	27	2	28	18	28	9	10	5	23	21	10
SMG	KSP 45	Delta	CW	-2	1	-1	28	6	25	17	21	7	22	6	30	0	5	4	0	8
SMG	BULLFROG	Echo	CW	-2	14	20	20	-2	1	14	28	0	20	24	25	20	16	12	11	29
SMG	MAC 10	Foxtrot	CW	12	16	22	15	22	15	1	14	30	9	-2	0	6	7	26	26	30
SMG	LC10	Golf	CW	8	10	9	9	25	18	29	2	21	2	6	19	29	5	22	12	22
SMG	PPSH-41	Hotel	CW	10	12	18	13	10	22	4	2	11	25	21	7	6	22	12	29	26
SMGs	OTS9		CW	11	-1	22	24	28	8	15	26	29	9	7	5	12	-2	22	14	15
	Tec9			11	6	21	19	28	10	18	-1	8	7	30	19	1	20	18	12	0

Horizontal Value- X

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

[illegible]

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

## Horizontal Value- X

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

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



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

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

Gun Shoots UP--- Increase Vertical Value Y

Gun Shoots Down--- Decrease Vertical Value Y

Gun Shoots LEFT--- Increase Horizontal value X

Gun Shoots Right--- Decrease Horizontal Value X

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

## Vertical Value- Y

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

## Horizontal Value- X

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



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

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

## Horizontal Value- X

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

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

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

	Muzzle	Barrel	Laser	Optic	Stock	Underbarrel	Ammunition	Rear grip	Perk
BRUEN	Mono	26.8 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 Heavy	Tac laser	VLK		Commando			
MG82	Agency	Task Force		3x		Field Agent		Serpent Wrap	

Vertical Value- Y

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

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

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

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

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

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

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

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

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