

GUN TYPE	NAME	CLASS	GAME	Muzzle	Barrel	Laser	Optic	Stock	Underbarrel	Ammo	Rear grip	Perk	Please Read: How to Adjust Value if ever not working!																
AR	KILO 141	Alpha	MW	Monolithic	19.8 Prowler		VLK		cammando	60			Gun Shoots UP--- Increase Vertical Value Y																
AR	FAL	Bravo	MW	Monolithic	marksman		VLK		cammando	30			Gun Shoots Down--- Decrease Vertical Value Y																
AR	M4A1	Charlie	MW	Monolithic	M16 Barrel	TAC LASER			cammando	60			Gun Shoots LEFT--- Increase Horizontal value X																
AR	FR 5.56	Delta	MW	Monolithic	sniper	TAC LASER	VLK			60			Gun Shoots Right--- Decrease Horizontal Value X																
AR	ODEN	Echo	MW	Colossus	810mm		VLK		cammando	30																			
AR	M13	Foxtrot	MW	Monolithic	Temp Marks		VLK		cammando	60																			
AR	FN SCAR 17	Golf	MW	Monolithic	17.2 lb		VLK		cammando	30																			
AR	AK 47 MW	Hotel	MW	Tactical supp	spetsnaz supp			Skeleton	cammando	40																			
AR	RAM-7	India	MW	Monolithic	Eclipse/Ranger		VLK		cammando	50																			
AR	GRAU 5.56	Juliett	MW	Monolithic	Archnagel	TAC LASER			cammando	60																			
AR	CR-56 AMAX	Kilo	MW	Monolithic	Zodiac		VLK		cammando	45																			
AR	AN-94	Lima	MW	Monolithic	X-438mm		VLK		cammando	60																			
AR	AS VAL	Mike	MW			SMW		GEN 4 GRU	merc	30		sleight of hand																	
AR	XM4	Alpha	CW	Agency/GRU	Task Force/Spetsnaz RPK	3X			Field Agent/ Spetsnaz speed	60																			
AR	AK 47 CW	Bravo	CW	Agency/GRU	Task Force/Spetsnaz RPK	3X			Field Agent/ Spetsnaz speed	60																			
AR	KRIG 6	Charlie	CW	Agency/GRU	Task Force/Spetsnaz RPK	3X			Field Agent/ Spetsnaz speed	60																			
AR	QBZ-83	Delta	CW	Agency/GRU	Task Force/Spetsnaz RPK	3X			Field Agent/ Spetsnaz speed	60																			
AR	FFAR 1	Echo	CW	Agency/GRU	Task Force/Spetsnaz RPK	3X			Field Agent/ Spetsnaz speed	mag																			
AR	GROZA	Foxtrot	CW	Agency/GRU	Task Force/Spetsnaz RPK	3X			Field Agent/ Spetsnaz speed	60																			
AR	FARA 83	Golf	CW	Agency/GRU	Task Force/Spetsnaz RPK	3X			Field Agent/ Spetsnaz speed	50																			
	C58		CW	Agency/GRU	Task Force/Spetsnaz RPK	3X			Field Agent/ Spetsnaz speed	55																			
	EM2			Agency/GRU	Task Force/Spetsnaz RPK	3X			Field Agent/ Spetsnaz speed	50																			
	GRAV			Agency/GRU	Task Force/Spetsnaz RPK/15 CMV	3X			Field Agent/ Spetsnaz speed	50																			
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	16	28	17	34	24	29	33	39	34	33	18	15	27	27	23	40	35									
AR	FAL	Bravo	MW	18	16	20	34	18	18	15	25	32	35	38	39	15	20	33	18	34									
AR	M4A1	Charlie	MW	33	23	21	38	21	23	15	15	19	16	29	28	31	24	34	24	37									
AR	FR 5.56	Delta	MW	39	40	30	29	39	34	27	20	21	31	31	30	15	34	35	30	40									
AR	ODEN	Echo	MW	34	29	15	37	26	22	32	15	21	22	33	27	16	16	24	23	16									
AR	M13	Foxtrot	MW	18	17	26	36	36	37	28	40	33	16	23	27	25	31	31	21	24									
AR	FN SCAR 17	Golf	MW	28	19	22	27	29	27	35	16	22	28	25	36	33	39	16	18	16									
AR	AK 47 MW	Hotel	MW	40	25	29	23	30	32	27	31	15	35	40	37	28	28	32	21	35									
AR	RAM-7	India	MW	37	39	21	24	27	16	34	38	17	23	27	18	23	36	39	15	23									
AR	GRAU 5.56	Juliett	MW	20	36	17	31	39	20	31	22	19	26	36	40	25	24	32	15	33									
AR	CR-56 AMAX	Kilo	MW	20	34	34	31	40	32	27	30	33	17	30	29	35	22	40	27	23									
AR	AN-94	Lima	MW	33	29	20	15	15	22	17	31	26	33	27	40	25	37	27	21	38									
AR	AS VAL	Mike	MW	15	25	23	24	33	26	34	38	20	35	27	30	28	40	17	38	40									
AR	XM4	Alpha	CW	34	38	18	30	31	20	15	19	23	32	29	23	28	34	23	27	28									
AR	AK 47 CW	Bravo	CW	40	26	40	35	35	20	28	32	15	16	15	17	33	21	31	29	36									
AR	KRIG 6	Charlie	CW	26	24	30	38	24	19	33	32	28	33	22	33	18	22	32	31	38									
AR	QBZ-83	Delta	CW	20	15	31	26	25	31	19	17	21	33	21	18	19	18	29	30	35									
AR	FFAR 1	Echo	CW	32	38	30	25	29	23	20	37	17	27	32	40	21	25	25	33	29									
AR	GROZA	Foxtrot	CW	17	19	27	28	36	22	29	36	15	38	34	37	15	21	27	32	20									
AR	FARA 83	Golf	CW	30	30	22	33	21	39	24	30	16	22	23	18	16	29	26	35	28									
AR	C58			32	30	28	24	33	32	28	22	24	26	23	33	28	40	35	35	20									
	EM2			38	14	-1	-1	9	4	14	9	20	13	11	2	22	1	20	29	9									
	GRAV			16	15	11	20	2	8	2	25	26	11	3	-2	-1	19	18	3	18									
Horizontal Value- X																													
GUN TYPE	NAME	CLASS	GAME	RECOIL for 5,5	RECOIL for 6,6	RECOIL for 7,7	RECOIL for 8,8	RECOIL for 9,9	RECOIL for 10,10	RECOIL for 11,11	RECOIL for 12,12	RECOIL for 13,13	RECOIL for 14,14	RECOIL for 15,15	RECOIL for 16,16	RECOIL for 17,17	RECOIL for 18,18	RECOIL for 19,19	RECOIL for 20,20	RECOIL for 4,4									
AR	KILO 141	Alpha	MW	9	8	-5	7	-5	2	-3	0	5	4	8	2	-4	-6	9	-5	1									
AR	FAL	Bravo	MW	-4	7	-6	11	-3	5	-2	-3	-4	6	9	4	3	10	7	0	-6									
AR	M4A1	Charlie	MW	7	-1	6	4	7	-3	11	-3	-2	-3	-6	3	6	11	-2	0	8									
AR	FR 5.56	Delta	MW	1	10	0	-4	-3	-2	5	9	-5	7	6	3	10	3	10	11	8									
AR	ODEN	Echo	MW	2	9	4	5	2	0	-5	-6	5	8	-2	2	6	-5	11	8	-1									
AR	M13	Foxtrot	MW	10	4	-4	4	6	-3	8	4	-3	3	-6	4	11	8	-3	1	-5									
AR	FN SCAR 17	Golf	MW	-1	8	1	4	7	11	7	4	11	9	3	10	9	3	-2	4	8									
AR	AK 47 MW	Hotel	MW	11	2	11	5	-1	1	5	-1	4	8	11	-1	-2	-3	3	0	-4									
AR	RAM-7	India	MW	8	-6	5	-4	10	-1	4	1	6	0	-5	-2	-2	8	0	8	-3									
AR	GRAU 5.56	Juliett	MW	7	1	-3	7	8	11	7	-6	10	10	-3	-5	5	3	9	9	11									
AR	CR-56 AMAX	Kilo	MW	-2	-6	9	3	2	0	2	-3	9	-6	8	3	5	8	4	-4	6									
AR	AN-94	Lima	MW	1	-6	-6	10	10	-4	3	10	6	4	11	-4	-3	10	10	8	-4									
AR	AS VAL	Mike	MW	-3	-6	2	-4	-3	-5	6	11	11	11	-5	10	7	0	7	8	0									
AR	XM4	Alpha	CW	9	4	2	5	11	-4	4	-2	4	7	-6	11	4	10	3	10	4									

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

GUN TYPE	NAME	CLASS	GAME	Muzzle	Barrel	Laser	Optic	Stock	Underbarrel	Ammo	Rear grip	Perk	Please Read: How to Adjust Value if ever not working!															
AR	KILO 141	Alpha	MW	Monolithic	19.8 Prowler		VLK		cammando	60			Gun Shoots UP--- Increase Vertical Value Y															
AR	FAL	Bravo	MW	Monolithic	marksman		VLK		cammando	30			Gun Shoots Down--- Decrease Vertical Value Y															
AR	M4A1	Charlie	MW	Monolithic	M16 Barrel	TAC LASER			cammando	60			Gun Shoots LEFT--- Increase Horizontal value X															
AR	FR 5.56	Delta	MW	Monolithic	sniper	TAC LASER	VLK			60			Gun Shoots Right--- Decrease Horizontal Value X															
AR	ODEN	Echo	MW	Colossus	810mm		VLK		cammando	30																		
AR	M13	Foxtrot	MW	Monolithic	Temp Marks		VLK		cammando	60																		
AR	FN SCAR 17	Golf	MW	Monolithic	17.2 lb		VLK		cammando	30																		
AR	AK 47 MW	Hotel	MW	Tactical supp	spetsnaz supp			Skeleton	cammando	40																		
AR	RAM-7	India	MW	Monolithic	Eclipse/Ranger		VLK		cammando	50																		
AR	GRAU 5.56	Juliett	MW	Monolithic	Archnagel	TAC LASER			cammando	60																		
AR	CR-56 AMAX	Kilo	MW	Monolithic	Zodiac		VLK		cammando	45																		
AR	AN-94	Lima	MW	Monolithic	X-438mm		VLK		cammando	60																		
AR	AS VAL	Mike	MW			SMW		GEN 4 GRU	merc	30		sleight of hand																
AR	XM4	Alpha	CW	Agency/GRU	Task Force/Spetsnaz RPK		3X		Field Agent/ Spet	60																		
AR	AK 47 CW	Bravo	CW	Agency/GRU	Task Force/Spetsnaz RPK		3X		Field Agent/ Spet	60																		
AR	KRIG 6	Charlie	CW	Agency/GRU	Task Force/Spetsnaz RPK		3X		Field Agent/ Spet	60																		
AR	QBZ-83	Delta	CW	Agency/GRU	Task Force/Spetsnaz RPK		3X		Field Agent/ Spet	60																		
AR	FFAR 1	Echo	CW	Agency/GRU	Task Force/Spetsnaz RPK		3X		Field Agent/ Spet	mag																		
AR	GROZA	Foxtrot	CW	Agency/GRU	Task Force/Spetsnaz RPK		3X		Field Agent/ Spet	60																		
AR	FARA 83	Golf	CW	Agency/GRU	Task Force/Spetsnaz RPK		3X		Field Agent/ Spet	50																		
	C58		CW	Agency/GRU	Task Force/Spetsnaz RPK		3X		Field Agent/ Spet	55																		
	EM2			Agency/GRU	Task Force/Spetsnaz RPK				Field Agent/ Spet	50																		
	GRAV			Agency/GRU	Task Force/Spetsnaz RPK/15 CMV		3X		Field Agent/ Spet	50																		
Vertical Value- Y																												
GUN TYPE	NAME	CLASS	GAME	RECOIL for 5,5	RECOIL for 6,6	RECOIL for 7,7	RECOIL for 8,8	RECOIL for 9,9	RECOIL for 10,10	RECOIL for 11,11	RECOIL for 12,12	RECOIL for 13,13	RECOIL for 14,14	RECOIL for 15,15	RECOIL for 16,16	RECOIL for 17,17	RECOIL for 18,18	RECOIL for 19,19	RECOIL for 20,20	RECOIL for 4,4								
AR	KILO 141	Alpha	MW	17	16	25	21	34	15	16	38	36	18	20	25	32	19	29	18	31								
AR	FAL	Bravo	MW	31	27	28	33	34	22	25	39	35	24	26	38	16	15	35	30	15								
AR	M4A1	Charlie	MW	27	34	22	17	25	33	22	20	37	39	21	30	24	35	31	35	33								
AR	FR 5.56	Delta	MW	37	32	40	31	18	33	24	37	38	15	22	36	23	35	22	25	29								
AR	ODEN	Echo	MW	27	27	39	22	15	24	34	26	37	37	18	23	37	20	15	35	38								
AR	M13	Foxtrot	MW	33	38	33	20	21	37	40	28	21	20	34	19	40	17	36	20	26								
AR	FN SCAR 17	Golf	MW	24	15	39	33	28	30	32	32	24	35	30	24	26	40	28	24									
AR	AK 47 MW	Hotel	MW	38	22	16	15	38	20	27	26	34	22	40	29	40	30	31	25	18								
AR	RAM-7	India	MW	27	29	20	23	39	31	21	23	25	21	17	23	34	16	32	24	26								
AR	GRAU 5.56	Juliett	MW	39	20	16	37	22	24	32	35	30	27	18	20	30	18	24	21	34								
AR	CR-56 AMAX	Kilo	MW	25	24	18	38	16	16	15	29	28	29	30	24	40	16	29	26	29								
AR	AN-94	Lima	MW	32	16	18	38	18	32	36	31	31	18	34	31	15	32	31	21	33								
AR	AS VAL	Mike	MW	19	26	35	34	31	18	26	38	22	25	22	34	31	17	26	38	40								
AR	XM4	Alpha	CW	39	20	24	19	22	25	26	21	33	32	33	37	35	22	25	35	35								
AR	AK 47 CW	Bravo	CW	22	26	37	31	24	21	17	30	22	30	26	17	36	16	18	21	32								
AR	KRIG 6	Charlie	CW	38	30	31	40	25	29	19	15	20	18	27	21	34	18	40	22	26								
AR	QBZ-83	Delta	CW	30	28	40	27	22	28	27	25	16	36	32	26	18	20	24	38	28								
AR	FFAR 1	Echo	CW	27	16	36	29	34	19	34	24	30	30	17	28	21	37	21	27	33								
AR	GROZA	Foxtrot	CW	36	17	21	26	39	15	23	17	40	20	17	25	21	33	18	31	20								
AR	FARA 83	Golf	CW	21	19	40	33	24	32	18	20	22	15	26	36	16	29	23	40	15								
AR	C58			25	19	22	25	17	28	33	26	19	35	27	39	17	31	25	23	27								
	EM2			37	-2	13	1	2	9	6	1	-4	14	-5	16	26	20	30	5	20								
	GRAV			17	22	-2	29	10	13	16	26	27	1	27	14	19	5	2	-2	18								
Horizontal Value- X																												
GUN TYPE	NAME	CLASS	GAME	RECOIL for 5,5	RECOIL for 6,6	RECOIL for 7,7	RECOIL for 8,8	RECOIL for 9,9	RECOIL for 10,10	RECOIL for 11,11	RECOIL for 12,12	RECOIL for 13,13	RECOIL for 14,14	RECOIL for 15,15	RECOIL for 16,16	RECOIL for 17,17	RECOIL for 18,18	RECOIL for 19,19	RECOIL for 20,20	RECOIL for 4,4								
AR	KILO 141	Alpha	MW	8	-6	-3	-6	8	5	-4	-2	1	11	9	10	2	10	8	4	0								
AR	FAL	Bravo	MW	3	-5	-4	4	11	8	-4	-6	-5	-1	-1	7	9	4	10	-4	2								
AR	M4A1	Charlie	MW	1	1	-1	-2	4	6	5	0	10	-4	4	-4	7	-5	2	3	1								
AR	FR 5.56	Delta	MW	9	4	-6	7	5	0	-5	10	-2	3	-3	-6	2	4	-1	11	6								
AR	ODEN	Echo	MW	-6	-1	6	-1	-1	2	-4	-2	-6	8	8	-1	10	8	10	-6	1								
AR	M13	Foxtrot	MW	0	-3	4	-2	2	-4	10	8	-6	2	10	1	7	6	4	4	11								
AR	FN SCAR 17	Golf	MW	-5	8	2	-2	-5	4	4	7	1	7	8	-3	5	-2	-3	5	6								
AR	AK 47 MW	Hotel	MW	4	-6	-5	-1	8	6	6	11	-5	3	4	-5	3	6	-2	0	9								
AR	RAM-7	India	MW	-3	6	3	1	7	1	5	0	1	9	-1	11	10	4	9	-3	5								
AR	GRAU 5.56	Juliett	MW	3	1	9	10	-4	7	9	5	7	4	2	-3	8	3	-6	8	2								
AR	CR-56 AMAX	Kilo	MW	0	-2	11	6	4	-4	-6	4	5	8	4	-3	-2	-5	4	2	6								

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

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AR	M4A1	Charlie	MW	Monolithic	M16 Barrel	TAC LASER			cammando	60			Gun Shoots LEFT--- Increase Horizontal value X																										
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AR	ODEN	Echo	MW	Colossus	810mm		VLK		cammando	30																													
AR	M13	Foxtrot	MW	Monolithic	Temp Marks		VLK		cammando	60																													
AR	FN SCAR 17	Golf	MW	Monolithic	17.2 lb		VLK		cammando	30																													
AR	AK 47 MW	Hotel	MW	Tactical supp	spetsnaz supp			Skeleton	cammando	40																													
AR	RAM-7	India	MW	Monolithic	Eclipse/Ranger		VLK		cammando	50																													
AR	GRAU 5.56	Juliett	MW	Monolithic	Archnagel	TAC LASER			cammando	60																													
AR	CR-56 AMAX	Kilo	MW	Monolithic	Zodiac		VLK		cammando	45																													
AR	AN-94	Lima	MW	Monolithic	X-438mm		VLK		cammando	60																													
AR	AS VAL	Mike	MW			SMW		GEN 4 GRU	merc	30		sleight of hand																											
AR	XM4	Alpha	CW	Agency/GRU	Task Force/Spetsnaz RPK	3X			Field Agent/ Spe	60																													
AR	AK 47 CW	Bravo	CW	Agency/GRU	Task Force/Spetsnaz RPK	3X			Field Agent/ Spe	60																													
AR	KRIG 6	Charlie	CW	Agency/GRU	Task Force/Spetsnaz RPK	3X			Field Agent/ Spe	60																													
AR	QBZ-83	Delta	CW	Agency/GRU	Task Force/Spetsnaz RPK	3X			Field Agent/ Spe	60																													
AR	FFAR 1	Echo	CW	Agency/GRU	Task Force/Spetsnaz RPK	3X			Field Agent/ Spe	mag																													
AR	GROZA	Foxtrot	CW	Agency/GRU	Task Force/Spetsnaz RPK	3X			Field Agent/ Spe	60																													
AR	FARA 83	Golf	CW	Agency/GRU	Task Force/Spetsnaz RPK	3X			Field Agent/ Spe	50																													
	C58		CW	Agency/GRU	Task Force/Spetsnaz RPK	3X			Field Agent/ Spe	55																													
	EM2			Agency/GRU	Task Force/Spetsnaz RPK	3X			Field Agent/ Spe	50																													
	GRAV			Agency/GRU	Task Force/Spetsnaz RPK/15 CMV	3X			Field Agent/ Spe	50																													
Vertical Value- Y																																							
GUN TYPE	NAME	CLASS	GAME	RECOIL for 5,5	RECOIL for 6,6	RECOIL for 7,7	RECOIL for 8,8	RECOIL for 9,9	RECOIL for 10,10	RECOIL for 11,11	RECOIL for 12,12	RECOIL for 13,13	RECOIL for 14,14	RECOIL for 15,15	RECOIL for 16,16	RECOIL for 17,17	RECOIL for 18,18	RECOIL for 19,19	RECOIL for 20,20	RECOIL for 4,4																			
AR	KILO 141	Alpha	MW	34	27	29	21	32	29	22	25	17	28	22	17	22	29	37	30	27																			
AR	FAL	Bravo	MW	31	38	39	26	35	21	26	24	35	34	22	15	25	22	31	20	26																			
AR	M4A1	Charlie	MW	28	21	40	24	28	33	37	25	37	16	31	36	18	22	21	40	21																			
AR	FR 5.56	Delta	MW	32	35	24	34	18	23	31	30	38	19	21	21	33	30	40	40	27																			
AR	ODEN	Echo	MW	37	27	36	30	25	18	26	31	19	21	18	18	28	32	34	37	16																			
AR	M13	Foxtrot	MW	21	36	17	27	29	37	25	32	32	22	38	15	20	31	25	38	21																			
AR	FN SCAR 17	Golf	MW	19	35	35	18	23	40	23	17	24	40	15	21	18	29	37	29	39																			
AR	AK 47 MW	Hotel	MW	17	39	22	29	17	27	15	23	34	27	34	29	27	35	40	17	27																			
AR	RAM-7	India	MW	30	37	28	39	33	16	16	39	37	39	35	31	15	39	40	17	22																			
AR	GRAU 5.56	Juliett	MW	29	40	23	25	29	37	17	17	18	36	30	22	35	37	15	21	18																			
AR	CR-56 AMAX	Kilo	MW	18	26	15	21	24	16	40	35	19	33	27	27	31	23	30	36	18																			
AR	AN-94	Lima	MW	24	36	34	18	33	19	23	27	22	26	28	34	35	35	25	28	23																			
AR	AS VAL	Mike	MW	17	39	24	19	37	22	18	19	31	29	16	21	34	15	40	28	30																			
AR	XM4	Alpha	CW	28	24	34	28	35	21	37	28	28	22	25	37	33	35	17	21	31																			
AR	AK 47 CW	Bravo	CW	16	18	16	38	30	34	24	19	38	40	17	34	24	28	22	24	29																			
AR	KRIG 6	Charlie	CW	36	24	21	15	31	24	25	27	36	27	37	35	21	15	23	21	39																			
AR	QBZ-83	Delta	CW	27	36	36	18	34	40	22	38	39	15	28	23	19	35	27	27	28																			
AR	FFAR 1	Echo	CW	17	21	26	35	24	26	15	17	19	29	16	35	25	25	22	17	19																			
AR	GROZA	Foxtrot	CW	40	32	38	24	21	29	32	39	22	40	26	17	29	15	29	20	17																			
AR	FARA 83	Golf	CW	29	24	22	34	37	19	36	35	38	17	36	33	40	40	22	28	22																			
AR	C58			32	27	17	27	29	15	21	35	29	17	21	35	25	17	17	21	18																			
	EM2			36	11	13	5	25	2	7	-4	27	6	18	11	23	-1	7	15	-5																			
	GRAV			24	24	29	27	20	9	21	-5	14	1	10	-3	17	24	12	-3	14																			
Horizontal Value- X																																							
GUN TYPE	NAME	CLASS	GAME	RECOIL for 5,5	RECOIL for 6,6	RECOIL for 7,7	RECOIL for 8,8	RECOIL for 9,9	RECOIL for 10,10	RECOIL for 11,11	RECOIL for 12,12	RECOIL for 13,13	RECOIL for 14,14	RECOIL for 15,15	RECOIL for 16,16	RECOIL for 17,17	RECOIL for 18,18	RECOIL for 19,19	RECOIL for 20,20	RECOIL for 4,4																			
AR	KILO 141	Alpha	MW	-1	-1	11	-1	-1	-2	-1	7	-6	10	-5	7	-2	3	2	5	4																			
AR	FAL	Bravo	MW	-2	3	-6	3	-4	0	1	11	9	8	-5	11	-6	10	1	7	4																			
AR	M4A1	Charlie	MW	-4	0	10	6	-2	-4	4	8	-2	-2	4	9	1	-6	-5	10	2																			
AR	FR 5.56	Delta	MW	-4	3	9	-1	-6	-3	6	-6	8	11	11	9	3	4	6	10	-4																			
AR	ODEN	Echo	MW	4	-1	-6	5	1	3	7	4	-6	6	-3	-1	10	4	4	3	3																			
AR	M13	Foxtrot	MW	0	-6	11	-4	0	-2	-1	0	4	9	-3	-5	10	-4	11	-1	11																			
AR	FN SCAR 17	Golf	MW	-5	2	8	0	11	10	11	1	8	2	1	1	5	3	-1	8	-2																			
AR	AK 47 MW	Hotel	MW	1	1	7	-1	-2	3	4	9	2	-1	4	2	-3	8	-2	-6	-4																			
AR	RAM-7	India	MW	-5	0	-5	4	5	10	2	5	6	10	9	-5	-3	4	10	-1	-1																			
AR	GRAU 5.56	Juliett	MW	10	-2	-2	2	7	9	-3	-5	5	10	5	7	7	-1	-1	8	0																			
AR	CR-56 AMAX	Kilo	MW	-2	-2	8	-5	9	10	5	-2	-2	4	-6	-4	-4	0	11	-5	2																			

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

GUN TYPE	NAME	CLASS	GAME	Muzzle	Barrel	Laser	Optic	Stock	Underbarrel	Ammo	Rear grip	Perk	Please Read: How to Adjust Value if ever not working!																											
AR	KILO 141	Alpha	MW	Monolithic	19.8 Prowler		VLK		cammando	60			Gun Shoots UP--- Increase Vertical Value Y																											
AR	FAL	Bravo	MW	Monolithic	marksman		VLK		cammando	30			Gun Shoots Down--- Decrease Vertical Value Y																											
AR	M4A1	Charlie	MW	Monolithic	M16 Barrel	TAC LASER			cammando	60			Gun Shoots LEFT--- Increase Horizontal value X																											
AR	FR 5.56	Delta	MW	Monolithic	sniper	TAC LASER	VLK			60			Gun Shoots Right--- Decrease Horizontal Value X																											
AR	ODEN	Echo	MW	Colossus	810mm		VLK		cammando	30																														
AR	M13	Foxtrot	MW	Monolithic	Temp Marks		VLK		cammando	60																														
AR	FN SCAR 17	Golf	MW	Monolithic	17.2 lb		VLK		cammando	30																														
AR	AK 47 MW	Hotel	MW	Tactical supp	spetsnaz supp			Skeleton	cammando	40																														
AR	RAM-7	India	MW	Monolithic	Eclipse/Ranger		VLK		cammando	50																														
AR	GRAU 5.56	Juliett	MW	Monolithic	Archnagel	TAC LASER			cammando	60																														
AR	CR-56 AMAX	Kilo	MW	Monolithic	Zodiac		VLK		cammando	45																														
AR	AN-94	Lima	MW	Monolithic	X-438mm		VLK		cammando	60																														
AR	AS VAL	Mike	MW			SMW		GEN 4 GRU	merc	30			slight of hand																											
AR	XM4	Alpha	CW	Agency/GRU	Task Force/Spetsnaz RPK		3X		Field Agent/ Spet	60																														
AR	AK 47 CW	Bravo	CW	Agency/GRU	Task Force/Spetsnaz RPK		3X		Field Agent/ Spet	60																														
AR	KRIG 6	Charlie	CW	Agency/GRU	Task Force/Spetsnaz RPK		3X		Field Agent/ Spet	60																														
AR	QBZ-83	Delta	CW	Agency/GRU	Task Force/Spetsnaz RPK		3X		Field Agent/ Spet	60																														
AR	FFAR 1	Echo	CW	Agency/GRU	Task Force/Spetsnaz RPK		3X		Field Agent/ Spet	mag																														
AR	GROZA	Foxtrot	CW	Agency/GRU	Task Force/Spetsnaz RPK		3X		Field Agent/ Spet	60																														
AR	FARA 83	Golf	CW	Agency/GRU	Task Force/Spetsnaz RPK		3X		Field Agent/ Spet	50																														
	C58		CW	Agency/GRU	Task Force/Spetsnaz RPK		3X		Field Agent/ Spet	55																														
	EM2			Agency/GRU	Task Force/Spetsnaz RPK		3X		Field Agent/ Spet	50																														
	GRAV			Agency/GRU	Task Force/Spetsnaz RPK/15 CMV		3X		Field Agent/ Spet	50																														
Vertical Value- Y																																								
GUN TYPE	NAME	CLASS	GAME	RECOIL for 5,5	RECOIL for 6,6	RECOIL for 7,7	RECOIL for 8,8	RECOIL for 9,9	RECOIL for 10,10	RECOIL for 11,11	RECOIL for 12,12	RECOIL for 13,13	RECOIL for 14,14	RECOIL for 15,15	RECOIL for 16,16	RECOIL for 17,17	RECOIL for 18,18	RECOIL for 19,19	RECOIL for 20,20	RECOIL for 4,4																				
AR	KILO 141	Alpha	MW	25	17	32	16	38	22	22	19	32	28	36	21	35	16	30	16	26																				
AR	FAL	Bravo	MW	38	36	19	39	40	36	31	27	27	39	39	38	34	36	40	33	16																				
AR	M4A1	Charlie	MW	33	19	36	33	22	15	19	26	19	36	24	22	17	35	28	33	40																				
AR	FR 5.56	Delta	MW	20	40	39	38	22	30	35	22	34	32	33	35	19	40	31	34	18																				
AR	ODEN	Echo	MW	33	33	15	25	28	40	25	17	38	38	23	16	20	28	20	35	21																				
AR	M13	Foxtrot	MW	37	40	34	22	16	34	32	26	28	17	31	26	24	36	32	21	30																				
AR	FN SCAR 17	Golf	MW	35	25	39	16	27	20	40	26	34	17	39	27	22	37	27	21	33																				
AR	AK 47 MW	Hotel	MW	25	36	29	36	28	32	23	36	20	19	29	38	26	36	32	28	23																				
AR	RAM-7	India	MW	20	33	24	38	36	35	36	27	15	17	38	34	26	33	35	23	21																				
AR	GRAU 5.56	Juliett	MW	34	38	38	30	32	19	32	32	27	21	36	20	27	30	38	16	23																				
AR	CR-56 AMAX	Kilo	MW	30	21	34	23	29	25	18	38	27	16	32	23	35	33	22	32	16																				
AR	AN-94	Lima	MW	31	37	38	32	35	31	28	20	31	16	19	32	20	17	37	37	23																				
AR	AS VAL	Mike	MW	18	24	32	31	21	28	21	29	31	26	21	15	36	16	30	34	25																				
AR	XM4	Alpha	CW	21	25	25	35	18	30	20	40	21	28	19	34	22	16	24	24	24																				
AR	AK 47 CW	Bravo	CW	20	31	25	29	25	26	40	19	20	25	24	28	31	28	35	32	22																				
AR	KRIG 6	Charlie	CW	37	17	36	38	18	24	19	21	38	17	22	30	19	28	18	25	30																				
AR	QBZ-83	Delta	CW	28	40	17	18	22	20	20	18	28	20	16	40	34	16	31	26	23																				
AR	FFAR 1	Echo	CW	17	32	36	36	31	34	30	37	37	18	39	32	32	17	28	31	29																				
AR	GROZA	Foxtrot	CW	33	16	30	30	32	29	26	31	18	20	22	29	38	33	32	39	40																				
AR	FARA 83	Golf	CW	29	36	22	28	24	32	24	17	38	17	28	38	40	34	32	38	18																				
AR	C58			17	15	18	21	26	34	16	26	23	31	31	19	25	27	31	36	17																				
	EM2			15	2	-5	8	15	4	10	17	26	23	-4	1	12	25	19	10	10																				
	GRAV			6	-5	1	19	30	13	7	26	24	1	26	4	15	9	13	-3	-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	8	8	9	11	-4	1	-5	4	-4	-6	-1	9	4	6	-3	11	0																				
AR	FAL	Bravo	MW	0	-6	0	1	6	-3	-6	8	-2	-6	9	-5	8	4	-3	6	0																				
AR	M4A1	Charlie	MW	3	0	7	3	5	-1	-3	-5	-6	9	1	-1	8	2	7	6	6																				
AR	FR 5.56	Delta	MW	-5	-6	6	1	9	-2	5	-6	-4	5	10	3	5	-2	3	2	10																				
AR	ODEN	Echo	MW	9	-5	4	3	1	3	-1	-6	11	9	10	4	-2	-2	-3	-2	8																				
AR	M13	Foxtrot	MW	6	4	-3	-6	7	-6	4	-5	0	-5	6	5	1	2	0	-1	3																				
AR	FN SCAR 17	Golf	MW	-1	9	0	10	11	7	8	3	7	-1	3	9	-2	4	3	-5	1																				
AR	AK 47 MW	Hotel	MW	5	-3	-4	-6	-6	-2	-4	1	-1	8	7	3	6	-3	-5	2	-6																				
AR	RAM-7	India	MW	10	11	-6	-3	3	4	3	10	5	5	-3	1	6	7	7	0	-3																				
AR	GRAU 5.56	Juliett	MW	-6	10	2	5	-3	3	6	7	2	8	7	8	-4	5	8	8	3																				
AR	CR-56 AMAX	Kilo	MW	-2	0	-4	8	1	3	-4	6	-4	1	9	3	-1	8	1	2	3																				

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

GUN TYPE	NAME	CLASS	GAME	Muzzle	Barrel	Laser	Optic	Stock	Underbarrel	Ammo	Rear grip	Perk	Please Read: How to Adjust Value if ever not working!									
AR	KILO 141	Alpha	MW	Monolithic	19.8 Prowler		VLK		cammando	60			Gun Shoots UP--- Increase Vertical Value Y									
AR	FAL	Bravo	MW	Monolithic	marksman		VLK		cammando	30			Gun Shoots Down--- Decrease Vertical Value Y									
AR	M4A1	Charlie	MW	Monolithic	M16 Barrel	TAC LASER			cammando	60			Gun Shoots LEFT--- Increase Horizontal value X									
AR	FR 5.56	Delta	MW	Monolithic	sniper	TAC LASER	VLK			60			Gun Shoots Right--- Decrease Horizontal Value X									
AR	ODEN	Echo	MW	Colossus	810mm		VLK		cammando	30												
AR	M13	Foxtrot	MW	Monolithic	Temp Marks		VLK		cammando	60												
AR	FN SCAR 17	Golf	MW	Monolithic	17.2 lb		VLK		cammando	30												
AR	AK 47 MW	Hotel	MW	Tactical supp	spetsnaz supp			Skeleton	cammando	40												
AR	RAM-7	India	MW	Monolithic	Eclipse/Ranger		VLK		cammando	50												
AR	GRAU 5.56	Juliett	MW	Monolithic	Archnagel	TAC LASER			cammando	60												
AR	CR-56 AMAX	Kilo	MW	Monolithic	Zodiac		VLK		cammando	45												
AR	AN-94	Lima	MW	Monolithic	X-438mm		VLK		cammando	60												
AR	AS VAL	Mike	MW			SMW		GEN 4 GRU	merc	30		sleight of hand										
AR	XM4	Alpha	CW	Agency/GRU	Task Force/Spetsnaz RPK		3X		Field Agent/ Spe	60												
AR	AK 47 CW	Bravo	CW	Agency/GRU	Task Force/Spetsnaz RPK		3X		Field Agent/ Spe	60												
AR	KRIG 6	Charlie	CW	Agency/GRU	Task Force/Spetsnaz RPK		3X		Field Agent/ Spe	60												
AR	QBZ-83	Delta	CW	Agency/GRU	Task Force/Spetsnaz RPK		3X		Field Agent/ Spe	60												
AR	FFAR 1	Echo	CW	Agency/GRU	Task Force/Spetsnaz RPK		3X		Field Agent/ Spe	mag												
AR	GROZA	Foxtrot	CW	Agency/GRU	Task Force/Spetsnaz RPK		3X		Field Agent/ Spe	60												
AR	FARA 83	Golf	CW	Agency/GRU	Task Force/Spetsnaz RPK		3X		Field Agent/ Spe	50												
	C58		CW	Agency/GRU	Task Force/Spetsnaz RPK		3X		Field Agent/ Spe	55												
	EM2			Agency/GRU	Task Force/Spetsnaz RPK		3X		Field Agent/ Spe	50												
	GRAV			Agency/GRU	Task Force/Spetsnaz RPK/15 CMV		3X		Field Agent/ Spe	50												
Vertical Value- Y																						
GUN TYPE	NAME	CLASS	GAME	RECOIL for 5,5	RECOIL for 6,6	RECOIL for 7,7	RECOIL for 8,8	RECOIL for 9,9	RECOIL for 10,10	RECOIL for 11,11	RECOIL for 12,12	RECOIL for 13,13	RECOIL for 14,14	RECOIL for 15,15	RECOIL for 16,16	RECOIL for 17,17	RECOIL for 18,18	RECOIL for 19,19	RECOIL for 20,20	RECOIL for 4,4		
AR	KILO 141	Alpha	MW	37	27	28	36	24	22	33	31	31	36	37	26	17	17	27	35	20		
AR	FAL	Bravo	MW	19	26	30	22	29	19	37	28	18	35	27	26	35	30	39	24	33		
AR	M4A1	Charlie	MW	29	19	29	26	37	31	36	21	15	27	39	26	33	25	37	20	24		
AR	FR 5.56	Delta	MW	26	33	32	26	32	20	26	28	21	37	34	19	25	19	23	15	22		
AR	ODEN	Echo	MW	15	29	20	16	38	16	20	15	19	30	39	21	22	15	34	30	27		
AR	M13	Foxtrot	MW	21	31	26	34	38	39	20	19	19	19	33	27	18	29	19	20	39		
AR	FN SCAR 17	Golf	MW	18	33	17	27	24	40	29	16	28	38	39	19	31	22	39	33	36		
AR	AK 47 MW	Hotel	MW	21	34	25	15	30	32	37	26	31	36	21	34	15	40	29	26	20		
AR	RAM-7	India	MW	26	32	38	21	21	32	21	24	29	17	40	29	16	20	18	22	27		
AR	GRAU 5.56	Juliett	MW	37	22	20	35	33	21	15	17	18	22	38	37	26	37	28	24	38		
AR	CR-56 AMAX	Kilo	MW	35	38	34	19	35	39	19	38	26	40	21	29	26	26	36	26	31		
AR	AN-94	Lima	MW	18	26	26	17	16	27	25	30	35	37	22	32	19	26	18	35	36		
AR	AS VAL	Mike	MW	15	35	18	35	30	15	21	32	33	31	32	21	28	39	33	30	39		
AR	XM4	Alpha	CW	28	24	27	33	16	38	26	19	23	29	24	36	17	35	23	32	22		
AR	AK 47 CW	Bravo	CW	21	29	16	16	31	38	37	15	34	39	21	34	26	39	29	25	38		
AR	KRIG 6	Charlie	CW	38	16	19	19	31	39	29	36	16	34	24	36	34	28	28	24	31		
AR	QBZ-83	Delta	CW	29	38	24	30	36	35	24	19	17	23	34	25	19	22	32	34	17		
AR	FFAR 1	Echo	CW	35	26	35	30	32	16	19	40	21	30	21	23	38	38	22	19	36		
AR	GROZA	Foxtrot	CW	18	30	29	36	23	23	18	16	33	34	33	27	28	23	35	39	16		
AR	FARA 83	Golf	CW	31	24	23	23	24	29	15	40	35	27	26	32	24	17	18	20	15		
AR	C58			38	30	31	37	26	35	16	18	40	25	29	32	17	40	22	27	36		
	EM2			40	8	28	20	-5	12	28	3	28	20	-3	18	19	23	-1	6	10		
	GRAV			6	27	21	24	30	26	14	1	24	30	0	19	28	27	11	2	30		
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	10	5	9	3	-2	4	-4	-6	-5	-1	10	-1	9	-2	1	0		
AR	FAL	Bravo	MW	-2	-6	-3	9	3	1	5	8	-1	7	6	-1	7	10	3	-5	0		
AR	M4A1	Charlie	MW	-2	0	0	9	-1	8	-3	0	7	8	10	5	-1	-6	-2	-6	-5		
AR	FR 5.56	Delta	MW	4	1	10	7	-4	9	6	1	9	5	-5	-2	1	8	7	-4	9		
AR	ODEN	Echo	MW	0	7	0	-3	-4	-4	9	-3	-1	0	-6	-6	9	-5	-3	2	-4		
AR	M13	Foxtrot	MW	-5	11	-1	2	10	10	1	-2	-4	0	-3	9	9	7	6	6	1		
AR	FN SCAR 17	Golf	MW	3	11	0	6	7	10	-3	5	8	-3	6	9	-3	-4	1	7	8		
AR	AK 47 MW	Hotel	MW	-4	-4	9	8	-3	5	10	-3	-5	10	3	3	10	9	3	-4	6		
AR	RAM-7	India	MW	0	3	-4	0	1	-1	4	4	0	8	7	4	-1	8	5	-5	-4		
AR	GRAU 5.56	Juliett	MW	4	-4	-6	-6	8	0	6	8	1	-5	-2	5	-4	2	-4	-1	-2		
AR	CR-56 AMAX	Kilo	MW	11	-5	7	11	8	7	-4	9	6	7	2	6	5	9	6	-2	-3		

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

GUN TYPE	NAME	CLASS	GAME	Muzzle	Barrel	Laser	Optic	Stock	Underbarrel	Ammo	Rear grip	Perk	Please Read: How to Adjust Value if ever not working!																										
AR	KILO 141	Alpha	MW	Monolithic	19.8 Prowler		VLK		cammando	60			Gun Shoots UP--- Increase Vertical Value Y Gun Shoots Down--- Decrease Vertical Value Y Gun Shoots LEFT--- Increase Horizontal value X Gun Shoots Right--- Decrease Horizontal Value X																										
AR	FAL	Bravo	MW	Monolithic	marksman		VLK		cammando	30																													
AR	M4A1	Charlie	MW	Monolithic	M16 Barrel	TAC LASER			cammando	60																													
AR	FR 5.56	Delta	MW	Monolithic	sniper	TAC LASER	VLK			60																													
AR	ODEN	Echo	MW	Colossus	810mm		VLK		cammando	30																													
AR	M13	Foxtrot	MW	Monolithic	Temp Marks		VLK		cammando	60																													
AR	FN SCAR 17	Golf	MW	Monolithic	17.2 lb		VLK		cammando	30																													
AR	AK 47 MW	Hotel	MW	Tactical supp	spetsnaz supp			Skeleton	cammando	40																													
AR	RAM-7	India	MW	Monolithic	Eclipse/Ranger		VLK		cammando	50																													
AR	GRAU 5.56	Juliett	MW	Monolithic	Archnagel	TAC LASER			cammando	60																													
AR	CR-56 AMAX	Kilo	MW	Monolithic	Zodiac		VLK		cammando	45																													
AR	AN-94	Lima	MW	Monolithic	X-438mm		VLK		cammando	60																													
AR	AS VAL	Mike	MW			SMW		GEN 4 GRU	merc	30			sleight of hand																										
AR	XM4	Alpha	CW	Agency/GRU	Task Force/Spetsnaz RPK		3X		Field Agent/ Spe	60																													
AR	AK 47 CW	Bravo	CW	Agency/GRU	Task Force/Spetsnaz RPK		3X		Field Agent/ Spe	60																													
AR	KRIG 6	Charlie	CW	Agency/GRU	Task Force/Spetsnaz RPK		3X		Field Agent/ Spe	60																													
AR	QBZ-83	Delta	CW	Agency/GRU	Task Force/Spetsnaz RPK		3X		Field Agent/ Spe	60																													
AR	FFAR 1	Echo	CW	Agency/GRU	Task Force/Spetsnaz RPK		3X		Field Agent/ Spe	mag																													
AR	GROZA	Foxtrot	CW	Agency/GRU	Task Force/Spetsnaz RPK		3X		Field Agent/ Spe	60																													
AR	FARA 83	Golf	CW	Agency/GRU	Task Force/Spetsnaz RPK		3X		Field Agent/ Spe	50																													
	C58		CW	Agency/GRU	Task Force/Spetsnaz RPK		3X		Field Agent/ Spe	55																													
	EM2			Agency/GRU	Task Force/Spetsnaz RPK		3X		Field Agent/ Spe	50																													
	GRAV			Agency/GRU	Task Force/Spetsnaz RPK/15 CMV		3X		Field Agent/ Spe	50																													
Vertical Value- Y																																							
GUN TYPE	NAME	CLASS	GAME	RECOIL for 5,5	RECOIL for 6,6	RECOIL for 7,7	RECOIL for 8,8	RECOIL for 9,9	RECOIL for 10,10	RECOIL for 11,11	RECOIL for 12,12	RECOIL for 13,13	RECOIL for 14,14	RECOIL for 15,15	RECOIL for 16,16	RECOIL for 17,17	RECOIL for 18,18	RECOIL for 19,19	RECOIL for 20,20	RECOIL for 4,4																			
AR	KILO 141	Alpha	MW	31	29	35	30	20	32	28	37	16	21	29	26	22	17	31	16	22																			
AR	FAL	Bravo	MW	33	20	31	29	32	28	27	24	35	19	39	21	32	32	24	26	21																			
AR	M4A1	Charlie	MW	18	20	36	31	32	25	17	16	16	24	29	16	21	25	18	18	22																			
AR	FR 5.56	Delta	MW	19	39	21	21	35	25	19	37	19	40	19	38	15	28	21	20	35																			
AR	ODEN	Echo	MW	28	21	26	20	17	35	35	23	39	29	33	24	15	27	23	29	15																			
AR	M13	Foxtrot	MW	19	28	31	18	26	24	18	28	30	34	19	23	37	27	26	31	34																			
AR	FN SCAR 17	Golf	MW	35	16	15	33	30	32	30	36	19	39	18	33	15	24	27	39	22																			
AR	AK 47 MW	Hotel	MW	31	37	34	37	23	19	31	22	16	28	22	28	35	17	27	20																				
AR	RAM-7	India	MW	32	31	39	35	31	35	27	39	38	37	28	35	27	28	31	32	33																			
AR	GRAU 5.56	Juliett	MW	37	40	21	34	26	21	24	40	19	34	34	22	27	28	36	26	30																			
AR	CR-56 AMAX	Kilo	MW	15	25	37	16	15	35	21	24	28	23	39	20	15	37	33	27	36																			
AR	AN-94	Lima	MW	36	19	30	30	19	33	21	25	40	32	40	35	28	33	29	26	18																			
AR	AS VAL	Mike	MW	19	31	26	32	22	26	18	36	30	27	18	35	29	38	29	38	28																			
AR	XM4	Alpha	CW	22	19	20	27	18	28	27	35	22	31	19	28	32	28	23	30	25																			
AR	AK 47 CW	Bravo	CW	18	33	36	38	36	35	34	32	37	35	26	17	19	37	26	31	25																			
AR	KRIG 6	Charlie	CW	23	28	16	15	38	20	40	29	28	27	23	31	25	23	36	21	35																			
AR	QBZ-83	Delta	CW	26	33	20	35	23	39	37	36	24	16	36	25	22	18	18	36	20																			
AR	FFAR 1	Echo	CW	15	24	15	27	24	25	20	22	27	17	36	26	38	34	29	37	40																			
AR	GROZA	Foxtrot	CW	35	27	25	18	33	39	30	40	33	39	20	27	39	36	35	16	35																			
AR	FARA 83	Golf	CW	23	30	34	21	35	16	30	33	28	17	36	37	40	28	17	38	23																			
AR	C58			15	22	22	24	17	38	20	31	32	29	27	17	20	15	35	17	20																			
	EM2			40	7	9	12	29	24	24	-1	-5	20	23	-5	21	25	-2	12	21																			
	GRAV			30	2	12	7	-5	13	-3	14	8	-2	0	29	22	13	16	4	13																			
Horizontal Value- X																																							
GUN TYPE	NAME	CLASS	GAME	RECOIL for 5,5	RECOIL for 6,6	RECOIL for 7,7	RECOIL for 8,8	RECOIL for 9,9	RECOIL for 10,10	RECOIL for 11,11	RECOIL for 12,12	RECOIL for 13,13	RECOIL for 14,14	RECOIL for 15,15	RECOIL for 16,16	RECOIL for 17,17	RECOIL for 18,18	RECOIL for 19,19	RECOIL for 20,20	RECOIL for 4,4																			
AR	KILO 141	Alpha	MW	4	3	0	10	-5	5	-3	-3	0	7	-6	9	7	-6	-1	9	3																			
AR	FAL	Bravo	MW	5	-4	-1	3	4	-3	-2	-6	8	0	0	10	8	4	4	11	0																			
AR	M4A1	Charlie	MW	8	7	0	11	8	10	9	6	-1	5	1	7	0	6	5	-1	9																			
AR	FR 5.56	Delta	MW	7	4	10	5	-1	11	-2	4	8	-3	10	1	7	10	7	9	-3																			
AR	ODEN	Echo	MW	5	0	-4	7	1	-3	9	-5	-3	4	-4	-5	8	2	0	0	-5																			
AR	M13	Foxtrot	MW	7	9	5	4	-6	11	4	5	3	-1	10	6	-5	7	6	4	9																			
AR	FN SCAR 17	Golf	MW	1	-5	-3	4	11	-4	8	-1	2	2	5	11	6	10	-5	5	8																			
AR	AK 47 MW	Hotel	MW	9	8	4	-2	-3	-3	3	1	-2	11	9	7	1	-2	-4	6	9																			
AR	RAM-7	India	MW	-6	1	3	9	0	2	-5	11	-3	8	0	5	9	-4	9	2	3																			
AR	GRAU 5.56	Juliett	MW	-2	-4	-6	3	-3	-6	3	-6	4	10	1	2	9	3	2	5	5																			
AR	CR-56 AMAX	Kilo	MW	5	-1	7	-3	4	-5	9	7	-2	-2	-1	6	-1	-2	11	6	0																			

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

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

GUN TYPE	NAME	CLASS	GAME	Muzzle	Barrel	Laser	Optic	Stock	Underbarrel	Ammo	Rear grip	Perk
SMG	AUG MW	Alpha	MW	mono	407mm		vik/holo		cammando	60 mag nato		
SMG	P90	Bravo	MW	mono	forge tac ret	tac laser		forge tac comb			stripped	
SMG	MP5 MW	Charlie	MW	Mono		5mw		FTAC Clalpsible	Merc	45		
SMG	UZI	Delta	MW	mono	carbine pro	5mw			merc	31 ae rounds		
SMG	PP19 BIZON	Echo	MW	mono	8.7 steel	5mw		skeleton			stripped	
SMG	MP7	Foxtrot	MW	mono	recon	tac laser			merc	60		
SMG	STRIKER 45	Golf	MW	mono	400mm				merc	45	ftac g5 exo	
SMG	FENNEC	Hotel	MW			5mw		no stock	merc	40		sleight of hand
SMG	ISO	India	MW		nightsade	5mw			merc	50	stripped	
SMG	CX-9	Juliett	MW	#N/A	#N/A	#N/A	#N/A	#N/A	#N/A	#N/A	#N/A	#N/A
SMG	MP5 CW	Alpha	CW	Sound Supp		Gru 5mw		No Stock	ld agent/Spetsn	Biggest Mag/50		
SMG	MILANO 821	Bravo	CW	Sound Supp	task force			combat	ld agent/Spetsn	55		
SMG	AK74u	Charlie	CW	Sound Supp	task force			pkm/skeleton	ld agent/Spetsn	50		
SMG	KSP 45	Delta	CW	Sound Supp	task force			combat	ld agent/Spetsn	48		
SMG	BULLFROG	Echo	CW	Sound Supp	task force	Gru 5mw		No stock	ld agent/Spetsn			
SMG	MAC 10	Foxtrot	CW	Sound Supp	task force			raider	ld agent/Spetsn	53		
SMG	LC10	Golf	CW	Sound Supp	task force			combat	ld agent/Spetsn	55		
SMG	PPSH-41	Hotel	CW	Sound Supp	task force			NO Stock	ld agent/Spetsn	Biggest MAG/55		
CX9					CX-38a	Tac laser			Merc forgrip	50 mag	CX-9 Tac grip	
OTS9				Sound supp	Task force				Field agent/ Spet	40 mag	GRU Elastic rap	
Tec9				Full Auto Repeat	Task Force				Field agent/ Spet	48 mag	Raider stock	

Vertical Value- Y

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

Horizontal Value- X

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

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

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

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

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

Vertical Value- Y

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

Horizontal Value- X

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

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

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

GUN TYPE	NAME	CLASS	GAME	Muzzle	Barrel	Laser	Optic	Stock	Underbarrel	Ammo	Rear grip	Perk
SMG	AUG MW	Alpha	MW	mono	407mm		vik/holo		cammando	60 mag nato		
SMG	P90	Bravo	MW	mono	forge tac ret	tac laser		forge tac comb			stripped	
SMG	MP5 MW	Charlie	MW	Mono		5mw		FTAC Clalpsible	Merc	45		
SMG	UZI	Delta	MW	mono	carbine pro	5mw			merc	31 ae rounds		
SMG	PP19 BIZON	Echo	MW	mono	8.7 steel	5mw		skeleton			stripped	
SMG	MP7	Foxtrot	MW	mono	recon	tac laser			merc	60		
SMG	STRIKER 45	Golf	MW	mono	400mm				merc	45	ftac g5 exo	
SMG	FENNEC	Hotel	MW			5mw		no stock	merc	40		sleight of hand
SMG	ISO	India	MW		nightsade	5mw			merc	50	stripped	
SMG	CX-9	Juliett	MW	#N/A	#N/A	#N/A	#N/A	#N/A	#N/A	#N/A	#N/A	#N/A
SMG	MP5 CW	Alpha	CW	Sound Supp		Gru 5mw		No Stock	ld agent/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	-1	8	20	28	11	30	16	26	8	13	16	23	27	18	21	13	26
SMG	P90	Bravo	MW	-2	-2	17	-3	3	21	-4	22	25	15	4	0	-3	26	25	30	26
SMG	MP5 MW	Charlie	MW	20	12	27	14	15	16	10	0	18	-5	-4	4	4	17	14	4	10
SMG	UZI	Delta	MW	12	23	21	18	9	6	-4	10	20	29	10	11	28	23	21	16	27
SMG	PP19 BIZON	Echo	MW	18	6	27	11	5	21	2	4	-1	29	14	10	11	-3	25	6	23
SMG	MP7	Foxtrot	MW	-1	-3	-3	26	15	25	6	-3	21	28	5	25	8	25	21	20	25
SMG	STRIKER 45	Golf	MW	14	7	0	1	-2	15	6	-3	30	18	10	16	25	25	2	5	-2
SMG	FENNEC	Hotel	MW	-3	10	28	-2	12	23	16	25	26	7	-3	8	-4	29	-3	26	19
SMG	ISO	India	MW	-5	30	15	8	13	23	20	5	18	22	4	2	-1	28	8	27	17
SMG	MP5 CW	Alpha	CW	24	16	27	14	11	13	4	3	18	21	-2	25	18	1	27	14	4
SMG	MILANO 821	Bravo	CW	11	20	-4	1	-4	26	28	26	19	21	18	4	-5	4	16	18	20
SMG	AK74u	Charlie	CW	12	14	19	21	19	10	3	29	9	30	12	-3	5	12	6	15	30
SMG	KSP 45	Delta	CW	29	9	-2	18	14	1	4	27	27	-1	25	2	1	29	4	23	18
SMG	BULLFROG	Echo	CW	1	29	14	27	5	22	4	29	8	-3	8	13	0	30	12	25	17
SMG	MAC 10	Foxtrot	CW	-2	21	26	-1	-5	20	-4	-4	22	30	27	5	9	8	18	1	-1
SMG	LC10	Golf	CW	13	16	13	28	-3	9	11	-3	-3	24	25	7	-3	-1	17	27	15
SMG	PPSH-41	Hotel	CW	17	24	-4	14	5	4	-2	0	15	-1	7	0	7	5	9	22	10
CX9				CW	9	18	20	0	18	5	4	29	18	-1	25	20	-2	23	8	-2
OTS9				CW	-1	21	5	-3	25	27	-5	28	28	23	25	20	-2	13	-1	28
TEC 9					21	-2	9	2	-4	21	14	16	20	29	22	23	-2	30	18	27

Horizontal Value- X

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

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

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

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

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

Vertical Value- Y

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

Horizontal Value- X

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

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

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

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

Gun Shoots UP--- Increase Vertical Value Y

Gun Shoots Down--- Decrease Vertical Value Y

Gun Shoots LEFT--- Increase Horizontal value X

Gun Shoots Right--- Decrease Horizontal Value X

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

Horizontal Value- X

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

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

Horizontal Value- X

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

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

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Gun Shoots UP--- Increase Vertical Value Y

Gun Shoots Down--- Decrease Vertical Value Y

Gun Shoots LEFT--- Increase Horizontal value X

Gun Shoots Right--- Decrease Horizontal Value X

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Vertical Value- Y

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

	Muzzle	Barrel	Laser	Optic	Stock	Underbarrel	Ammunition	Rear grip	Perk
BRUEN	Mono	26.8 Summit		VLK		Commando	60 mags		
STONER	Agency	Task Force		3X		Field agent	120 mags		
PKM	Mono	Extended	Tac Laser	VLK		Snatch grip			
RPD	Gru Supp	Task force		3X		Field agent	120 mag		
FINN	Mono	Longshot Ac	Tac laser	VLK		Commando			
SA 87	Mono		Tac laser	VLK		Ranger	60mags		
MG34	Mono	Brute	Tac laser	VLK		Commando			
HOLGER	Mono		Tac laser	VLK		Commando		Stripped	
M60	Agency	Task force		3X		Field agent	120 mags		
M91	Mono	M91 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	2	7	12	5	18	2	4	11	13	7	21	21	8	27	21	16	20
STONER	14	0	7	3	30	30	11	13	10	1	1	23	-2	25	14	28	20
PKM	1	2	7	15	10	18	1	-2	24	19	26	30	19	17	-1	24	-2
RPD	23	13	19	0	4	4	17	22	27	9	2	20	21	11	8	28	24
FINN	11	19	1	13	4	24	19	0	17	11	14	8	9	13	20	3	29
SA 87	7	24	8	25	6	-1	7	10	24	14	20	6	18	6	9	9	21
MG34	7	8	0	18	6	20	8	19	24	28	7	7	28	25	23	7	14
HOLGER	7	17	-2	17	29	7	4	-1	11	6	5	27	24	6	29	30	3
M60	22	12	11	21	25	7	18	7	18	12	15	8	17	20	20	19	30
M91	-1	7	24	25	29	8	29	3	10	19	6	18	29	2	29	26	15
MG 82	25	8	-2	13	25	28	7	4	27	25	23	28	28	8	2	6	3

Horizontal Value- X

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

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

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Gun Shoots UP--- Increase Vertical Value Y
Gun Shoots Down--- Decrease Vertical Value Y
Gun Shoots LEFT--- Increase Horizontal value X
Gun Shoots Right--- Decrease Horizontal Value X

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Vertical Value- Y

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

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

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

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